

# Localization with Sisulizer



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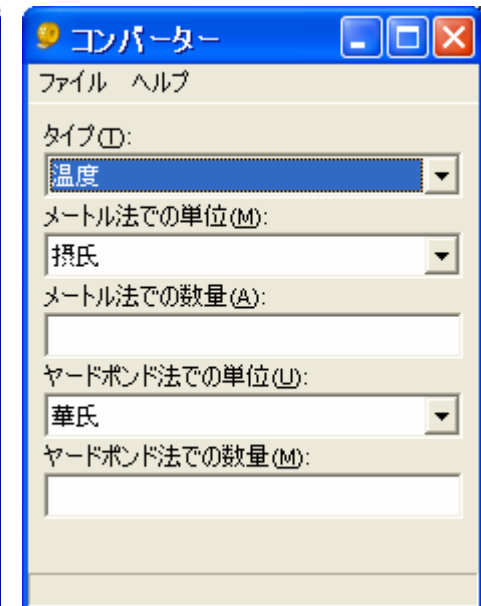
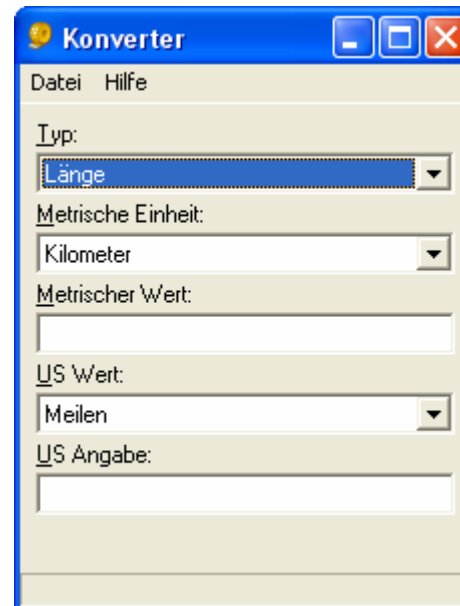
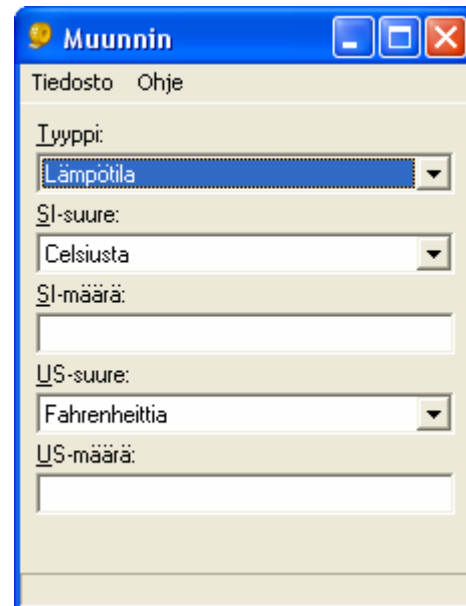
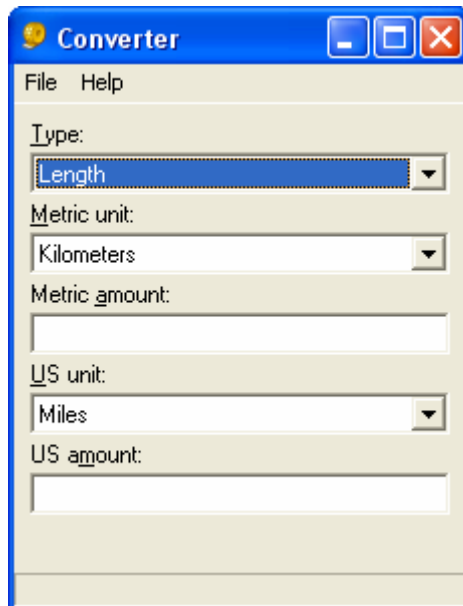
# Today's Agenda

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- Localization process
- Importing
- Exchanging
- Translation memory
- HTML localization
- Windows application localization
- XML localization
- Database localization
- Q&A.

# What is Localization?

- Adapting software, file or data to another culture.
  - Mostly translation
    - User interface, online helps, documentation, web pages
  - Sometimes some functional differences
    - Bank procedures, address formats, etc.



