

Vallen Language Editor

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1 Introduction

This documentation is for Vallen Language Editor R2005.1121 or later.

The **Vallen Language Editor** is a powerful tool to translate Vallen Software into other languages than English. The Language Editor described in this document is the central part of a complete **Localization Pack (LP)** for a certain Vallen software package. The **Localization Pack** contains everything required to translate the user interface of the software.

This translation process (localization) doesn't require any programming or special developer skills from you.

Note: Unless you have been asked for the translation by Vallen-Systeme GmbH please first send an email to language@vallen.de, indicating your readiness to start the translation, for which software package and to support which language. This is required in order to avoid work to be done twice.

2 Getting Started and Installation of the Localization Pack

The Localization Pack normally is shipped as a regular ZIP-file. Unpack the ZIP-file into any empty working directory. Be sure that all files are within the same folder.

The Localization Pack contains at least the following components:

LangEdit.EXE	The Vallen Language Editor. This is the application to be used for the localization process.
*.LangEdit	Vallen Language Editor configuration file(s). There is one file per project.
<exe-filename>	The application to be localized.
*.lng	The language files with the text information to be localized. Each language file represents a certain part or dialog of the program with its texts to be localized. The language files are edited with the Language Editor.
LangEdit.pdf	Additional documentation (e.g. the document you are presently reading).

Note: If you didn't return the latest version of your language files, do not unzip a newer release into your working folder. Otherwise your work will be overwritten by the new files. Instead, always return your latest translation files first. We will promptly import your translations into the next Localization Pack release. You will receive a confirmation mail when your latest translations have been uploaded to the web and are ready for your download.

3 Translating the Application

3.1 The Language Editor

Note: To edit the language files please run **LangEdit.exe**.

The language editor pops up and asks you which language to display. When running the program for the first time, please simply select "All".

See next page for screen shot.

