Painless Localization

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Overview

Why and How?

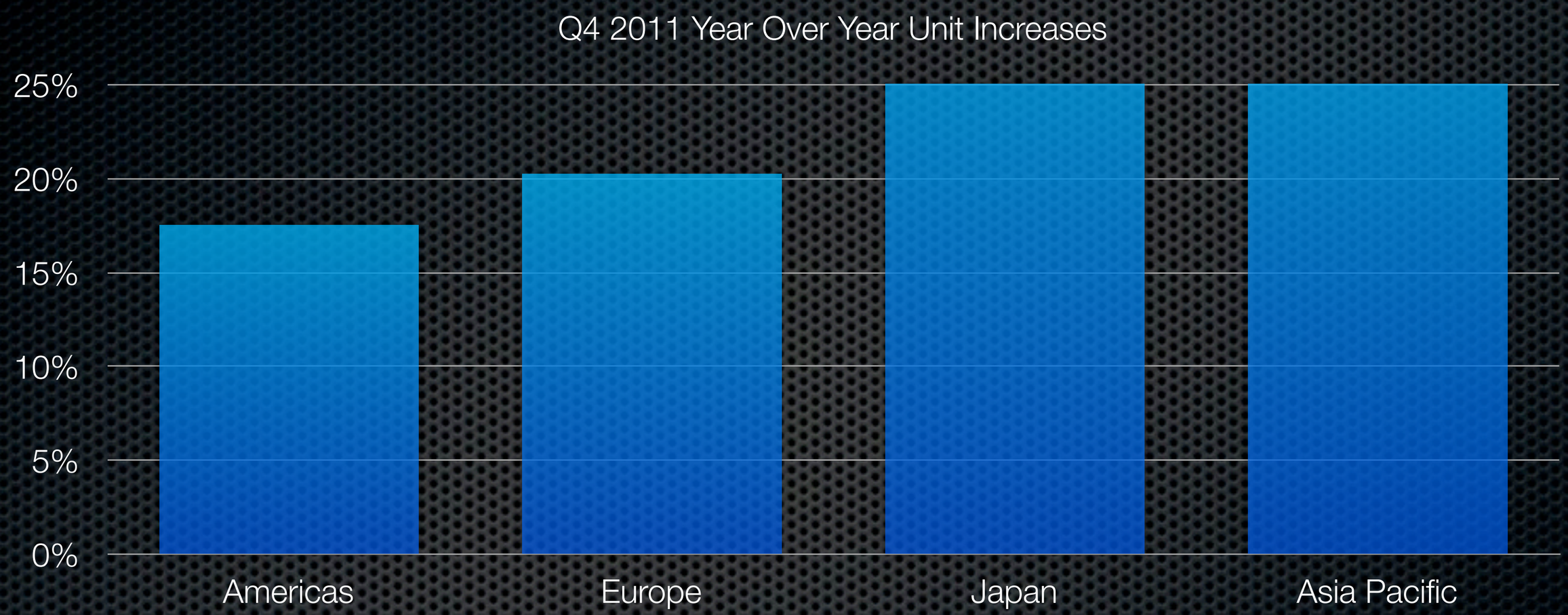
Fixing Localization

iOS

Why Localize?

