# Adding Amharic, Bengali, Burmese, Oromo, and Rwanda language support to SDL WorldServer 10.4.4

## Problem:

As of SDL WorldServer 10.4.4, Amharic, Bengali, Burmese, Oromo, and Rwanda languages are supported from SDL WorldServer purposes, meaning that they are added to the table of “languages artifacts”, and a locale that is linked to those languages can be created via SDL WorldServer UI. No modifications to the SDL WorldServer schema or pre-populated values are required.

Two problems, however, exist. The first is the interoperability issues between the culture codes as defined by SDL WorldServer and ones declared by Microsoft .NET specifications. As SDL File Type Support Server is a Microsoft .NET application, the set of steps described below should be taken to resolve the interoperability issue.

The second issue to mitigate is also with the interoperability issue – this time between how the SDL WorldServer and the native Windows OS supports certain locales. SDL WorldServer comes with the set of the .ldml files that define the configuration of the non-Western locales. This set is adequate for an extended locale support in Windows 7 (the installer to add such support is provided), but fells short on Windows Server 2012.

## Solution:

To solve the first issue described above, one have to add key-value pairs for the Burmese and Oromo languages into the **exchange.properties** file that could be found under the WEB-INF\classes\config directory. The definitions and format of such property pair is as follows:

|  |
| --- |
| # Controls locale mapping between WorldServer and Trados Studio  # 2009. WorldServer and Trados Studio 2009 use different locale code  # for some locales, which may cause that WorldServer translation kit  # cannot be opened in Trados Studio 2009. The following mappings  # solves the problem.  # Each property defines a mapping of one locale. A value of a property  # consists of a WorldServer language name, followed by a comma (,),  # followed by a Trados Studio 2009 locale code, which is the same as  # the one used in .NET environment. Spaces are allowed before and  # after a comma. A key of a property must start with  # "studioLocaleMapping" and immediately followed by a number, or any  # other characters allowed for Java property key string. The purpose  # of the additional characters is to make the keys unique.  studioLocaleMappingNN = WorldServer language name, .NET language code |

where NN is unique number. As in SDL WorldServer 10.4.4 the first 50 numbers are pre-defined, the locale mapping for Oromo and Burmese should start counting from 51:

studioLocaleMapping51 =Oromo, om-ET

studioLocaleMapping52 =Burmese, my-MM

The second issue is solved by copying the custom **amh-et, ben-bd, kin-rw**, **mya-MM.ldml, and** **om-OM.ldml** files under the \WEB-INF\classes\config\globalization\cultures directory.

SDL WorldServer must be restarted to have configuration changes go into the effect.