



No pain, no gain

Локализация без боли



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- О локализации
- Как не стоит делать
- Локализация без боли
- genstrings, Localization strings merge
- Crowdin и подобные сервисы

Локализация

— адаптация продукта к конкретному языку и местности

Локализация

- Понятный язык интерфейса
- Дата и время в привычном формате
- Корректная сортировка списков
- Поддержка местных единиц измерения
- Правильное форматирование чисел

Рассмотрим как сделать

- Понятный язык интерфейса

NSString

```
NSString(@"Some text", @"Comment for translators");
```



Localizable.strings (English)

```
/* Comment for translators */  
"Some text" = "Some text";
```

Localizable.strings (Russian)

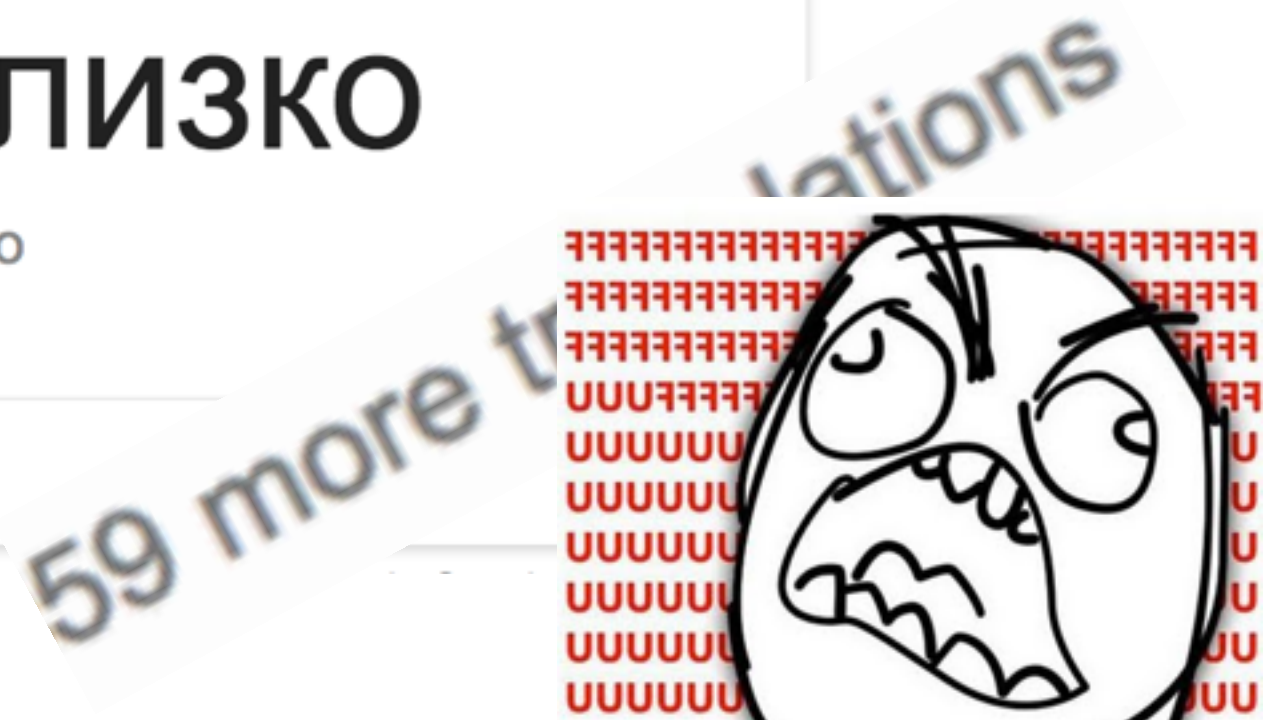
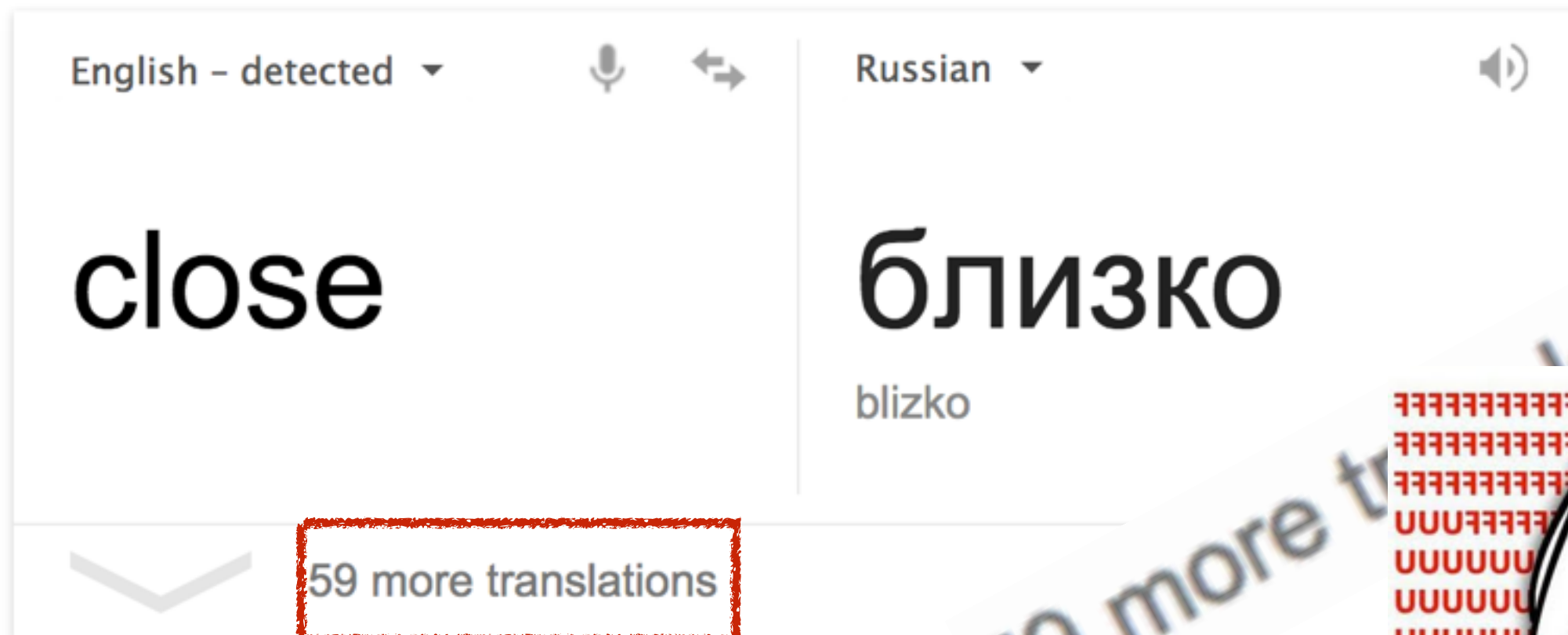
```
/* Comment for translators */  
"Some text" = "Некоторый текст";
```

