

# Internationalization for RubyMotion Projects

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# What is RubyMotion?



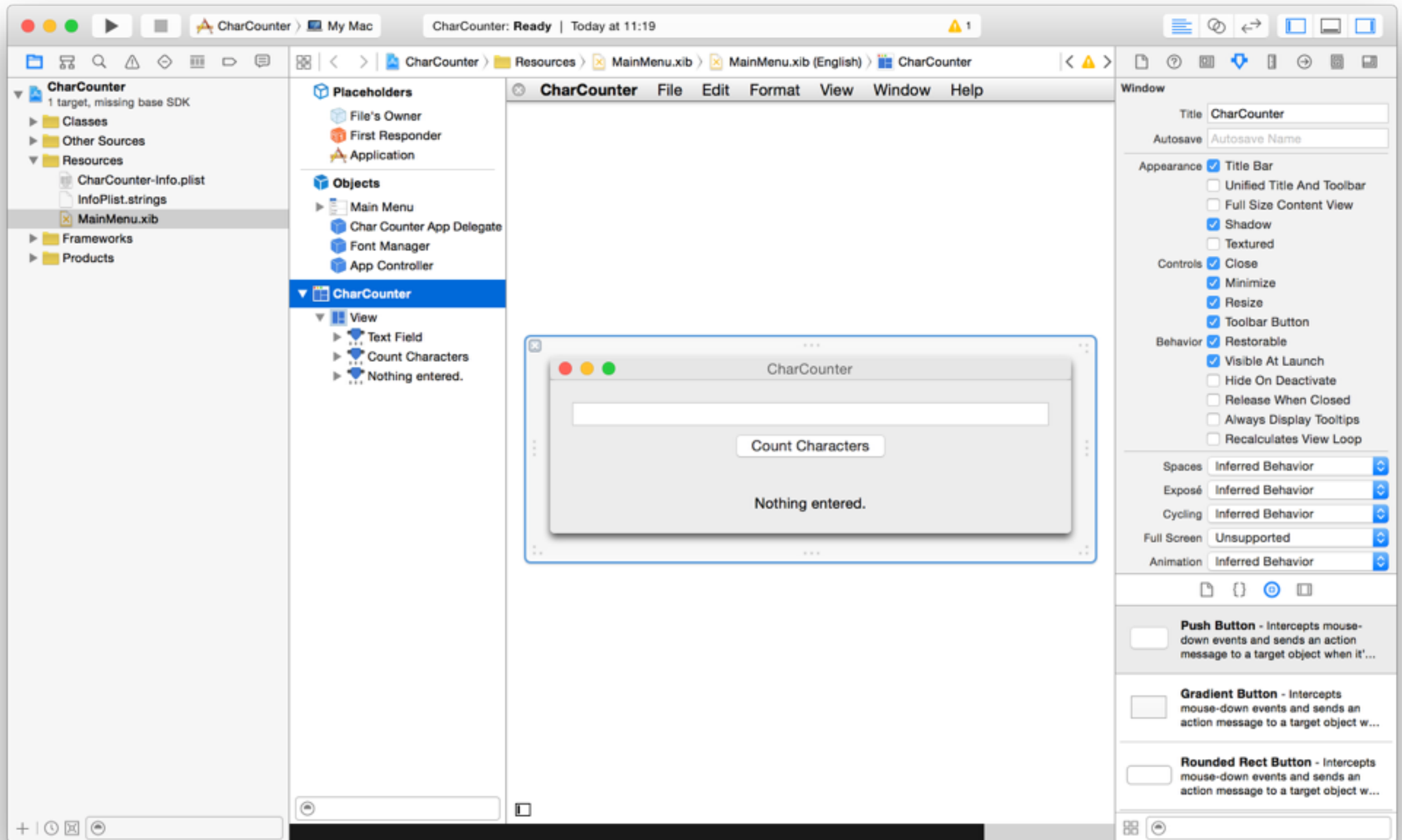
Image from <http://www.rubymotion.com/>

























“Internationalization is the process of designing a software application so that it can potentially be adapted to various languages and regions without engineering changes.

