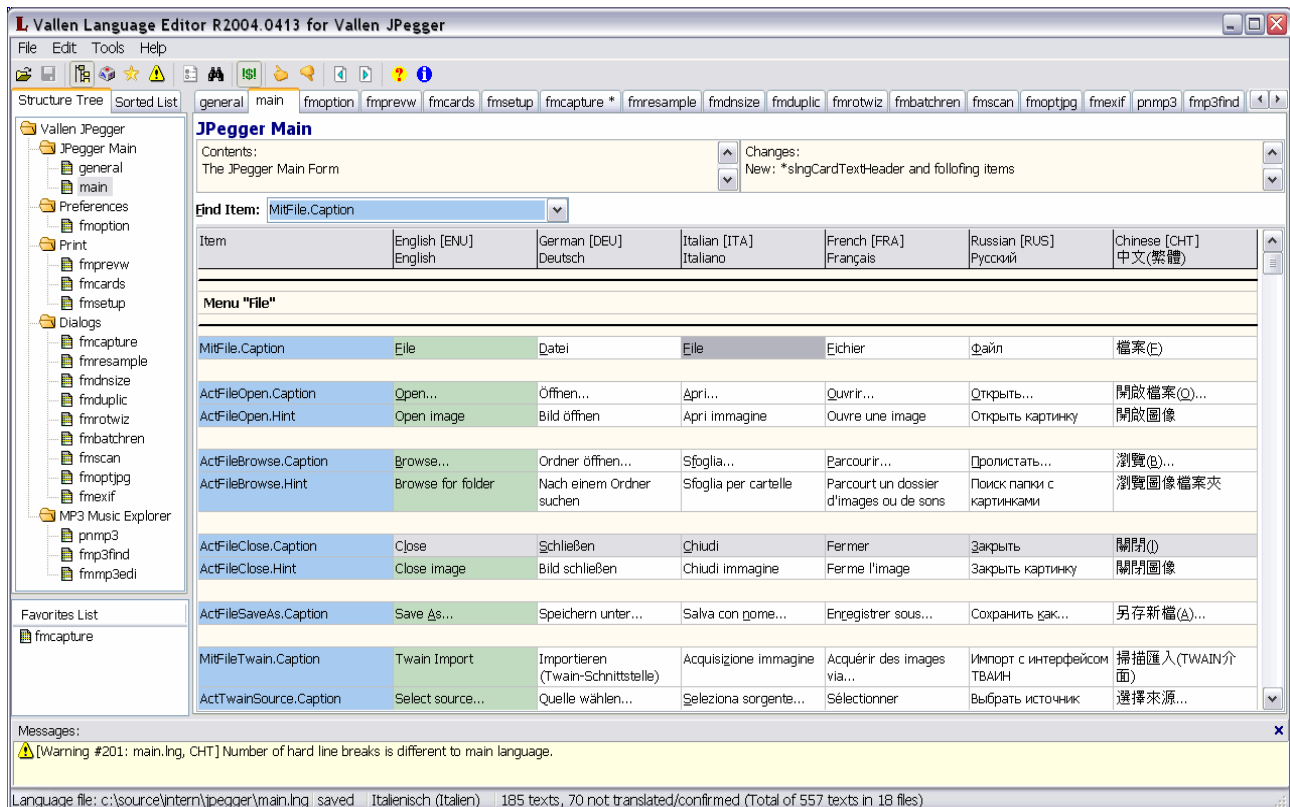


Figure 1: The Language Editor

3.1.1 The Language Files

The application to be translated consists of several language files. Each language file contains text to be localized. All texts within the same language file logically belong together, e.g. the texts belong to the same dialog.

The Language Editor is visually divided into two parts: On the left hand side there is a page control that allows one to switch between **Structure Tree** and **Sorted List** of the language files. It is recommended to keep the Structure Tree in front because it shows files close to each other that belong together. However, if you want to show the files alphabetically sorted then switch to Sorted List. A file is selected by a simple click.

On the right hand side is the **Language Table** which contains the text of the currently selected language file. The different language files are also shown as tabs on top of the grid. The order of the tabs shown corresponds to the order within the Structure Tree. You can also use these tabs to select a certain language file. An asterisk (*) is added on a tab if its content has been modified.

3.1.2 The Language Table

Below the language file tabs there are two text boxes next to each other. The left text box contains information about the content of the current language table and where these texts are located within the application. The right text box contains information about recent changes in the program. These text boxes are modified by the program author only and are for your information.

The table grid in the client area shows one row for a certain item to be localized and the different translations in columns.

The **first column** on the left hand side shows the internal ID of the item in the program. This column cannot be modified. For easier identification this row is shown in **blue** color.

MitFile.Caption

Figure 2: 1st column, internal ID

The **second column** shows the **main language** which generally is English. This language is defined by the programmer and cannot be modified. But the content of this column is to be translated in the other columns. For easier identification the main language column is shown in **green** color.

Item	English [ENU]
MitFile.Caption	File

Figure 3: 2nd column containing main language

The **other columns** show the localized strings for the language shown in the header row. Simply select a cell with the mouse or keyboard and press <F2> to start editing the contents.

Item	English [ENU]	German [DEU]	Italian [ITA]	Portuguese [PTG]	Swedish [SVE]	Dutch [NLD]	French [FRA]	Spanish [ESP]
MitFile.Caption	File	Datei	File	Arquivo	Arkiv	Bestand	Eichier	Archivo

Figure 4: Other columns

For easier identification special colors are used for these cells:

Yellow cells show non translated texts. This means they have not been modified at all yet or the content of the main language has been changed since the last update of the current language. If you verified the text to be good as it is without further modification then you have to confirm it. See chapter **Confirmation of items** for more information.

Red shows empty cells. Cells must not be empty so this is a severe error. Also cells with detected format errors are shown in red.

Gray cells indicate that this cell contains a Reference Tag. For more information on Reference Tags see chapter [Reference Tags](#).

Comment rows have one column only. These comments are for grouping the items and for your information. These can't be modified. Comment lines are shown in cream color for easier identification.

Menu "File"

Figure 5: Comment row example

3.2 Adding a new Language

Step1: Click on **Add new Language** out of menu **Edit** to add a new language.

