Escenic Content Studio

Translation Guide

6.14.1-2

escenic

A CCI COMPANY

Table of Contents

1 Introduction 3
1.1 Where do I start? 3
1.2 How can I test my translations? 3
1.3 Mnemonics 3
2 Translatable items 4
2.1 Keyboard shortcuts 4
2.1.1 Pattern 4
2.1.2 Examples 4
2.2 General Strings 4
2.2.1 Examples 4
2.3 Menus 4
2.3.1 Pattern 4
2.3.2 Properties 5
2.3.3 Examples 5
2.4 Actions 5
2.4.1 Pattern 5
2.4.2 Properties 5
2.4.3 Mode 5
2.4.4 Examples 5
2.5 Default Tasks 5
2.5.1 Pattern 5
2.5.2 Properties 6
2.5.3 Examples 6
2.6 Custom Tasks 6
2.6.1 Pattern 6
2.6.2 Properties 6
2.6.3 Examples 7
2.7 Dialogs 7
2.7.1 Pattern 7
2.7.2 Properties 7
2.7.3 Examples 7

1 Introduction

This guide explains how to translate Escenic to another language. Before you get started, you need an account for http://translate.escenic.com:

1. Send an email to Escenic Support (support@escenic.com) and tell them what languages you intend to translate to.
2. The support department will send you an email once your account has been created.
3. Use the **Forgot my password** link to reset your password (with your email address as the user name).
4. Login with your email address and your new password to access the translation interface.

1.1 Where do I start?

After you have logged in, you need to decide what version to translate by picking the correct "project" (on the right of the page, trunk is the next version). Then select the language you would like to translate. You will be able to view all versions and languages, but only be able to submit translations in “your” language. Then select **Continue translation** to start translating. See the sections below for more detailed instructions.

1.2 How can I test my translations?

After you are done translating, your changes will be added to a "language pack" plug-in (contributed translations) or become available in the next maintenance release (supported translations). The updated language pack or maintenance release must be installed before you will be able to see your changes in Content Studio. The language pack plug-ins are updated every night so provided you are able to install it, you will be able to see your changes in Content Studio the next day.

1.3 Mnemonics

Some strings should contain mnemonics. These should be preserved, and preferably remain on the same character that they reference in the English original. In some languages such as Chinese, the preferred way is to use the English character for the mnemonic and include it in the parentheses after the actual string (e.g.: "&Save" could become “## (&S)”).

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2 Translatable items

This chapter describes the types of translatable items you will encounter while translating. Each section provides a description of the translatable item as well as advice on how to translate it, a pattern you can use to recognize it, and examples.

2.1 Keyboard shortcuts

In general, keyboard shortcuts must not be changed. Most of the keyboard shortcuts are defined in files suffixed with **_ACCELERATOR.po**. The only exception is if the keyboard shortcut will not work on your target language's standard keyboard layout. Translating a keyboard shortcut is different to normal translations as the shortcut will remain in English, but reference a different key. For example, **shortcut S** might be changed to **shortcut ENTER** but the **shortcut** modifier and the name of the key (**ENTER** in this case) must not be translated.

2.1.1 Pattern

```
<prefix>.<action name>.Action.accelerator
```

2.1.2 Examples

```
com.escenic.studio.core.ContentStudio.logoutAndQuit.Action.accelerator = shortcut
 shift Q
```

2.2 General Strings

Some strings do not follow any specific pattern. There are no general rules on how to translate them. Try to stay as close as possible to the wording and length of the English text. If it contains HTML tags (e.g. **
** or **<html>some text</html>**), then it is vital to include the same tags in the translation, or else the user interface will not display correctly.

2.2.1 Examples

```
com.escenic.ContentStudio.changeState = Change State
com.escenic.studio.core.common.noSummaryTitle = [No available link text]
```

2.3 Menus

A menu groups together a set of options, actions and submenus.

2.3.1 Pattern

```
prefix.menu-name.menus.property-name
```

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2.3.2 Properties

`text`: The name of the action (i.e. the text of the button or menu item, optionally including a mnemonic (section 1.3)).

2.3.3 Examples

```
com.escenic.studio.core.ContentStudio.menus.help.text = &Help
com.escenic.studio.core.ContentStudio.menus.new.text = &New
com.escenic.studio.core.ContentStudio.menus.duplicateAs.text = Duplicate as
```

2.4 Actions

Actions are operations available to the user in the form of keyboard shortcuts, menu items, toolbar icons, context menu items and buttons.

2.4.1 Pattern

```
prefix.action-name.Action.property-name[.mode]
```

2.4.2 Properties

`text`: The name of the action (i.e. the text of the button or menu item, optionally including a mnemonic (section 1.3)). Typically this is an imperative.

`description`: A longer description of the action. Typically this is a sentence.

2.4.3 Mode

`showing`: When the action would hide something currently shown.

`hidden`: When the action would show something currently invisible.

