moz://a

Fluent 1.0

Next Generation Localization System

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Zibi Braniecki <<u>zbraniecki@mozilla.com</u>> Platform Engineer

Agenda

1. Background

What is a localization system?

4. Fluent 1.0

Syntax, API, Bindings, Lifecycle, Tooling

2. MessageFormat

What works and what doesn't

5. Timeline + RFC

What's left and how you can help.

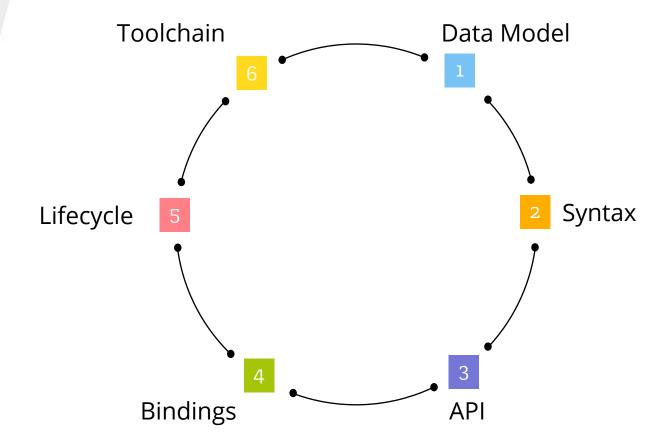
3. Design Principles

Fluent goals and non-goals

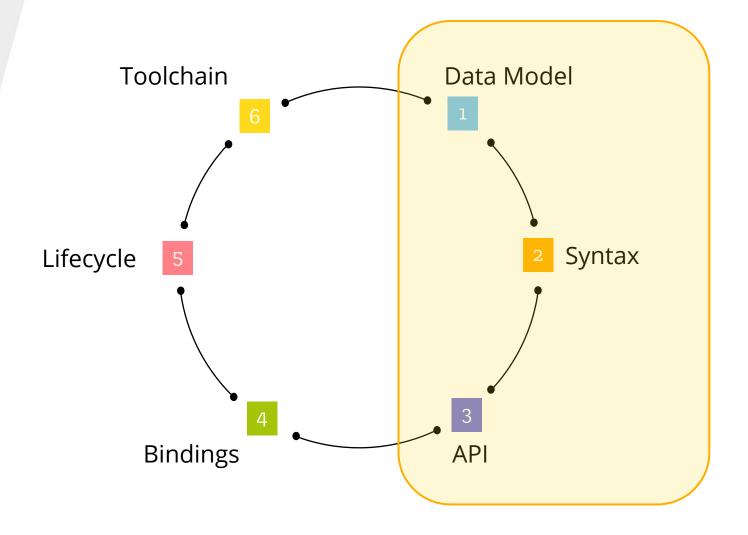
6. Q&A

Localization System

Components



Components



the good parts

- Good integration with intl components
- String interpolation
- Nested string variants
- Custom selectors
- Formatter arguments

the bad parts

- Lack of compound messages
- Poor BiDi
- Developer driven formatting

MessageFormat the ugly

- Hard to read syntax
- Poor error recovery
- No multiline
- Requires an external container

syntax

```
{gender of host, select,
 female {
   {num guests, plural, offset:1
     =0 {{host} does not give a party.}
     =1 {{host} invites {guest} to her party.}
     =2 {{host} invites {quest} and one other person to her party.}
     other {{host} invites {quest} and # other people to her party.}}}
 male {
   {num guests, plural, offset:1
     =0 {{host} does not give a party.}
     =1 {{host} invites {quest} to his party.}
     =2 {{host} invites {quest} and one other person to his party.}
     other {{host} invites {guest} and # other people to his party.}}}
 other {
   {num quests, plural, offset:1
     =0 {{host} does not give a party.}
     =1 {{host} invites {quest} to their party.}
     =2 {{host} invites {quest} and one other person to their party.}
     other {{host} invites {quest} and # other people to their party.}}}
```

syntax - translatables

```
{gender of host, select,
  female {
    {num guests, plural, offset:1
      =0 {{host} does not give a party.}
      =1 {{host} invites {guest} to her party.}
      =2 {{host} invites {quest} and one other person to her party.}
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    {num guests, plural, offset:1
     =0 {{host} does not give a party.}
      =1 {{host} invites {quest} to their party.}
      =2 {{host} invites {quest} and one other person to their party.}
      other {{host} invites {quest} and # other people to their party.}}}
```