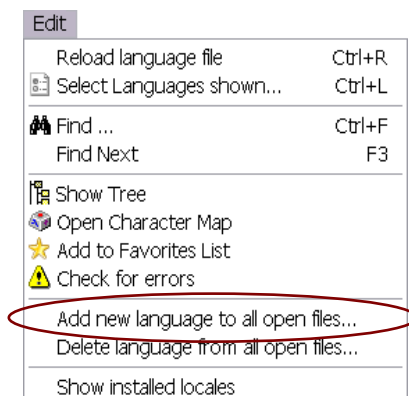


Figure 6: Menu Edit

Step 2: Please select the appropriate language locale to be used from the list:

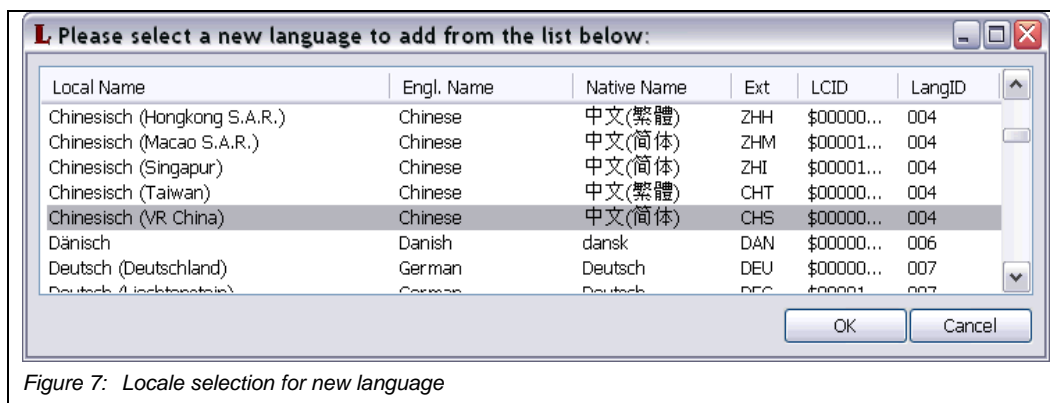


Figure 7: Locale selection for new language

Step 3: The language selection dialog appears and allows you to select which languages to be shown. Select your new language together with any of the existing languages and click **OK**. The new language is added to all language files automatically and its content is initialized with the contents of the main language.

3.3 The Translation Process

You should first select the new language out of Edit to show the main language with your language only. This gives you more space on the screen by hiding all other languages.

Please identify the original string in the program's user interface: is it a text on a label, in a menu, on a button, and so on?

The first column in **blue** helps you to identify the item in the program by its prefix.

3.3.1 Name Prefixes: Items starting with...

- Btn** A button on a form
- Mit** A menu item
- Act** Action, is used on different occasions, either as buttons and/or menu items
- Lb** A label to describe something
- Cob** A combo box offering a selection of items
- *sIng** Internal used strings, in most cases status messages of the program during run.

3.3.2 Name Suffixes: Items not starting with an asterisk (*) do have a suffix like:

- .Caption** A caption text, e.g. used for menu items, buttons, and labels
- .Hint** A hint text as they are used for toolbar buttons to be shown when the mouse cursor moves over them. A hint normally belongs to an item with a caption, like an action.
- .Text** Other texts

Now overwrite the texts in the column of your language by typing the translated text. Press **<F2>** to enter the edit mode in a cell without overwriting its contents.

3.3.3 Take Care of the Length of translated Texts

We are aware of the fact that the English texts in most cases are shorter than texts in other languages. So we try to offer enough space that the texts in other languages should fit inside the controls like buttons.

Note: You must test your translations in any case to verify that they really fit into the area provided or onto the buttons.

If the texts don't fit into the space provided please try to find shorter descriptions if possible. If you cannot find a shorter description and you know that your description doesn't fit please drop us a note to modify the program accordingly. But basically you should try to be as short and as descriptive as possible. We are very well aware of the fact that this is not always easy.

3.3.4 Take Care when adding line breaks

You can add line breaks in a text by pressing **<Ctrl+Return>**. Please only add line breaks if the main language also includes a line break.