# Requirements for Localization



- Software has been properly internationalized (I18N)
  - Strings are in the resources and not hard coded

```
ShowMessage( "Hello World" );
```

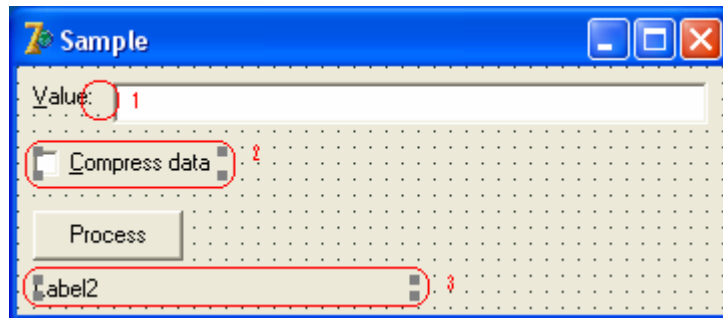
->

```
ShowMessage( LoadString( ID_HELLO ) );
```
  - Code uses proper API calls
  - Code handles strings properly
    - Either uses Unicode or enables multibyte handling
  - User interface is easily localizable

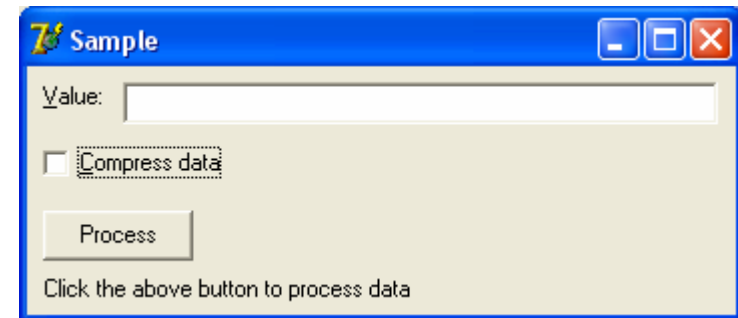
# User Interface Reworking

- English is very compact language
  - In most cases translations are longer than the original text
  - This means that translations do not fit their places

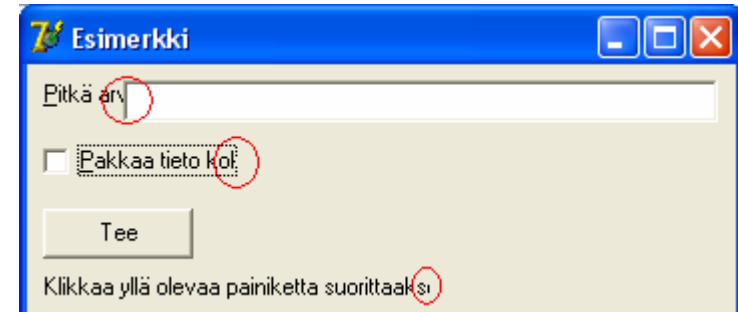
The form below contains such cases



When run in English it looks good



But when run in Finnish some text is cut



# User Interface Reworking (2)

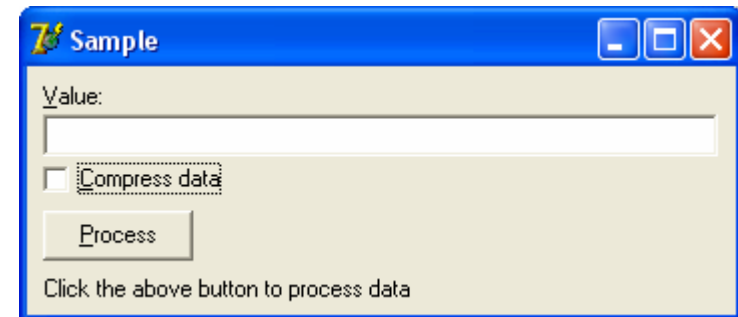
- There is an easy solution to design user interface such way that clipping is very unlikely