syntax - delimiters

```
{gender of host, select,
 female {
    {num_guests, plural, offset:1
     =0 {{host} does not give a party.}
     =1 {{host} invites {guest} to her party.}
     =2 {{host} invites {quest} and one other person to her party.}
     other {{host} invites {guest} and # other people to her party.}}}
 male {
   {num guests, plural, offset:1
     =0 {{host} does not give a party.}
     =1 {{host} invites {quest} to his party.}
     =2 {{host} invites {quest} and one other person to his party.}
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     =0 {{host} does not give a party.}
     =1 {{host} invites {quest} to their party.}
     =2 {{host} invites {quest} and one other person to their party.}
     other {{host} invites {quest} and # other people to their party.}}}
```

syntax - error recovery

```
{gender_of_host, select,
  female {
   {num guests, plural, offset:1
     =0 {{host} does not give a party.}
      =1 {{host} invites {guest} to her party.}
     =2 {{host} invites {guest} and one other person to her party.}
      other {{host} invites {guest} and # other people to her party.}}}
 male {
   {num guests, plural, offset:1
     =0 {{host} does not give a party.}
      =1 {{host} invites {quest} to his party.}
      =2 {{host} invites {guest} and one other person to his party.}
      other {{host} invites {guest} and # other people to his party.}}}
 other {
    {num guests, plural, offset:1
     =0 {{host} does not give a party.}
      =1 {{host} invites {quest} to their party.}
      =2 {{host} invites {quest} and one other person to their party.}
      other {{host} invites {quest} and # other people to their party.}}}
```

syntax - multi line

```
{gender of host, select,
 female {
    {num guests, plural, offset:1
     =0 {{host} does not give a party.}
     =1 {{host} invites {guest} to her party.}
     =2 {{host} invites {quest} and one other person to her party.}
     other {{host} invites {guest} and # other people to her party.}}}
 male {
   {num guests, plural, offset:1
     =0 {{host} does not give a party.}
     =1 {{host} invites {quest} to his party.}
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 other {
   {num quests, plural, offset:1
     =0 {{host} does not give a party.}
     =1 {{host} invites {quest} to their party.}
     =2 {{host} invites {quest} and one other person to their party.}
     other {{host} invites {quest} and # other people to their party.}}}
```

syntax - external container

```
"very-simple-message": "Hello {name}!".
   "part-invitation-message" :"{gender of host, select, \n female {\n
{num guests, plural, offset:1 \n =0 {{host} does not give a party.}\n
{{host} invites {guest} to her party.}\n =2 {{host} invites {guest} and one
other person to her party.}\n other {{host} invites {guest} and # other people
to her party.}}\n male {\n {num guests, plural, offset:1 \n =0 {{host}}
does not give a party.}\n =1 {{host} invites {guest} to his party.}\n =2
{{host} invites {quest} and one other person to his party.}\n other {{host}}
invites {guest} and # other people to his party.}}\n other {\n {num_guests,
plural, offset:1 \n =0 {{host} does not give a party.}\n =1 {{host}}
invites {guest} to their party.}\n =2 {{host} invites {guest} and one other
person to their party.}\n other {{host} invites {guest} and # other people to
their party.}}}\n"
```

Fluent

Fluent - Design Principles

- 1.Control and Isolation
- 2.Simplicity
- 3.Tolerance
- 4. Modularity and Composability
- 5.Principle of Least Power

syntax

```
hello-world = Hello, world!
description =
    Loki is a simple micro-blogging
    app written entirely in <i>HTML5</i>.
    It uses FTL to implement localization.
shared-photos =
    { $user name } { $photo count ->
        [0] hasn't added any photos yet
        [one] added a new photo
       *[other] added { $photo count } new photos
    }.
liked-comment =
    { $user name } liked your comment on { $user gender ->
        [male] his
        [female] her
       *[other] their
    } post.
```