Для тех, кто любит боль
(или как не стоит делать)

Добавляйте строки в Localizable.strings вручную,
избегайте комментариев

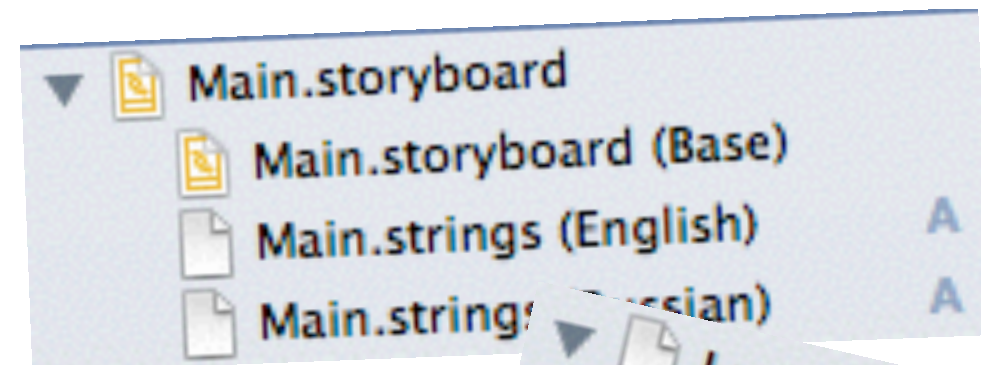
```
"Close" = "Close";  
"Congratulations!" = "Congratulations!";  
"OK" = "OK";  
"Push me" = "Push me";  
"Push the button" = "Push the button";  
"Pushing some buttons" = "Pushing some buttons";  
"You have not pushed the button yet" = "You have not pushed the button yet";  
"You have successfully pushed the button" = "You have successfully pushed the button";
```

"Close" = "Close";

