



iSYMED

LOCALIZER
V1.2

Translator's Manual

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1 Welcome

iSYMED Localizer is a lightweight localization tool for your .Net 1.1 and .Net 2.0 applications. Its main purpose is to enable a translator to create localized executables (executable files) independent of the developers. iSYMED Localizer scans the target executables (normally files with type exe and dll), will store the text resources, its original text and localized texts in a MS-SQL database and makes it easy to generate language resource executables on the fly.

So, use iSYMED Localizer for ...

- creating localization projects independent of the developers
- scanning the original executables for text resources
- detecting modifications in the original executables
- translating the texts in a modern environment
- generating localized executables for multiple languages.

2 Introduction

2.1 Prerequisites

iSYMED Localizer is a tool for localizing .Net applications and, quite naturally, iSYMED Localizer itself is also a .Net application - written for the .Net 2.0 framework. For this reason, it has some prerequisites which more or less derive from the minimum operating system and hardware requirements for .Net 2.0.

Following the Microsoft recommendations (see <http://msdn2.microsoft.com/en-US/library/ms229070.aspx>), you will need at least Microsoft® Windows® 98 or higher for .Net 2.0.

The .NET Framework cannot be installed on the following operating systems:

- Microsoft Windows 95
- Microsoft Windows NT® Server
- Windows NT Workstation
- Windows Server 2003, Enterprise Edition for Itanium-based Systems
- Windows Server 2003, Datacenter Edition for Itanium-based Systems

iSYMED Localizer uses the Microsoft tools al.exe and resgen.exe for creating satellite assemblies. These are contained in the **.Net Framework Software Development Kit Version 1.1** (for localizing .Net 1.1 applications, download [here](#)) and/or **Microsoft .NET Framework Software Development Kit v2.0** (for localizing .Net 2.0 applications, download [here](#)).

Note: If you have Visual Studio 2003 or Visual Studio 2005 installed, the tool versions 1.1 respectively 2.0 are already installed at your computer.

The iSYMED Localizer database requires Microsoft SQL Server 2000 or Microsoft SQL Server 2005. It will also run on Microsoft SQL Server 2005 Express Edition. The Express Edition can be downloaded without charge from Microsoft (<http://msdn.microsoft.com/vstudio/express/sql/download>).



Your iSYMED Localizer license is protected by a hardware dongle. Please insert it into a free USB port of your computer.

2.2 How it works

So that you can work efficiently with iSYMED Localizer, please take some time to understand its way of operation for generating localized executables.

For demonstration purposes, we will use a small sample application which you can find in the program folder of iSYMED Localizer. It is simply called 'Sample' and consists of the compiled executable files sample.exe and child.dll. The main (startup) program is sample.exe, while the child.dll is a .Net class library. During development, 'child' was set up as a sub-project of the main program 'sample'. After installation, the file structure in the Sample directory looks like this:



If you start sample.exe, it will display a small dialog like this:



As the developer of this small application flagged the dialog as **Localizable**, its localizable texts are stored in so called resources which are compiled and linked into the executable. These resources are:

- the title of the window ('Invariant culture')
- the label ('I am a culture-invariant dialog.')
- and both buttons.

iSYMED Localizer will now scan (or parse) the executable, extract the localizable text resources and put them into a database. Before scanning, one must tell the localizer into which language the translation will take place. We will explain later how to set up a translation project and how to scan the files. After this step, the text is stored in the database together with status information, the resource name (or 'resource key'), the original text and the translated text:

↳ \$this.Text	Invariant culture	
↳ buttonChild.Text	Get child	
↳ buttonClose.Text	Close	
↳ labelMessage.Text	I am an culture-invariant dialog.	

Now it will be the translator's job to localize (translate) the texts. In this example, the translator will translate into German:

\$this.Text	Invariant culture	Deutsche Kultur
buttonChild.Text	Get child	Kind
buttonClose.Text	Close	Schließen
labelMessage.Text	I am an culture-invariant dialog.	Ich bin ein deutscher Dialog.

When finished, the translator can generate a so called localized satellite resource DLL (dynamic link library) which will be placed in a folder beneath the current source executables. This step is also explained later in detail.

The result will look like this:



The 'de' folder (de = Deutsch = German) contains the localized resource DLLs (provided the translator has translated both files):



If the translator's computer is now running in the target language (e.g. by setting the culture in the regional settings or by setting the culture by code), the localized dialog will now appear like this:



Summary:

The localization process using the iSYMED Localizer is done by

- setting up a translation process by including source executable files
- scanning the source files into a database after specifying the target language
- translating the texts in the database
- generating target resource DLLs which are placed beneath the source executable folder

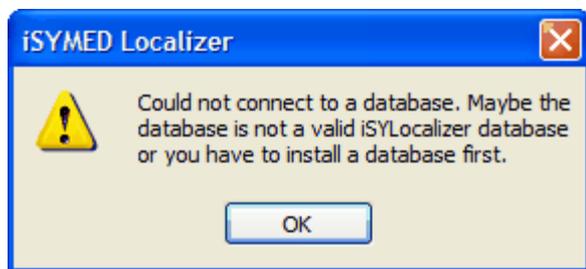
3 Manage databases

3.1 What is the database for?

iSYMED Localizer uses a database mainly for storing your translation work. So it is possible to store all your projects in one place, save the original and translated texts, search for texts quickly, save translation status, make version comparisons and generate the target files. Furthermore, the iSYMED Localizer database can hold a glossary which makes it possible to reuse your translation among all your projects.

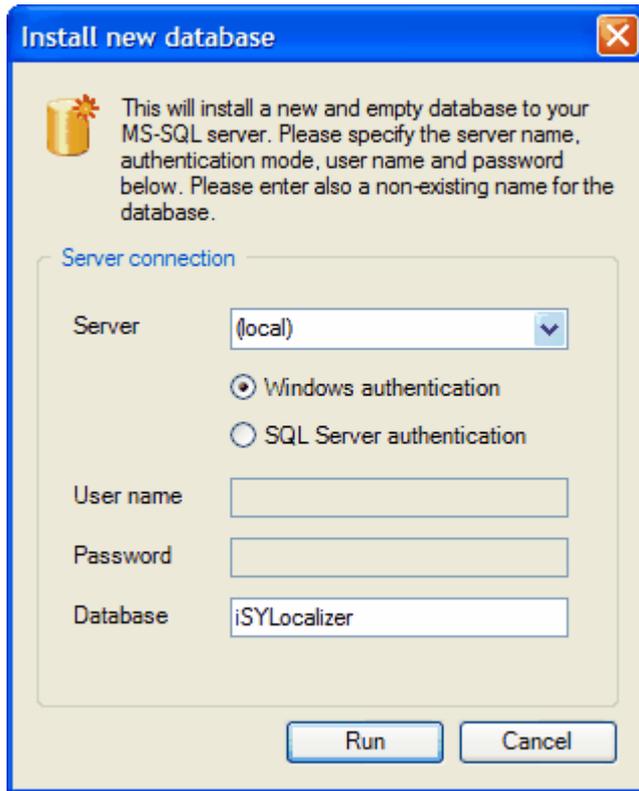
3.2 Install a database

When running iSYMED Localizer for the first time, the following dialog will appear:



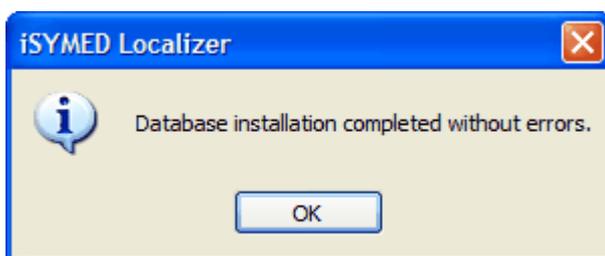
This means that iSYMED Localizer is not configured and needs the installation of a database. As stated in the [Prerequisites](#)⁴, you need a running Microsoft SQL Server instance before your database installation can take place.

Click **Select Database** in the **File** menu in order to start the database installation dialog:



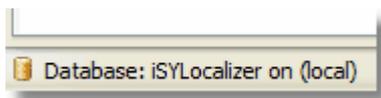
In the **Server** combo box, you will find all servers which could be found in your environment. Please select the right one. Then you have to select whether your server needs **Windows authentication** or **SQL Server authentication**. Please contact your server administrator if you are not sure. Only if you selected **SQL Server authentication** do you need to enter **User name** and **Password**. In the Database field you can enter any name for your new database. It is pre-configured for the name **iSYLocalizer**.

Now, press **Run** and start the installation process which takes a few seconds. If successful, you should see the following dialog:



If you were not successful, please verify that you entered the correct settings in the database installation dialog and repeat the installation process again. If you are still not successful, please contact your server administrator.

