



Internationalization and Localization Techniques in Xcode

Trevor Cortez

Vivian Robison

Fredrik Stenshamn

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British English	Suomi français	Norsk Dansk	Svenska
Čeština	Polski	한국어	日本語
Русский	Nederlands		简体中文
українська			
español de España	Deutsch	magyar	繁體中文
français canadien	català	português de Portugal	Ελληνικά
română	American English	Slovenčina	ไทย
español de Latinoamérica	עברית	العربية	Bahasa Indonesia
português do Brasil	Türkçe	Bahasa Melayu	Tiếng Việt
Australian English			हिन्दी

	ΔΦΘΗΣ	føroyskt	íslenska	français de Belgique	Suomi	Dansk
Русский	Gaeilge	Cymraeg	Norsk	Nederland	Polski	eesti
български	Canadian English	British English	Deutsch	Schweizerdeutsch	lietuvių	Japanese English
українська	GWY	français	Österreichisches Deutsch	کارتاچلیو	српски	한국어 日本語
беларуская	'Ólelo	français canadien	français de Suisse	Deutsch	Italiano	简体中文
македонски	Hawai'i	American English	català	Čeština	azərbaycan	srpski イタク
қазақ тілі	español de Latinoamérica	español de Espanña	magyar	فارسی	廣东话	繁體中文
español de México	português do Brasil	português de Portugal	Ελληνικά	العربية	ئۇيغۇرچە	繁體中文 (香港)
Australian English	lea fakatonga	Hebreית	Hrvatski	Türkçe	اللهجة النجدية	上海话 粵語
Maori	کوردیی ناوەندی	Kiswahili	slovenščina	ශ්‍රීලංකා	ภาษาไทย	Bahasa Indonesia
	اوزبیک	română	پشتو	Slovenčina	ଶ୍ରୀଲଙ୍କା	Tiếng Việt
	پنجابی	کھنڈی	ગુજરાતી	ਪੰਜਾਬੀ	ଲାଜାଗପ୍ତ	Bahasa Melayu
	Malti	মাঠী	କନ୍ଦୁଡ଼	ହିନ୍ଦୀ	ମେପାଳୀ	ଓଡ଼ିଆ
		ମଲଯାଲି	କଣ୍ଟାର୍କ	ବାଂଲା	Singaporean English	Filipino
		ପଞ୍ଜାବି	ମଲଯାଲି	ତମିଳ்	ତ୆ଲୁଗୁ	بهاس ملايو

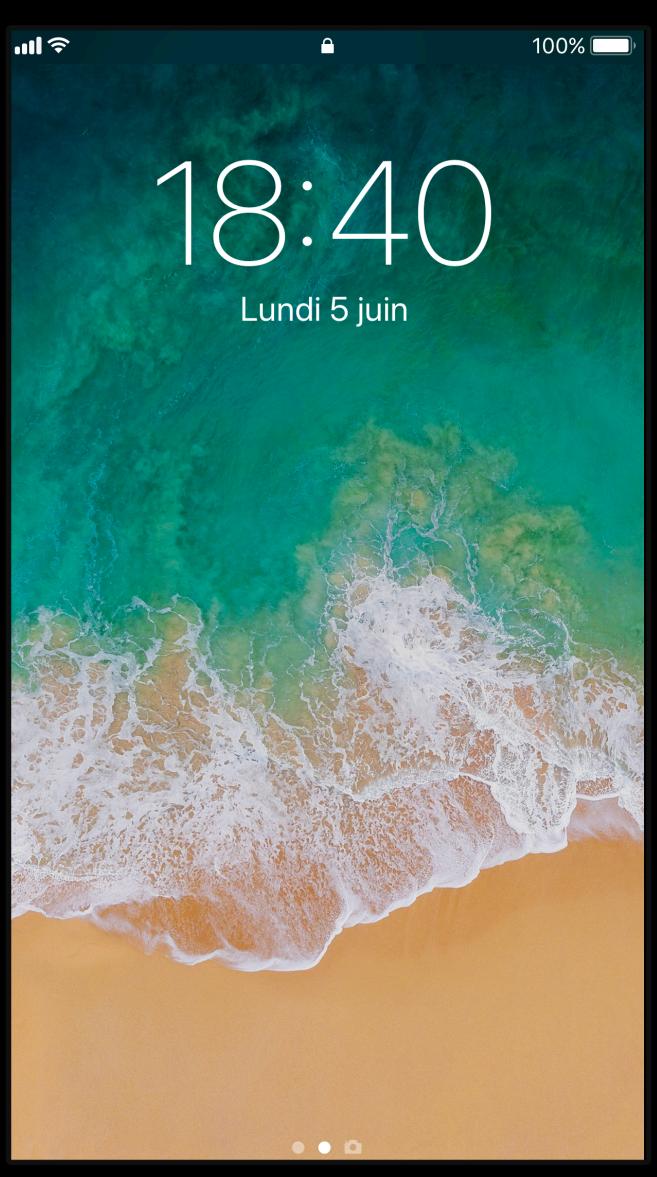
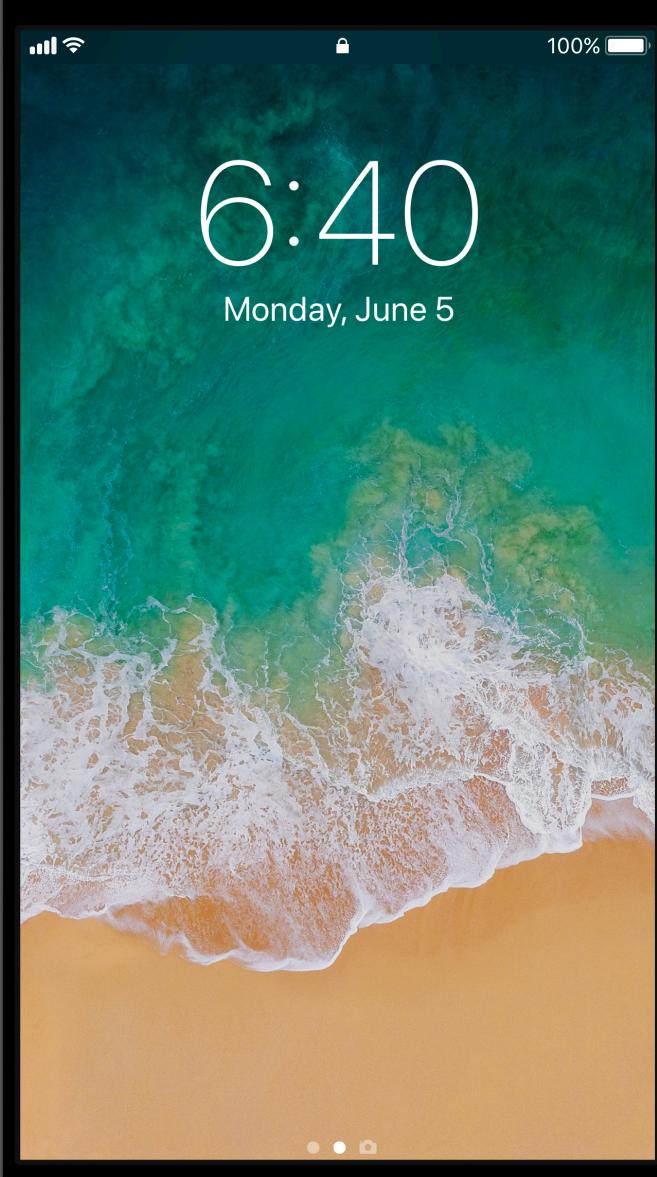
Agenda

