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Joget DX8

Localizing your Joget



Prerequisites

- Understand various components of Joget and able to build application as a Joget App Developer
- Understand Hash Variables

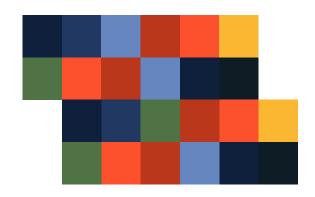


Content

- 1. Localizing Joget
- 2. User Locales
- 3. Localizing App Using Advanced Tools
- 4. Localizing App Using Hash Variable







Chapter 1 Localizing Joget



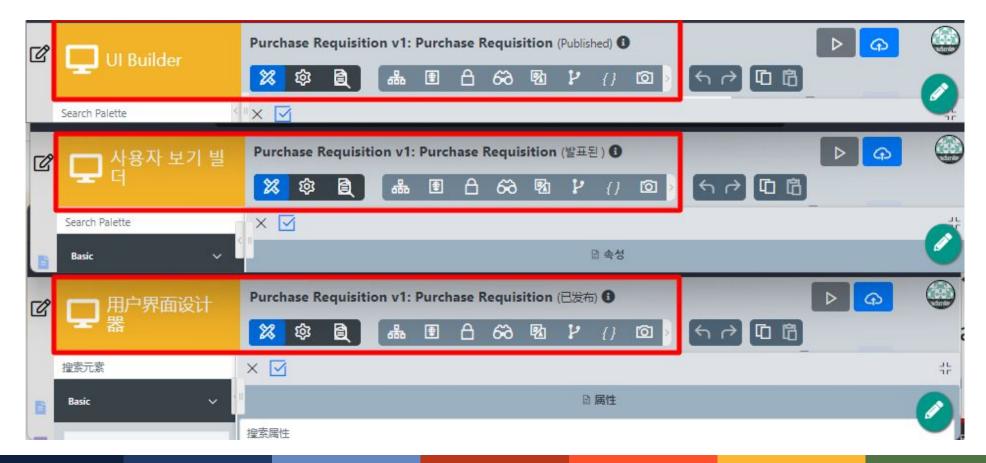
Internationalization Support on Joget App

- You may support multiple locales on your designed apps as defined in the system settings.
- User may opt for their own preferred locale set by the settings.



Localizing Joget Into Your language

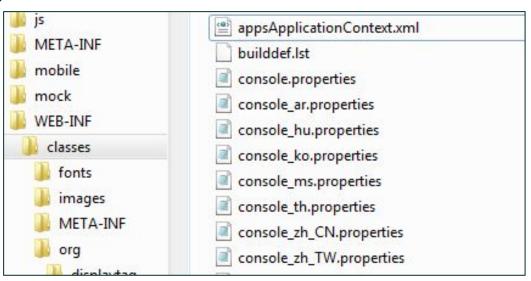
- By default, Joget has a set languages embedded.
- Maintained at translate.joget.org





How to Inspect Available Languages?

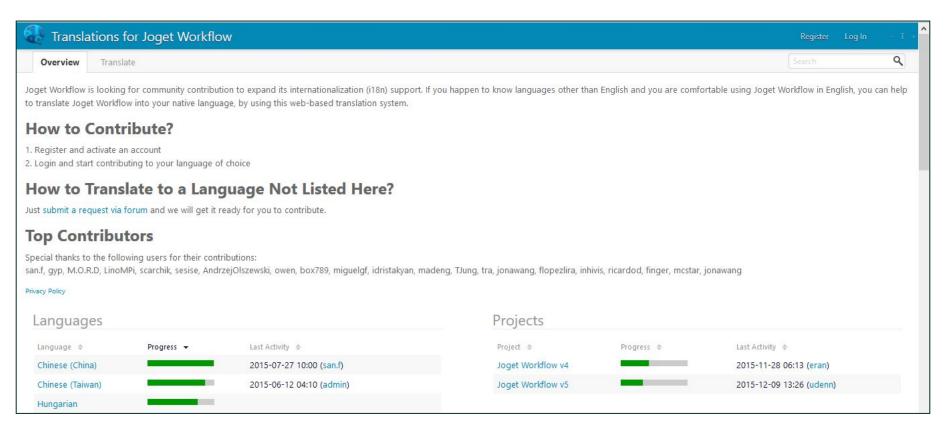
- Check for .properties files in \tomcat\webapps\jw\WEB-INF\classes
- Check for **postfix** of the .properties files denoting the locale.