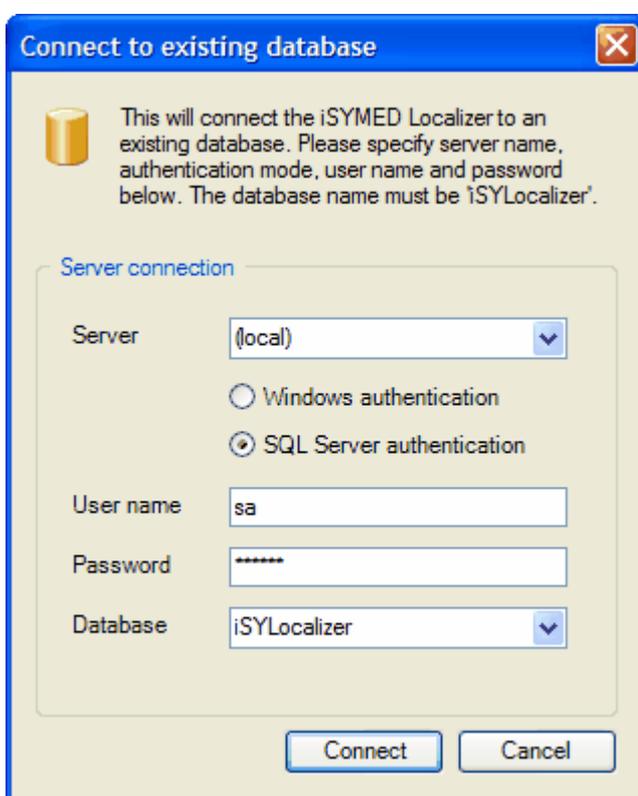
If the installation succeeded, you will find the database name and server name in the lower left corner. These settings are stored in the configuration settings. Each time when you start the program and the database can be connected, you will find the database setting here.



If needed, you can install different database in different places. For each of your database installations, you may run **Select Database** again. However, you do not need to install different databases for each of your projects. Normally, it will be sufficient to install one database and have several projects in it. Especially if you want to use an own glossary among your projects, you can exchange translations only between the projects in one database. It is not possible to have one glossary shared between different databases.

3.3 Select a database

Selecting a database is quite easy: Simply call **Select database** in the **File** menu and enter the settings which you entered when installing the database:



From now on, iSYMED Localizer will automatically re-open this database when starting up. Of course, if you want to select a different database later on, you can call **Select database** again.

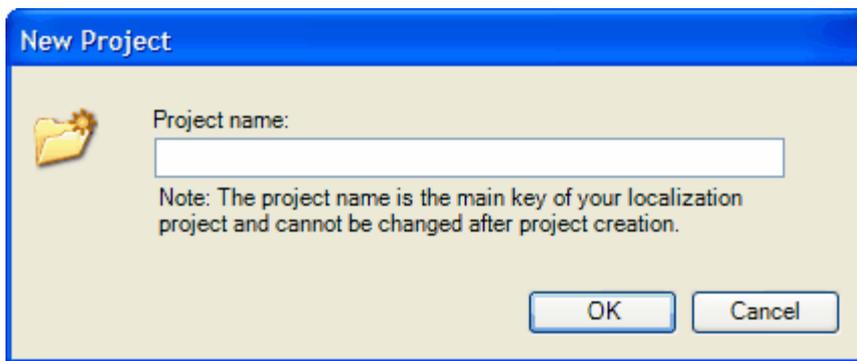
4 Manage projects

4.1 Create a project

A project holds all information related to one software application which is intended to be localized. The application may consist of one or more modules (normally one executable file and several DLLs).

For creating a localization project, the first step is to define a name for it and prepare the database.

This is done through the **New project** in the **File** menu:



Please enter the project name now. As you can read in the dialog, the project name will be the main key for your localization project and cannot be changed later on. So please be careful in selecting your project name.

Note:

A project consists of source files and their translations. If you only create a project as described above but do not add any source files, the project remains 'imaginary' and will not be saved when closing. Only if you add one or more source files to the project (see '[Insert and remove source files](#)'^[13] below), can it be saved and later re-opened.

4.2 Delete a project

You can delete a project if you no longer need it by selecting **Delete project** in the **File** menu. Projects can only be deleted if there is no project currently opened. So if you are just editing a project, the **Delete project** menu entry is dimmed and not accessible. In order to delete a project, you may need to close your current project using

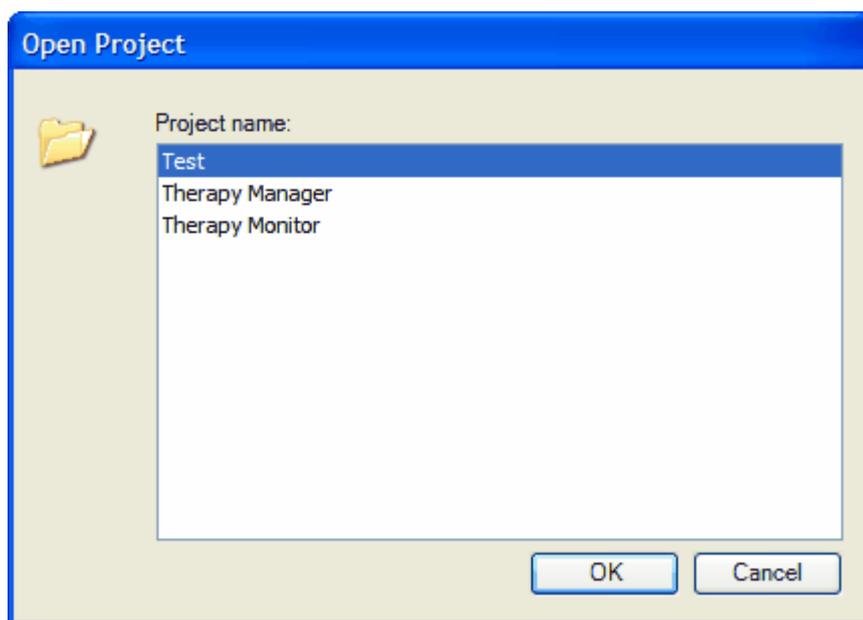
After your project is deleted, your translation work is completely destroyed and cannot be restored. In order to prevent unintentional deletion, iSYMED Localizer asks you to confirm twice that you really want to delete the project.

4.3 Open a project

You can open a project by selecting **Open project** in the **File** menu or by clicking its toolbar icon:



You will be asked to select one of the projects available in your current database:



Please make a selection and press **OK**. The project will be opened and its settings will be shown.

4.4 Save and close a project

If you have an open project, you can save your current work at any time by selecting **Save project** in the **File** menu. While saving is not needed normally because iSYMED Localizer will save your work before exiting the program, it is recommended to save before leaving your computer for a longer time. You do not want to risk any loss of data due to any event which could make your computer crash.

Also you do not normally need to close a project explicitly, as iSYMED Localizer will save and close your work before exiting. However, if you want to change to another project without exiting iSYMED Localizer, you can close the project using **Close project** in the **File** menu and open another project with **Open project**.