World ready apps

Preparing for localization

Xcode Localization Catalog

World Ready Apps





Locale

Format information according to the user's customs and preferences

By default, indicates user's current locale: en_US

Frequently used in conjunction with a formatter

Locale

Language Resource Loading

Keyboards and Autocorrect

Collation and Sorting

Use of Symbols, Colors, and Iconography

Number, Date, Time, Currency, Measurement Formats

Formatters

DateFormatter

DateComponentsFormatter

DateIntervalFormatter

PersonNameComponentsFormatter

NumberFormatter

ByteCountFormatter

EnergyFormatter

LengthFormatter

MassFormatter

MeasurementFormatter

Measurements and Units

WWDC 2016

Internationalization Best Practices

WWDC 2016

Formatters

Measurement

```
let distanceInMiles = Measurement(value: 5373, unit: UnitLength.miles)
let formatter = MeasurementFormatter()

formatter.string(from: distanceInMiles) // "5,373 mi"

formatter.locale = Locale(identifier: "ar_SA")
formatter.string(from: distanceInMiles) // "٨,٦٤٦,٩٨٤"

formatter.locale = Locale(identifier: "sv_SE")
formatter.string(from: distanceInMiles) // "8 646,984 km"
```

Strings

`NSLocalizedString` to load strings in code

`NSLocalizedStringWithFormat` to get a localized a format string

Comments for context

Strings

Format specifiers supported by `NSString/CFString` formatting functions

Follows IEEE printf specification

“n\$” positional specifiers

%1\$@ %2\$@ can be reordered

Strings

`stringWithFormat` and `localizedStringWithFormat`

Transform numbering system based on locale

```
// Set a label's text
```

```
label.text = "Population"
```



```
// Set a label's text to a localized string
```

```
label.text = NSLocalizedString("Population", comment: "Label preceding the population value")
```

```
// Load localized string from a specific table
```

```
label.text = NSLocalizedString("Population", tableName: "Localizable", bundle: .main, value: nil, comment: "Label preceding the population value")
```

```
// Create a formatted string
```

```
let format = NSLocalizedString("%d popular languages", comment: "Number of popular languages")
label.text = String.localizedStringWithFormat(format, popularLanguages.count)
```

Strings

Bidi

`localizedStringWithFormat` wraps variables with isolates

```
// Create a formatted string  
  
let scoreMessage = NSLocalizedString(@"%@", comment: "Current winner title")  
label.text = String.localizedStringWithFormat(scoreMessage, currentWinner)
```

Strings

Bidi

Aya has the highest score!



Strings

Bidi

!has the highest score ایه ✗

Strings

Bidi

ایہ has the highest score! 

Strings

Plurals

```
if popularLanguages.count == 1 {  
    label.text = String.localizedStringWithFormat(NSLocalizedString("1 popular language", comment: "The list contains only one language"))  
} else {  
    label.text = String.localizedStringWithFormat(NSLocalizedString("%d popular languages", comment: "The list contains more than one language"), popularLanguages.count)  
}
```

Strings

Plurals



English

1 popular language

2 popular languages

...

5 popular languages



Russian

Распространенных языков: 1

Распространенных языков: 2

...