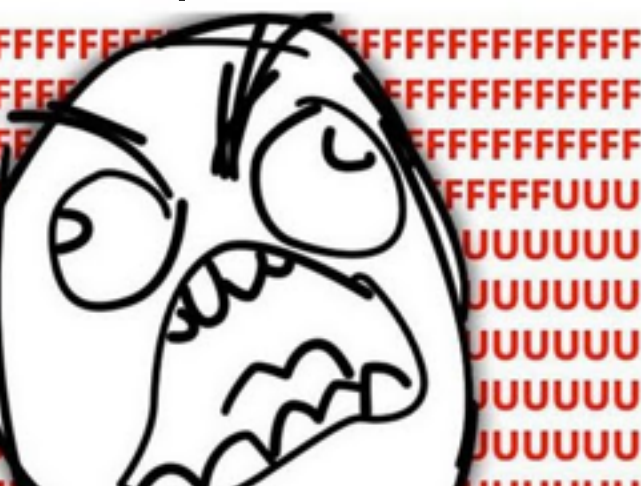


Локализируйте сториборд с помощью встроенных в Xcode средств

```
/* Class = "UIButton"; normalTitle = "Close"; ObjectID = "BmE-Lz-dNL"; */  
"BmE-Lz-dNL.normalTitle" = "Close";  
  
/* Class = "UILabel"; text = "You have not pushed the button yet"; ObjectID = "UXc-tC-mD1"; */  
"UXc-tC-mD1.text" = "You have not pushed the button yet";  
  
/* Class = "IBUIViewController"; title = "Pushing some buttons"; ObjectID = "vXZ-lx-hvc"; */  
"vXZ-lx-hvc.title" = "Pushing some buttons";
```



Разработчик



```
/* Class = "IBUIViewController"; title = "Pushing some buttons"; ObjectID = "vXZ-lx-hvc"; */  
"vXZ-lx-hvc.title" = "Pushing some buttons";
```

Переводчик



Как сделать хорошо

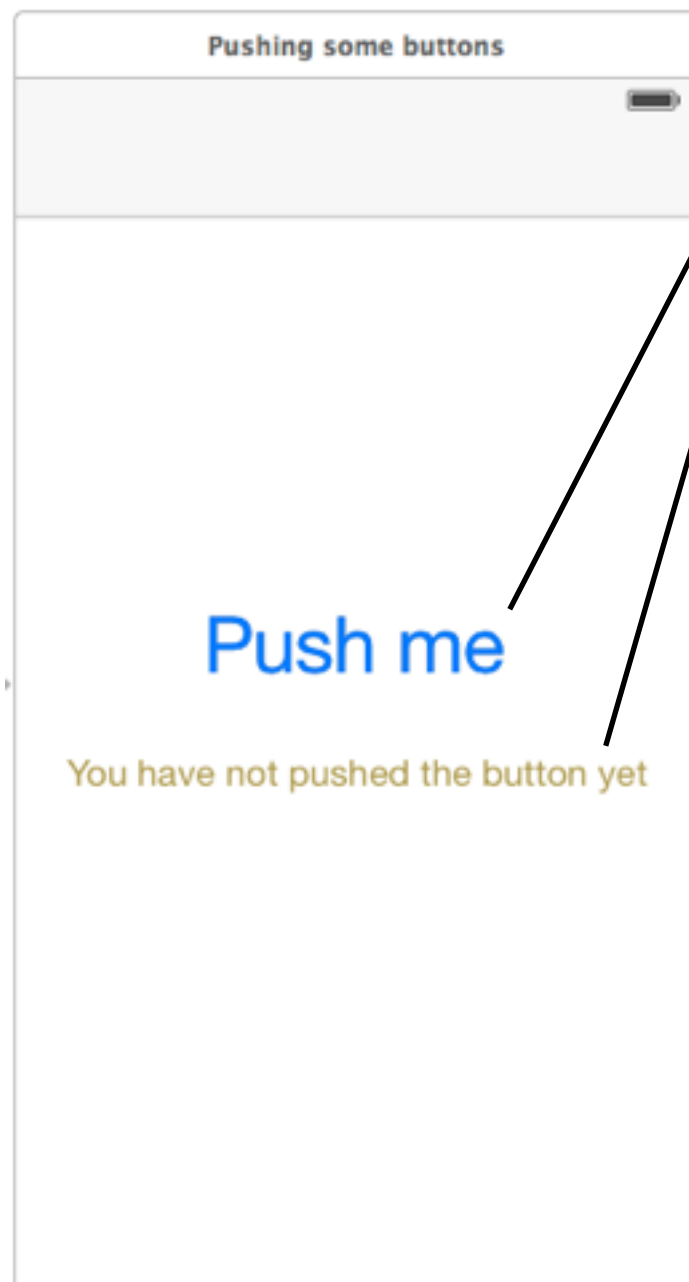
Локализируйте все пользовательские строки в коде с помощью NSLocalizedString в **начале** и **процессе разработки**, а не в самом конце. Даже если локализация в проекте изначально не предполагается. Это потом сэкономит вам время.

```
NSString * popupTitle = NSLocalizedString(@"Congratulations!",
    @"Successful button pushing pop-up title");
NSString * statusMessage = NSLocalizedString(@"You have successfully
    pushed the button", @"Successful button pushing pop-up message");

UIAlertView * alert = [[UIAlertView alloc]
    initWithTitle:popupTitle
    message:statusMessage
    delegate:nil
    cancelButtonTitle:BUTTON_CLOSE
    otherButtonTitles:nil];
```