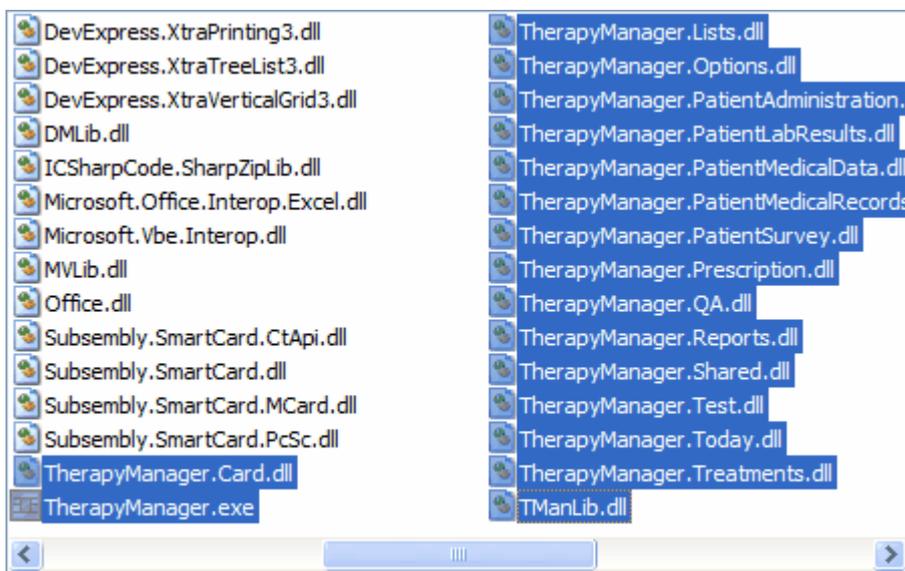
5 Source files

5.1 Insert and remove source files

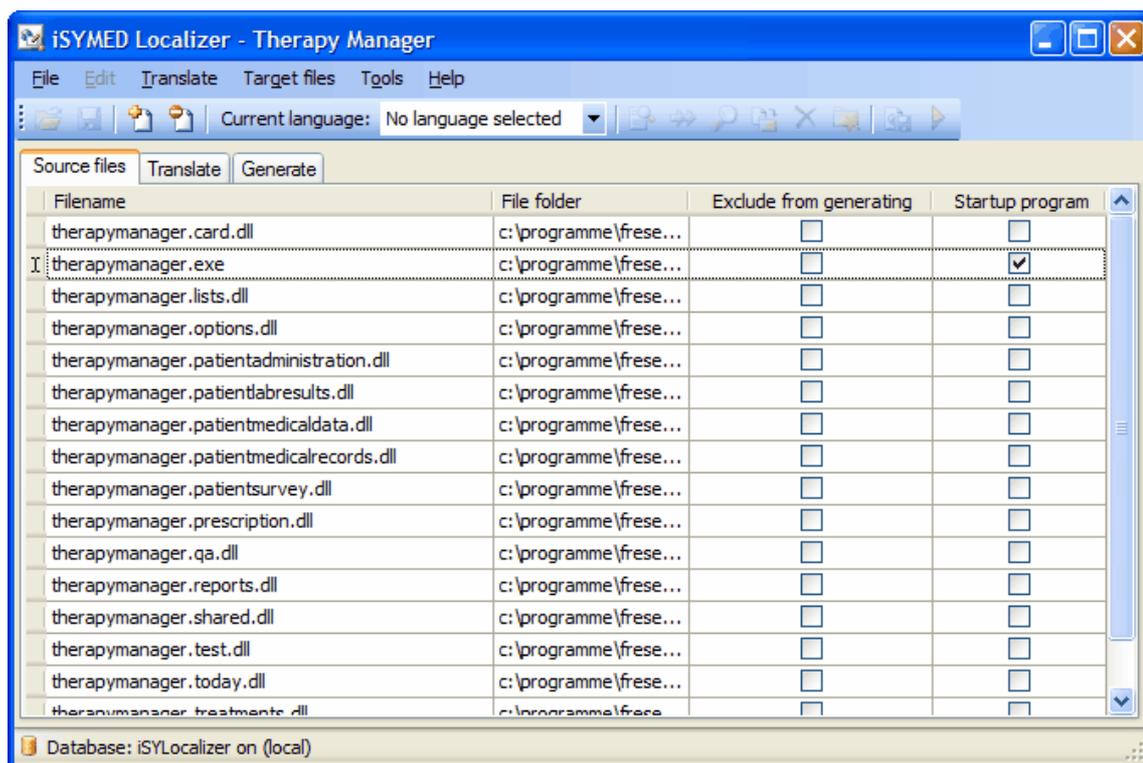
As mentioned above, the source files for your localization in iSYMED Localizer are executable (EXE) files and dynamic link libraries (DLLs). You must tell iSYMED Localizer which input files belong to your projects. You can achieve this in an open project by selecting **Add files for localization** in the **File** menu. Alternatively, you can click the related tool bar item:



A Windows file selection dialog will appear. Please select one or more files which are related to your project. These files need to be .Net 1.1 or .Net 2.0 executables or DLLs. Other file types will lead to errors when you want to scan them later on.



Of course, you can add additional files at any time. For example, if a first version of the application to be localized contains a certain number of files, further versions could contain more files which have been added as soon as available.



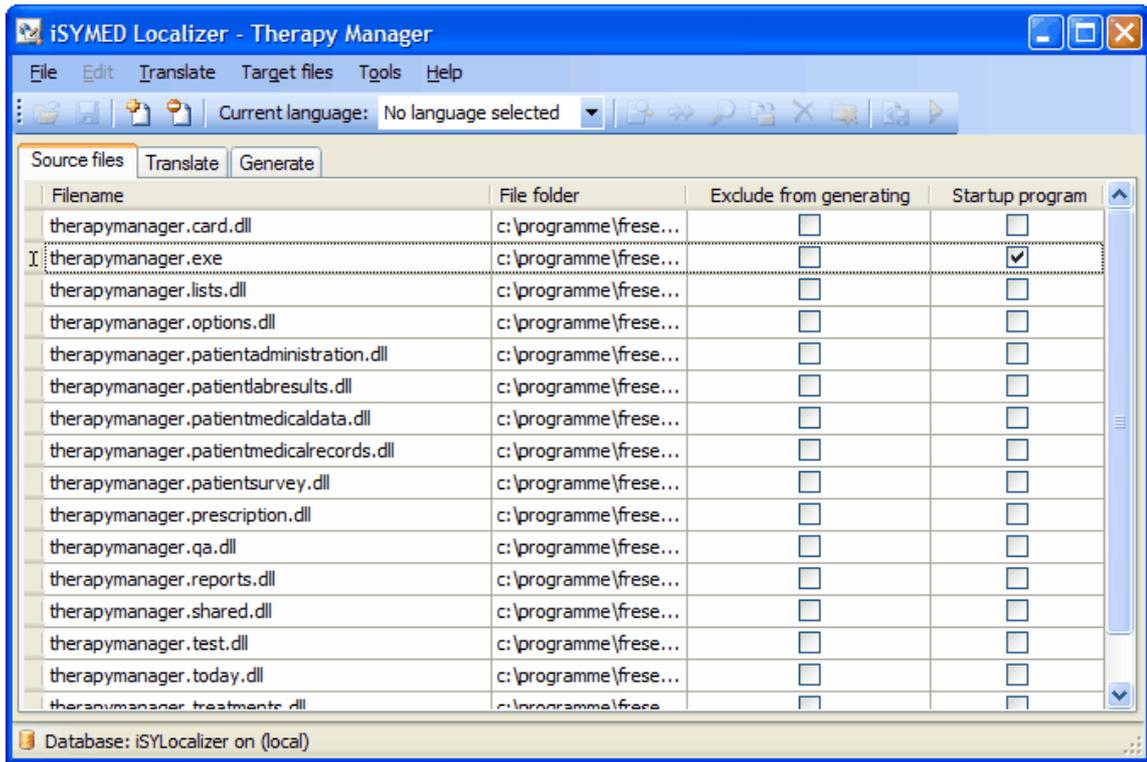
After adding the source files, you can see the files including their location (File folder) and some settings in the table below the **Source files** tab page.

If you want to remove a file from your project, click and mark it in the **Source files** table and select **Remove file from localization** in the **File** menu or click its icon in the toolbar:



5.2 Set source file attributes

For large projects it may take a long time to generate the localized files. This could be rather annoying if you want to translate parts of your project, generate the target files and test the results often. For this reason there is a function to exclude some of your project files from the process of generating the localized files. If you want to exclude one or more files, put ticks in the relevant boxes in the **Exclude from generating** column.



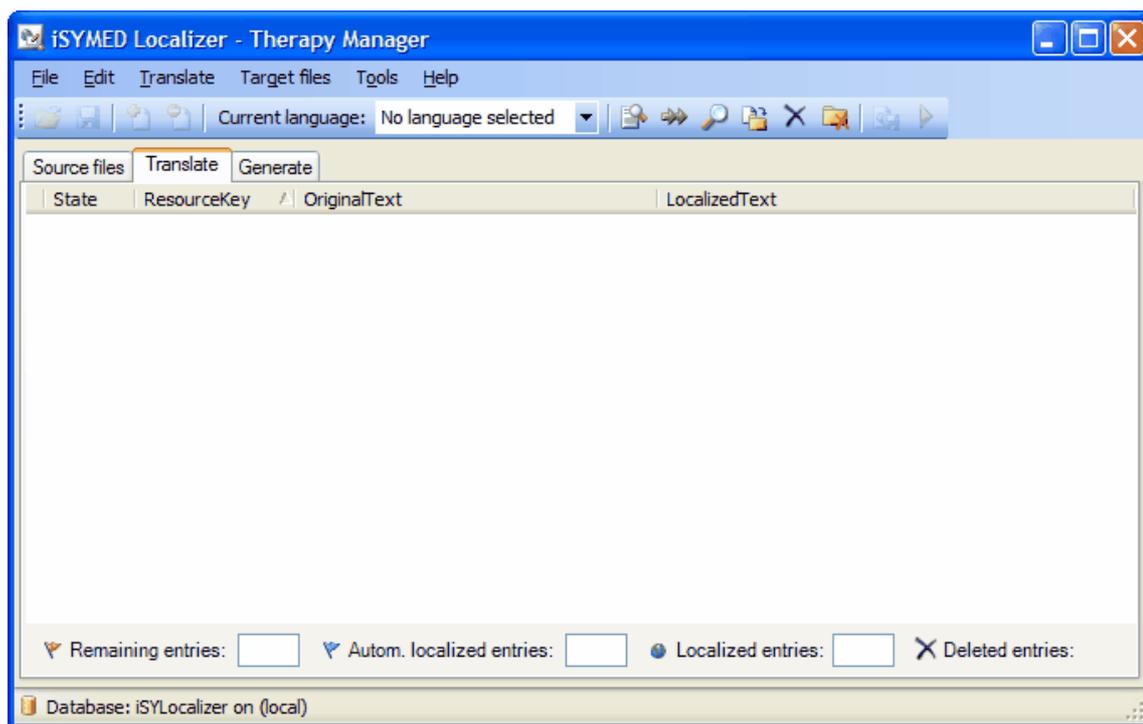
Normally one of your files in the project is the startup module. If you want to start your translated application directly from iSYMED Localizer you can put a tick in its box in the **Startup program** column to mark it as the startup program.

6 Translate resources

6.1 Scan source files

At this point, you should have been able to set up a database, create a project and insert source files into your project. If you have done so, you can click the **Translate** tab.