Распространенных языков: 5

Strings

Plurals

Key	Type	Value
▼ Strings Dictionary	Dictionary	(1 item)
▼ %d popular language(s)	Dictionary	(2 items)
NSStringLocalizedFormatKey	String	%#@languages@
▼ languages	Dictionary	(4 items)
NSStringFormatSpecTypeKey	String	NSStringPluralRuleType
NSStringFormatValueTypeKey	String	d
one	String	%d popular language
other	String	%d popular languages

```
label.text = String.localizedStringWithFormat(NSLocalizedString("%d popular language(s)", comment: "The list contains more than one language"), popularLanguages.count)
```

Strings

Plurals

Key	Type	Value
▼ Strings Dictionary	Dictionary	(1 item)
▼ %d popular language(s)	Dictionary	(2 items)
NSStringLocalizedFormatKey	String	%#@languages@
▼ languages	Dictionary	(4 items)
NSStringFormatSpecTypeKey	String	NSStringPluralRuleType
NSStringFormatValueTypeKey	String	d
one	String	%d popular language
other	String	%d popular languages

```
label.text = String.localizedStringWithFormat(NSLocalizedString("%d popular language(s)", comment: "The list contains more than one language"), popularLanguages.count)
```

Strings

Plurals

Key	Type	Value
▼ Strings Dictionary	Dictionary	(1 item)
▼ %d popular language(s)	Dictionary	(2 items)
NSStringLocalizedFormatKey	String	%#@languages@
▼ languages	Dictionary	(4 items)
NSStringFormatSpecTypeKey	String	NSStringPluralRuleType
NSStringFormatValueTypeKey	String	d
one	String	%d popular language
other	String	%d popular languages

```
label.text = String.localizedStringWithFormat(NSLocalizedString("%d popular languages", comment: "The list contains more than one language"), popularLanguages.count)
```

Strings

Plurals

Key	Type	Value
▼ Strings Dictionary	Dictionary	(1 item)
▼ %d popular language(s)	Dictionary	(2 items)
NSStringLocalizedFormatKey	String	%#@languages@
▼ languages	Dictionary	(6 items)
NSStringFormatSpecTypeKey	String	NSStringPluralRuleType
NSStringFormatValueTypeKey	String	d
one	String	%d распространенный язык
few	String	%d распространенных языка
many	String	%d распространенных языков
other	String	%d распространенных языка

```
label.text = String.localizedStringWithFormat(NSLocalizedString("%d popular language(s)", comment: "The list contains more than one language"), popularLanguages.count)
```

Strings

Plurals

×

Russian

Распространенных языков: 1

Распространенных языков: 2

...

Распространенных языков: 5

✓

Russian

1 распространенный язык

2 распространенных языка

...

5 распространенных языков

Stringsdict

Gender

Adaptive Width

Platform

Summary

Apple API handle the complexity of data formatting

Isolates for bidirectional text rendering

Strings dictionaries handle pluralization, width variants, and gender

Preparing for Localization

Static Analysis

The screenshot shows the Xcode interface for managing build settings. The top navigation bar includes tabs for Info and Build Settings, and buttons for Basic, Customized, All (which is selected), Combined, Levels, and a search bar. The main area is titled "PROJECT" and shows the "VacationPlanet" target selected. Under the "TARGETS" section, the "VacationPlanet" target is also selected. A dropdown menu is open, showing "Static Analyzer - Issues - Apple APIs". The list of issues includes:

Setting	Value
Improper Handling of CFEError and NSError	Yes ◊
Missing Localizability	Yes ◊
Missing Localization Context Comment	Yes ◊
Misuse of Collections API	Yes ◊
Misuse of Grand Central Dispatch	Yes ◊
Performance Anti-Patterns with Grand Central Dispatch	No ◊
Suspicious Conversions of NSNumber and CFNumberRef	Yes (Aggressive) ◊

Static Analysis

```
- (UITableViewCell *)tableView: (UITableView *)tableView cellForRowAtIndexPath:
    (NSIndexPath *)indexPath {
    UITableViewCell *cell = [tableView dequeueReusableCellWithIdentifier:@"Cell"
        forIndexPath:indexPath];
    cell.textLabel.text = @"Details";
    return cell;
}
```



