



Language Translation and Deployment Guide

Version 2.2

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1. Overview

Gallery Server Pro is a free, open source web application for sharing photos, video, audio, documents and other files. It's like having your own personal YouTube or Flickr site. It is intended for users who want to share large collections of media objects on their own web site, while maintaining a high degree of control.

Who Is This Guide For?

This guide is for two types of users:

End users wanting to deploy a language pack. You will be most interested in the sections [About the Multilingual Features In Gallery Server Pro](#) and [Deploying A Language Pack](#). Feel free to ignore everything else unless you are a glutton for punishment.

Translation volunteers. For example, you may be a Gallery Server Pro user whose native language is Chinese and you would like a version of Gallery Server Pro that communicates in your native language. Each language translation needs a volunteer to translate the English text and phrases into the other language.

Once a translation is made, these files can be packaged into a language pack and shared with other users on the [Gallery Server Pro](#) website. They can download the files and copy them into their installation of Gallery Server Pro, thus providing instant multilingual capability.

About the Multilingual Features In Gallery Server Pro

When a user navigates to a website, the browser sends the user's preferred language to the web server with the request. Gallery Server Pro uses this setting to automatically return a web page to the user in that language. If no translation has been provided for that language, the default resource - English - is used.

For example, an English user might see a gallery like this:



Another user in the Netherlands, whose browser is set to the Dutch language, can view the same gallery and see the resources in Dutch:



Notice that a single installation of Gallery Server Pro automatically provides the correct language, without any intervention by the user. You do not need to choose one language for everyone, nor do your users need to click the Español link to read the Spanish version.

Note: Some text in your gallery cannot be automatically served in different languages. This includes any text that is directly editable by an administrator, such as album titles and summaries, and media object titles. It is expected that you edit them directly in your preferred language.

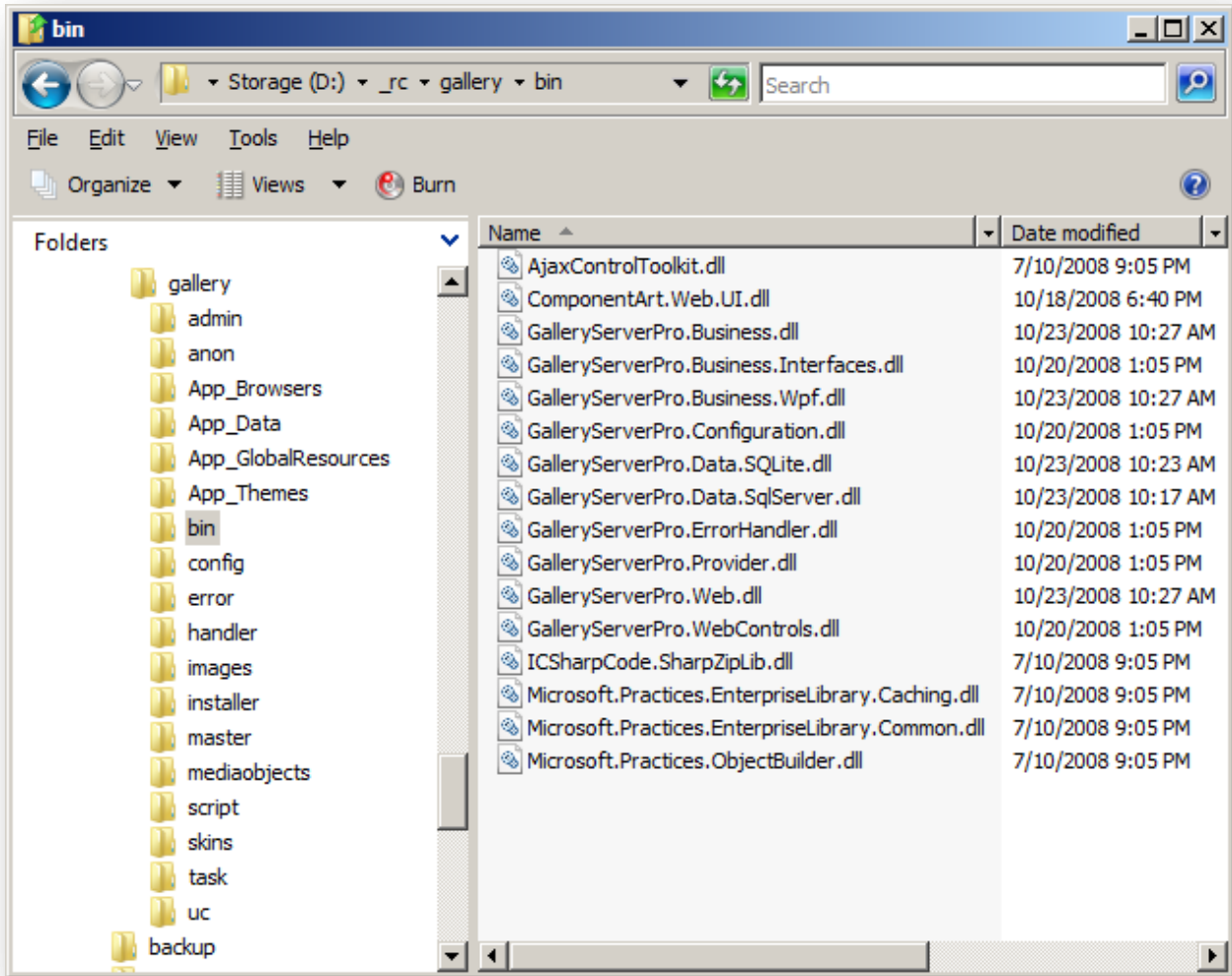
How Language Resources Are Stored In Gallery Server Pro