GrpFile.Caption	Data Compression:	Datenkompression:
LbLowQuality.Caption	Lower quality, ¶ smaller file	Schlechtere Qualität, ¶ kleinere Datei
LbHighQuality.Caption	Better quality, ¶ larger file	Bessere Qualität, ¶ größere Datei

Figure 8: Example for "hard line breaks"

Note: Hard line breaks are indicated by a ¶ character. Please note that line breaks need extra testing.

3.3.5 Format Identifiers (%0.0n)

Within strings Format Identifiers are used to format numerical or string values. These identifiers start with a "%" character, followed by several optional numeric fields, up to (and including) the first character (the actual Format Identifier).

Common Format Identifiers look as follows:

- %0.1f** Fixed point number with one decimal (Zero, not an "O")
- %0:0.1f** Same as above, but includes leading index specifier "0"
- %0.0n** Decimal Number with thousands delimiter (Zero, not an "O")
- %1:0.0n** Same as above, but includes leading index specifier "1"
- %d** Integer number
- %s** Text to be replaced at run time.

Format identifiers are used like:

"This is page %d of a total of %d pages of file %s".

During program execution the format identifiers are replaced by numbers and could show up like:

"This is page 1 of a total of 5 pages of file anyfile.txt".

Note: It is important that you **NEVER** change existing format identifiers. If you change them the program might crash during execution. Also never change the order if there is more than one identifier in one string if no index specifiers are given (see below)!

Format identifiers can contain **index specifiers** (it looks like this: "%0:0.1f") which allow to change the order of the format identifiers as they are used in different languages.

Example including index specifiers (0,1,2):

"This is page %0:d of a total of %1:d pages of file %2:s".

If format specifiers are given like in this case, the translator can change the order like:

"File %2:s, Total pages: %1:d, Current page: %0:d"

So the indices always represent the **original** order. Index specifiers are added whenever required.

3.3.6 Menu Shortcuts (Hotkeys)

You might have realized that some items especially in menus show a certain character underlined like File.

This is a menu shortcut and shows the user that he can address the item by pressing <ALT+F> because the "F" is underlined. It is up to you whether you use these shortcuts or not.

Note: To keep things simple you can ignore menu shortcuts as this never will lead to an error. But if you decide to use them, you must follow the following rules:

1. Menu shortcuts are entered by adding an ampersand "&" character in front of the character to be underlined, e.g. &File shows up as File.
2. If you want an ampersand character to appear as ampersand you have to write it twice like "&&".
3. Menu shortcuts must be unique! This means that each specific menu shortcut has to be unique for each dialog. There is no way for automatically detecting if a menu shortcut is used more than once. This means you have to test each menu shortcut manually by testing the translation.
4. Please only use menu shortcuts if there are menu shortcuts in the main language. Sometimes texts might be used in different places where the "&" character is not properly displayed and then might lead to confusion on user side.

Note: Menu shortcuts with an ampersand "&" character can be used for items with suffix ".Caption" only.

3.3.7 Reference Tags (!\$!Ref! and !\$!ShRef!)

Reference tags are used to reference to another already translated item. Currently two types of tags are supported:

- **!\$!Ref!** **Regular Reference**
- **!\$!ShRef!** **Reference with stripped hotkey**

The Reference tags are followed by the item ID of another item where the actual text is taken from. This means that the tags are replaced at run-time by the contents of the referenced item. Reference Tags are intended to stay as they are, and are introduced to reduce the total number of items to be translated if the same texts occur more often. Only for some languages it might be necessary to replace existing Tags against other content.

Note: In most cases the Reference Tags refer to items saved in file **GENERAL**.

Example:

In language file **General** you will find the following definition:

The Item **sIngDefAddCap** defines a caption item for **Add** including a hotkey (underlined **A**, written as **&Add**).

*sIngDefAddCap	Add...	Hinzufügen...
*sIngDefAddHint	!\$!ShRef!*sIngDefAddCap	!\$!ShRef!*sIngDefAddCap

Figure 9: Example for a non-evaluated Reference Tag

The item **sIngDefAddHint** defines the same text without the hotkey. So the reference with stripped hotkey is used to define the content as **Add** (without underlined **A**). The advantage for you as a translator is, that you don't need to translate the second text and everywhere else in the project where the "Add" is needed, the reference tag can be used.