User-facing text should use localized string macro

Pseudolocalization

Default

Lorem Ipsum

Double Length

Lorem Ipsum Lorem Ipsum

Accented Latin

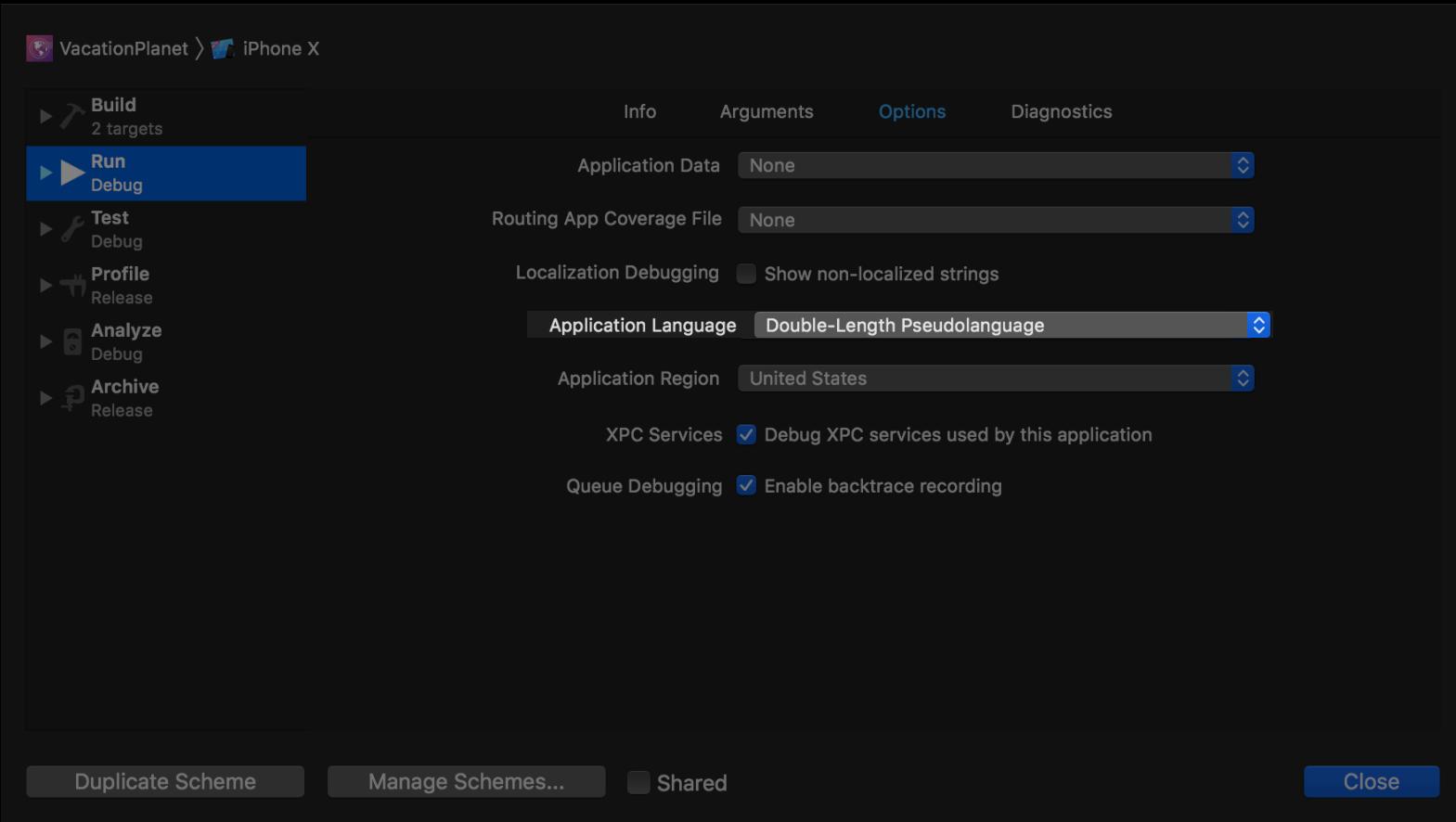
Łożem Ipoşum

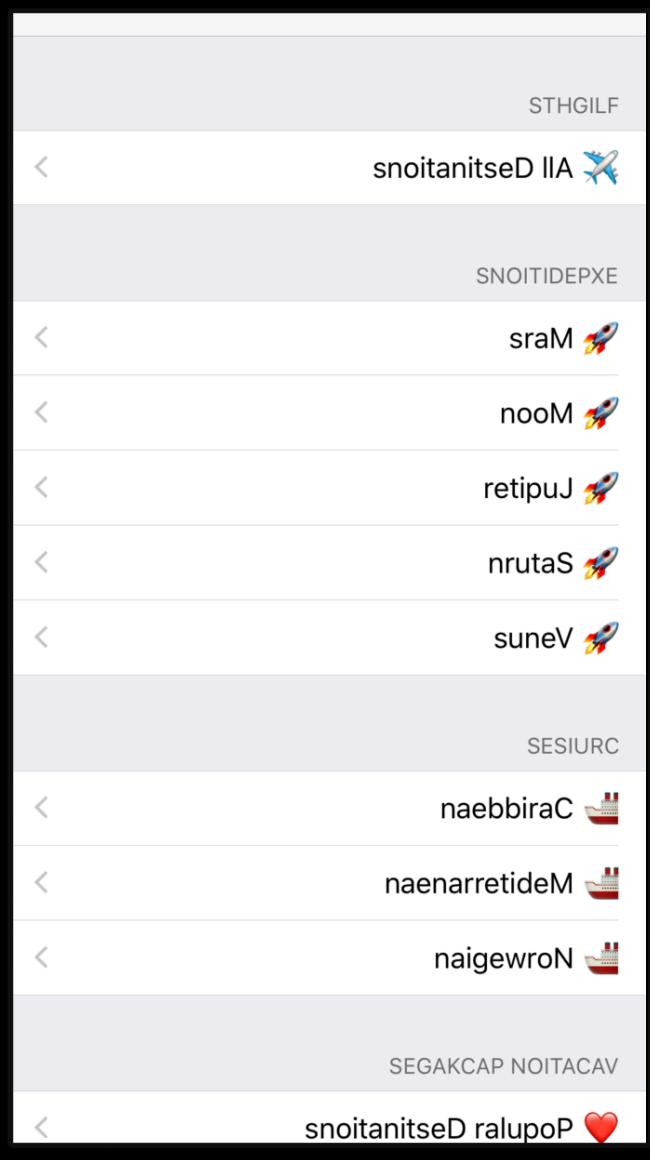
Affixed Strings

[#Lorem Ipsum#]

