





Multilingual App Toolkit

Standards and multilingual software development 29, April 2015

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Overview

- Visual Studio integration
- Common localization workflow
- Industry standard XLIFF support
- Integrates with Microsoft Translator
- Pseudo translation
- 3rd party translation provider support
- Translation Editor

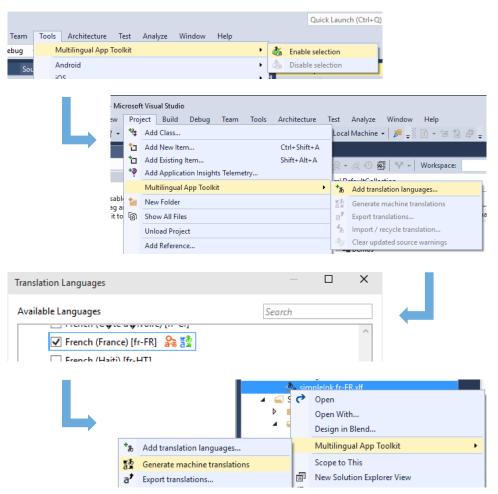


Multilingual App Toolkit Workflow

Enable 'MAT' on project

Add translation languages

Generate Translations Run & Test





Demo

Resources

Multilingual App Toolkit Resources

http://aka.ms/matinstallv4

Download v4.0

http://aka.ms/matblog

Announcements

http://aka.ms/matvoice

User voice site

multilingual@Microsoft.com

Email for the MAT team.

Thank you!

Globalization - Best practices

Use Windows. Globalization namespace

- Windows.Globalization.NumberFormatting
 - DecimalFormatter
 - PercentFormatter
 - CurrencyFormatter
 - PermilleFormatter
- Windows.Globalization.DateTimeFormatting
 - DateTimeFormatter
- Windows.Globalization
 - Calendar

Globalization - Avoid

- Handcrafted formatting
 - String.Format("{0}/{1}/{2}", Month, Day, Year)
 - String.Format("\${0:0.00}", 100.00);
- Ignoring user's language preferences
 - PrimaryLanguageOverride is permanent use with care.
- Creating specialized calendar UI controls

Localization – Best practices

- Build-in localization into your app
 - It always harder to retro-fix globalization
- Use resource files for all localizable strings
 - · However, hard-code strings that should not be localized
- Translations may require 40% more space
- Utilize resource binding
 - Store: x:Uid for XAML, data-win-res for HTML
- ResourceLoader.GetString("MyResourceID")
- Use resource qualifiers for culture specific images
 - Avoid embedded text in images

MAT – Best practices

- Develop using Pseudo to find issues early
 - · Pseudo is not shown by default, add it by searching for language "qps-PLOC"
- Designate a primary world-ready project contact
 - · Ideally this is a development lead with globalization and localization knowledge
- Use a subset of languages during development
 - · Ideally this will included Arabic, Asian, and Latin based languages
- Not every developer needs to run MAT all the time
 - A single person can manage and check-in initial language for the team
- Include professional translation in overall