You can show Reference Tags either evaluated or as code. Figure 9 shows the tags as code and Figure 10 shows the same tags evaluated. See Figure 11 for context menu on how to toggle evaluation of Reference Tags on and off.

*sIngDefAddCap	Add...	Hinzufügen...
*sIngDefAddHint	Add...	Hinzufügen...

Figure 10: Example for an evaluated Reference Tag.
Compare with Figure 9.

Use menu item **Evaluate Reference Tags** out of the context menu within the grid to switch on and off the evaluation of the Reference Tags.

There also are two insert functions for Reference tags to automatically insert a tag which refers to the item above. This is to be used if there is a Caption and a Hint item like in the example above and you want to use the same text for the Hint that is used for the Caption but without the hotkey character, then you can simply use the **Insert ShRef Tag: Refer to item above** function.

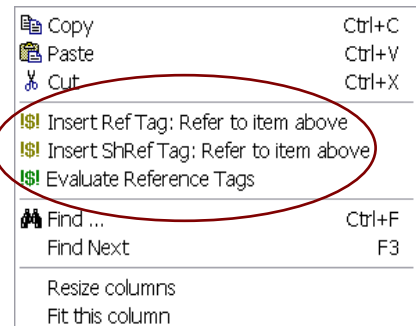


Figure 11: Context menu in Table

3.3.8 Hypertext Identifiers (, <link>,
)

Sometimes hypertext style text labels are used using a simple HTML similar syntax. This syntax supports HTML tags like:

- , ** bold text
- <link>, </link>** Hypertext link
-
** Line break

Besides the line break tag **
** the tags are divided into an open and close command. The close command has a leading **/** character and indicates the end of the command.

Example:

"This is a **link: <link>**Jump now**</link>
**followed by a line break."
Is to be shown as:

“This is a link: [Jump now](#)
followed by a line break.”

Hypertext Identifiers are not case sensitive but we are using lower case characters. Please take special care when localizing text with Hypertext Identifiers. As the tags **** and **
** are for text formatting only, the **<link>** tag contains program functionality.

Note: Never localize the Hypertext Identifiers! Only the text between the identifiers is a matter to translation. Do not change the order of the **<link>** tags. Please verify that an open **<link>** tag is closed by **</link>** tag. Also the number of **<link>** tags must be the same like in the master language.

3.3.9 Confirmation of items

For easier tracking of the translation process, a flag is applied to each item to be translated. By editing a translation (or explicitly confirming the translation using the context menu), the item is marked as translated/confirmed.




	Confirm item translation	F5
	Revoke item translation	F6
	Find next item to confirm	Ctrl+F3


Figure 12: Item confirmation

Only those items are shown with a different colour (yellow), which have not been translated (or confirmed).

It is very easy to navigate through the items using the "Find next item to confirm" option in the context menu (or using the **<Ctrl+F3>** shortcut), but only in the current file.

If there are items to confirm you will get the information #301 in the message window.

3.3.10 Errors, Warnings, and Info texts: The automatic diagnosis system

The Language Editor has a built-in diagnosis system that performs a simple plausibility check on the text fields for warnings and errors. This diagnosis is automatically started on load and can be manually started with  Check for errors out of menu **Edit**. Errors and warnings are reported in a separate diagnosis window on the bottom of the display.

Errors indicate a real problem in the text and should be taken care of. Warnings indicate that there might be a problem, where the translator should have a closer look at. Information texts are for notification only.

3.3.10.1 Error #101: Field must not be empty!

This error comes if a field is empty. This is not allowed and obviously an error. Double click this line in the diagnosis window to locate the item.

Resolution: *Translate the item.*

3.3.10.2 Error #102: Format Identifier missing or different to main language!

This error comes if there is a Format Identifier missing or simply different from the Format Identifier in the main language. See chapter [Format Identifiers](#) for more information on those. Double click this line in the diagnosis window to locate the item.

