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Sample Code

Localizing Landmarks

Add localizations to the Landmarks sample code project.

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iOS 26.0+ | iPadOS 26.0+ | macOS 26.0+ | Xcode 26.0+



Overview

This is an unlocalized version of [Landmarks](#). Prepare it for localization by adding a String Catalog and import translations (de.xcloc) to complete the localization process.

Note

This sample code project is associated with WWDC25 session 225: [Code-along: Explore localization with Xcode](#).

See Also

Essentials

- ❑ Supporting multiple languages in your app
 - Internationalize your app's strings, images, and other resource types to prepare for the translation process.
- ❑ Localizing and varying text with a string catalog

Use a string catalog to translate text, handle plurals, and vary the text your app displays on specific devices.

 Using generated localizable symbols in your code

Add keys directly to your string catalog that you can reference in your code using Xcode generated localizable symbols.