Translation Community

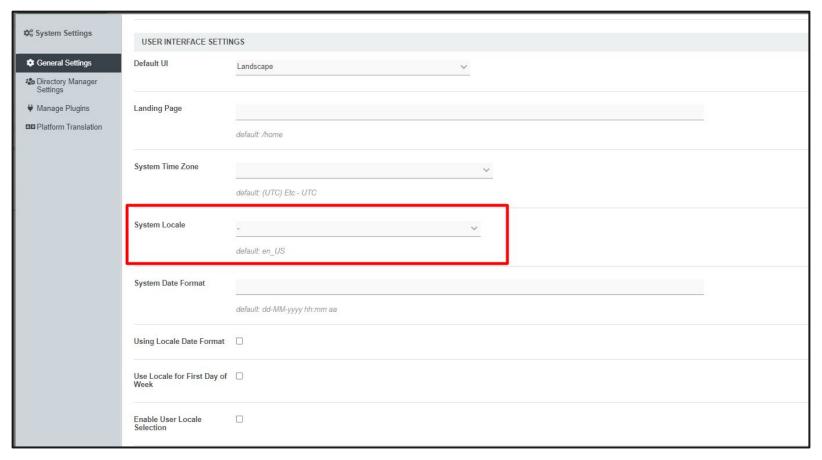
 You are welcomed to join the online translation community at translate.joget.org





Switching System Locale

 Settings --> General Settings --> System Locale





Exercise: Switching Locale

- Switch to one of the available languages found in the system files earlier.
- System may take a few moments to refresh its cache.



Exercise: Importing PO File

- Go to translate.joget.org
- Select a language
- Download the .po files
- Select the downloaded file and upload. Go to System Settings -> Platform Translation -> Import PO File
- Switch to the new locale and observe.
- NOTE: Do NOT upload .zip bundle file.

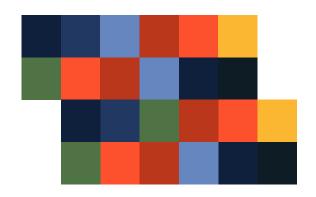


Chapter 1 Review

- Change Joget locale.
- Import new locale.







Chapter 2 User Locales



User Locale

- Joget administrator may define multiple locales available for selection by the end users.
- User may opt for their own preferred locale based on the selections above in his/her profile.
 - E.g. cat navigates the web console in English,
 while clark is able to navigate the same page in Chinese.

Note: User locale will take precedence over the system locale



Enable User Locale Options

Settings -> General Settings

Enable User Locale Selection	
User Locale Options (Language code, separated by comma ',')	en_US,zh_CN,ko



User Profile Ul Menu

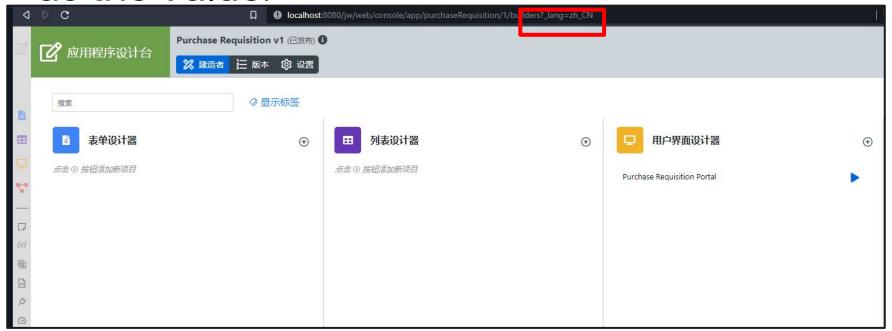
 User locale selection can also be found in the UI itself through the User Profile UI Menu.





Note

- You can easily switch the locale by manipulating any URL served by Joget.
- Add "_lang" parameter with the locale code as the value.



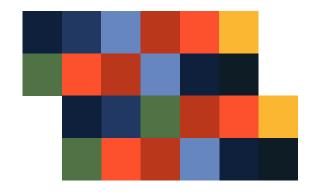


Chapter 2 Review

- Enable User Locale Options.
- Experience the changes as End User.