Right to Left

muspl meroL





Summary

Check for static analyzer warnings

Test with pseudolanguages

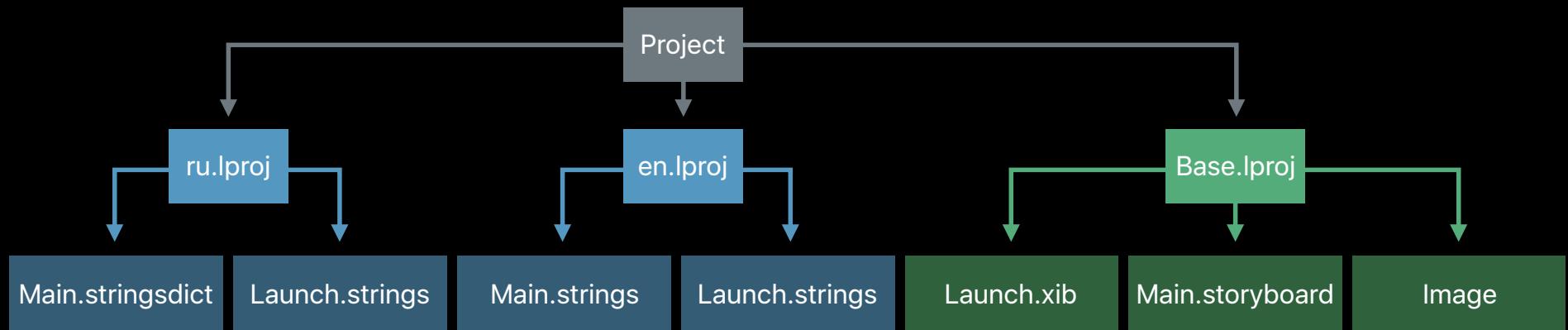
Localization with Xcode

Localization with Xcode

Abstracts localization from development with .lproj

Provides intuitive Export/Import workflow

Localized Resources Structure



Xcode Localization Catalog

Purpose

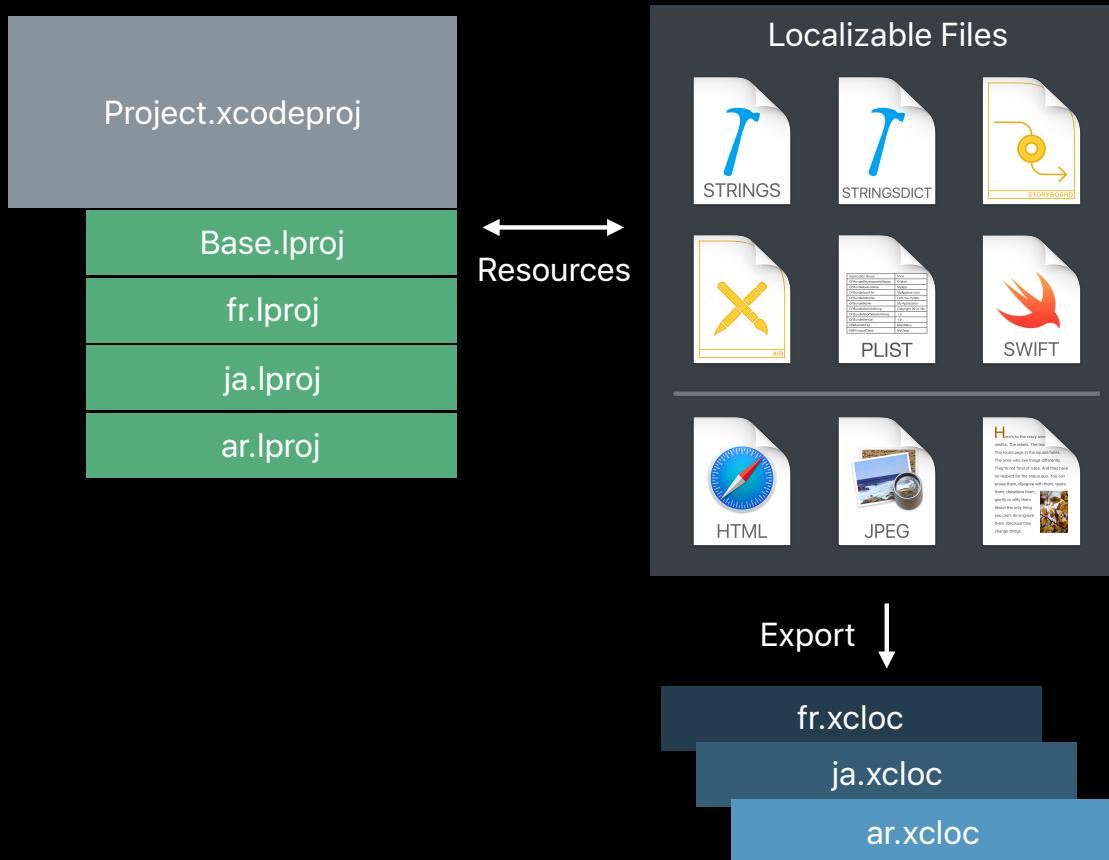
.xcloc extension

Support localization of assets beyond strings

Provide additional contextual information