Всегда пишите комментарии в NSLocalizedString

Сделайте outlet для каждого объекта интерфейса (storyboard/xib), который надо локализовать, локализируйте его в `awakeFromNib` используя `NSLocalizedString`.



```
@interface LSViewController ()

@property (strong, nonatomic) IBOutlet UIButton *actionButton;
@property (strong, nonatomic) IBOutlet UILabel *statusLabel;

@end

- (void)awakeFromNib {
    [self localizeInterface];
}

- (void)localizeInterface {

    // view controller title
    self.title = NSLocalizedString(@"Push the button", @"Push the
        button scene title");

    // outlets
    [self.actionButton setTitle:NSLocalizedString(@"Push me",
        @"'Push me' button title") forState:UIControlStateNormal];
    self.statusLabel.text = NSLocalizedString(@"You have not
        pushed the button yet", @"Status message that tells user
        that button have not been pushed yet");
}
```

Генерируем строки

***.m -> Localizable.strings**

```
genstrings -o Resources/en.lproj *.m
```

много папок с .m файлами

```
find ./ -name "*.m" -print0 | xargs -0 genstrings -o Resources/en.lproj
```

```
/* Close button title */  
"Close" = "Close";  
  
/* Successful button pushing pop-up title */  
"Congratulations!" = "Congratulations!";  
  
/* OK button title */  
"OK" = "OK";  
  
/* 'Push me' button title */  
"Push me" = "Push me";  
  
/* 'Push the button' title label text */  
"Push the button" = "Push the button";  
  
/* Pushing buttons scene title */  
"Pushing some buttons" = "Pushing some buttons";  
  
/* Status message that tells user that button have not been pushed yet */  
"You have not pushed the button yet" = "You have not pushed the button yet";  
  
/* Successful button pushing pop-up message */  
"You have successfully pushed the button" = "You have successfully pushed the button";
```