Resolution: *See the main language for the proper Format Identifier to insert.*

3.3.10.3 Error #103: Hypertext Identifier (<link> tag) missing or different to main language!

This error comes if there is a Hypertext Identifier missing or simply different from the Hypertext Identifier in the main language. See chapter [Hypertext Identifiers](#) for more information on those. Double click this line in the diagnosis window to locate the item.

Resolution: *See the main language for the proper Hypertext Identifier to insert.*

3.3.10.4 Error #111: Invalid Reference Tag: Reference unknown!

This error shows that the field selected uses a Reference Tag which is neither defined in General nor in the current file and therefore is unknown. In most cases it simply is a typing error. See chapter [Reference Tags](#) for more information on those. Double click this line in the diagnosis window to locate the item.

Resolution: See the main language for the proper name of the Reference Tag

3.3.10.5 Error #112: Invalid reference recursion: Tag refers onto itself!

This error comes if a Reference Tag can't be resolved because it refers on itself and not to a field with a plain text. See chapter [Reference Tags](#) for more information on those. Double click this line in the diagnosis window to locate the item.

Resolution: Check the references. Maybe you wanted to refer to the item above but referred to the item itself instead.

3.3.10.6 Warning #201: Number of hard line breaks is different to main language.

This is just a warning that indicates that the number of hard line breaks used in your text is different to the number of line breaks in the main language. This normally is no problem for regular label fields. But be careful with combo boxes! In a combo box the number of line breaks equals the number of items in the list and this is significant for the application.

Note: For combo boxes the number of line breaks for your language must be identical with the main language. Otherwise the application might crash!!

Resolution: For combo boxes add the line breaks properly. For other controls insert line breaks if reasonable otherwise ignore.

3.3.10.7 Information #301: xx items detected which are not which are not translated or confirmed yet.

This notifies that there are still texts either to be translated or at least to be confirmed. See chapter "[Confirmation of items](#)" for more information on how to confirm an item. Double click this line in the diagnosis window to locate the item.

Resolution: Translate the item (modify the text) or confirm the existing translation.

3.3.10.8 Information #302: Format Identifier order changed.

This is a notification that the original order of format identifiers is changed compared to the master language. This is normal for languages where a changed order is required for better understanding or grammatically required.

Please note: You only can change the order of format identifiers from the order within the master language if there are index specifiers or if you add index specifiers to show the order within the master language.

Resolution: Ignore this message, if you verified that the given order meets your language requirements.

3.4 Best practices and other hints

3.4.1 Selecting Languages

During the translation process it is much more convenient to show only the main language together with your language. Use **Select language** out of menu **Edit** to pick your language (keyboard shortcut: <Ctrl+L>).

3.4.2 Make your translation in several passes

First make a quick and rough translation. Then run the application to localize and test and improve your translations. Please double check: Are your texts easy to understand and descriptive? Do all the strings fit properly into the space available on the form?

3.4.3 Economically use Menu Shortcuts (Hotkeys)

It is not recommended to spend too much time on hotkeys when starting a new translation. In most cases you can save a lot of time if you add the hotkeys in a second pass after finishing the translation. Shortcuts if used always need extra testing.

3.4.4 Make use of the Favorites List

Sometimes you have to switch between several files very often and the Tree Structure might be inadequate to navigate between the files. For this we added the Favorites List on the bottom left. This is a separate list which allows you temporarily to add (toolbar button: ★) and delete files (use context menu) to this list for easier navigation.

3.4.5 Make use of Reference Tags

Use [Reference Tags](#) whenever possible. This will avoid your future work when checking and verifying your translations as it reduces the total number of items to take care of.

3.4.6 Don't delay the return of language files

Software always changes. As a result also the language files change. New items are added and existing ones renamed. This is normal and can't be avoided.

It is no problem if you can't always immediately provide translations. It is also not necessary to complete all required fields at once, if there is not enough time at the moment. But it is very helpful if you download the latest version of the Language Pack on that day you start the translation work and return the language files the day when you have to make a break. You do not need to return the files while you are continuously working on them but it is helpful if you return the files within a couple of days after download.

After receiving your updated language files we can import your translations, update changes and import latest translations from other translators and upload the latest version again. So when you can continue your work a few days or weeks later you should again download the latest language files (even better: the latest complete Language Pack) which should already include your last changes. To import language files with only a few changes but which is up-to-date is much less work for us than importing language files which already are several weeks away from the current version.