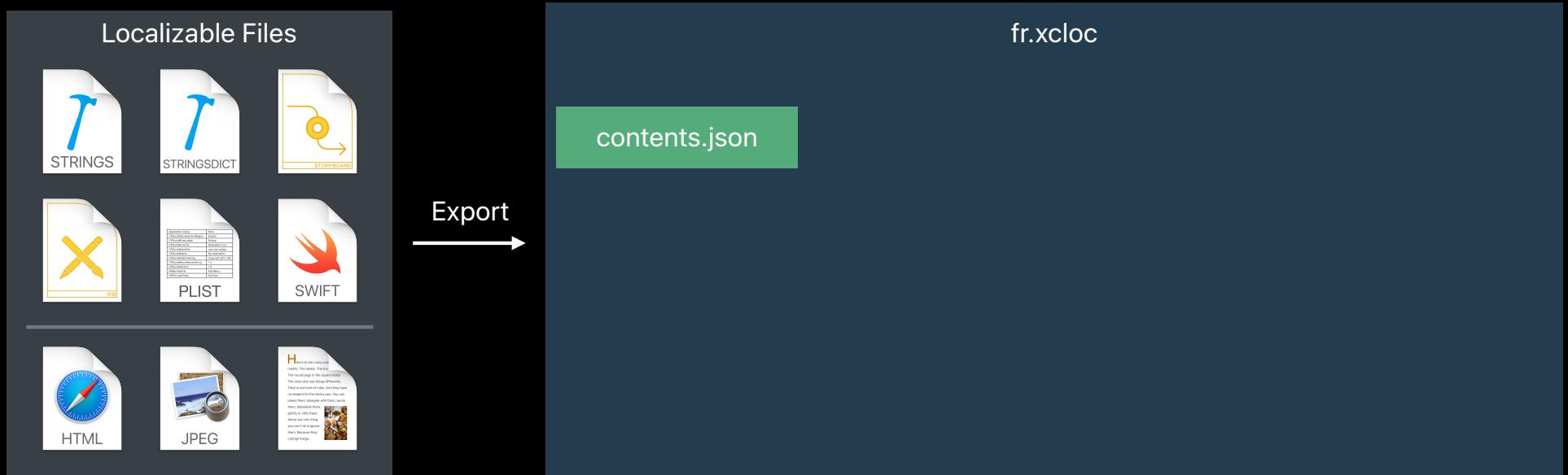
Xcode Localization Catalog

Structure



Xcode Localization Catalog

Structure



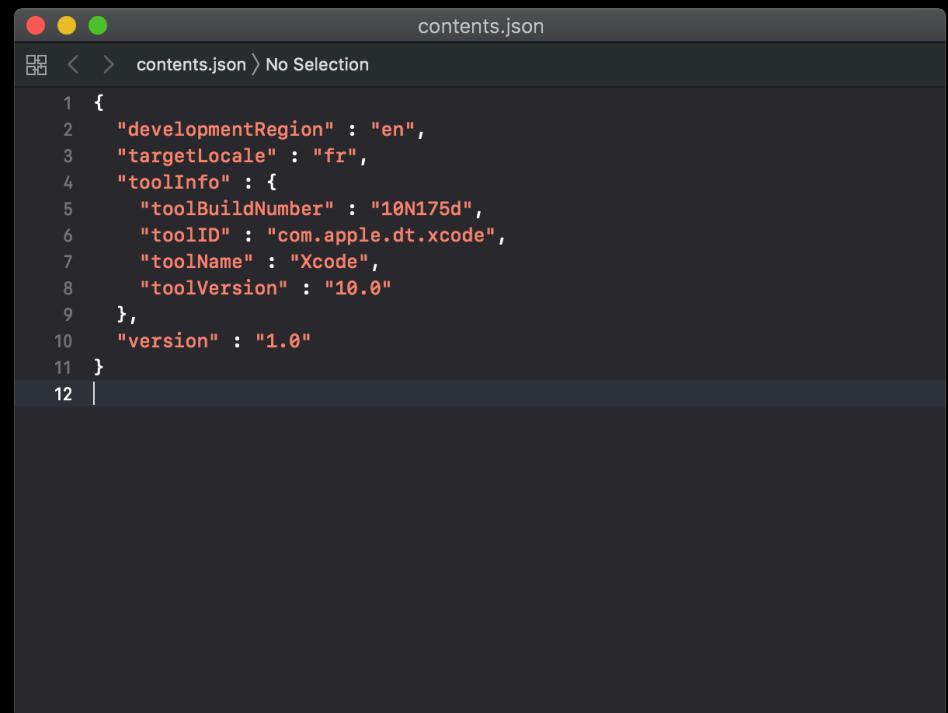
Xcode Localization Catalog

Structure

contents.json

Metadata about the localization catalog

- Development region
- Target locale
- Tool info
- Version

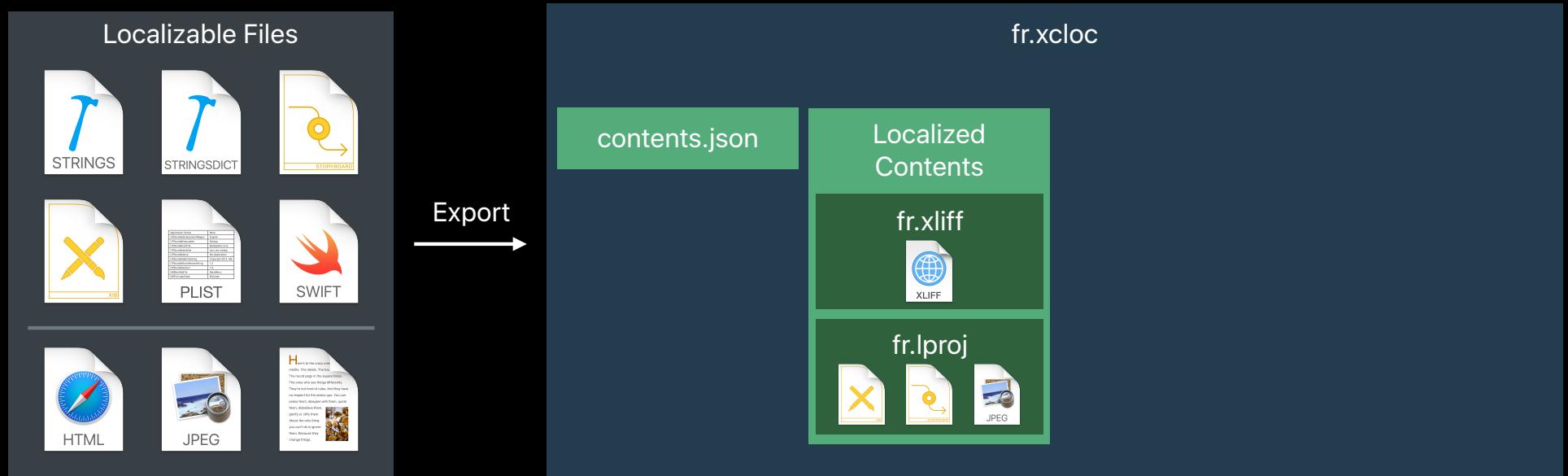


A screenshot of a code editor window titled "contents.json". The window shows the following JSON code:

```
1 {
2   "developmentRegion" : "en",
3   "targetLocale" : "fr",