Gallery Server Pro uses the standard resource concept that is provided in the .NET Framework. This involves storing resources in XML files ending in .resx. If you look in the App_GlobalResources directory of the web application, there is a file named GalleryServerPro.resx that contains English text and phrases. You can open this in any text editor or XML editor to view the contents. As volunteers translate this file, it is named according to the language and placed in this directory. For example, the German version of the file is named GalleryServerPro.de.resx. The French version is named GalleryServerPro.fr.resx.

It is even possible to have culture-specific translations. For example, most Spanish users could be served with a generic Spanish translation named GalleryServerPro.es.resx, while a version specifically for Mexico would be named GalleryServerPro.es-MX.resx.

Note: The language codes used in these example (de, fr, es, es-MX) are the internationally recognized language codes. The names follow the RFC 1766 standard in the format "<languagecode2>[-<country/regioncode2>]", where <languagecode2> is a lowercase two-letter code derived from ISO 639 and <country/regioncode2> is an uppercase two-letter code derived from ISO 3166 alpha-2. A partial list of these codes can be found at <http://msdn.microsoft.com/en-us/library/system.globalization.cultureinfo.aspx>.

While GalleryServerPro.resx contains the vast majority of the text resources used within Gallery Server Pro, resources are also stored in many of the dll's that are part of the web application. Take a look at the bin directory:



Most of these dll's contain hard-coded English text that might appear in a web page. In most cases the messages correspond to error messages that typically do not occur, and it is probably not worth the time to translate them. However, there are two important dll's that contain frequently used text:

GalleryServerPro.Business.dll

GalleryServerPro.Business.Wpf.dll

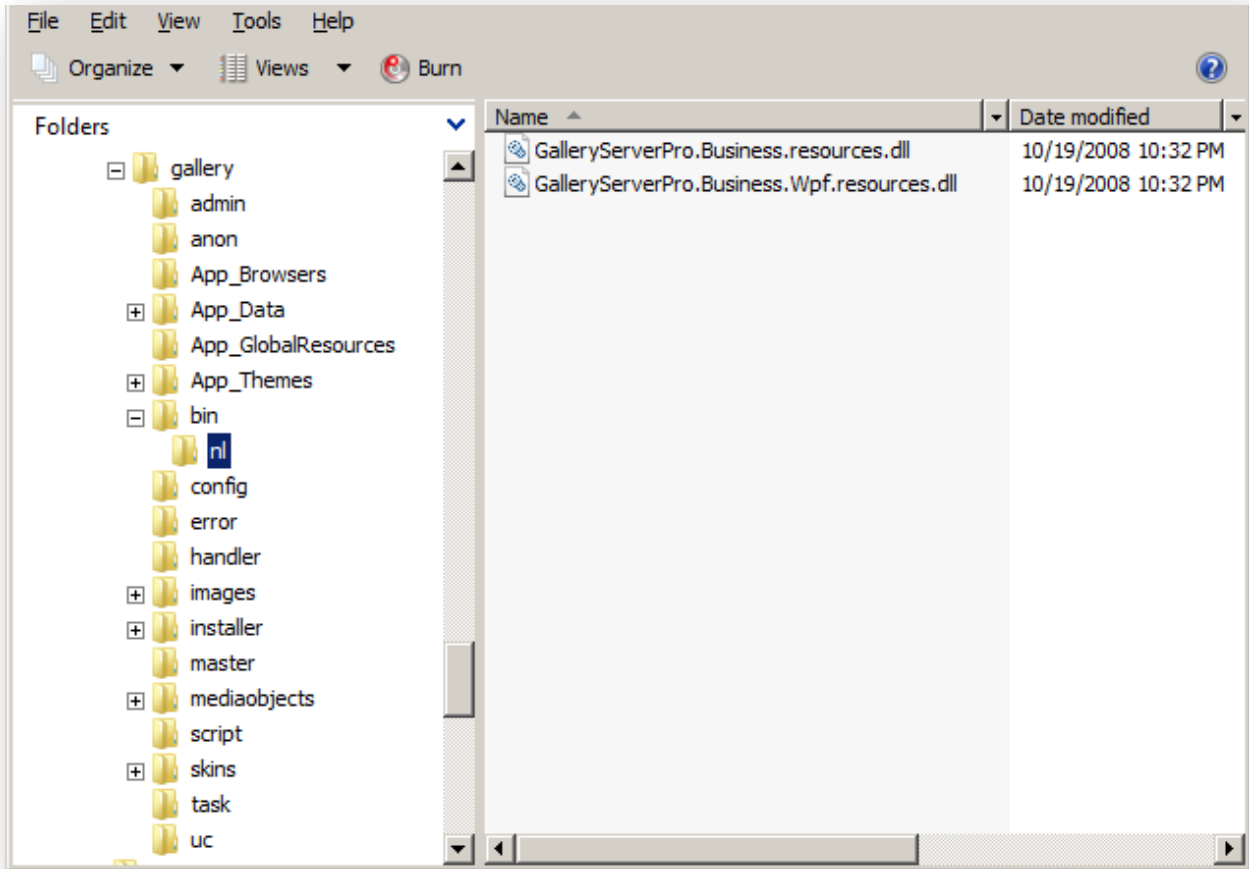
These files contain the names of the metadata keywords that are extracted from images, as seen here:

Image Metadata	
Description	Value
Date taken	Fri, 03 Oct 2003 05:36:12 GMT
Camera model	KODAK DX6340 ZOOM DIGITAL CAMERA
Camera maker	EASTMAN KODAK COMPANY
Rating (out of 5)	0
Color representation	sRGB
Dimensions (pixels)	2032 x 1524
Exposure compensation	0 step
Exposure program	Normal
Exposure time	1/350 sec.
F-stop	f/3.4
Focal length	6 mm
Height	1524 px
Horizontal resolution	230 dpi
Aperture	f/3.4
Metering mode	Pattern
Vertical resolution	230 dpi
Width	2032 px

The names on the left, such as Date taken and Camera model, are extracted from these dll's. The metadata, such as 2032 x 1524 and 1/350 sec, are extracted from the image file, and will be in whatever language they were inserted as.

To provide for additional languages support in dll's, .NET has the concept of satellite assemblies. Each dll may have one satellite assembly for each translation. This assembly, which contains nothing more than translated text, is placed in a language-specific directory of the bin folder of the web application.

For example, the Dutch satellite assemblies are placed in a directory named nl, like this:



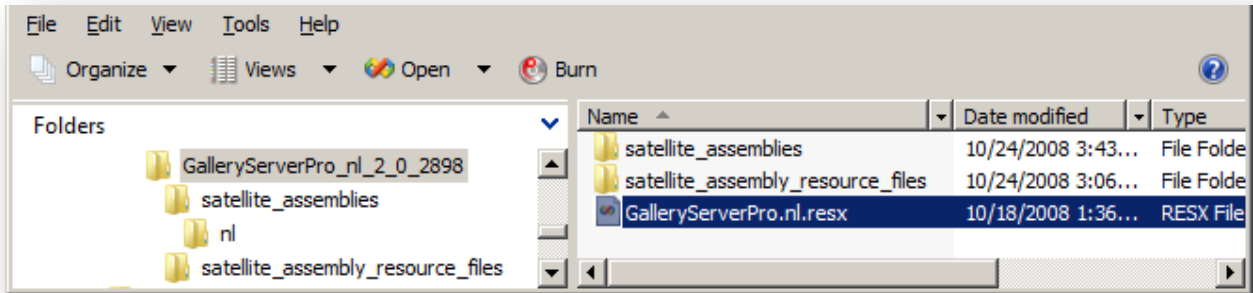
The nl is the language code for Dutch, and the two dll's in this directory contain Dutch resources. If you downloaded the Spanish resources from <http://www.galleryserverpro.com> (assuming they are available), you could drop the satellite assemblies into a directory named es, and drop the GalleryServerPro.es.resx file into the App_GlobalResources directory. The next time a Spanish user visited your site, she would automatically be served the Spanish version.

As more translations become available you might have several directories in the bin folder, each for a different language.

More information about how to create satellite assemblies are included in the next sections.

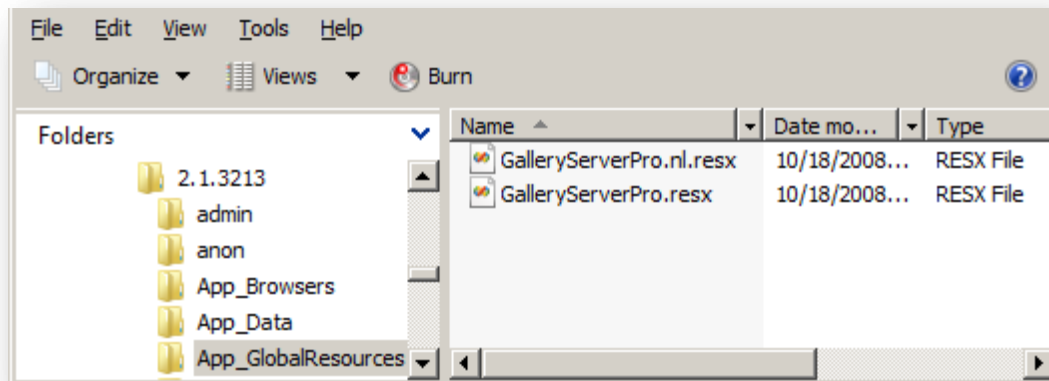
2. Deploying A Language Pack

Completed language translations are packaged in a language pack and can be downloaded from the [Language Translation Forum](#). Find your desired language and download the ZIP file. Make sure the version of the language pack matches your Gallery Server Pro version. Extract the contents of the ZIP file to your hard drive. The structure will look similar to this:

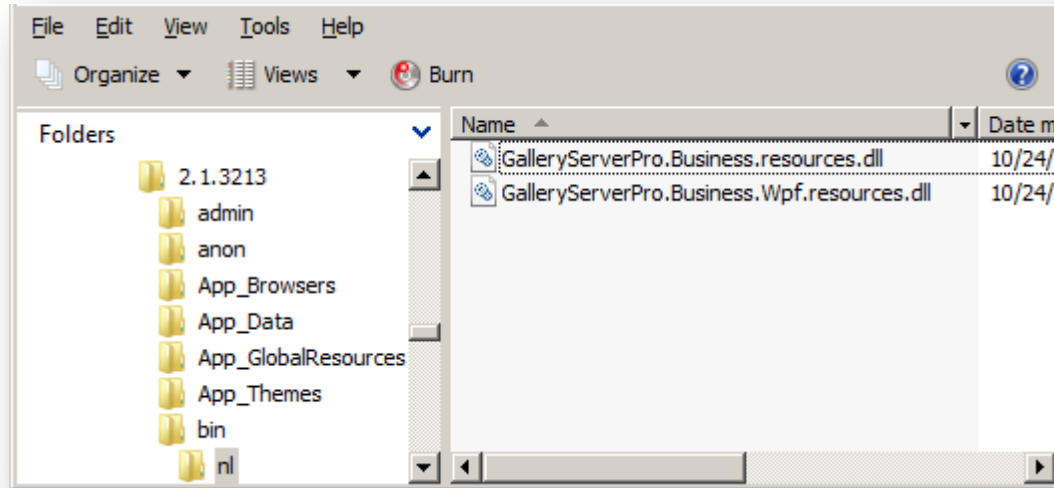


Follow these steps to deploy a language pack to your installation of Gallery Server Pro:

1. Make sure you have Gallery Server Pro installed and running.
2. In the root of the language pack directory there will be a file named GalleryServerPro.[CC].resx. [CC] is the language code; so, for example, a Dutch resource file will be named GalleryServerPro.nl.resx. Copy this file to the App_GlobalResources directory of the Gallery Server Pro web application, like this:



3. Then copy the directory under the satellite_assemblies directory into the bin folder of the web application, like this:



Note: The name of the directory reflects the language. In the example above, it is nl for Dutch, but if you were, say, deploying the Spanish pack, it would be es.

4. That's it! Users who have their browsers configured to the new language will receive the translated text, while English users (and everyone else, too) will receive the original English text. There is no compilation necessary, nor do you need to restart IIS.

Note: You can deploy multiple language packs if desired.

Note: The files in the directory satellite_assembly_resource_files are not used when deploying a language pack. They are used by volunteers when translating text.

3. Creating A New Language Translation

Overview

Before beginning a new language translation, be sure one doesn't already exist. Go to the Gallery Server Pro language translation forum and look for a subtopic for the desired language. Perhaps one is partially finished or needs to be updated for a new release.

If you are convinced that no translation for your language exists, proceed with the steps in this section. Creating a translation involves these basic steps:

1. Create a new GalleryServerPro.resx file containing text in the new language.
2. Create new satellite assemblies for GalleryServerPro.Business.dll and GalleryServerPro.Business.Wpf.dll

How long will it take?

There are about 1,200 phrases to translate. The time to translate will vary, but one translator has reported he spent 5-6 hours on the initial translation. Subsequent updates for new versions will vary depending on the number of changed resources, but generally speaking it should be much less work.

What if I can't finish it?

That is fine. If you can provide a partial translation, that is better than none at all. Please post your files and we will look for another volunteer to pick up where you left off.

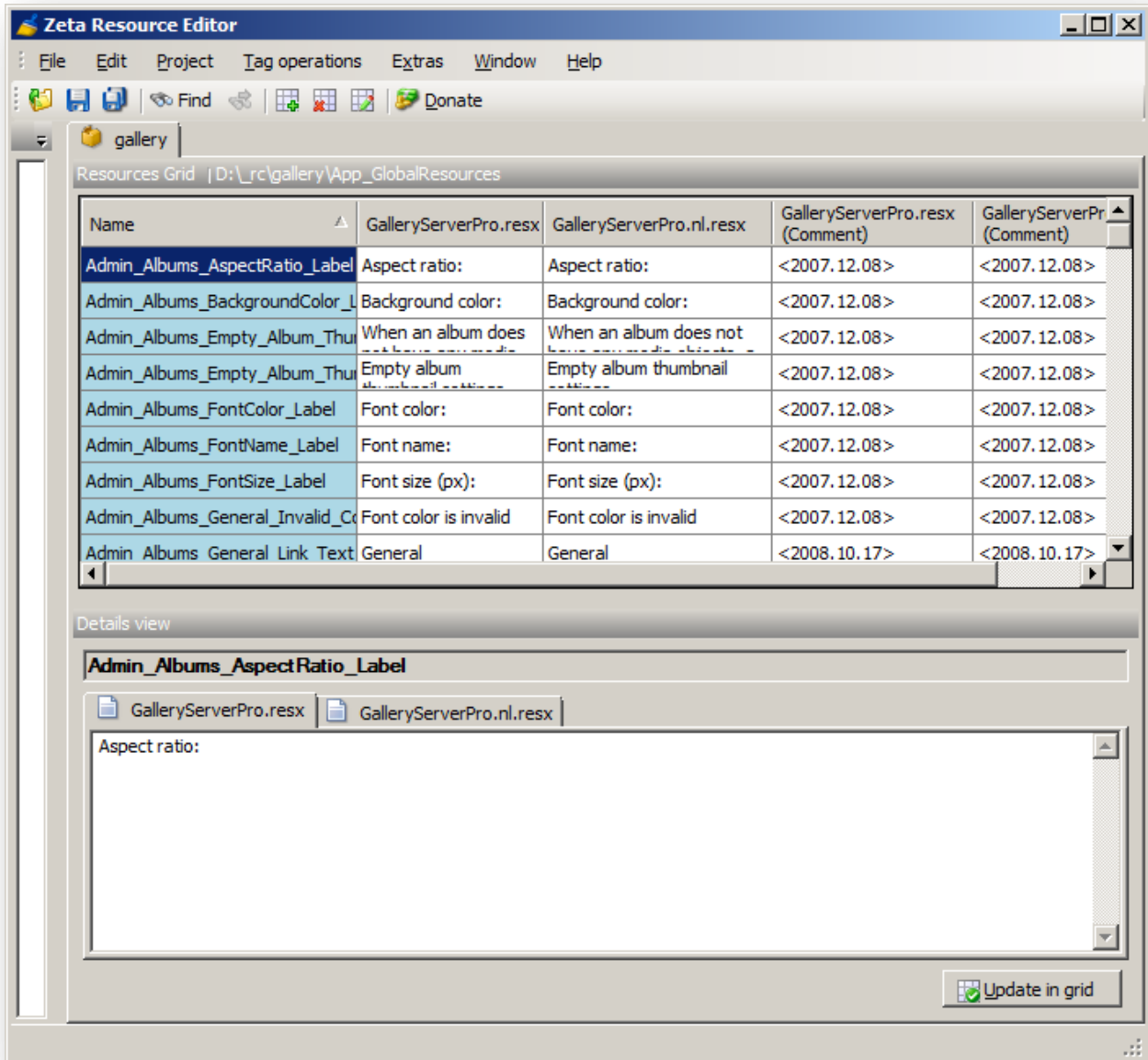
Create A New GalleryServerPro.resx In Your Language