Localization is the process of adapting internationalized software for a specific region or language by adding locale-specific components and translating text”

- [http://en.wikipedia.org/wiki/Internationalization\\_and\\_localization](http://en.wikipedia.org/wiki/Internationalization_and_localization)

How it's done in Xcode



- ▼  MainMenu.xib
  -  MainMenu.xib (English)
  -  MainMenu.xib (German)
  -  MainMenu.xib (French)
  -  MainMenu.xib (Japanese)
  -  MainMenu.xib...se (Traditional))
  -  MainMenu.xib (Dutch)
  -  MainMenu.xib (Italian)
  -  MainMenu.xib (Portuguese)
  -  MainMenu.xib (Swedish)
  -  MainMenu.xib (Spanish)
  -  MainMenu.xib (Russian)
- ▼  MyDocument.xib
  -  MyDocument.xib (English)
  -  MyDocument.xib (German)
  -  MyDocument.xib (French)
  -  MyDocument.xib (Japanese)
  -  MyDocument....se (Traditional))
  -  MyDocument.xib (Dutch)
  -  MyDocument.xib (Italian)
  -  MyDocument.xib (Portuguese)
  -  MyDocument.xib (Swedish)
  -  MyDocument.xib (Spanish)
  -  MyDocument.xib (Russian)

- ▼  Localizable.strings
  -  Localizable.strings (German)
  -  Localizable.strings (Japanese)
  -  Localizable.strings (Spanish)
  -  Localizable.strings (Polish)
  -  Localizable.strings (Russian)
  -  Localizable.strings (Italian)
- ▼  MainMenu.strings
  -  MainMenu.strings (German)
  -  MainMenu.strings (Japanese)
  -  MainMenu.strings (Spanish)
  -  MainMenu.strings (Polish)
  -  MainMenu.strings (Russian)
  -  MainMenu.strings (Italian)
- ▶  Preferences.strings
- ▶  Window.strings

(in <project-root>/resources/es.lproj/Localizable.strings)

*“Submit” = “Enviar”;*



```
button.setTitle(NSLocalizedString(@"Submit", @"Submit Button"));
```

And now...  
RubyMotion

(in <project-root>/resources/es.lproj/Localizable.strings)

*“Submit” = “Enviar”;*

(in <project-root>/resources/es.lproj/Localizable.strings)

*“Submit” = “Enviar”;*

(RubyMotion automatically detects and adds the locales)

# SugarCube

(<https://github.com/rubymotion/sugarcube>)

```
gem 'sugarcube', :require => [  
  'sugarcube-localized',  
]
```