4   "toolInfo" : {
5     "toolBuildNumber" : "10N175d",
6     "toolID" : "com.apple.dt.xcode",
7     "toolName" : "Xcode",
8     "toolVersion" : "10.0"
9   },
10  "version" : "1.0"
11 }
12 |
```

Xcode Localization Catalog

Structure



Xcode Localization Catalog

Structure

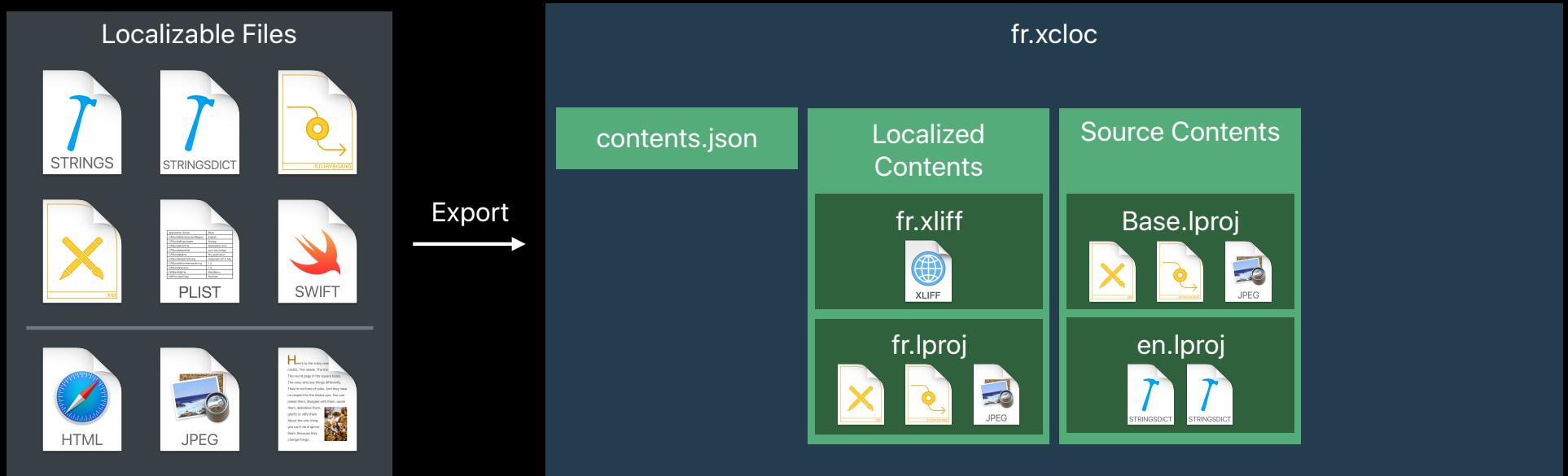
Localized Contents

- XLIFF 1.2 document containing the project localizable strings
- Non-strings localizable assets
- Organized into the same file system hierarchy as Xcode project
- Override resources