Languages of the World

Total
Native



Apple

International Sales are Up

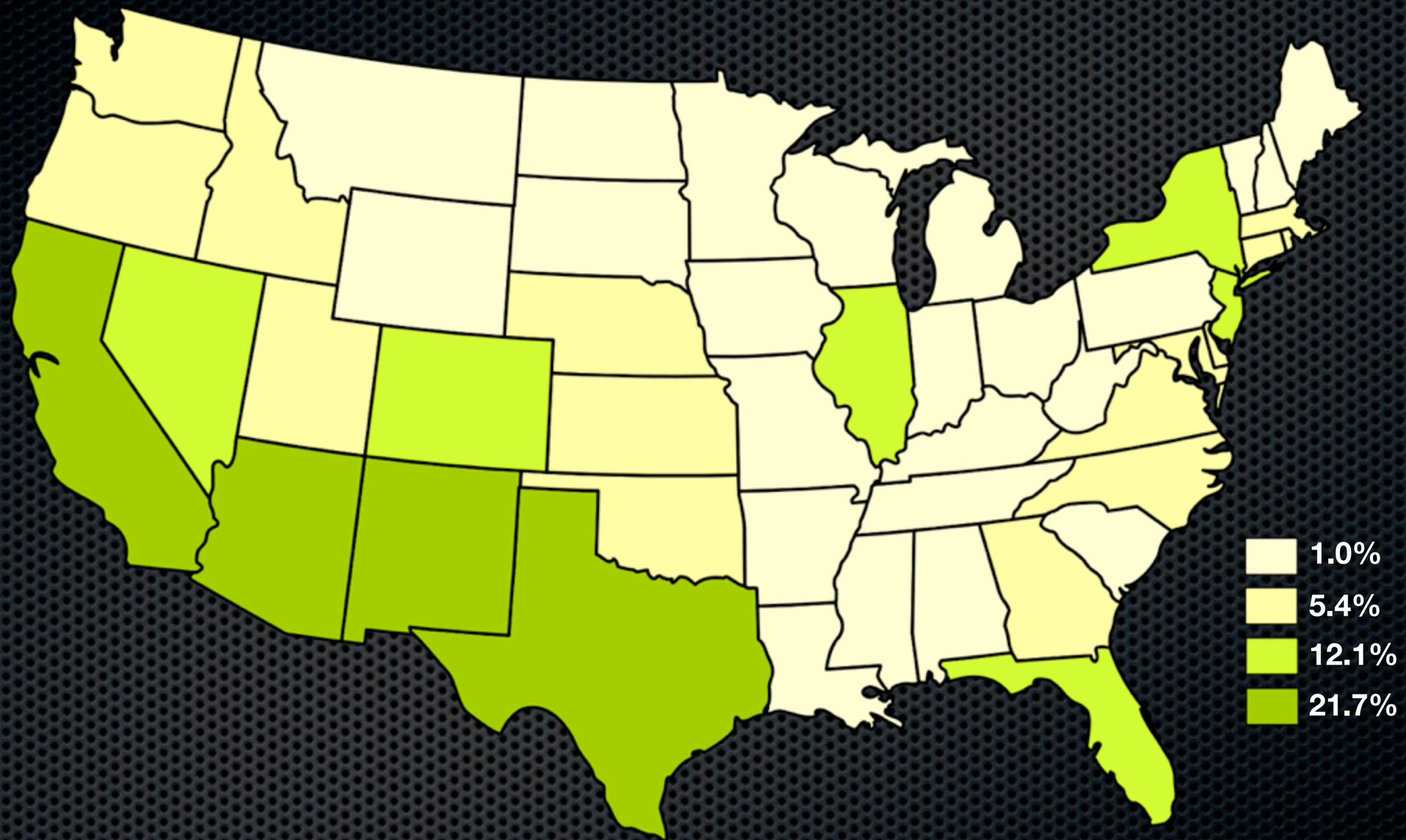
User Preferences

FadingRed
Omni

User Preferences

Ignoring English

FadingRed
Omni



Spanish at Home

source: en.wikipedia.com

How to Localize…

Internationalization

Internationalization

NSLocalizedString

Localize all resources

Who translates?

Users

Professionals

Localization Tools

Localization Tools

Xcode

Localization Tools

Xcode

3rd Party Apps

iLocalize

Localization Tools

Xcode

3rd Party Apps

Localization Services

Applingua, Tethras

Let’s Do Better!