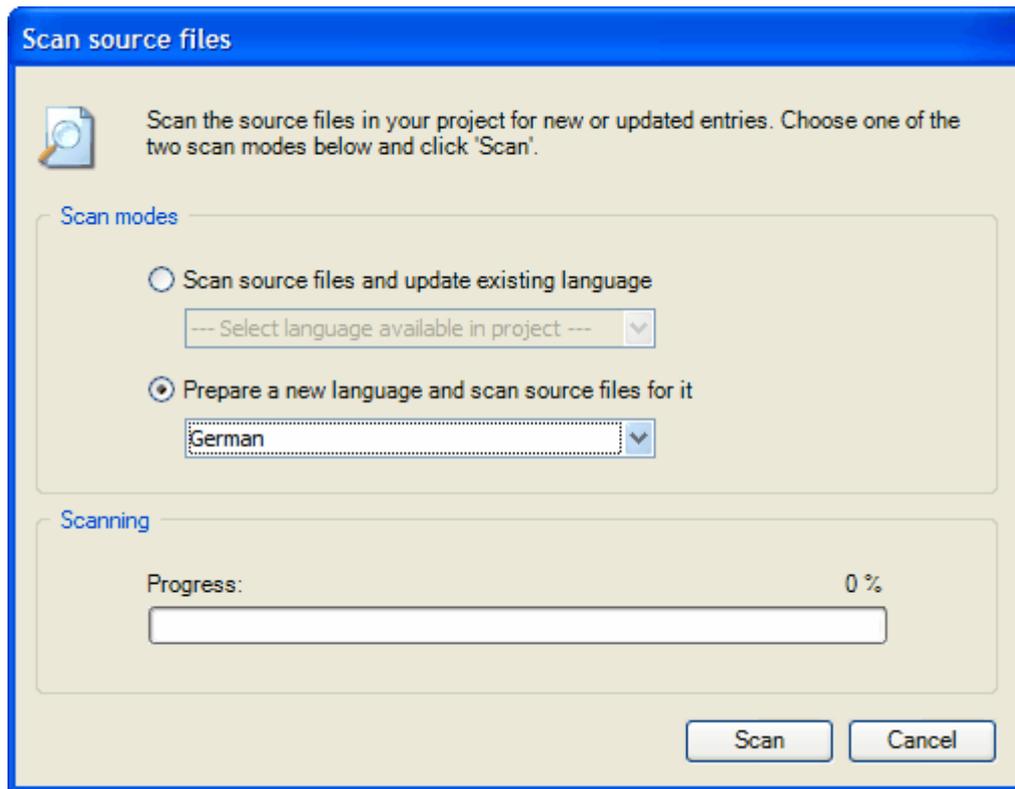
If you did not scan any files for this project up to now, you will see an empty table which looks like this:



The table is empty because you did not yet scan (or parse) your source files for localizable resources. You can do this by selecting **Scan source files** in the **Translate** menu or by clicking the **Source files** icon in the toolbar:



The **Scan source files** dialog will appear and asks you to select the scan mode:



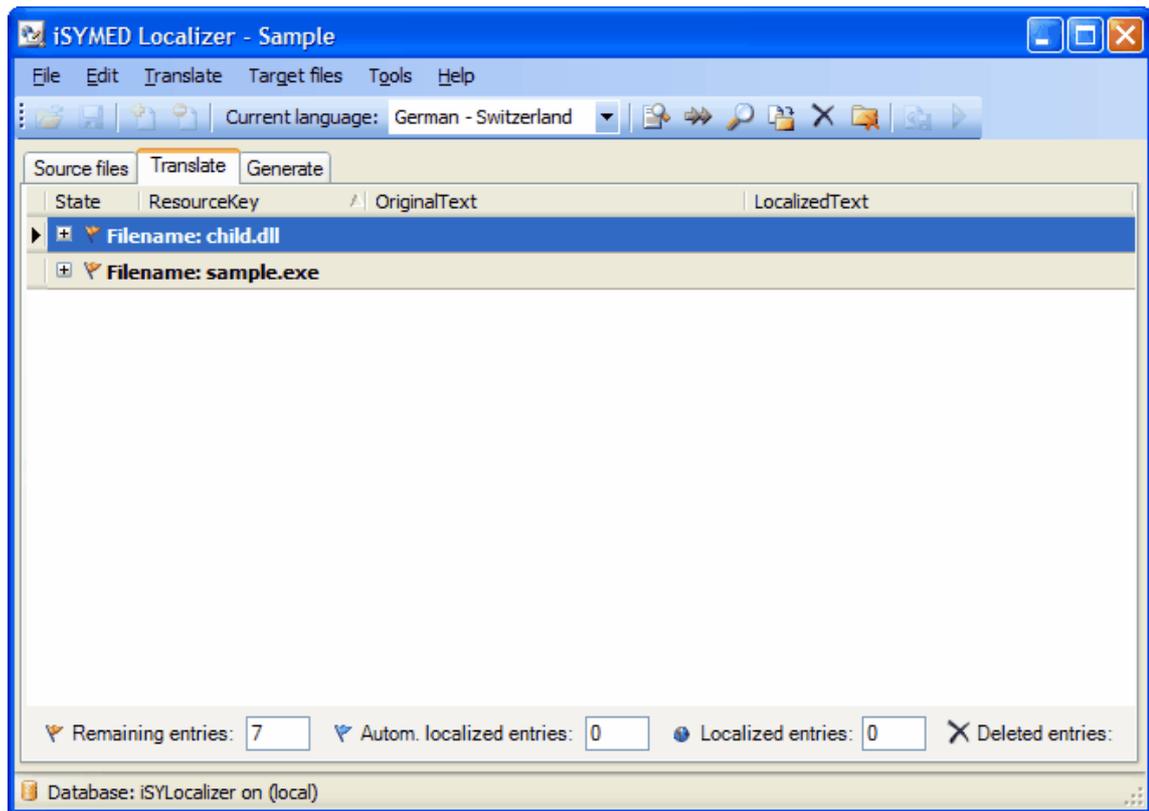
- With **Scan source files and update existing language** you will update an existing project, usually because your source files have been updated. Select this if you have received a new application version from your developers and you want to update the localized executables as well.
- With **Prepare a new language and scan source files for it** you will prepare the translation tables for a new target language. Select this if you are scanning your source files the first time for a new target language.

After you press **Scan** iSYMED Localizer will scan (parse) the files in the Source files table and - if successful - display the resources in a translation table (see [Files and resources](#))^[18].

6.2 Working with multiple languages

If you want to translate not only one but multiple languages, you will repeatedly scan the source files (see [Scan source files](#))^[16], each time with the **Prepare a new language and scan source files for it** option.

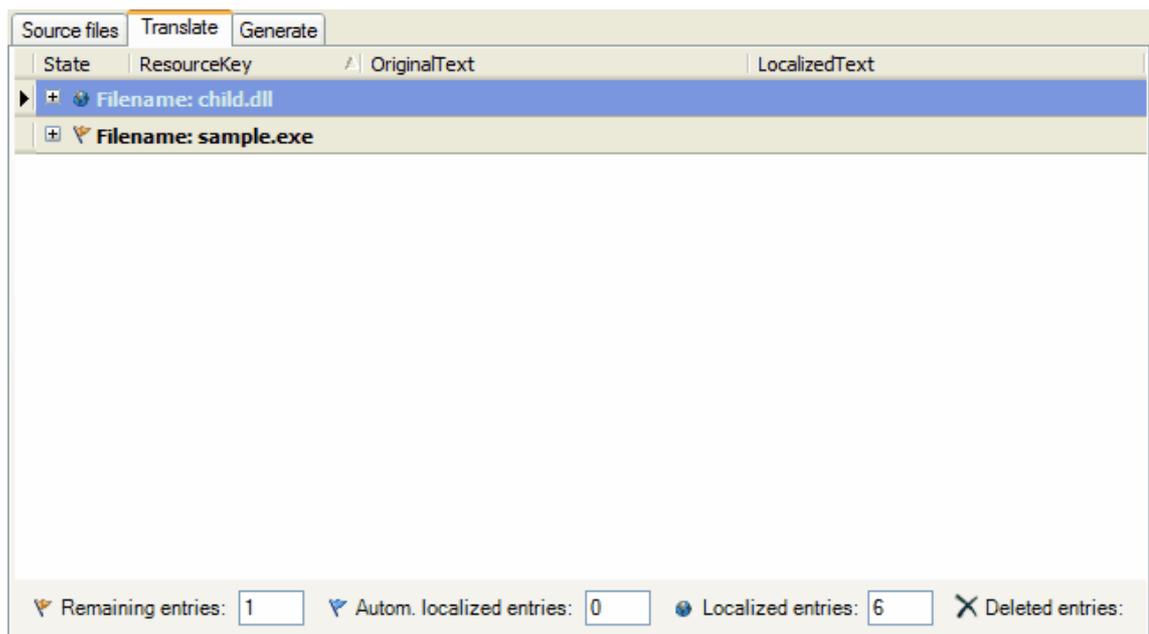
If you want to switch between the languages, make your selecting in the **Current language** combo box in the toolbar:



The translation table will immediately display its entries in the new selected language.

