





Docusaurus



★GuidesInternationalizationUsing Crowdin

Version: 2.4.0

On this page

i18n - Using Crowdin

The i18n system of Docusaurus is decoupled from any translation software.

You can integrate Docusaurus with the tools and SaaS of your choice, as long as you put the translation files at the correct

We document the usage of <u>Crowdin</u>, as **one** possible **integration example**.



A CAUTION

This is not an endorsement of Crowdin as the unique choice to translate a Docusaurus site, but it is successfully used by Facebook to translate documentation projects such as <u>Jest</u>, <u>Docusaurus</u>, and <u>ReasonML</u>.

Refer to the **Crowdin documentation** and **Crowdin support** for help.



Use this **community-driven GitHub discussion** to discuss anything related to Docusaurus + Crowdin.

Crowdin overview

Crowdin is a translation SaaS, offering a free plan for open-source projects.

We recommend the following translation workflow:

- Upload sources to Crowdin (untranslated files)
- Use Crowdin to translate the content
- Download translations from Crowdin (localized translation files)

Crowdin provides a <u>CLI</u> to **upload sources** and **download translations**, allowing you to automate the translation process.

The crowdin, yml configuration file is convenient for Docusaurus, and permits to download the localized translation files at the expected location (in i18n/[locale]/..).

Read the official documentation to know more about advanced features and different translation workflows.

Crowdin tutorial

This is a walk-through of using Crowdin to translate a newly initialized English Docusaurus website into French, and assume you already followed the i18n tutorial.

The end result can be seen at <u>docusaurus-crowdin-example.netlify.app</u> (<u>repository</u>).

Prepare the Docusaurus site

Initialize a new Docusaurus site:

npx create-docusaurus@latest website classic

Add the site configuration for the French language:

```
docusaurus.config.js
```

Translate the homepage:

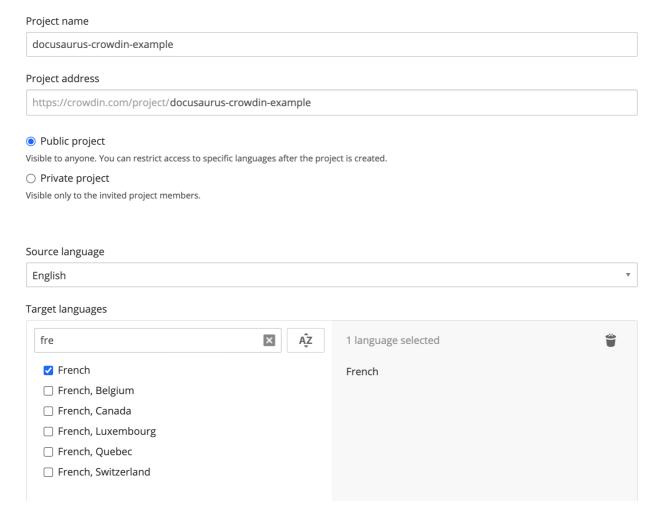
```
src/pages/index.js
```

Create a Crowdin project

Sign up on Crowdin, and create a project.

Use English as the source language, and French as the target language.

Create Crowdin Project



Your project is created, but it is empty for now. We will upload the files to translate in the next steps.

Create the Crowdin configuration

This configuration (doc) provides a mapping for the Crowdin CLI to understand:

- Where to find the source files to upload (JSON and Markdown)
- Where to download the files after translation (in i18n/[locale])

Create crowdin.yml in website:

crowdin.yml
project_id: '123456'
api_token_env: CROWDIN_PERSONAL_TOKEN
preserve_hierarchy: true
files:
 # JSON translation files
 - source: /i18n/en/**/*
 translation: /i18n/%two_letters_code%/**/%original_file_name%
Docs Markdown files
 - source: /docs/**/*
 translation: /i18n/%two_letters_code%/docusaurus-plugin-content-docs/current/**/%original_file_name%
Blog Markdown files
 - source: /blog/**/*
 translation: /i18n/%two_letters_code%/docusaurus-plugin-content-blog/**/%original_file_name%

Crowdin has its own syntax for declaring source/translation paths:

- **/*: everything in a subfolder
- %two_letters_code%: the 2-letters variant of Crowdin target languages (fr in our case)
- **/%original file name%: the translations will preserve the original folder/file hierarchy



The Crowdin CLI warnings are not always easy to understand.