Developer Wishlist

Automation

No duplication

Easy to explain to translators

Open, actively maintained, well documented

Translator Wishlist

Preview translations

Use translation now

See new strings

Introducing *Greenwich*

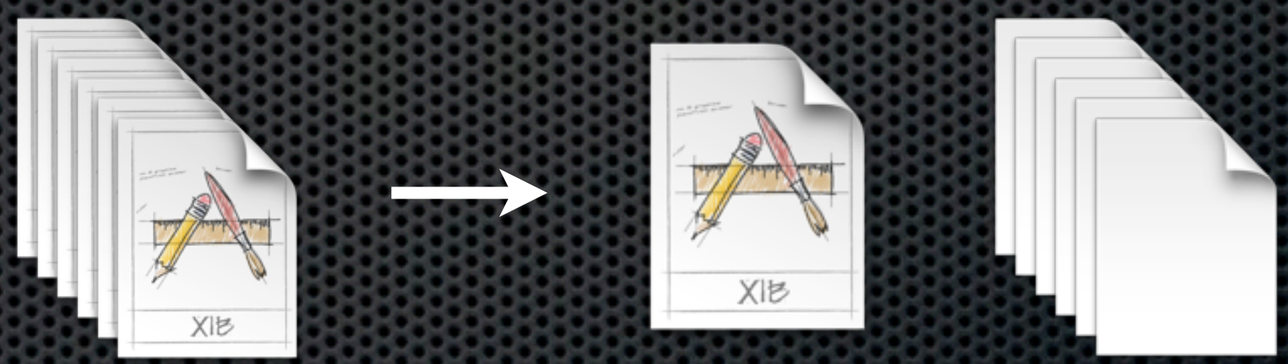
Open Source Framework

Effect?

How does it all work?

Resource Simplification

One XIB, Many Strings



1 Compile Time Support

Extract Strings

2 Runtime Support

Load Strings During Nib Loading

Building *Greenwich*

Xcode Build Scripts

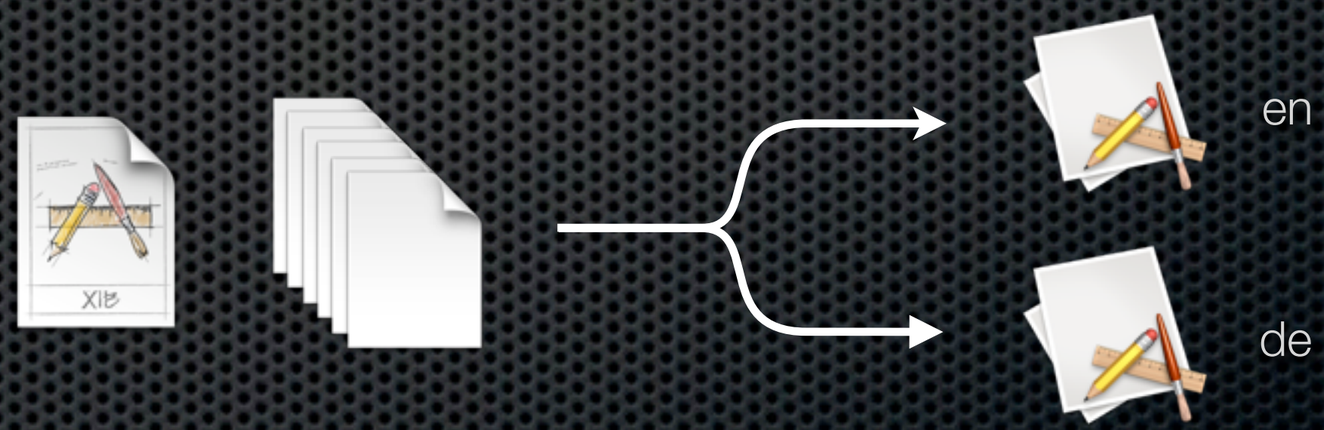
Extract Strings

Integrate Changes

Copy to Product

Runtime Support

Handle Single NIB



Nib Creation

NSBundle::loadNibFile:externalNameTable:withZone:

NSNib::initWithNibNamed:bundle:

NSNib::initWithContentsOfURL:

Method Swizzling

Subclassing for categories

Nib Loading

NSNib::instantiateNibWithExternalNameTable:

Nib Loading

NSNib::instantiateNibWithExternalNameTable:

Localize top level objects

Recursively localize UI

Localizing UI

Recursively Handling Items

In App Editing

Store editable strings files

Integrate changes on update

Preview Support

Load strings from new location

Preview Support

Load strings from new location

NSBundle::localizedStringForKey:value:table:

Keeping It Hidden

Not a *real* feature

Hide in the Help menu

Greenwich Setup

Really Easy

Extras

Works with Auto Layout

Includes awakeFromLocalization

Development simulation mode

Proofing tool

iOS?

In Beta!

iOS Differences

NSBundle::loadNibNamed:owner:options:

UINib::nibWithNibName:bundle:

UINib::instantiateWithOwner:options:

iOS Differences

Storyboards

No Keyboard

Strings files are binary plists

Thank You

fadingred.github.com/greenwich/