6.3 Files and resources

If you have an open project and have scanned your source files successfully, your translation table will look something like this:

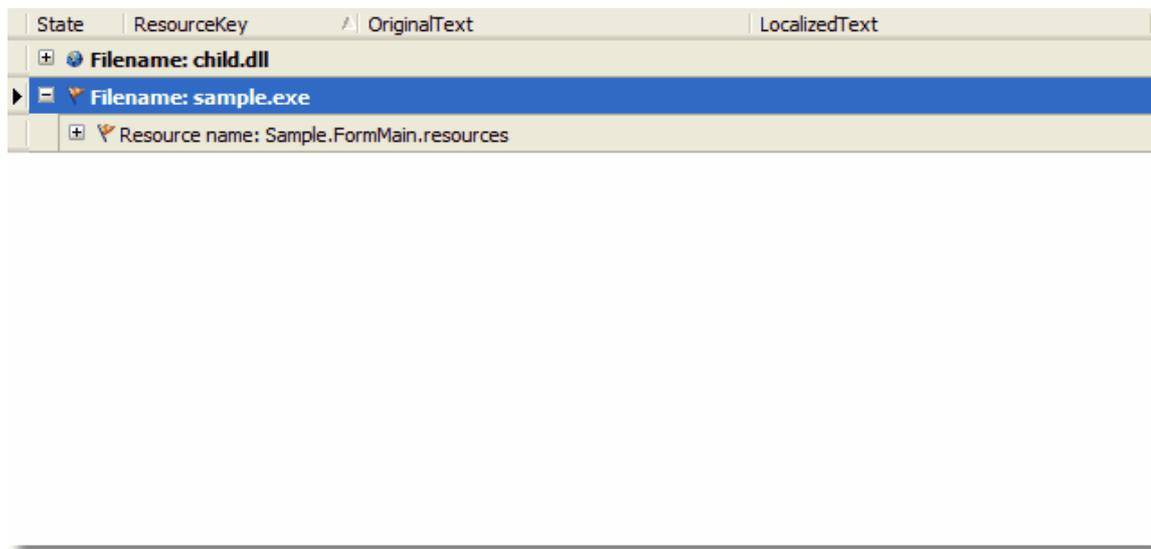


You will see a display of your source files in the same order as in the Source files

table. On the left of the filename, you will find one of these symbols:

-  the red flag, if your file contains at least one untranslated entry
-  the blue flag, if your file contains no untranslated entries but at least one automatically translated entry
-  the deletion mark, if your file contains only deleted entries
-  the globe, if your file contains only translated entries

If you open a file by clicking the small box on the left containing a plus sign, you will see all resources contained in the file:



In this case, the file `sample.exe` contains only one resource called **Sample.FormMain.resources**. However, a file could contain lots of resources which could be forms, user controls or string tables. All of them show the names which were defined by the developer. The resources are also shown with the same symbols as the files which makes it easy to see which of the resources in your files contain untranslated texts and which are translated completely.

Again you can open a resource by clicking the plus sign on the left of it. Now you will see the actual translation entries:

State	ResourceKey	OriginalText	LocalizedText
+ Filename: child.dll			
- Filename: sample.exe			
▶ Resource name: Sample.FormMain.resources			
	\$this.Text	Invariant culture	Neutrale Kultur
	buttonChild.Text	Get child	Kind aufrufen
	buttonClose.Text	Close	Schließen
	labelMessage.Text	I am an culture-invariant dialog.	

The **Resource key** identifies the entry unambiguously in the resource. It may be helpful if you have to contact the developer in order to understand the context of the translation. The **Original Text** column shows the original text while **Localized Text** is the column where you have to enter your translation in the currently selected language.

6.4 Edit resources

It is important to know some basic rules for editing entries in order to work fast and efficiently.

Firstly, it is important that you do not end the editing of a line by pressing the **Return** key but by pressing the **Tab** key. As the localized text may hold multiple lines, the **Return** key will insert a line break in the text field but will not jump to the next line. A line break will enter an additional line in your text but as the line height changes only after jumping to another line, you could be a little bit confused after pressing **Return**. After a short time, you will find that editing this way is quite comfortable.

Secondly, you can benefit by working with shortcut keys. You can display them by right-clicking the **Resource Key** field in the current line and opening a context menu. Depending on the editing state of your line, you can display the context menu also in the other columns, but right-clicking in the **Resource key** field will always work. The context menu looks like this:

	Mark as translated	Ctrl+T
	Mark as untransl <u>at</u> ed	Ctrl+U
<hr/>		
	Expand / collapse	Ctrl+P
	Copy original to localized text	Ctrl+O
<hr/>		
	Next untranslated entry	Ctrl+N
	Find text	Ctrl+F
<hr/>		
	Delete localized text	
	Delete single resource	

The shortcut actions are on the left and the corresponding shortcut keys on the right.

A summary of the complete editing features is shown in the following table:

Sym bol	Key	Action
none	RETUR N	Insert a line break. Editing will continue in the current field.
none	TAB	End editing and jump to the next entry (independent of state).
	Ctrl-T	Mark a row as translated. Row will be ignored by Next untranslated entry command.
	Ctrl-U	Mark a row untranslated. Row will be found by Next untranslated entry command.
none	Ctrl-P	Expand or collapse a grey file or resource line showing all entries in it.
none	Ctrl-O	Copy the original text to the localized text. This is helpful if you need to modify the localized text only a little bit compared to the original text. If you do not want to translate the original text at all (e.g. names) you can leave the localized text empty but mark the localized text as translated (Ctrl-T).
	Ctrl-N	Jump to next untranslated entry.
	Ctrl-F	Find an entry by searching for original text, localized text or both. The search is done over the whole project.

If you want to delete the localized text of one line, jump to that line, open the context menu and press **Delete localized text**.

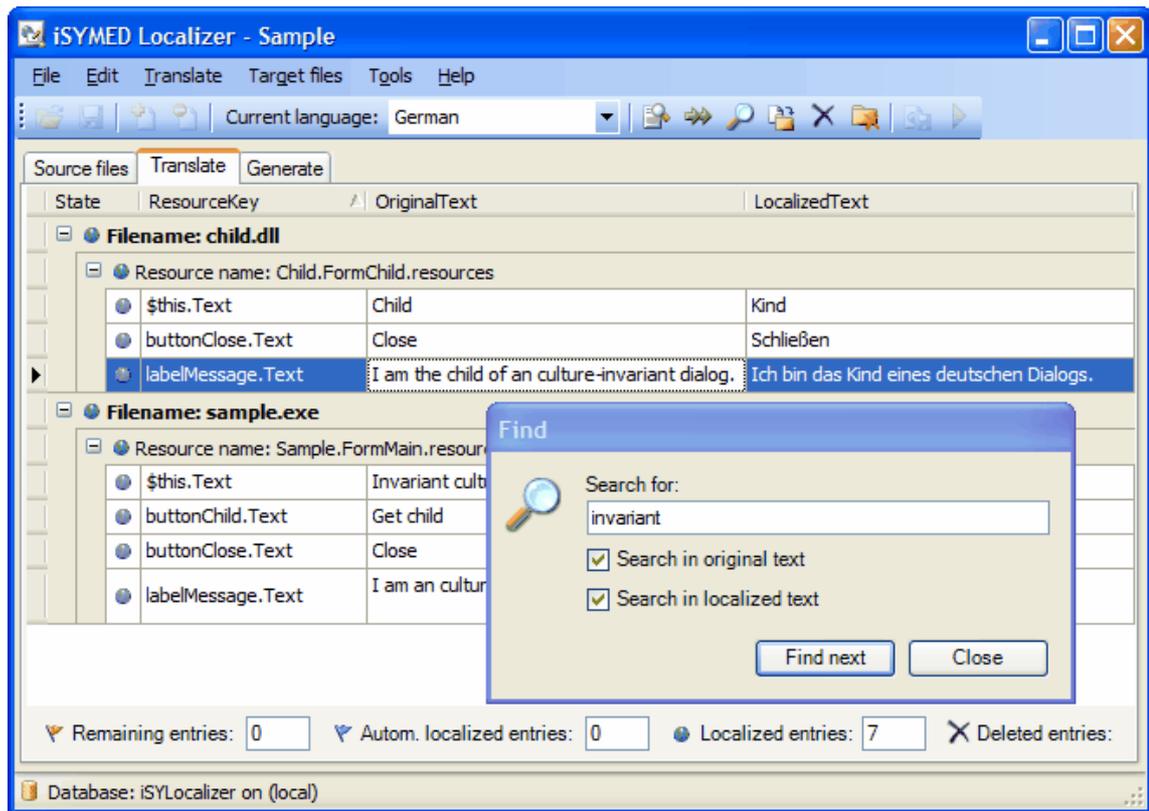
If you want to delete a whole resource, jump to the grey resource line and click **Delete single resource** in the context menu. Note that after scanning the project the next time, the resource will re-appear (without the localized texts) if it is still contained in the source files.

6.5 Navigate and search the resources

In order to find texts quickly, iSYMED Localizer has a comfortable search feature. Simply press the Ctrl-N shortcut when in the translation table or select the related icon in the toolbar:



The **Find** dialog opens and asks for the text to search for:



When you press **Find next**, the first line in the translation table is highlighted in which the text being searched for is found. As there may be more than one search result, pressing **Find next** again will jump to the next line where the text is found. If the end of the search is reached, iSYMED Localizer will display a message box.

By default, both **Search in original text** and **Search in localized text** are activated. If you want to search only for the original or for localized texts, please put a tick in the appropriate box.

