

17.6 About this Manual - Translations

Translations.....	1
Installing Dependencies.....	1
Downloading the Repository.....	1
Building with Translations.....	2
Updating PO Files.....	2
Maintenance.....	3
Keeping track of fuzzy strings.....	3

Translations

Note

At time of writing we are setting up translations workflow, this page shows the initial steps for translators to get started.

On this page French (`fr`) is used for examples, however it can be replaced with other languages codes.

To see which languages are currently available, you can browse the repository:

http://developer.blender.org/diffusion/BMT/browse/trunk/blender_docs/locale

Installing Dependencies

For translations we use Sphinx's internationalization package. However this is not included with Sphinx and needs to be installed.

```
pip install sphinx-intl
```

Downloading the Repository

First of all, its assumed that you have the manual already building.

From the directory containing your checkout of the manual run the following command.

Note

Be sure to change the `/fr` suffixes to the language you're translating!

You can remove the suffix to checkout all languages too, however this will be a much larger download.

```
svn checkout https://svn.blender.org/svnroot/bf-manual-  
translations/trunk/blender_docs/locale/fr locale/fr
```

This will create a `locale/fr` subdirectory.

Now you can edit the PO translation files, eg:

Original RST File

manual/getting_started/about_blender/introduction.rst

Generated PO File

locale/fr/LC_MESSAGES/getting_started/about_blender/introduction.po

The modified .po files can be edited and committed back to svn.

Building with Translations

Note

This is optional, translations are automatically built online, eg: <http://www.blender.org/manual/fr/>

This is quite involved, so its not be expected that translators should be doing their own builds locally.

To creates the .mo files (needed for building translation).

```
sphinx-intl build
```

Now you can build the manual with the translation applied.

```
make -e SPHINXOPTS="-D language='fr'"
```

If you're on ms-windows and don't have make, run:

```
sphinx-build -b html -D language='fr' ./manual ./build/html
```

Now you will have a build of the manual with translations applied.

Updating PO Files

As the original manual changes, the templates will need updating.

This can be done as follows.

```
make gettext  
sphinx-intl update -p build/locale -l fr
```

The updated templates can then be committed to svn.

TODO: document how to handle files being added/removed/moved.

Note

To streamline updating files, we have a convenience Makefile target.

```
make update_po
```

This runs the update, adds any new files and prints the final command to commit the changes.

Maintenance

Keeping track of fuzzy strings

When the manual is updated, those translations which are outdated will be marked as fuzzy. To keep track with that, you can use a tool we created for that task.

Download the tools/ folder:

```
cd path/to/translationfolder
svn checkout https://svn.blender.org/svnroot/bf-manual/trunk/blender_docs/tools
```

You should have a directory layout like this:

```
locale/
|- fr/
|   |- LC_MESSAGES/
|- tools/
```

Now execute:

```
python3 tools/report_translation_progress.py locale/fr/LC_MESSAGES/
```

You should get a list of all the files with informations about the number of empty and fuzzy strings. If you want only a summary, append `-q` to the command above. For more options see:

```
python3 tools/report_translation_progress.py --help
```

Note

See the translation design task for discussion on the proposed process.

See also

Instructions on this page are based on Sphinx Intl documentation