



Translating Projects

Basic Workflow

- 1) Open an Xcode project file
- 2) Select a strings file in the navigation tree
- 3) Start translating strings in the table

Inspector Window

You can also open the inspector window to edit strings. Here you have more space which helps when editing multi-line strings. The inspector window also provides interesting statistics about the selected files.

Validating a Project

Linguan checks your project for missing translations and duplicate strings. A validation happens right after you open a project or after invoking the validation manually (e.g. from the toolbar). Warnings are displayed in a special area on the bottom of the main window. Double click warnings to jump directly to the corresponding token.

Scan Sources

Linguan can scan a project's source files and adds all string tokens used in NSLocalizedString macros which are not already contained within a strings file. All newly added tokens are displayed in the message area at the bottom of the window.

Working With Translators

1) Export Tokens

You can choose to export a source language. E.g. if your translator translates from English to German, you would choose English as source language and German as target language. Select which strings a translator should get. "Missing Tokens" would be a good option. A strings file containing only strings with missing translation is exported.

2) Let the translator do the work

Send the strings file to the translator. A translator can either edit the file directly using a text editor or import it into Linguan for translating it with style.

3) Import the translated strings file

After the translator has sent you the translated strings file you just import it into your projects and all missing translations will be added in the right place.