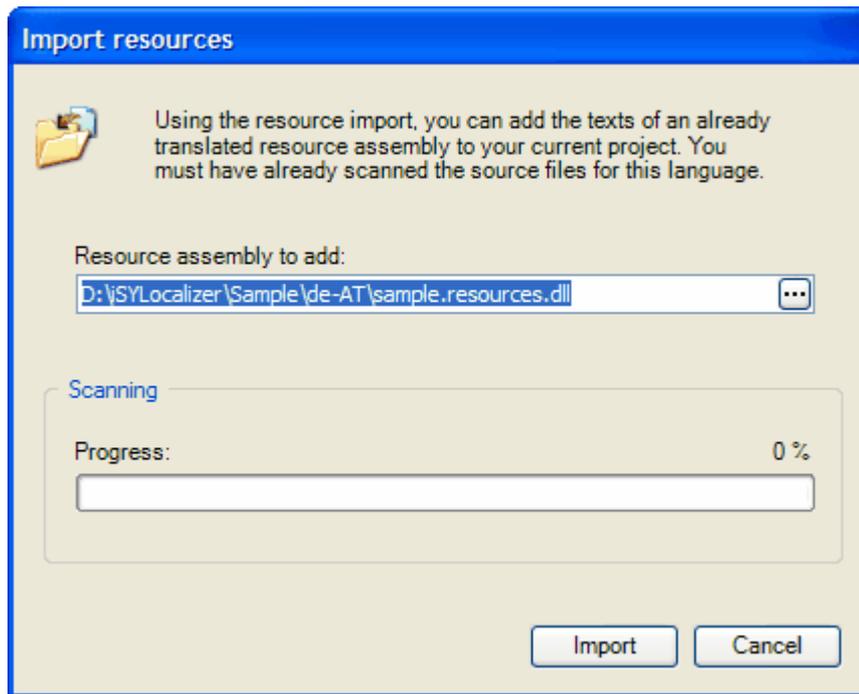
6.6 Import translated resources

It may happen that you want to make use of already existing satellite assemblies. For example, you start a new project in iSYMED Localizer and you have localized resources available already from another localization system.

In this case:

- Create a new project in iSYMED Localizer;
- Scan the source files for the desired language and leave the localized texts empty;
- Import an existing satellite assembly. The assembly must have the same language as your desired language.

For importing, select **Import** in the **Translate** menu. The following dialog will appear:

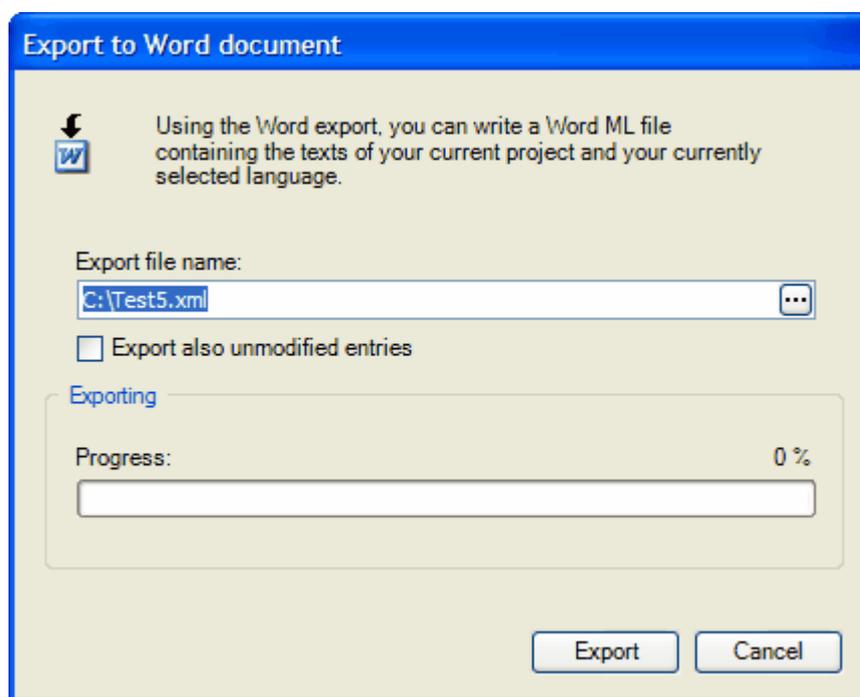


If you press the ellipsis button at the right of the **Resource assembly to add** field, you can select the satellite assembly containing the desired language. Now press **Import**. If everything is successful, the localized texts are imported into the database and the statistics below the translation table are updated.

6.7 Export to MS Word

If you need to hand over the translation work or parts of it to a translator who does not own iSYMED Localizer, you can export the texts of one language and of one project into the new Word ML format of MS Word. Word ML is a XML file format using special MS Word instructions. Word ML files can be read and written directly by MS Word 2003 or higher.

For doing so, select **Export to MS Word** from the **Translate** menu. The following dialog appears:



Click the button on the right of the **Export file name** field in order to choose a file name and location for the export file. The file does not need to exist. If you want to export only the untranslated and modified entries, leave the **Export also unmodified entries** check box empty. If you want to export all texts, select it (this might be helpful if your translator needs to revise the texts).

After this, click the **Export** button. If everything could be exported without problems, iSYMED Localizer will report the success.

6.8 Translating in MS Word

As already mentioned in the chapter [Export to MS Word](#)^[24], only MS Word version 2003 or higher can display Word ML files correctly.

If you have created a Word ML file (having the file extension .xml), you can open it ...

- ... by double-clicking the file itself - this will normally open the Internet Explorer

- and display a Word editing window;
- ... by running Word itself and open the file through the normal File Open command;

Please take in account that MS Word will first run an integrity analysis after loading the file. As your export file may be rather huge for a large localization project, this may take a few seconds. You can watch the progress at the bottom status line in MS Word.

After loading the file, MS Word may display the texts in a table like this:

Language ID	7		
Original text	Localized text	Resource name	Resource ID
Card Home page	Homepage "Patientenkarte"	CtrlCardHome	d6118b79- c7eb-482b- 978d- b2b96510531f
Card is assigned to:	Karte gehört:	CtrlCardHome	a0daac4b- 9e71-40cc- aff2- 366b8e4c41ac
Treatments on this card:	Behandlungen auf dieser Karte:	CtrlCardHome	71b2024c- f910-4190- bceb- 727b400721a6
Other activities:	Andere Aktivitäten:	CtrlCardHome	39b18848- 1528-48a5- 9af7-

In the first row of the table you will find the numeric language ID of your export file. Please don't changed this. Otherwise, iSYMED Localizer may have problems in re-importing the file after the translation.

The second row shows the column descriptions. Please do also not alter this line. The first column displays the original texts. The second one is for your localized texts. The third column reflects the context of the texts in your application while column 4 displays the unique ID of the text.

Starting from row 3, you can enter your translations in the second column. Please do NOT modify the contents in all other columns. Especially the Resource ID is needed for re-inserting the translation into your project during import.

In order to improve the display during editing, you should make paragraph marks, tab stops, and other non-printing characters visible by clicking the Show/Hide button in the Standard toolbar:



You could also adjust the column widths on the top ruler as it fits best to your display. After the adjustments, the table might look like this:

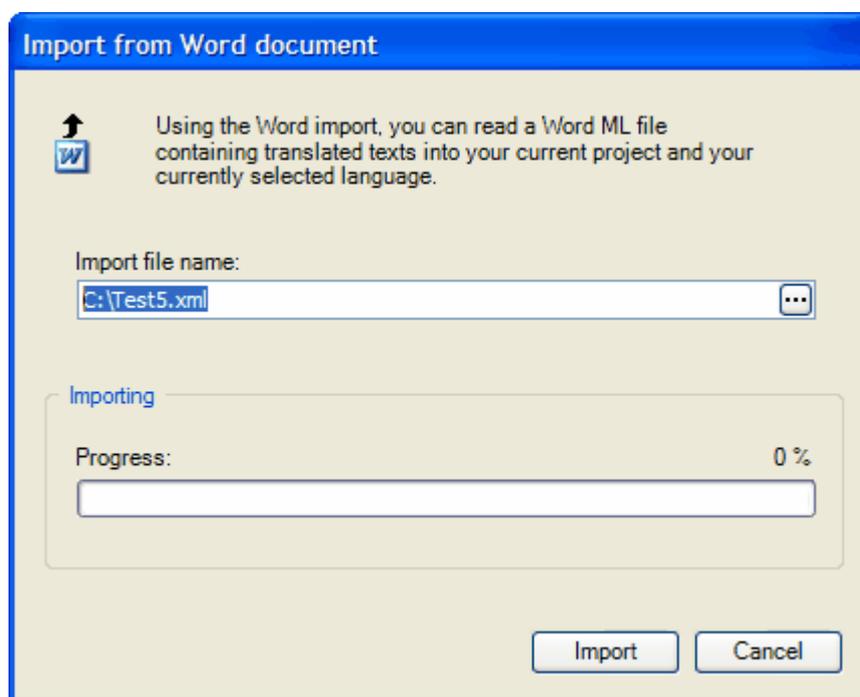
Language-ID	7		
Original-text	Localized-text	Resource-name	Resource-ID
Card-Home-page	Homepage-"Patientenkarte"	CtrlCardHome	d6118b79-c7eb-482b-978d-b2b96510531f
Card-is-assigned-to	Karte-gehört	CtrlCardHome	a0daac4b-9e71-40cc-aff2-366b8e4c41ac
Treatments-on-this-card	Behandlungen-auf-dieser-Karte	CtrlCardHome	71b2024c-f910-4190-bceb-727b400721a6
Other-activities	Andere-Aktivitäten	CtrlCardHome	39b18848-1528-48a5-9af7-73bffa4973
Device-status	Geräte-Status	CtrlCardHome	4bfd2c9-8a6e-4e94-96ec-8f93f92f7dc8
This-card-has-not-been-formatted-in-this-system. Before-you-can-use-it,you-must-explicitly-assign-it-to-a-patient-of-this-database. Alternativ: wenn ein Format	Diese-Karte-wurde-nicht-in-diesem-System-formatiert. Bevor-Sie-sie-benutzen-können,müssen-sie-die-Karte-explicit-einem-Patienten-in-dieser-Datenbank-zuordnen.Alternativ-löschen-Sie-die-Karte-formatieren	CtrlCardHome	0a1c27ca-6fd6-4378-964a-e9561ca7e171

In order to create a proper localization, insert hard line breaks only at those places where the original text has also hard line breaks. Please see the example line break in the last row of the screen shot above.