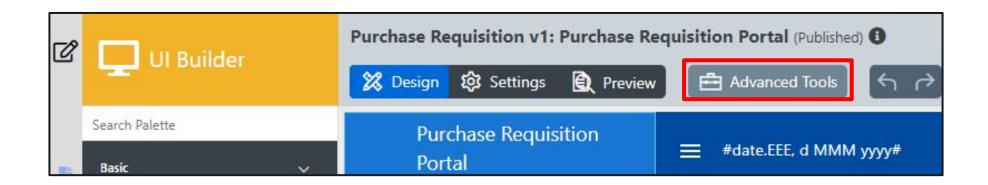


Chapter 3 Localizing App using Advanced Tools



Accessing i18n Tab

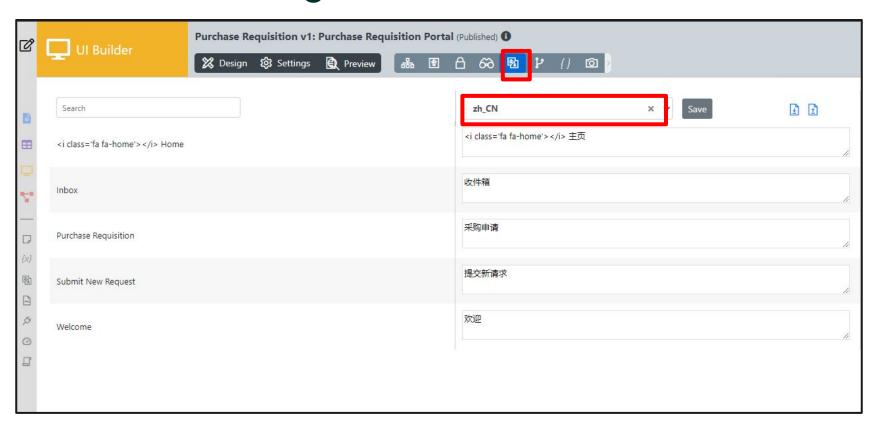
 From your Form/List/UI Builder, click on Advanced Tools to access i18n tab.





Accessing i18n Tab

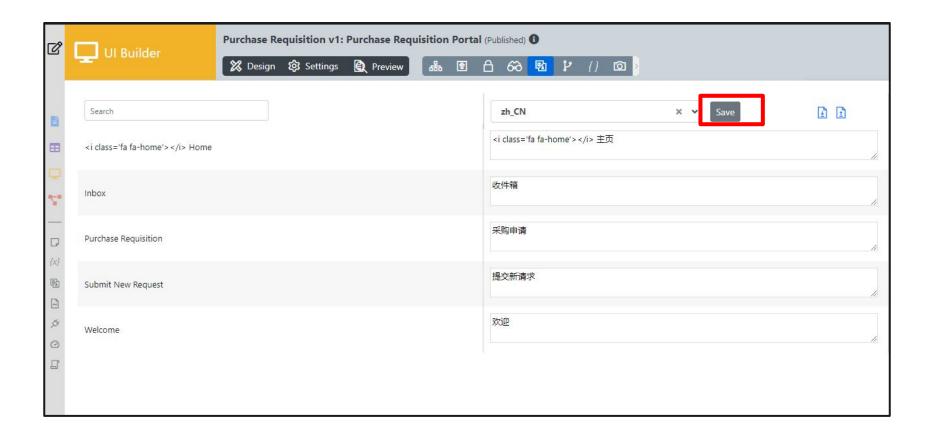
 Click on the i18n tab, choose a language and start translating.





Accessing i18n Tab

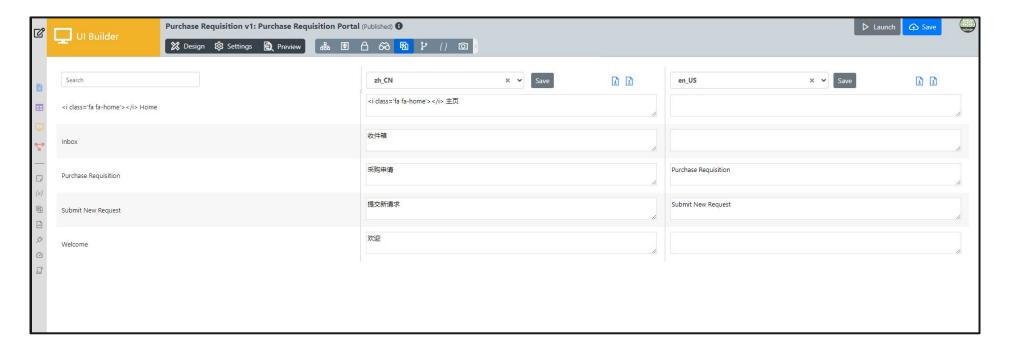
Remember to click Save when you are done.





