

Localization File Tips

The Localization file is a property file. It contains 'key=value' pairs, where the key is a field name, and value is the translated field name value. The Localization file is encoded in ASCII, using Unicode escapes for all characters that are not part of the ASCII character set. In order to allow it to be edited in any program that supports UTF-8 it should be converted to UTF-8 using Java utility `native2ascii`.

Example

```
native2ascii -reverse -encoding UTF-8 GUI2_fr.properties GUI2_fr.properties.UTF
```

If you want to correct a particular field name, label or phrase, but you can't find it in the file, you can get an English translation file, search it for your phrase and note the property key. Search for the property key in the localization file to find the phrase you need to correct.

Most files contain many properties with duplicate names. We have a special script called `collapse_stringlist.pl` to simplify the translation procedure for duplicates.

In Agiloft, the base (English) file for internal program strings is called `GUI2.properties`. Let's say, for example, you wish to translate this into the Latin language using a UTF-8 text editor. After obtaining the base file from Agiloft, prepare it for translation using the command:

```
collapse_stringlist.pl -v GUI2.properties > AL-latin.txt
```

After translating all of the strings in `AL-latin.txt` using your text editor, run the following command to import the translation:

```
collapse_stringlist.pl -v -i GUI2.properties AL-latin.txt > GUI2_la.properties
```

Now you can add the file `GUI2_la.properties` to Agiloft and select the Latin language from the GUI.

If, after the original translation, you upgrade to a different version of Agiloft, obtain the list of new strings to translate using the command:

```
collapse_stringlist.pl -v GUI2.properties AL-latin.txt > AL-latin-2.txt
```

After translating the strings in `AL-latin-2.txt`, import using the command:

```
collapse_stringlist.pl -v -i GUI2.properties AL-latin.txt AL-latin-2.txt > GUI2_la.properties
```

Windows-1252 Encoding

If, instead of UTF-8, you wish to use an older text editor that only understands Windows-1252 encoding, you might export using the command:

```
collapse_stringlist.pl -v -l cp1252 GUI2.properties > AL-latin.txt
```

Then, after editing, import using the command:

```
collapse_stringlist.pl -v -i -l cp1252 GUI2.properties AL-latin.txt > GUI2_la.  
properties
```

Unicode Encoding

If the translated file is in the UTF-8 encoding, which most of customers send to us, it is easy to convert it to unicode format before uploading by Java utility native2ascii. For example:

```
native2ascii -encoding utf8 SpanishUTF8.txt Spanish.txt
```

Partial translation

If you created a knowledgebase-specific localization file - for example, `French.txt` with checked "Hide fields that have already been translated" - and you want to replace parts that haven't yet been translated by already translated parts automatically, we have a special script to do it.

Input parameters and Output:

| | |
|-----------------------|--|
| Translation file A | English translation file for KB 1 |
| Translation file B | Foreign language translation file for KB 1 |
| Translation file C | Foreign language translation file for KB 2. Note: It may be partially translated already, but it contains some strings that have not been translated. |
| Standard Output: | Foreign language translation file for KB 2. a <code>New_translated_file</code> to standard output |

Example

```
translation_merge.py KB1_english_file.txt KB1_french_file.txt KB2_french_file > New_translated_french_file
```