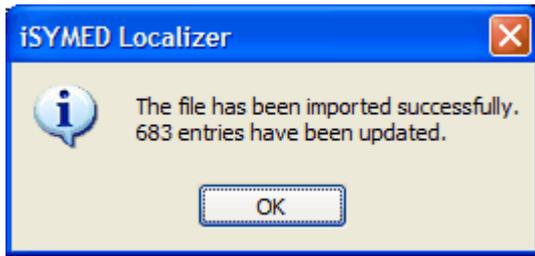
6.9 Import from MS Word

If the translation was made through MS Word export and editing in MS Word, you will want to re-import the translation when it is finished. In order to do so, select **Import from MS Word** in the **Translate** menu. Make sure that the file is no longer in use by MS Word - otherwise the import will fail.

The following dialog will appear:



Please press the button on the right of the Import file name field in order to select your Word ML file containing the translation texts. iSYMED Localizer will now check if the language in the Word ML file fits to the currently selected language. If so, it will import all new texts of your Word ML file into the current translation table. If there was no problem, iSYMED Localizer will report success by a message box like this:



There is still one thing to mention: iSYMED Localizer creates unique resource IDs during scanning your application the first time. These resource IDs are written to the export Word ML file and will be used again during the import. This mechanism works only if you use the same iSYMED Localizer installation for exporting and re-importing again because another installation will create different unique resource IDs.

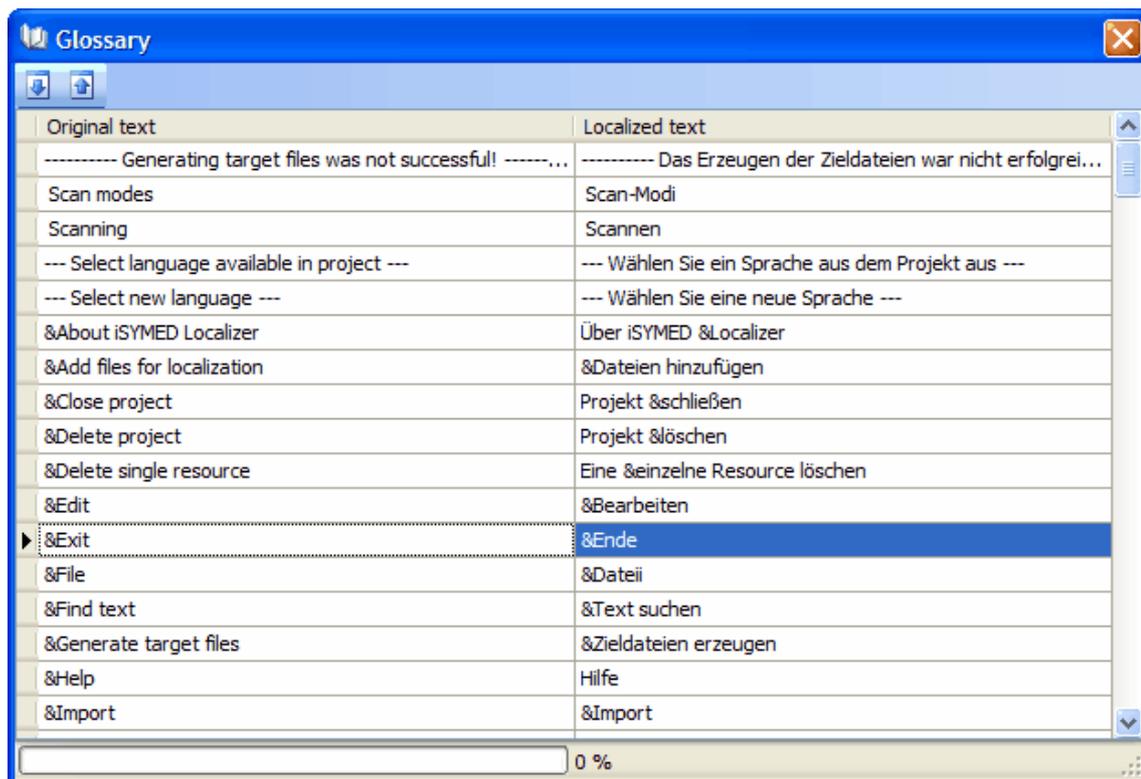
However, in order to make it possible that you can also use a different installation for re-importing your (localized) Word ML file, iSYMED Localizer will use a different logic for re-importing in this way. If it cannot match the unique resource IDs in the Word ML file with those in the database, it will try to match the entries in the selected language and project through comparison of the original texts. This has one disadvantage: If the Word ML file contains some entries having the same original text but different localized texts, iSYMED Localizer will not be able to make the correct assignments and set all translated texts of the equal entries to the localized texts of the last Word ML entry of these equal texts.

So it is highly recommended to use the same iSYMED Localizer installation for exporting and re-importing again.

6.10 Using the glossary

After using iSYMED Localizer for a while, you will find that there are many texts in your projects which need to be translated again and again. This is not only a waste of time but it can lead to inconsistency in your projects as very often the various translations of the same original text will vary.

The purpose of a glossary is to prevent repeated translations. It works project-independent and will help a new project to benefit from your former translations. It is quite simple to use the glossary. If you have a translation table open, select **Open glossary** in the **Tools** menu. The following dialog will appear:



If you want to copy all the translated entries in your current project into the glossary, click the **Update glossary** button at the top of the window:



You can repeat this from time to time if you have translated new entries in your project. The glossary will overwrite those entries which have still the same original text but a modified localized text.

Click the **Update localization** button if you want to have untranslated texts in your project translated automatically:



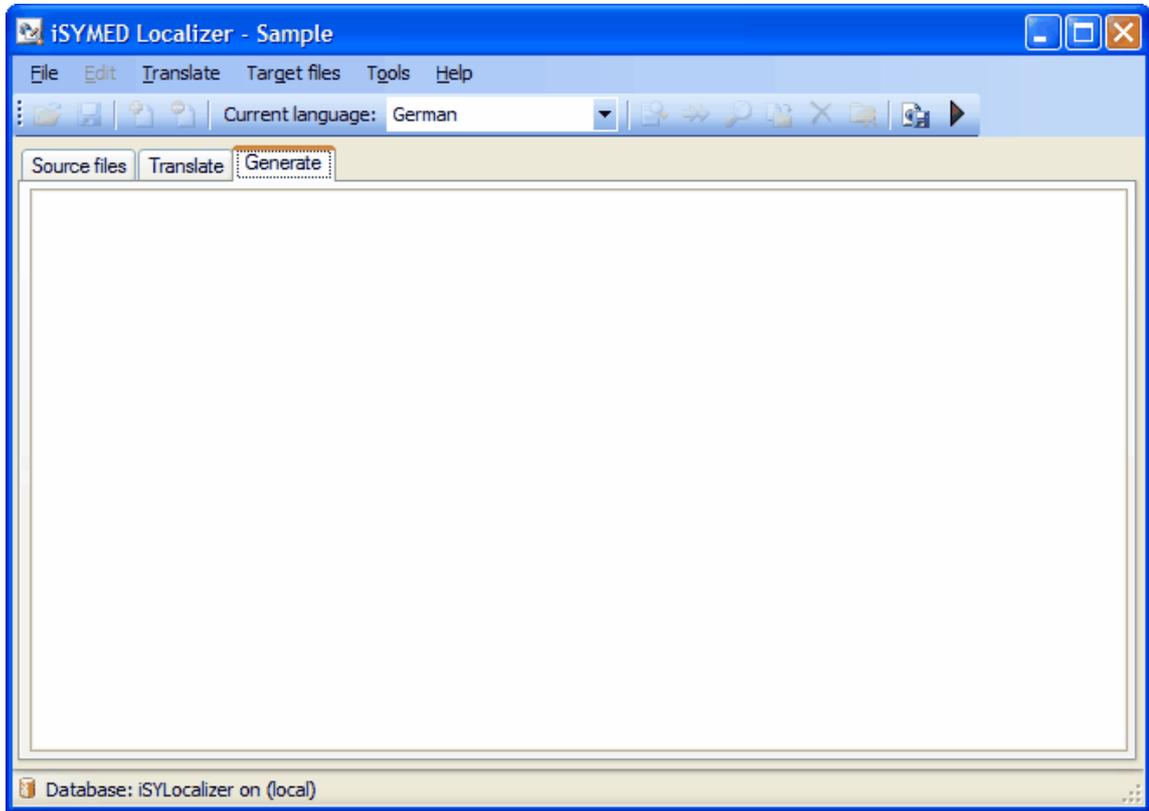
The following rules apply for auto-translating texts using the glossary:

- Only resource entries marked as untranslated will be auto-translated.
- Only resource entries whose original texts are exactly the same as in the glossary will be auto-translated. 'Exactly' means the texts do not differ, neither in upper- and lowercase, nor in the number of blanks or white spaces between words.
- The auto-translated texts in the translation table are marked with a blue flag. When searching untranslated texts using the **Next untranslated entry** command the blue entries will not be found.