Accessing Tooltip Tab

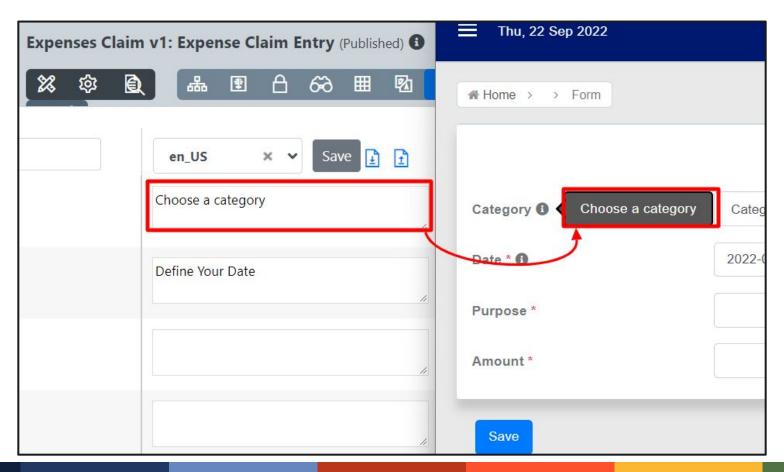
 Click on the Tooltip tab, choose a language and start adding tooltips.





Tooltip i18n

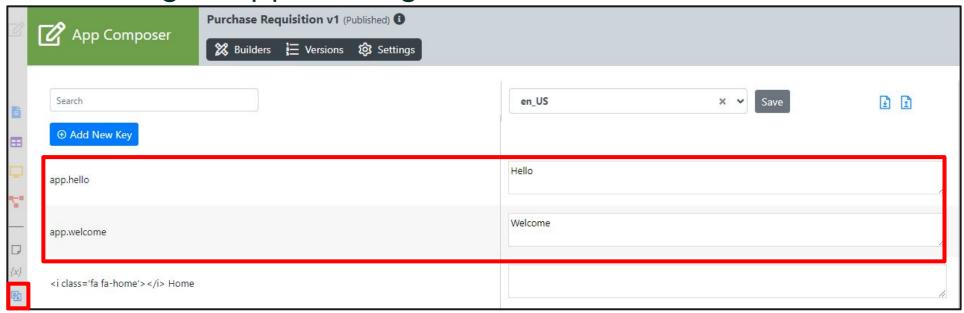
Tooltip on each element supports internationalization too.





Viewing Translations

- All translations made will be saved into the app's message.
- You can verify translated messages by going to App Settings->App Messages.



App Messages



Generate PO File

 You can Generate PO File by going to App Settings->App Messages-> Generate PO File

	Purchase Requisition v1 (Published) (
	Search ② Add New Key app.hello	en_US X V Save GENERATE PO FI	
- -	app.welcome	Welcome	
	<i class="fa fa-home"></i> Home App Messages		
B Ø	Accessible		



Import PO File

 You can Import PO File by going to App Settings->App Messages-> Import PO File

ľ	Purchase Requisition v1 (Published) Builders Versions Settings		
	Search	en_US X Y Save	Choose IMPORT PO FILE
□ ‡	app.hello	Hello	4
_ _	app.welcome	Welcome	1
(x)	<i class="fa fa-home"></i> Home		h
D Ø	App Messages Accessible		4
0	Action		
	Actions		

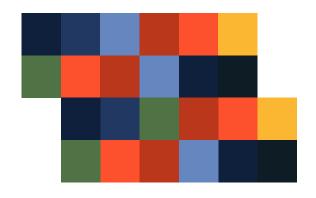


Chapter 3 Review

 Internationalize/Localize your own Joget App using Advanced Tools.