# Objective-C

```
button.setTitle(NSLocalizedString(@"Submit", @"Submit Button"));
```

RubyMotion, with SugarCube

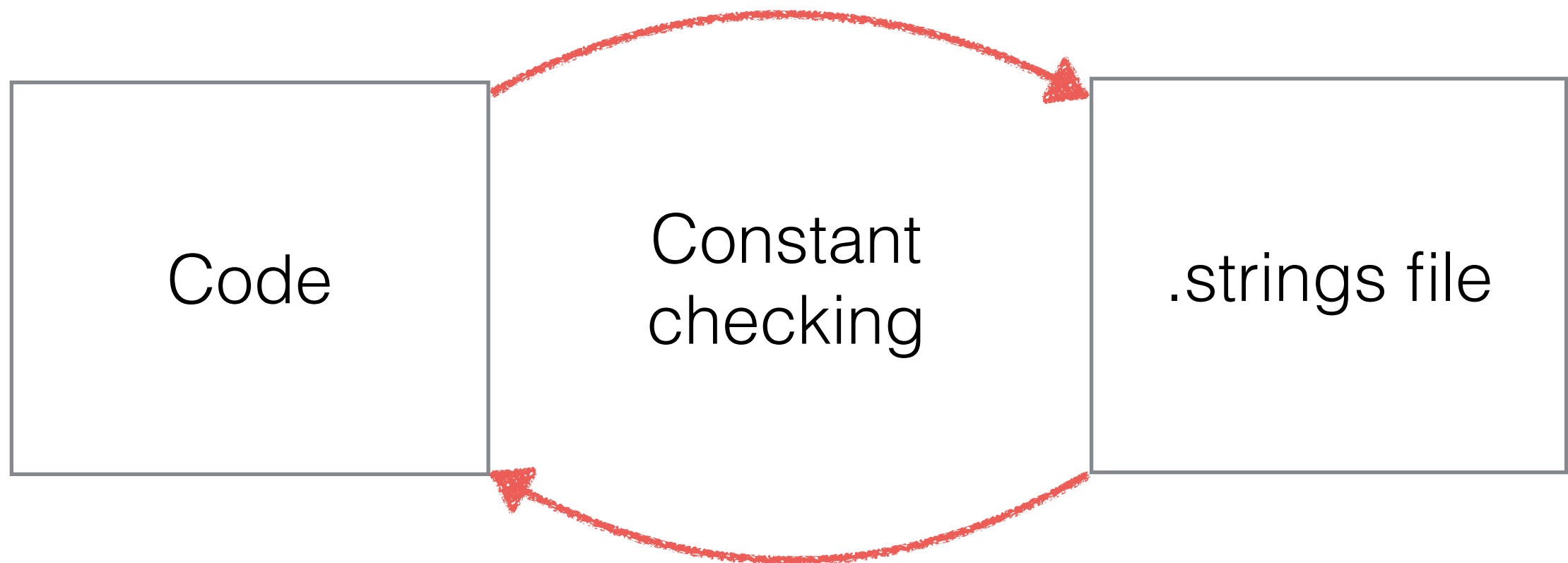
```
button.title = "Submit"._
```

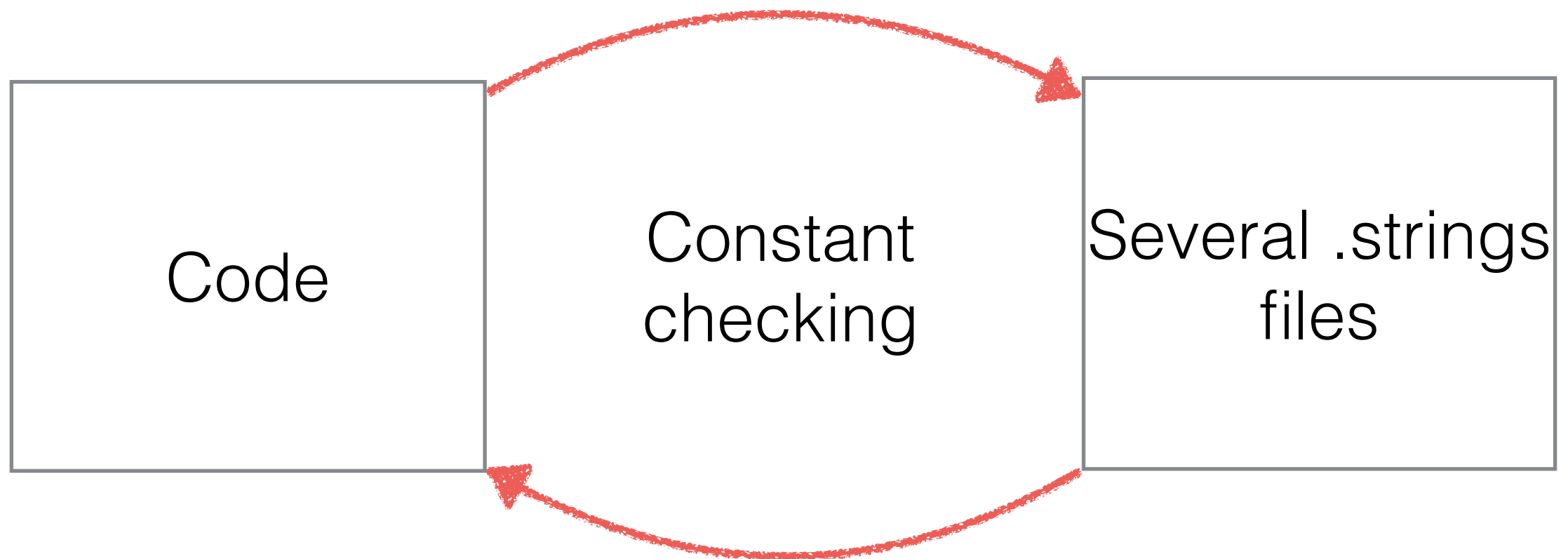


## RubyMotion + SugarCube with keys

```
button.title = “Submit”.localized(‘Submit’, ‘Submit Button’)
```







Try out ALL the new  
things

# LocaMotion

(**Loca**lization for Ruby**Motion** projects)

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- CLI tool
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- Strings from app -> .strings file
- Strings from one .strings file -> .strings file for another locale
- **Work In Progress!**

# Locamotion slurp

*app* folder

'string'.\_  
"another string".\_



*resources/en.lproj/  
Localizable.strings*

"string" = "string";  
"another string" = "another string";

# Locamotion generate

*resources/en.lproj/  
Localizable.strings*

```
"string" = "string";  
"another string" = "another string";  
"third string" = "third string";
```



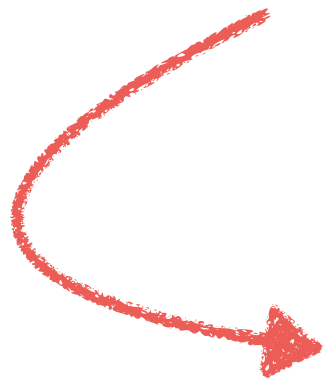
*every other locale's  
Localizable.strings file*

```