Reworked form



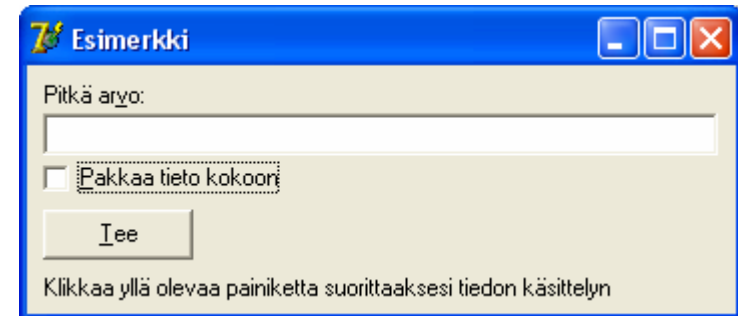
The screenshot shows a window titled "Sample" with a blue title bar. It contains a text input field labeled "Value:", a checkbox labeled "Compress data", a "Process" button, and a "dummy" label at the bottom left.

This works fine in English



The screenshot shows the same window titled "Sample" in English. The text input field is empty, the checkbox is unchecked, and the "Process" button is visible. Below the button, there is a text label: "Click the above button to process data".

Works fine in Finnish and other languages



The screenshot shows the same window titled "Esimerkki" in Finnish. The text input field is empty, the checkbox is unchecked, and the "Iee" button is visible. Below the button, there is a text label: "Klikkaa yllä olevaa painiketta suorittaaksesi tiedon käsittelyn".

# Localization Process in Sisulizer

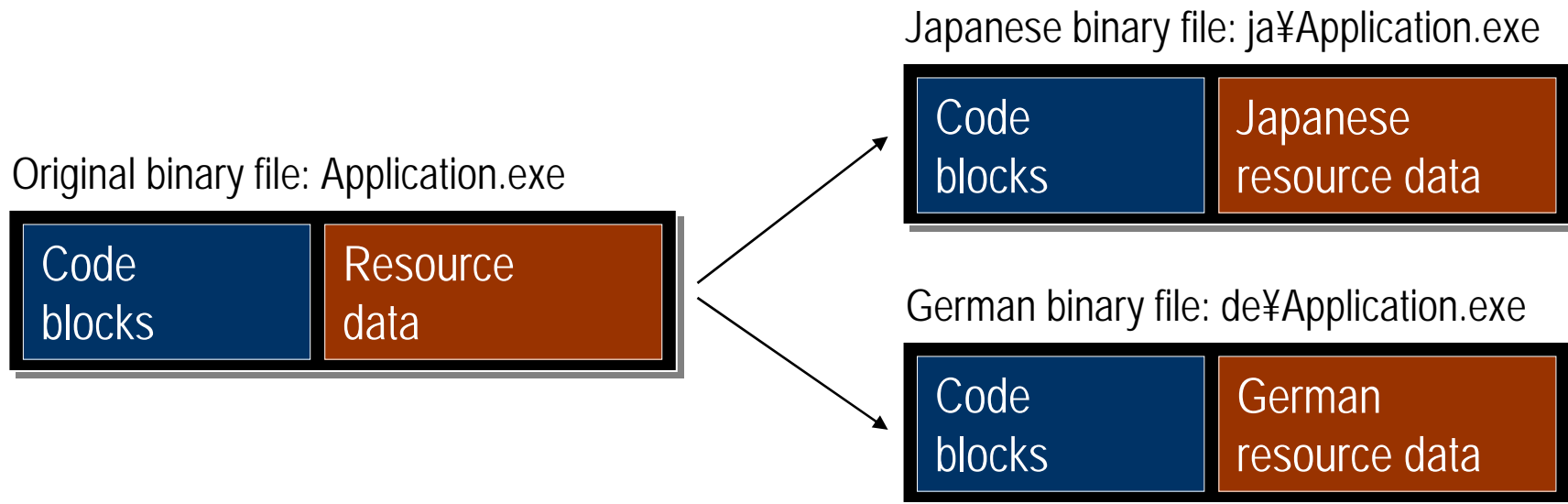
- Three simple steps
- 1. Scan
  - Sisulizer reads the original file and extracts data that needs to be translated.
- 2. Translate
  - Translator uses Sisulizer to enter translations.
- 3. Build
  - User uses Sisulizer to create localized files.
  - They are identical to the original files except strings and possible user interface have been translated.