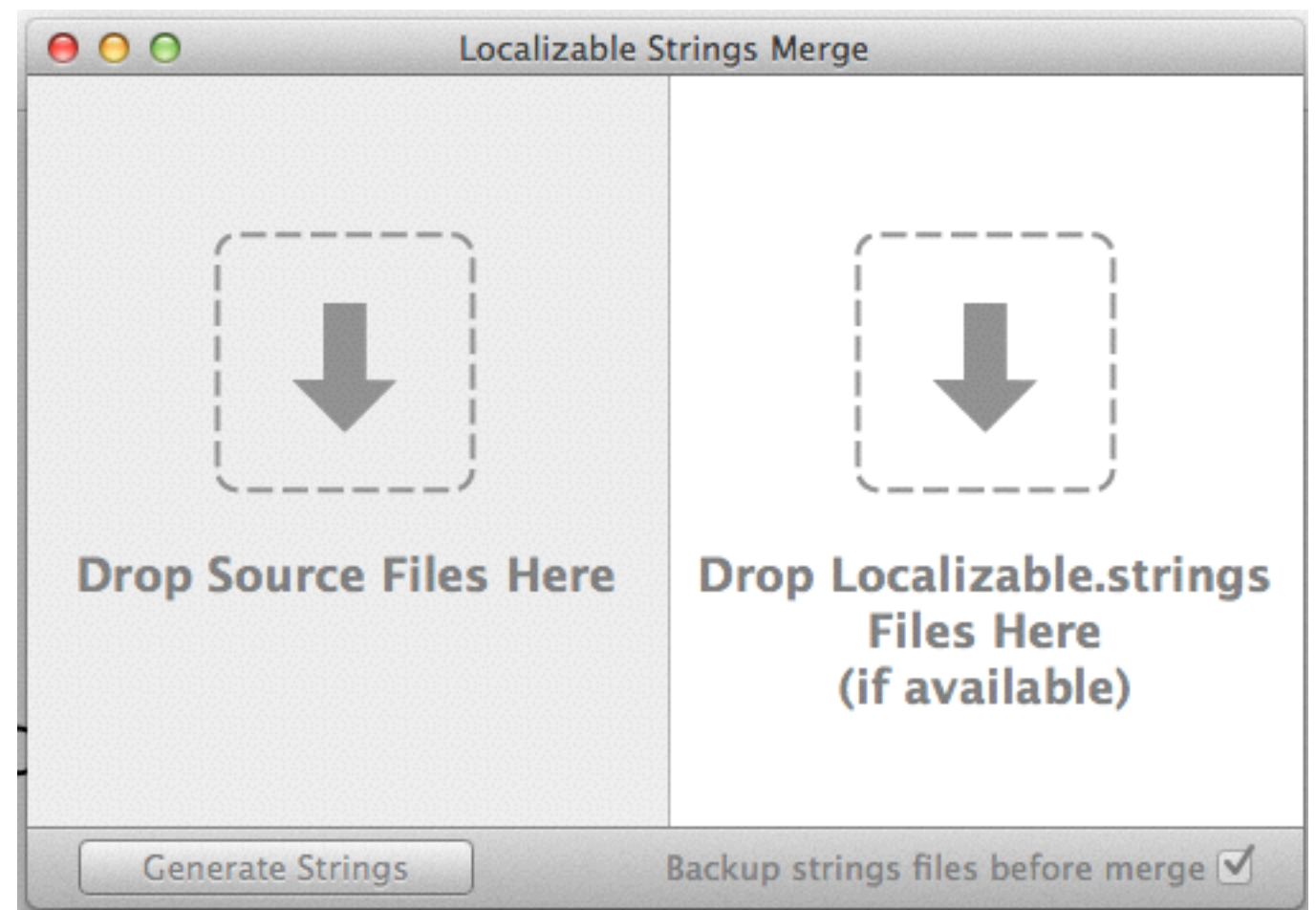
Пример, Strings.h

Localizable strings merge app

- genstrings GUI + merge



\$4.99





<http://crowdin.com>

LocalizationSample

Aあ Translations



Activity



Discussions

Needs Translation:



Russian

translated: 0%

<https://crowdin.com/project/localizationsample>

LocalizationSample Russian translation



Files



Activity



Discussions

File

Progress

Actions



Localizable.strings



12%



Translate

TEXTS TO TRANSLATE



● Close

● Congratulations!

● OK

● Push me

● Push the button

● Pushing some buttons

● You have not pushed the button yet

● You have successfully pushed the button

TEXT FOR TRANSLATION 



Close

[Hide context](#) | [Edit context](#)

Close

Close button title



Copy source



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Закрыть



Commit

● Close

○ Congratulations!

○ OK

○ Push me

○ Push the button

○ Pushing some buttons

○ You have not pushed the button yet

○ You have successfully pushed the button

File

Project

Language



Save and Download


```
/* Close button title */
"Close" = "Заккрыть";

/* Successful button pushing pop-up title */
"Congratulations!" = "Поздравляем!";

/* OK button title */
"OK" = "Ок";

/* 'Push me' button title */
"Push me" = "Нажми меня";

/* 'Push the button' title label text */
"Push the button" = "Нажми на кнопку";

/* Pushing buttons scene title */
"Pushing some buttons" = "Нажимаем на кнопки";

/* Status message that tells user that button have not been pushed yet */
"You have not pushed the button yet" = "Вы еще не нажали на кнопку";

/* Successful button pushing pop-up message */
"You have successfully pushed the button" = "Вы успешно нажали на кнопку";
```

Personal Plans

SUITABLE FOR YOU

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\$19_{/mo}

500 strings
1 project

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1000 strings
1 project

Subscribe

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2 projects

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Professional

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3000 strings
3 projects

Subscribe



Organization Plans

Organization plans are best suited for businesses, they also brings more productivity features listed b

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- + [Crowdin In-Context](#)
- + [Advanced Reporting](#)
- + [Unlimited API usage \(frequent builds\)](#)
- + [Annual invoicing](#)
- + [Branded Domain Name](#)

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10 projects

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Platinum

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Unlimited projects

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enterprise pricing

Unlimited strings
Unlimited projects

[Contact Sales](#)



Дополнительные материалы и ссылки (очень крутые)

<https://tech.yandex.ru/events/yasubbotnik/minsk-jun-2012/talks/104/>

<https://medium.com/ios-apprentice/working-with-localization-905e4052b9de>

结束