Chapter 4 Localizing App using Hash Variable



Difference Between Using Advanced Tools and Hash Variable

- Advanced Tools covers App-level only.
- Hash Variables can cover BOTH App and Platform-level, not just limited to Form / List/ Ul Builder.
- For example, email message can be localized too.



Defining Message Keys (App)

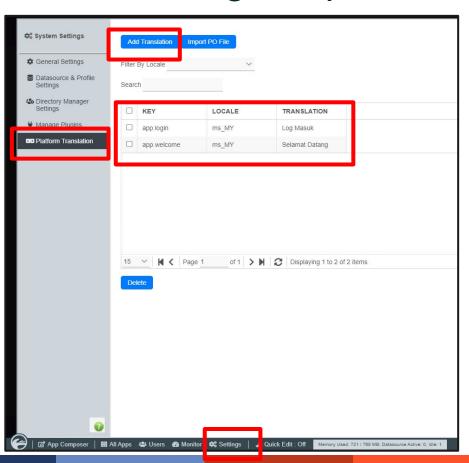
- Go to App Composer -> App Messages
- Define set of message keys as shown below.





Defining Message Keys (Platform)

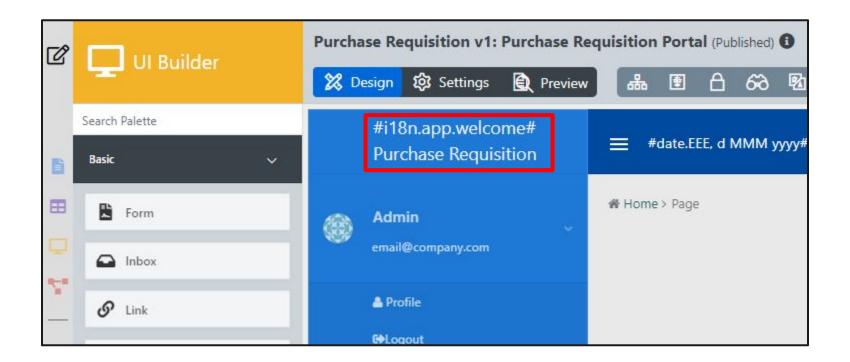
- Go to System Settings -> Platform Translation
- Define set of message keys as shown below.





Utilizing Message Keys

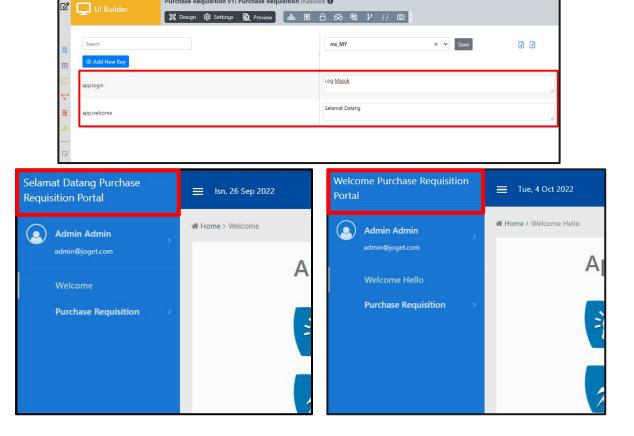
 By using the #i18n# hash variable, we can utilize the key values set earlier.





Viewing the Message Keys in Action

 Depending on the choice of locale the user is in, the message will be displayed accordingly.





Mini Exercise

Let's say we want to change all the "Submit" button labels in all Form UI menus throughout the entire Joget platform. How can we do that?

general.method.label.save

This key can be found in **console.properties**Navigate to
https://github.com/jogetworkflow/jw-community/find/8.0-snapshot, search for "console.properties".



Question

How do we change locale if the user is anonymous?

https://dev.joget.org/community/display/DX8/Change+User+Locale+In+UI+Header



Chapter 4 Review

- Internationalize/Localize your own Joget App using Hash Variable.
- Handle internationalization on app-level and platform-level.
- Contribute translations as a part of Joget community.



Module Review

- Localizing Joget
- User Locales
- Localizing App Using Advanced Tools
- Localizing App Using Hash Variable



Recommended Further Learning

Learn more languages



Stay Connected with Joget

- www.joget.org
- community.joget.org
- twitter.com/jogetworkflow
- facebook.com/jogetworkflow
- youtube.com/jogetworkflow