Note: Always download the latest Language Pack right before starting the translation work and return the language files as soon as possible.

3.4.7 Printing language files

It might have the need to print a language file but missing a Print option. For this the Export to MS-Excel function out of menu **File** has been built in. The currently visible languages are copied to Excel which allows easy setup of all kinds of print settings like portrait, landscape and font size settings.

3.5 Testing the new language

3.5.1 How to test translations within the Running Program

It is important to test your translations prior to include them into a new release. In the final release the translations are directly compiled into the final program. As a result no language files are required any more to run the application. However there is a special option to tell the application to use the external language files instead of the internal translation.

Simply run the application to be localized with command-line option `-LNG` from a DOS prompt. Be sure that you have saved the language files after modification before testing.

A faster way is to simply click on Test (keyboard shortcut: `<F9>`). This calls the application automatically including the `-LNG` parameter.

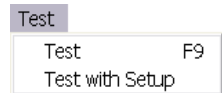


Figure 13: Test Menu

For some applications there is a second test option: **Test with Setup** will work only with Vallen JPepper (and start it in the Setup mode as it comes up during installation).

Note: Please test carefully. Testing is a task nobody really likes because it is a laborious and boring and it only cares about details. However, a good translation must be tested and lives from the details. Please take extra time to test all issues. You'll also find a testing checklist in the next chapter.

3.5.2 Testing Checklist

Please verify the following issues, prior to sending translations back:

- Did you translate all items?
- Are the items descriptive?
- Do your translations have the same meaning as the original **ENGLISH** text?
- Could you locate all translations in the running program?
- Are the complete dialogs descriptive and consistent?
- Do all text items fit onto the buttons and text fields provided?
- [Multi-line text fields](#): Are the line breaks OK? Especially for Far East texts: Some texts require a blank line between to allow the automatic line break to work.
- Menus and Dialogs: Are the [hotkeys](#) OK?
- Are the [Format Identifiers](#) working?
- Did you verify the [Hypertext Identifiers](#) (`<link>` tags)?
- Is the overall look of the translations consistent with other localized Windows software (Office software)?

4 After finishing or before pausing for a few days

After finishing your translations with the Vallen Language Editor you can either use the **Zip language files** option out of the menu **File** to Zip the files. Vallen Zipper must be installed to use this option. Vallen Zipper is free and can be downloaded from <http://www.vallen.de/freeware>.

You can also use any other Zip program to pack all the LNG files or simply attach all the LNG files directly to an e-Mail and send the language files back to language@vallen.de. For your convenience we also added a "Zip and email" function that even packs the files automatically and forwards them as attachment to your favorite e-mail client.

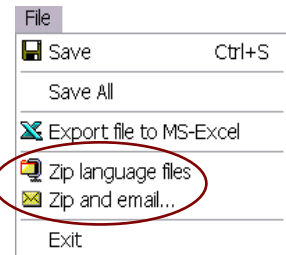


Figure 14: Zip language files

We urgently recommend you to return the files each couple of days. We then import the translation into a new working release of VisualAE you can then download from the web site.

5 By sending the language files back you accept the following conditions

1. Performing the translation is voluntary and unpaid work. Vallen-Systeme GmbH can use the translations in the programs free of charge. You do not claim any rights with your translations.
2. You are given proper credit in the help text. Please provide all information on how you want to be mentioned.
3. Your translations have the same meaning as the original English language shown in green. This language is the reference and not any other.
4. Your translations do not offend against any public rules.
5. You are willing to take care of your translations and will provide updates in future on request until cancelled by any side at any time. Software is changing and improving. As a result items might change; dialogs and functions will be added. This will need updates of the translations also. If a language is not updated on a regular basis it must be removed.
6. You provide full name and postal mail address for contact (e-mail only is **not** sufficient). This information is never published and only used to contact you. Anonymous translators can't be accepted. However regular communication is done over e-mail.

Thank you for your kind support.

Please provide all your feedback and suggestions you might have.

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