7 Generate target files

7.1 Generate target files

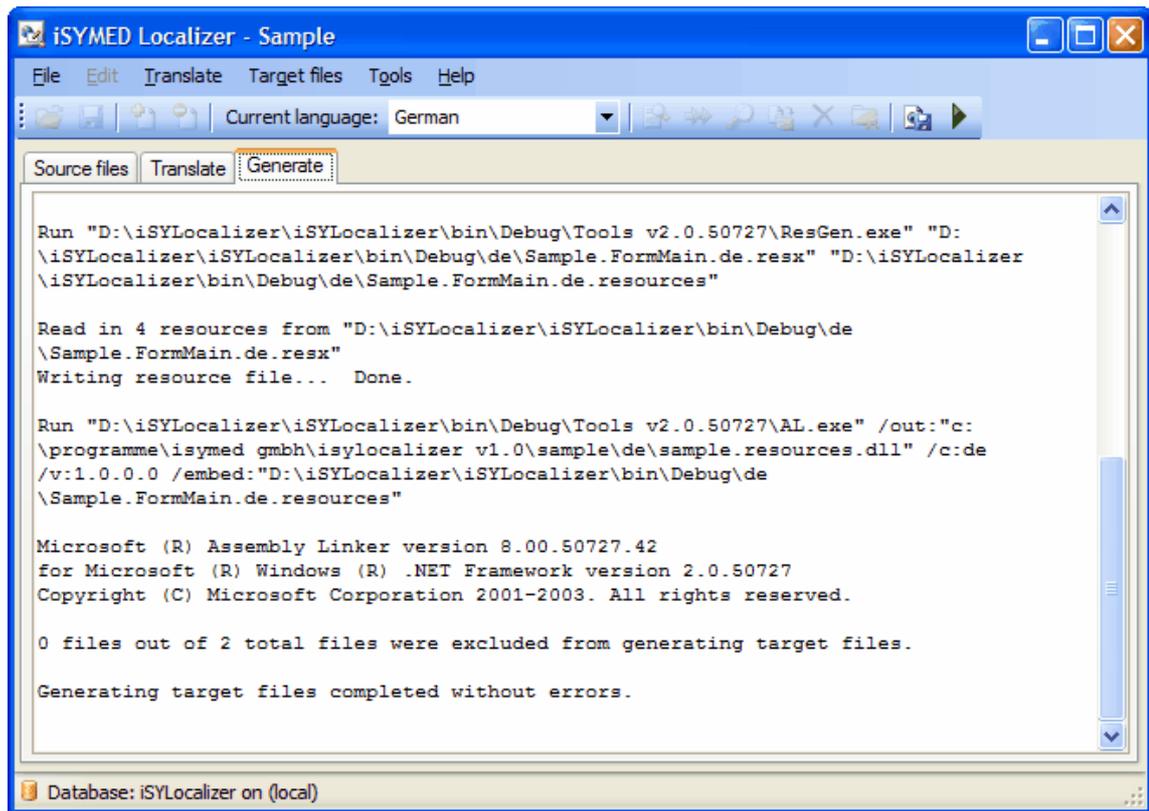
At any time during the localization process you can create the localized satellite assemblies. This is done by selecting the **Generate** tab page:



Then select **Generate target files** in the **Target files** menu or click the related icon in the toolbar:



The satellite assembly generation will start and will produce a report in the text field. If everything was successful, you will find a message like this at the end of the report:



The screenshot shows the 'iSYMED Localizer - Sample' application window. The 'Generate' tab is active, displaying a command prompt window with the following text:

```
Run "D:\iSYLocalizer\iSYLocalizer\bin\Debug\Tools v2.0.50727\ResGen.exe" "D:\iSYLocalizer\iSYLocalizer\bin\Debug\de\Sample.FormMain.de.resx" "D:\iSYLocalizer\iSYLocalizer\bin\Debug\de\Sample.FormMain.de.resources"

Read in 4 resources from "D:\iSYLocalizer\iSYLocalizer\bin\Debug\de\Sample.FormMain.de.resx"
Writing resource file... Done.

Run "D:\iSYLocalizer\iSYLocalizer\bin\Debug\Tools v2.0.50727\AL.exe" /out:"c:\programme\isyemed gmbh\isylocalizer v1.0\sample\de\sample.resources.dll" /c:de /v:1.0.0.0 /embed:"D:\iSYLocalizer\iSYLocalizer\bin\Debug\de\Sample.FormMain.de.resources"

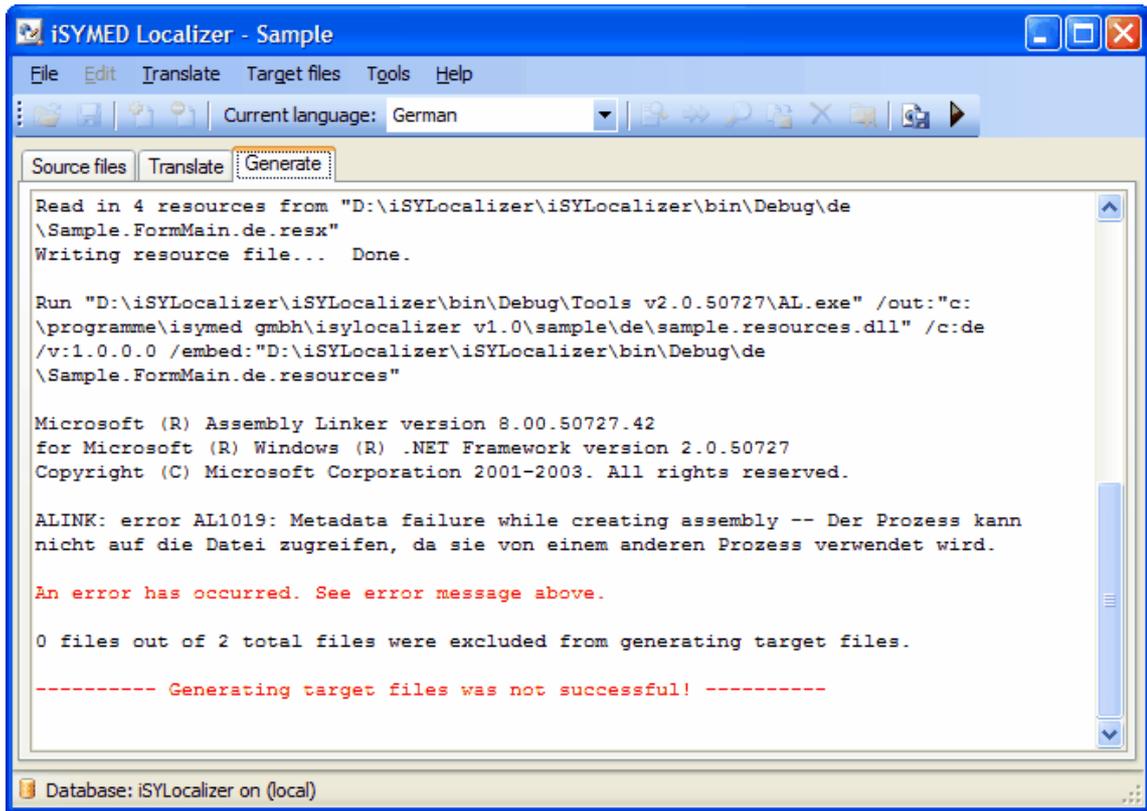
Microsoft (R) Assembly Linker version 8.00.50727.42
for Microsoft (R) Windows (R) .NET Framework version 2.0.50727
Copyright (C) Microsoft Corporation 2001-2003. All rights reserved.

0 files out of 2 total files were excluded from generating target files.

Generating target files completed without errors.
```

At the bottom of the window, it says: Database: iSYLocalizer on (local)

If something went wrong, you will find the error messages in red in the report. Please check these messages carefully and try to find out the reason for this behaviour. Very often the reason is that you are currently running the program for which you want to produce the satellite assembly, and in this case, iSYMED Localizer cannot overwrite the existing satellite assemblies.

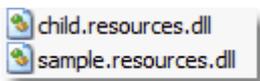


At the end of the report you will also find a line which tells you how many files in your project were excluded from generating the target files. You can change these settings in [Set source file attributes](#)^[14]. Especially if you expected some texts to be translated but they have not been, verify that these settings are correct.

If everything was successful, you can find the satellite assemblies in folders which are located in the same folders as your source files. They are named in their respective culture. For example, in our Sample project, you will find the German satellite assembly in the **de** folder in parallel to the source files:



The **de** folder contains the actual satellite assemblies:



Other languages would appear in parallel to the **de** folder.

7.2 Run the startup program

Provided you have marked one of your source files as startup program (see [Set source file attributes](#)^[14]) and you have successfully translated your project and generated the satellite assemblies, you can easily start your localized application by selecting **Run startup program** in the Target files menu or by clicking its icon in the

toolbar:



This is quite useful if you want to localize a large project file by file, resource by resource and you need to start the localized application very often in order to test the translation.

Please don't forget to end the localized application after verifying your translation. Otherwise, you would prevent iSYMED Localizer from generating the satellite assemblies in your next round of translation.

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