- Sisulizer knows files formats!
- It can read over 50 different file formats
  - Application files: .exe, .dll, .jar, ...
  - Source code files: .c, .cpp, .java, ...
  - Resource files: .rc, .rss, .resx, .properties, ...
  - Software project files: .sln, .csproj, .jpx, ...
  - Document files: .html, .chm, ...
  - Data files: .xml, .ini, ...
  - Databases: Access, SQL Server, Oracle, MySQL, ...
- Sisulizer stores the scanned data into its own XML based project format (.slp)
  - Sisulizer isolates translator for the original file format



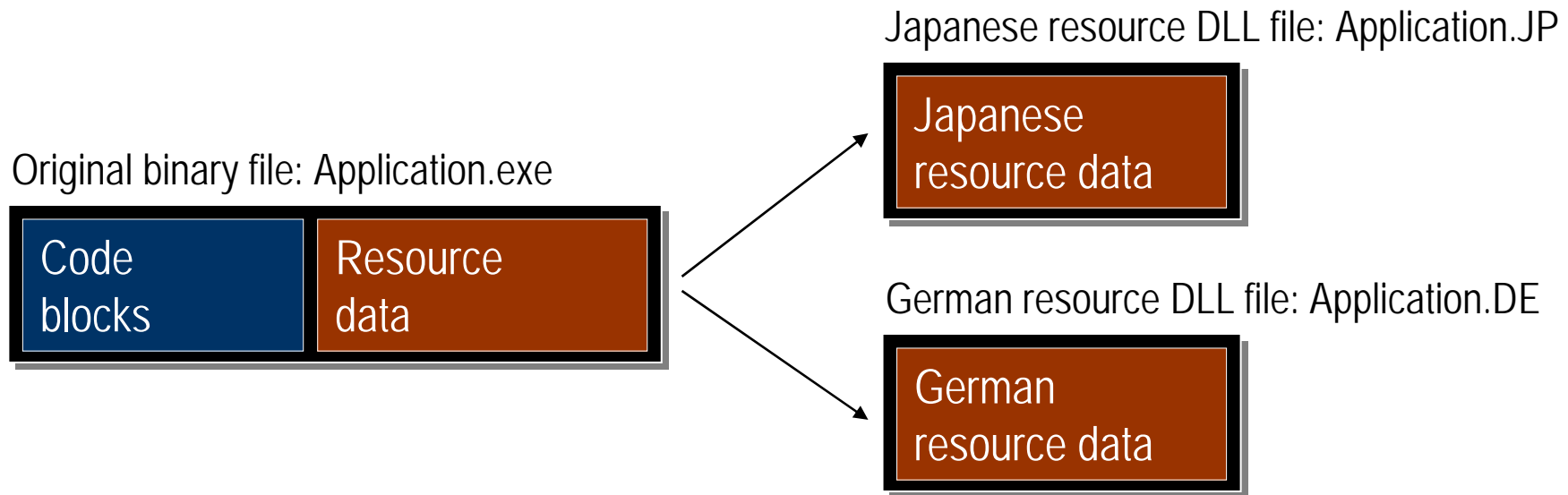
# Localized Binary Files

- Sisulizer creates a copy of the original binary file and replaces the resource data with the translated data.