syntax, 2

17

syntax - adv.

```
welcome-paragraph =
    This paragraph contains a multi-line
    complex message which uses <b>Fluent Syntax</b>.
    <img l10n-name="logo" />
    You can read more about it <a>here</a>.
# Translation unit for the main button.
# @voice Active
# @use Button
# @var $num (Number) - Page number of the next page.
main-button = Click to proceed.
    .tooltiptext =
        This button will take you to page { $num }.
    .aria-label = Main button.
```

syntax - adv.

```
show-date = Today is { DATETIME($date, year: "numeric", month: "2-digit") }
dpi-ratio = Your DPI ratio is { NUMBER($ratio, minimumFractionDigits: 2) }
```

syntax - adv.

```
preferences = { PLATFORM() ->
    [win] Options
   *[other] Preferences
long-msg = { SCREEN WIDTH() ->
    [wide] This is a pretty long message
   *[narrow] Narrow message
user-likes-you = { $userGender ->
    [male] He likes you
    [female] She likes you
   *[other] They like you
```

API

```
import { FluentBundle, ftl } from 'fluent';
const bundle = new FluentBundle('en-US');
5 const errors = bundle.addMessages(ftl)
      -brand-name = Foo 3000
      welcome = Welcome, { $name }, to { -brand-name }!
bundle.format('welcome', { name: 'Anna' });
11 // → 'Welcome, Anna, to Foo 3000!'
```

```
dpi-ratio = Your DPI ratio is { NUMBER($ratio, minimumFractionDigits: 2) }
```

```
bundle.format('dpi-ratio', {
   ratio: new FluentNumber(3, {
     minimumFractionDigits: 1
6 // → 'Your DPI ratio is 3.00'
8 // → 'Your DPI ratio is 3.0'
```

Bindings - React

```
<Localized
         id="create-account"
         confirm={
             <button onClick={createAccount}></button>
         cancel={
             <Link to="/"></Link>
          }>
         {'<confirm>Create account</confirm> or <cancel>go back</cancel>.'}
9
     </Localized>
10
```

Bindings - Rust

```
extern crate fluent;
 2
 3
    use fluent::bundle::FluentBundle;
 4
 5
    fn main() {
         let mut bundle = FluentBundle::new(&["en-US"]);
 6
         bundle.add_messages("hello-world = Hello, world!")?;
         let (value, _) = bundle.format("hello-world", None)?;
 9
         assert_eq! (&value, "Hello, world!");
10
11
```

Bindings - Python

```
bundle = FluentBundle(['en-US'])
2.
   bundle.add messages("hello-world = Hello, { $name }!")
4.
   value = bundle.format("hello-world", {"name": "John" })
6.
   value == "Hello, John"
```

```
Bindings - JS
```

```
1 function * generateBundles(resIds) {
    for (let locale of negotiatedLocales) {
      let bundle = new FluentBundle(locale);
      resIds.map(resId => bundle.addMessages(fetch(resId)));
      yield bundle;
б
  let l10n = new Localization(generateBundles);
10
  async function main() {
    let val = await l10n.formatValue("hello-world", {
12
      name: "John"
13
    });
14
```

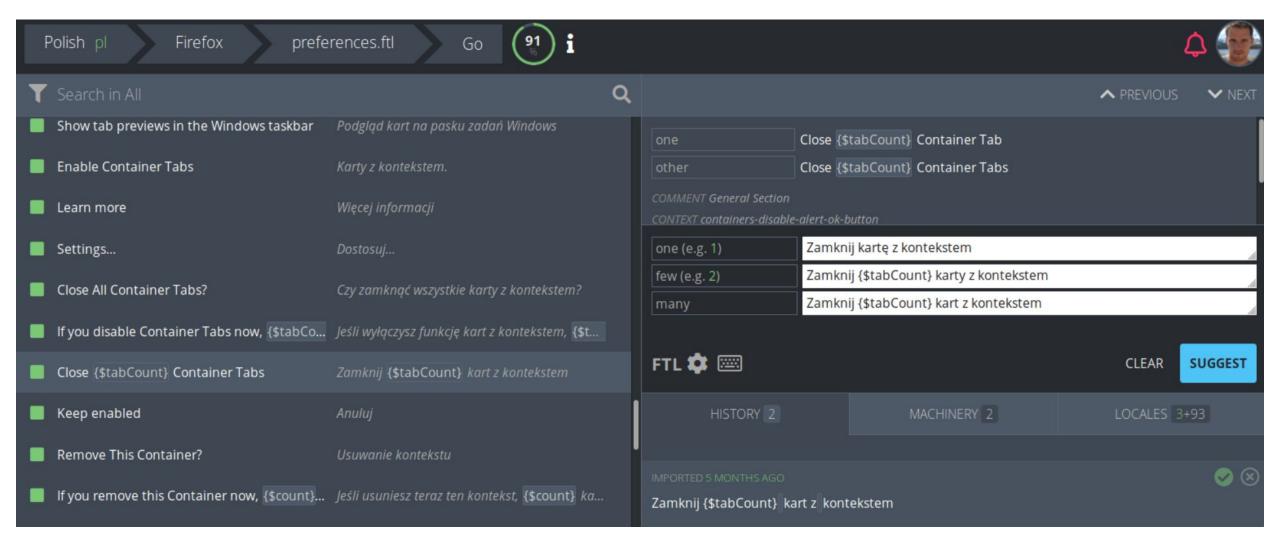
```
Bindings - DOM
 <!DOCTYPE html>
 <html>
 <head>
   <meta charset="utf-8">
   <title data-l10n-id="page-title" />
   <link rel="localization" href="main/common.ftl" />
   <link rel="localization" href="browser/menu.ftl" />
 </head>
 <body>
   <h1 data-l10n-id="hello-world" />
   </body>
 </html>
```