2.4.4 Examples

```
actions.save.Action.text = &Save
actions.save.Action.shortDescription = Saves changes.
actions.hiderestore.Action.text.showing = Hide all panels
actions.hiderestore.Action.text.hidden = Restore panels
actions.hiderestore.Action.shortDescription.showing = Hides all panels.
actions.hiderestore.Action.shortDescription.hidden = Restores hidden panels.
```

2.5 Default Tasks

Tasks are long-running operations that Content Studio executes in the background. These tasks report their current activity to the user through the status bar of the application or a view.

2.5.1 Pattern

```
prefix.task-nameTask.property-name
```

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```
com.escenic.studio.core.StudioTask.defaultTask.initial
com.escenic.studio.core.StudioTask.defaultTask.cancelled
com.escenic.studio.core.StudioTask.defaultTask.succeeded
com.escenic.studio.core.StudioTask.defaultTask.failed
```

2.5.2 Properties

`title`: the activity being executed. This text is inserted into the template properties below by replacing the first occurrence of **`%s`** or all occurrences of **`%3$`** (only for **`.failed`**).

`com.escenic.studio.core.StudioTask.defaultTask.initial`: The text displayed for all default tasks immediately after they have been started.

`com.escenic.studio.core.StudioTask.defaultTask.cancelled`: The text displayed for all default tasks if the user cancels them.

`com.escenic.studio.core.StudioTask.defaultTask.succeeded`: The text displayed for all default tasks immediately after they finish successfully.

`com.escenic.studio.core.StudioTask.defaultTask.failed`: The text displayed for all default tasks that encounter an error and fail to complete.

2.5.3 Examples

```
com.escenic.studio.core.tasks.TagSearchTask.title = Tag search
com.escenic.studio.core.StudioTask.defaultTask.initial = Started task %s ...
com.escenic.studio.core.StudioTask.defaultTask.cancelled = %s cancelled after %d
 milliseconds
com.escenic.studio.core.StudioTask.defaultTask.succeeded = %s successful in %d
 milliseconds
com.escenic.studio.core.StudioTask.defaultTask.failed  = %3$s failed after %2$d
 milliseconds. Reason: "%1$s"
```

2.6 Custom Tasks

Custom tasks aren't like default tasks: they have a property for each state. Custom tasks are used when the default task templates are insufficient. In addition to the properties below, these tasks sometimes define additional properties that are not listed here. Some custom tasks are hybrids that also use some of the default task templates instead of specifying all custom task properties. These tasks also specify the default task's "title" property.

2.6.1 Pattern

```
prefix.task-nameTask.property-name
```

2.6.2 Properties

`title`: See section 2.5.

`initial`: The text displayed immediately after the task has been started.

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progress: The text displayed while the task is being executed. Typically this will include the number of items that have been completed (a **%d**) and the number of items that remain (another **%d**).

cancelled: The text displayed if the user cancels the task.

succeeded: The text displayed immediately after the task finishes successfully.

failed: The text displayed if the task encounters an error and fails to complete.

2.6.3 Examples

```
com.escenic.studio.core.editors.xhtml.InlineObjectsLoaderTask.title = Inline content
com.escenic.studio.core.editors.xhtml.InlineObjectsLoaderTask.initial = Reading %s
com.escenic.studio.core.editors.xhtml.InlineObjectsLoaderTask.progress = Reading
 inline content %d of %d
com.escenic.studio.core.editors.xhtml.InlineObjectsLoaderTask.failed = Could not read
 inline content: %s
com.escenic.studio.core.editors.xhtml.InlineObjectsLoaderTask.cleanUpFailed = Cleanup
 of inline content failed: %s
com.escenic.studio.core.editors.xhtml.InlineObjectsLoaderTask.succeeded = Read %s (%d
 ms)
com.escenic.studio.core.editors.xhtml.InlineObjectsLoaderTask.cancelled = Cancelled
 reading of "%s" after %d ms
```

2.7 Dialogs

Dialogs are Content Studio's way of prompting the user for additional input or informing the user if something important has happened. A dialog can have a number of options that appear as buttons and are translated in the same way as actions.

2.7.1 Pattern

```
prefix.dialog-name.property-name
```

2.7.2 Properties

title: The text displayed on the dialog title bar.

message: The message displayed in the dialog box.

option.*number*.**Action**.*property-name*: A button in the dialog box (see section 2.4).

2.7.3 Examples

```
com.escenic.studio.core.clipboard.ClipboardUI.restoreTask.confirm.title = Failed
 loading clipboard
com.escenic.studio.core.clipboard.ClipboardUI.restoreTask.confirm.message = Escenic
 Content Studio has problems loading your clipboard. Do you want to keep trying?
com.escenic.studio.core.clipboard.ClipboardUI.restoreTask.confirm.option.0.Action.text
 = &Stop trying
com.escenic.studio.core.clipboard.ClipboardUI.restoreTask.confirm.option.1.Action.text
 = &Keep trying
```

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