We advise to:

- change one thing at a time
- re-upload sources after any configuration change
- use paths starting with / (./ does not work)
- avoid fancy globbing patterns like \[\docs/**/*. (md | mdx) \] (does not work)

Access token

The api token env attribute defines the env variable name read by the Crowdin CLI.

You can obtain a Personal Access Token on your personal profile page.



You can keep the default value CROWDIN_PERSONAL_TOKEN, and set this environment variable and on your computer and on the CI server to the generated access token.



A Personal Access Tokens grant read-write access to all your Crowdin projects.

You should **not commit** it, and it may be a good idea to create a dedicated **Crowdin profile for your company** instead of using a personal account.

Other configuration fields

- project id: can be hardcoded, and is found on https://crowdin.com/project/<MY_PROJECT_NAME>/settings#api
- preserve hierarchy: preserve the folder's hierarchy of your docs on Crowdin UI instead of flattening everything

Install the Crowdin CLI

This tutorial uses the CLI version [3.5.2], but we expect [3.x] releases to keep working.

Install the Crowdin CLI as an npm package to your Docusaurus site:

```
npm
Yarn
pnpm

npm install @crowdin/cli@3

Add a crowdin script:

package.json
{
    "scripts": {
        // ...
        "write-translations": "docusaurus write-translations",
        "crowdin": "crowdin"
    }
}
```

Test that you can run the Crowdin CLI:

```
npm
Yarn
pnpm
npm run crowdin -- --version
```

Set the CROWDIN_PERSONAL_TOKEN env variable on your computer, to allow the CLI to authenticate with the Crowdin API.



TIP

Temporarily, you can hardcode your personal token in <code>crowdin.yml</code> with <code>api_token: 'MY-TOKEN'</code>.

Upload the sources

```
Generate the JSON translation files for the default language in website/i18n/en:
```

npm

Yarn

pnpm

npm run write-translations

Upload all the JSON and Markdown translation files:

npm

Yarn

pnpm

npm run crowdin upload

```
Fetching project info
✓ Directory 'i18n'

√ Directory 'i18n/en'

✓ Directory 'i18n/en/docusaurus-theme-classic'

√ Directory 'i18n/en/docusaurus-plugin-content-docs'

√ File 'i18n/en/docusaurus-theme-classic/footer.json'

√ File 'i18n/en/docusaurus-theme-classic/navbar.json'

√ File 'i18n/en/docusaurus-plugin-content-docs/current.json'

√ Directory 'docs'

√ File 'docs/doc3.md'

√ File 'docs/mdx.md'

√ File 'docs/doc2.md'

√ File 'docs/doc1.md'

✓ Directory 'blog'

√ File 'blog/2019-05-30-welcome.md'

√ File 'blog/2019-05-29-hello-world.md'

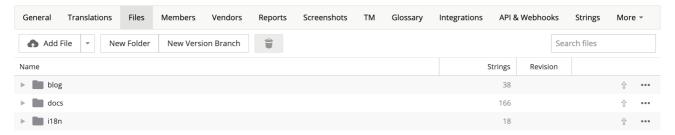
√ File 'blog/2019-05-28-hola.md'
```

Your source files are now visible on the Crowdin interface:

https://crowdin.com/project/<MY_PROJECT_NAME>/settings#files



docusaurus-crowdin-example settings

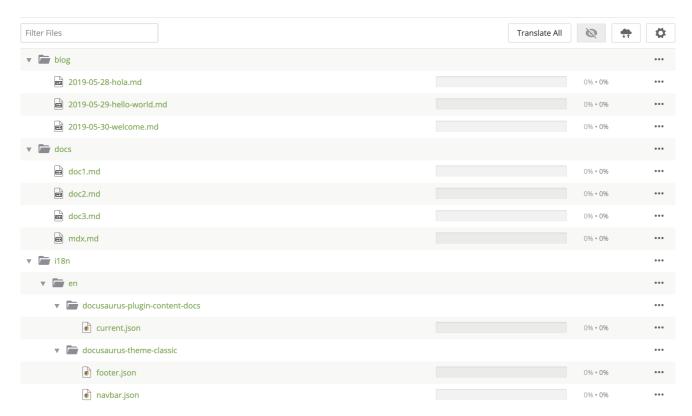


Translate the sources

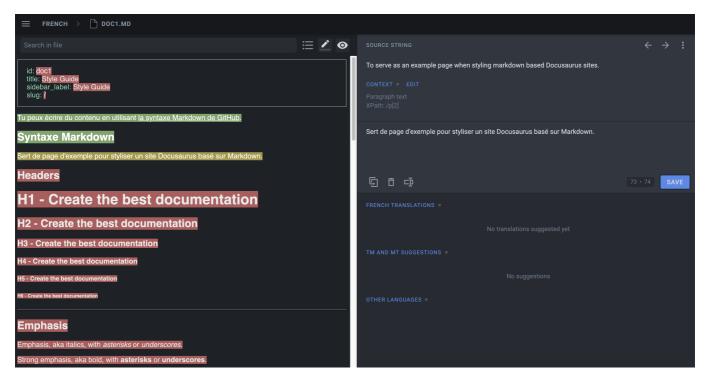
On https://crowdin.com/project/<MY PROJECT NAME>, click on the French target language.

docusaurus-crowdin-example

French translation



Translate some Markdown files.



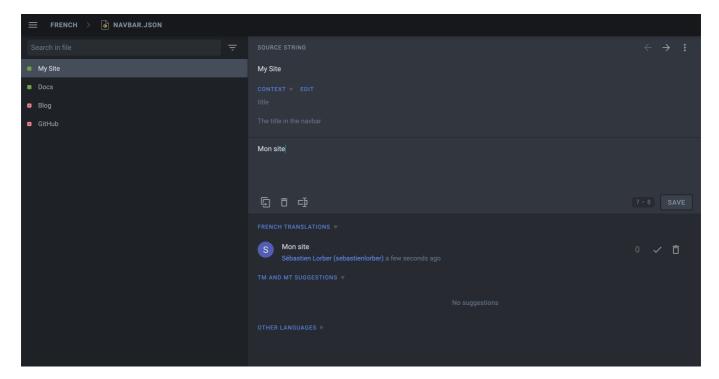
Use <code>Hide String</code> to make sure translators don't translate things that should not be:

 $\bullet \ \ Front \ matter: \ {\tt id}, \ {\tt slug}, \ {\tt tags} \ ...$

• Admonitions: :::, :::note, :::tip ...



Translate some JSON files.



(!) INFO

The description attribute of JSON translation files is visible on Crowdin to help translate the strings.



Pre-translate your site, and fix pre-translation mistakes manually (enable the Global Translation Memory in settings first).

Use the Hide String feature first, as Crowdin is pre-translating things too optimistically.

Download the translations

Use the Crowdin CLI to download the translated JSON and Markdown files.

npm
Yarn
pnpm

The translated content should be downloaded in ilan/fr.

Start your site on the French locale:

npm
Yarn
pnpm
npm run start -- --locale fr

Make sure that your website is now translated in French at http://localhost:3000/fr/.

Automate with CI

We will configure the CI to download the Crowdin translations at build time and keep them outside of Git.

Add website/i18n to .gitignore.

Set the CROWDIN_PERSONAL_TOKEN env variable on your CI.

Create an npm script to Sync Crowdin (extract sources, upload sources, download translations):

package.json

```
"scripts": {
   "crowdin:sync": "docusaurus write-translations && crowdin upload && crowdin download"
   }
}
```

Call the npm run crowdin:sync script in your CI, just before building the Docusaurus site.



Keep your deploy-previews fast: don't download translations, and use npm run build -- --locale en for feature branches.



Crowdin does not support well multiple concurrent uploads/downloads: it is preferable to only include translations to your production deployment, and keep deploy previews untranslated.

Advanced Crowdin topics

MDX



Pay special attention to the JSX fragments in MDX documents!

Crowdin does not support officially MDX, but they added support for the .mdx extension, and interpret such files as Markdown (instead of plain text).

MDX problems

Crowdin thinks that the JSX syntax is embedded HTML and can mess up with the JSX markup when you download the translations, leading to a site that fails to build due to invalid JSX.