DEMO

Error Recovery

MessageFormat vs. Fluent

Pontoon



Comparison

	MessageFormat	Fluent
API design focus	C++ and Java	Web, JavaScript, Python, and Rust
Syntax	focus on conciseness	focus on read/edit/write
Syntax scope	per message	per list of messages (resource)
Error recovery	fragile	resilient, strong recovery logic
Compound messages	none	value + attributes per message
Multi-variant messages	none	built-in support
Multiline	no explicit solution	built-in support
BiDi	none	bidirectional isolation
Intl Formatters	explicit	explicit and implicit
Formatting Control	developer	localizer + developer

Timeline

Road to 1.0

September Fluent 0.7

October

Fluent 0.8

November Fluent 1.0

Learn & Contribute:

https://www.projectfluent.org

https://discourse.mozilla.org/c/fluent

https://github.com/projectfluent/fluent/wiki

https://github.com/projectfluent

Q&A

Please, take a moment to review this talk: http://www.unicodeconference.org/eval-sp

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Thank You

Fluent 0.8 RFC

- Preserve user indentation
- Semantic comments
- Allow more Unicode characters in TextElements
- Select Unicode literal
- Consider removal of backslash escapes

Preserve indentation

```
intro =
  This is an introduction paragraph
  with some <b>really</b> good data
  that can be used <a>here</a>.
```

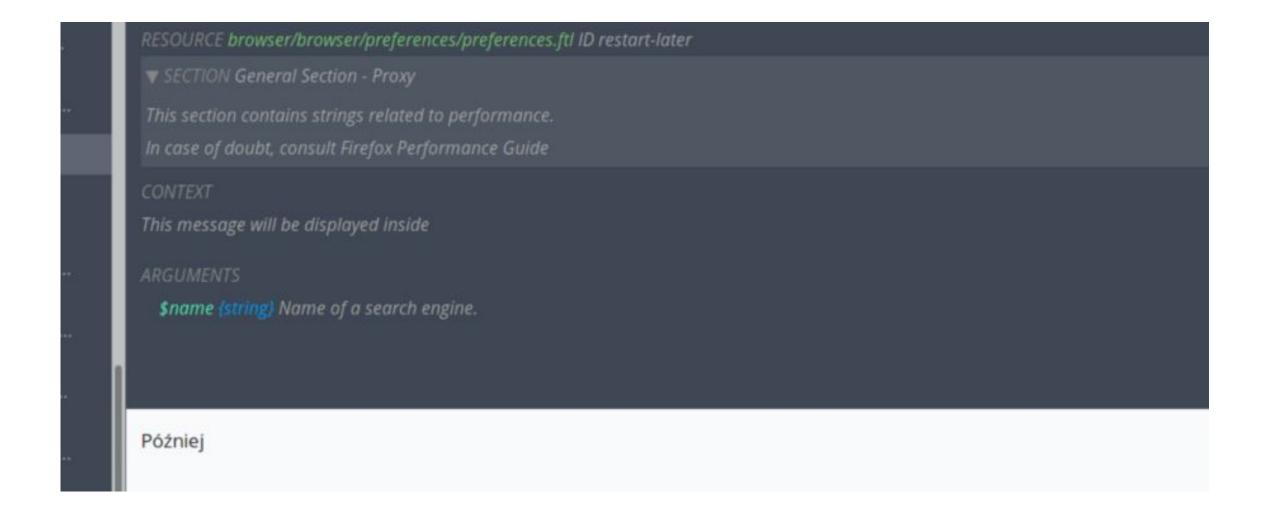
Preserve indentation

```
intro =
   This is an introduction paragraph
   with some <b>really</b> good data
   that can be used <a>here</a>.
```