Xcode Localization Catalog

Structure

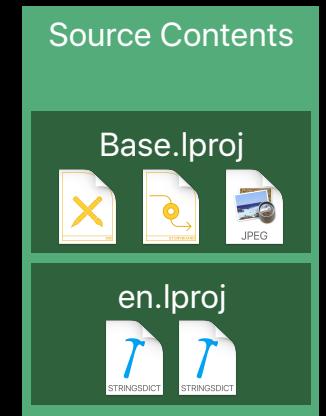


Xcode Localization Catalog

Structure

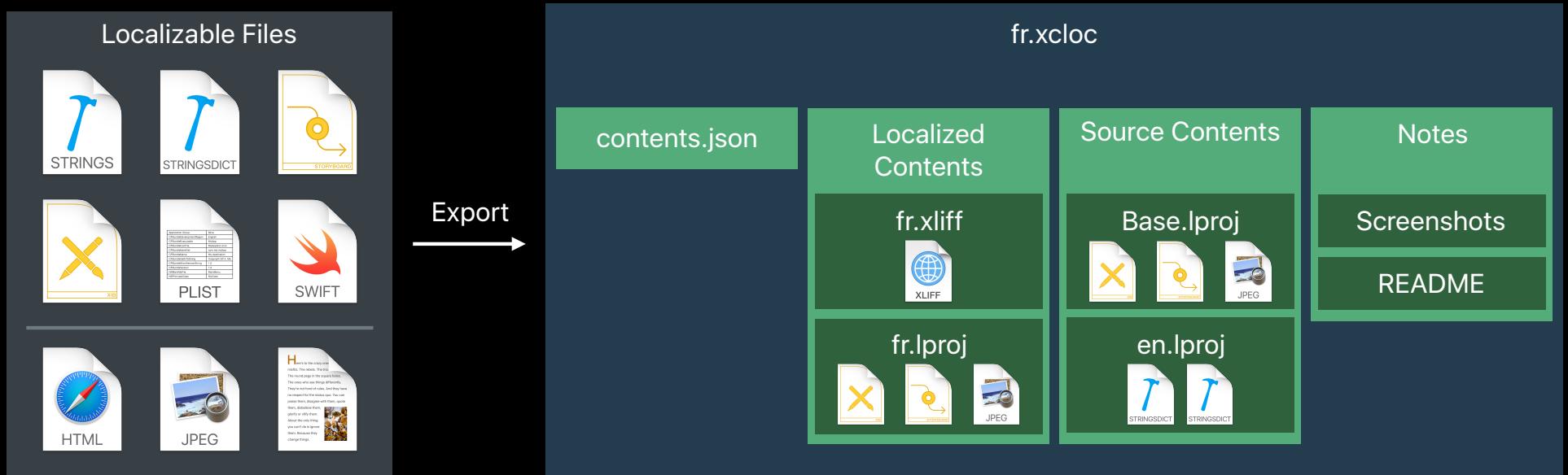
Source Contents

- Assets used to produce the Localized Contents
- Organized into the same file system hierarchy as Xcode project
- Provided for context



Xcode Localization Catalog

Structure

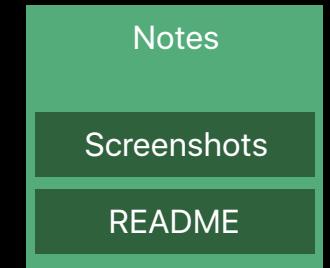


Xcode Localization Catalog

Structure

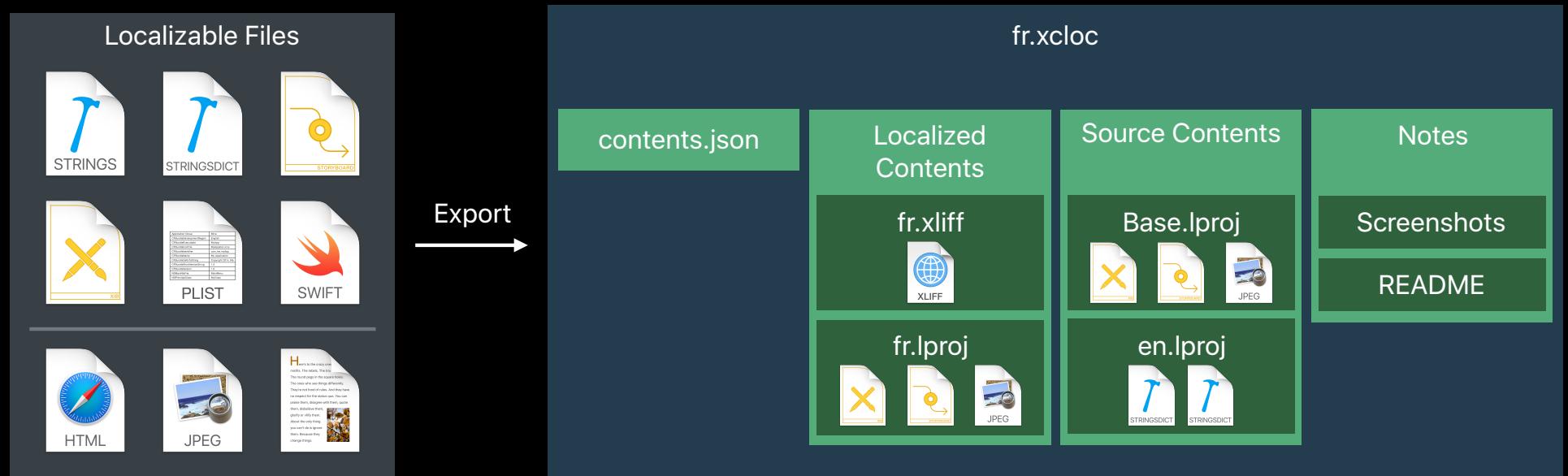
Notes

- Provide additional information to the localizers:
 - Screenshots
 - Readme file



Xcode Localization Catalog

Structure



Xcode Localization Catalog

Continuous integration—export

Xcode Localization Catalog

```
$ xcodebuild -exportLocalizations -project <projectname> -localizationPath <dirpath>  
[[-exportLanguage <targetlanguage>] ...]
```

Xcode Localization Catalog

Continuous integration—import

Xcode Localization Catalog

```
$ xcodebuild -importLocalizations -project <projectname> -localizationPath </path/to/language.xcloc>
```

XLIFF file

```
$ xcodebuild -importLocalizations -project <projectname> -localizationPath </path/to/language.xliff>
```

Demo

Xcode Localization Catalog

Summary

New standard for localization export and import

Provides more flexibility and context for localizers

Increased file type support for nonstring resources

Continuous integration support

<http://www.unicodeconference.org/eval-sp>

Session 11, track 1



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