Simple JSX fragments using simple string props like Vusername name="Sebastien"/> will work fine; more complex JSX fragments using object/array props like Vuser person={{name: "Sebastien"}}/> are more likely to fail due to a syntax that does not look like HTML.

MDX solutions

We recommend extracting the complex embedded JSX code as separate standalone components. We also added an mdx-code-block escape hatch syntax:

This will:

• be interpreted by Crowdin as code blocks (and not mess-up with the markup on download)

- be interpreted by Docusaurus as regular JSX (as if it was not wrapped by any code block)
- unfortunately opt-out of MDX tooling (IDE syntax highlighting, Prettier...)

Docs versioning

When creating a new version, the source strings will generally be quite similar to the current version (website/docs), and you don't want to translate the new version docs again and again.

Crowdin provides a Duplicate Strings setting.

Translations

Duplicate Strings

Hide - all duplicates will share the same translation



You can save time by translating all duplicates with the same translation and hiding these instances from translators. This may, however, affect accuracy.

We recommend using Hide, but the ideal setting depends on how much your versions are different.



Not using Hide leads to a much larger amount of Source Strings in quotas, and will affect the pricing.

Multi-instance plugins

You need to configure translation files for each plugin instance.

If you have a docs plugin instance with id=ios, you will need to configure those source files as well

- website/ios
- $\bullet \ \ \texttt{website/ios_versioned_docs} \ (if \ versioned) \\$

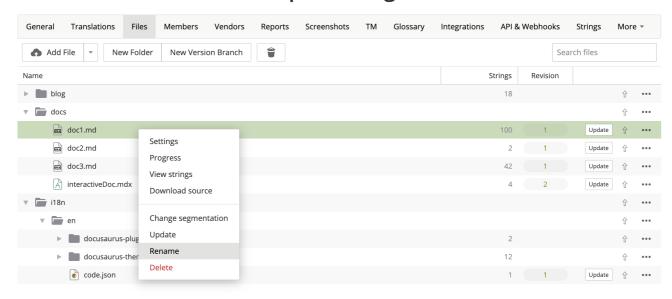
Maintaining your site

Sometimes, you will remove or rename a source file on Git, and Crowdin will display CLI warnings:

```
2:53:51 PM: 🗸 Building ZIP archive with the latest translations
2:53:51 PM: [•••••] Fetching project info
2:53:51 PM: [•••••] Fetching project info
2:53:51 PM: ✓ Building translation (100%)
2:53:51 PM: [•••••] Downloading translation
2:53:51 PM: ✓ Downloading translation
2:53:52 PM:  Extracted: 'i18n/fr/code.json'
2:53:52 PM: V Extracted: 'i18n/fr/docusaurus-plugin-content-blog/2019-05-28-hola.md'
2:53:52 PM: 🗸 Extracted: 'i18n/fr/docusaurus-plugin-content-blog/2019-05-29-hello-world.md'
2:53:52 PM: 🗸 Extracted: 'i18n/fr/docusaurus-plugin-content-blog/2019-05-30-welcome.md'
2:53:52 PM: ✓ Extracted: 'i18n/fr/docusaurus-plugin-content-docs/current.json
2:53:52 PM: Extracted: 'i18n/fr/docusaurus-plugin-content-docs/current/doc1.md'
2:53:52 PM: ✓ Extracted: 'i18n/fr/docusaurus-plugin-content-docs/current/doc2.md'
2:53:52 PM: Extracted: 'i18n/fr/docusaurus-plugin-content-docs/current/doc3.md'
2:53:52 PM: Extracted: 'i18n/fr/docusaurus-plugin-content-docs/current/interactiveDoc.mdx'
2:53:52 PM:  Extracted: 'i18n/fr/docusaurus-theme-classic/footer.json'
2:53:52 PM: Extracted: 'i18n/fr/docusaurus-theme-classic/navbar.json'
              Downloaded translations don't match the current project configuration. The translations for the following sources
will be omitted (use --verbose to get the list of the omitted translations):
        - docs/doc4.md (1)
2:53:52 PM: Done in 20.84s
```

When your sources are refactored, you should use the Crowdin UI to update your Crowdin files manually:

docusaurus-crowdin-example settings



VCS (Git) integrations

Crowdin has multiple VCS integrations for GitHub, GitLab, Bitbucket.