Semantic Comments

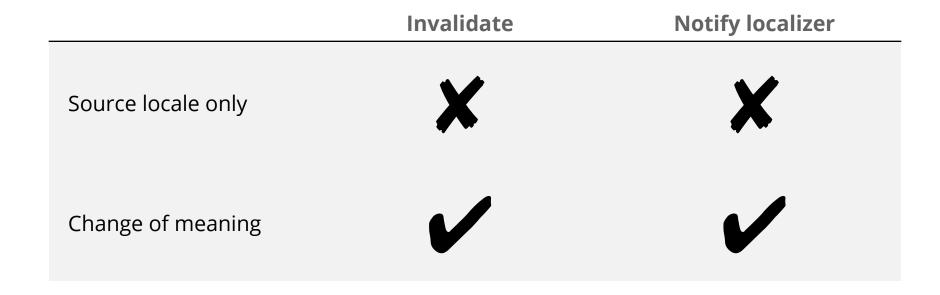
```
# $value (Number) - Value of the unit (for example: 4.6, 500)
# $unit (String) - Name of the unit (for example: "bytes", "KB")
sitedata-total-size =
  Your stored cookies, site data and cache are
  currently using { $value } { $unit } of disk space.
```

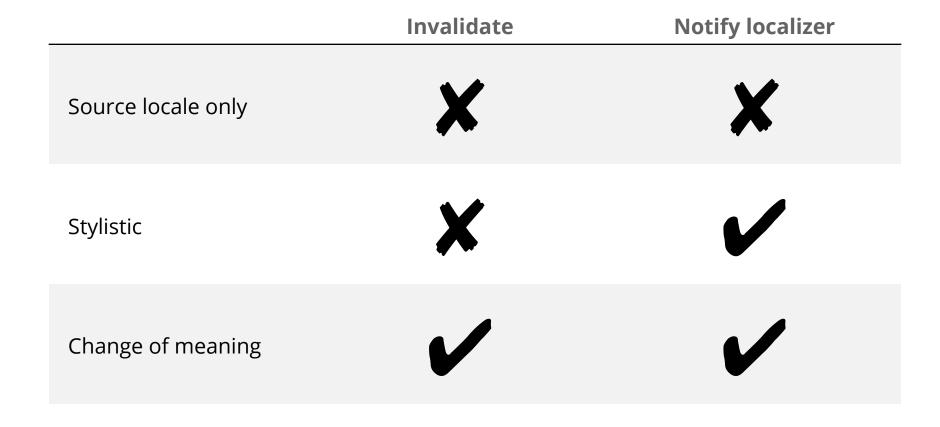
Semantic Comments



```
# en-US
system-error = Unknown system error
# es
system-error = Error desconegut del sistema
# en-US
system-error2 = Unknown System Error
# es
system-error2 =
```

msgid "Unknown system error" msgstr "Error desconegut del sistema" #, fuzzy msgid "Undertermined System Error" msgid "Unknown System Error" msgstr msgstr "Error desconegut del sistema"





```
# @version 2
system-error = Unknown system error
system-error = Error desconegut del sistema
```

45

Select Unicode Literal

```
# BEFORE
nbsp = An \u000a0example
# AFTER
nbsp = An\{U+00A0\}example.
```

Learn & Contribute:

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https://discourse.mozilla.org/c/fluent

https://github.com/projectfluent/fluent/wiki

https://github.com/projectfluent

Q&A

Please, take a moment to review this talk: http://www.unicodeconference.org/eval-sp

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Thank You