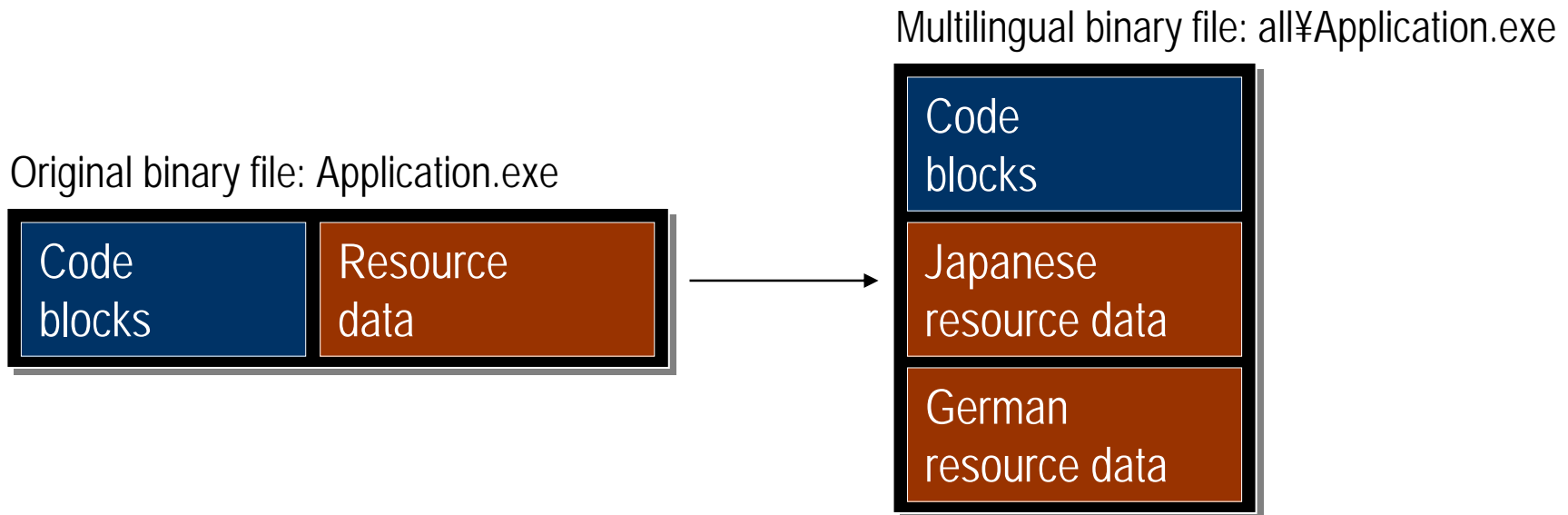
# Localized Resource DLL Files

- Sisulizer creates a resource only DLL files that contain the translated resource data.



# Multilingual Binary File

- Sisulizer creates a copy of the original binary file and adds resource data in all languages that project has.



- East, fast and safe way to translate projects.
- Translators always have the same user interface no matter what is the original file format.
  - They do not have to know anything about the original file format.
- Multiple ways to translate
  - You can enter translations manually or
  - You can send project to be translated or
  - You can import translations or
  - You can reuse existing translations using translation memory or
  - You can automatically translate using machine translation.

# Importing data

- Sisulizer can import existing translations from various sources.
- Glossary files
  - TMX, Excel, text files
- Existing localized files
  - If you already have some localized files you can import its translations
- Database tables

# Translation Engines

- Sisulizer translation memory
  - Sisulizer’s own translation memory technology
  - Can be used to store translations
    - Save existing translations, import glossaries
  - Data is stored in a database
- 3rd party translation memories
  - Sisulizer has interfaces to 3rd party translation memories
  - TRADOS
- Machine translators
  - Sisulizer has interfaces to machine translator engines
  - WorldLingo

# HTML Demonstration



- Select the files you want to localize.
- Sisulizer read the files and shows them in visual editor.
- Entering translation manually.
- Sisulizer creates localized files
  - HTML file
    - Sisulizer translated text but keeps the structure identical
  - Images file
    - You can change the image file to be used in the localized HTML files.

# Windows Application Demonstration



- We have an English Windows application
- We want to make a Japanese application
- Using translation memory.



# XML Demonstration

- Localizing a sample XML file from English to Japanese
- Importing translations from Excel.

# Database Demonstration

- Adding Japanese data to an Access table.
- Exchanging translations with a translator.

# .NET Demonstration

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- Localizing Converter application from English to Japanese
- Project localization (Converter.csproj)
- Importing existing data from Excel.

# Machine Translation Demonstration



- WorldLingo is a server based machine translator
  - Purchase account for WorldLingo service
  - Configure WorldLingo translator in Sisulizer
  - Use translator in Sisulizer.
- Let's localize a simple HTML file containing text and pictures from English to Japanese.

# HTML Help Demonstration



- HTML Help is the online help format of Windows and .NET.
  - HTML Help file (.chm) is a single binary file that contains all online help data
  - HTML files, image files, buttons, topic file and index file
- Select the HTML Help file that you want to localize.
- Sisulizer read the content files from the .chm file and shows them in visual editor
- Sisulizer creates localized .chm files
- Demo.

# Q&A