"string" = "string";  
"another string" = "another string";  
"third string" = "third string";
```

# Interesting challenge: Ruby's regex engine

```
/'.*'._/
```

```
['hello'._, 'goodbye'._, 'test'._]
```

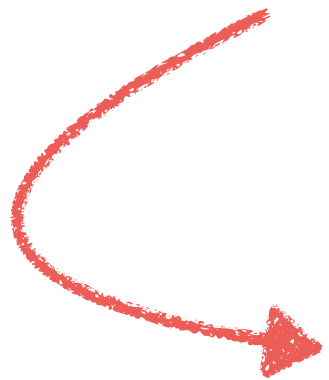


Problems

# Interesting challenge: Ruby's regex engine

```
/'.*?'._/
```

```
['hello'._, 'goodbye'._, 'test'._]
```



Lazy matching. Success!



# More in store for LocaMotion

Bear with me!

# Thanks for listening! Some reading:

- Sugarcube (<https://github.com/rubymotion/sugarcube>)
- LocaMotion (<https://github.com/incbee/locamotion>)
- My blog post on this Part 1 (<http://www.ramonhuidobro.com/blog/2014/12/03/internationalization-in-rubymotion-projects/>)
- My blog post Part 2 (<http://www.ramonhuidobro.com/blog/2015/01/03/internationalization-in-rubymotion-projects-part-2/>)
- Thor gem (<https://github.com/erikhuda/thor>) Seriously Awesome!!
- Apple Docs on internationalisation (<https://developer.apple.com/library/ios/documentation/MacOSX/Conceptual/BPInternational/Introduction/Introduction.html>)
- Greedy regex engine tips (<http://www.regular-expressions.info/repeat.html>)