We recommend avoiding them.

It could have been helpful to be able to edit the translations in both Git and Crowdin, and have a **bi-directional sync** between the 2 systems.

In practice, it didn't work very reliably for a few reasons:

- The Crowdin -> Git sync works fine (with a pull request)
- The Git -> Crowdin sync is manual (you have to press a button)
- The heuristics used by Crowdin to match existing Markdown translations to existing Markdown sources are not 100% reliable, and you have to verify the result on Crowdin UI after any sync from Git
- 2 users concurrently editing on Git and Crowdin can lead to a translation loss
- It requires the crowdin.yml file to be at the root of the repository

In-Context localization

Crowdin has an **In-Context localization** feature.



Unfortunately, it does not work yet for technical reasons, but we have good hope it can be solved.

Crowdin replaces Markdown strings with technical IDs such as crowdin:id12345, but it does so too aggressively, including hidden strings, and messes up with front matter, admonitions, JSX...

Localize edit URLs

When the user is browsing a page at $\lceil fr/doc1 \rceil$, the edit button will link by default to the unlocalized doc at website/docs/doc1.md.

You may prefer the edit button to link to the Crowdin interface instead by using the <code>editUrl</code> function to customize the edit URLs on a per-locale basis.

docusaurus.config.js

```
const DefaultLocale = 'en';
module.exports = {
  presets: [
      '@docusaurus/preset-classic',
          editUrl: ({locale, versionDocsDirPath, docPath}) => {
            // Link to Crowdin for French docs
            if (locale !== DefaultLocale) {
             return `https://crowdin.com/project/docusaurus-v2/${locale}`;
            // Link to GitHub for English docs \,
            return `https://github.com/facebook/docusaurus/edit/main/website/${versionDocsDirPath}/${docPath}
          },
        blog: {
          editUrl: ({locale, blogDirPath, blogPath}) => {
            if (locale !== DefaultLocale)
             return `https://crowdin.com/project/docusaurus-v2/${locale}`;
            return `https://github.com/facebook/docusaurus/edit/main/website/${blogDirPath}/${blogPath}`;
          },
       },
     },
 ],
};
```

(i) NOTE

It is currently not possible to link to a specific file in Crowdin.

Example configuration

The **Docusaurus v2 configuration file** is a good example of using versioning and multi-instance:

```
crowdin.yml
```

```
project_id: '428890'
api token env: CROWDIN PERSONAL TOKEN
preserve_hierarchy: true
languages mapping: &languages mapping
  two letters code:
   pt-BR: pt-BR
files:
  - source: /website/i18n/en/**/*
    translation: /website/i18n/%two_letters_code%/**/%original_file_name%
    languages mapping: *languages mapping
  - source: /website/docs/**/*
    translation: /website/il8n/%two_letters_code%/docusaurus-plugin-content-docs/current/**/%original_file_na
    languages_mapping: *languages_mapping
  - source: /website/community/**/*
    translation: /website/i18n/%two letters code%/docusaurus-plugin-content-docs-community/current/**/%origin
    languages mapping: *languages mapping
  - source: /website/versioned docs/**/
    translation: /website/i18n/%two_letters_code%/docusaurus-plugin-content-docs/**/%original_file_name%
    languages_mapping: *languages_mapping
  - source: /website/blog/**/*
    translation: /website/i18n/%two letters code%/docusaurus-plugin-content-blog/**/%original file name%
    languages mapping: *languages mapping
  - source: /website/src/pages/**/*
    translation: /website/i18n/%two_letters_code%/docusaurus-plugin-content-pages/**/%original_file_name%
    ignore: [/**/*.js, /**/*.jsx, /**/*.ts, /**/*.tsx, /**/*.css]
    languages mapping: *languages mapping
```

Edit this page

Last updated on Mar 23, 2023 by Sébastien Lorber

<u>Previous</u> <u>« i18n - Using git</u>

Learn Introduction **Installation** Migration from v1 to v2 Community Stack Overflow Feature Requests <u>Discord</u> ☑ <u>Help</u> More

Blog

Changelog



Legal

Privacy 2

Data Policy □

Cookie Policy

Copyright $\ensuremath{\mathbb{C}}$ 2023 Meta Platforms, Inc. Built with Docusaurus.