You will find the English resource file GalleryServerPro.resx in the App_GlobalResources directory of the web application. Make a copy of the file and name it according to the desired language and culture. Here are some examples:

- GalleryServerPro.nl.resx (Dutch)
- GalleryServerPro.fr (French, neutral culture)
- GalleryServerPro.fr-FR (French in France)
- GalleryServerPro.fr-CA (French in Canada)

Note: A partial list of language and culture codes can be found at <http://msdn.microsoft.com/en-us/library/system.globalization.cultureinfo.aspx>.

As an example, I copied GalleryServerPro.resx and named it GalleryServerPro.nl.resx (Dutch). Now use the Zeta Resource Editor to open both files. It will look something like this:



The editor shows both files in a side by side configuration to assist you in quickly translating text. In the example above, the second column - named GalleryServerPro.resx - contains the original text in English. The third column - GalleryServerPro.nl.resx represents the Dutch version that has not yet been translated. Replace the text in this column with the equivalent in your language.

WARNING: You should not update any column EXCEPT the one containing the translated text!

Save the file. That's it! If the translated file is not already in the App_GlobalResources directory of your Gallery Server Pro web application, copy it there. You do not have to recompile the application. The next time a user requests a web page in the new language, Gallery Server Pro will automatically discover the file and include the new text in the page output.

Note: Refer to the section [How To Use the Zeta Resource Editor](#) for detailed information about using the utility and updating resources.

Create New Satellite Assemblies

As described in the section [How Language Resources Are Stored In Gallery Server Pro](#), we only need to create satellite assemblies for these dll's:

GalleryServerPro.Business.dll

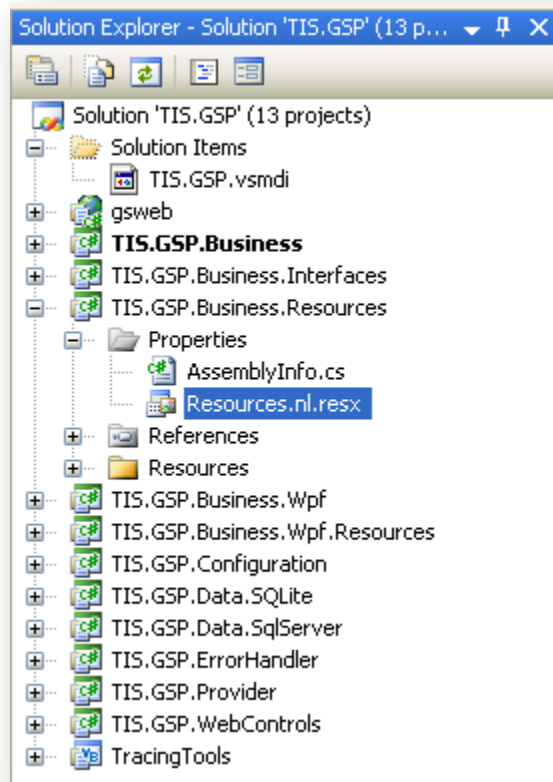
GalleryServerPro.Business.Wpf.dll

We can safely ignore the rest because they contain error messages that should not occur in normal circumstances.

Satellite assemblies are compiled using the .NET Framework compiler; typically this is done from within Visual Studio. If you don't have Visual Studio, you can get the free Web Developer Express version at <http://www.microsoft.com/express/vwd/>.

Follow these steps to create a new satellite assembly for GalleryServerPro.Business.dll. Once you see how it is done for this one, you can easily apply the same steps for the other dll.

1. Download the source code for Gallery Server Pro from <http://www.galleryserverpro.com> and extract the contents of the ZIP file to a directory on your hard drive.
2. Use Visual Studio to open TIS.GSP.sln. This will load the entire Gallery Server Pro source code solution, including all supporting projects.
3. In the Solution Explorer (use CTRL-ALT-L to activate it if you don't see it), find the project named TIS.GSP.Business.Resources. Expand the project node, then expand the Properties node and find the resource file Resources.nl.resx. This file contains the Dutch translation for the text in the TIS.GSP.Business class library project, and is shown in the screen shot below.

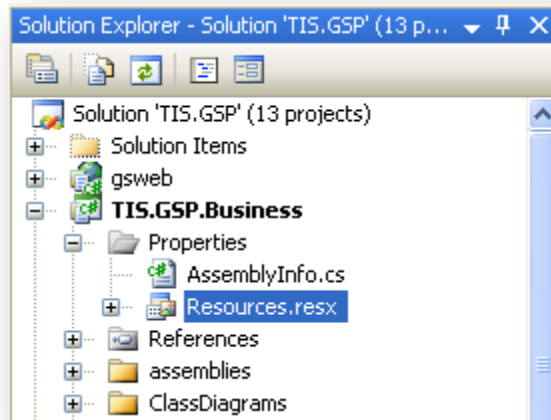


4. Rename Resources.nl.resx according to the desired language and culture. For example, to create a Spanish translation, rename it Resources.es.resx.
5. Open the file AssemblyInfo.cs in Visual Studio (it is the only other file in the Properties directory). At the end of the file there is this line:

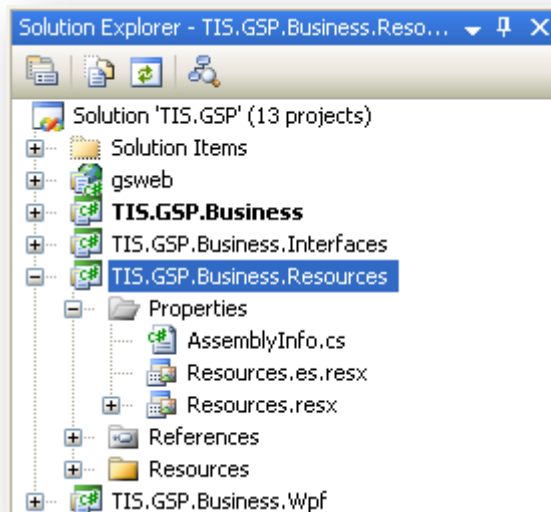
```
[assembly: AssemblyCulture("nl")]
```
6. Edit the language / culture value to match your language. For example, if you are creating a Spanish translation, specify "es":

```
[assembly: AssemblyCulture("es")]
```
7. Save and close AssemblyInfo.cs.
8. We are almost ready to start the Zeta Resource Editor program, but the Zeta program requires that the two resource files you are comparing both reside in the same directory. At the moment the English version is in the TIS.GSP.Business project, and the file you will have your translated text in is in the TIS.GSP.Business.resources project. So we will copy the English version into the directory containing the other one. There are a few ways to do this; here is one:

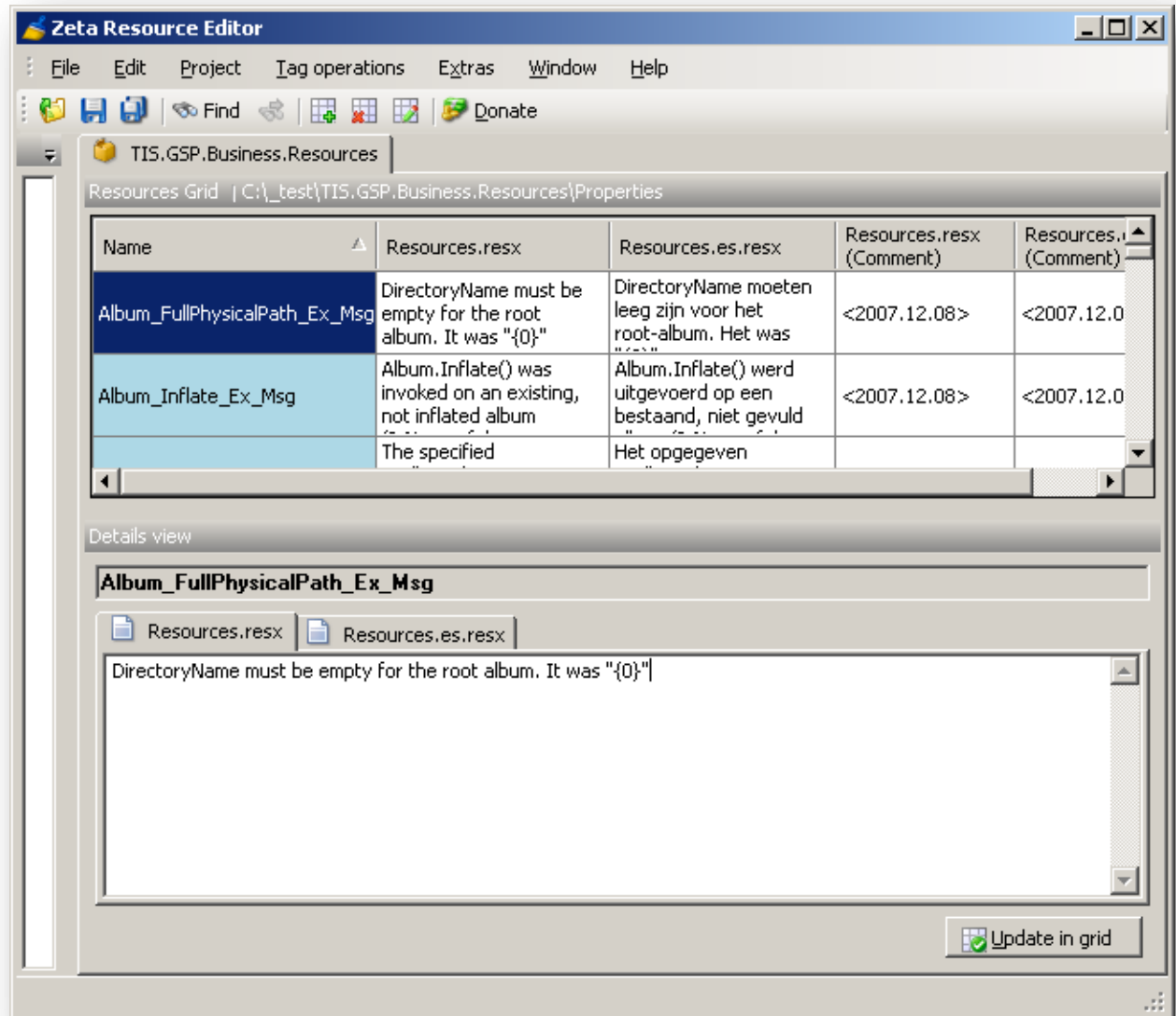
- a. Expand the TIS.GSP.Business node, then expand the Properties node. There you will find the English version of the resource file Resources.resx, as shown here:



- b. Drag a copy of this file into the Properties folder of the TIS.GSP.Business.Resources project. Now it should look like this:



9. Close Visual Studio, saving changes when asked.
10. Now use the Zeta Resource Editor to open both files. It will look something like this:

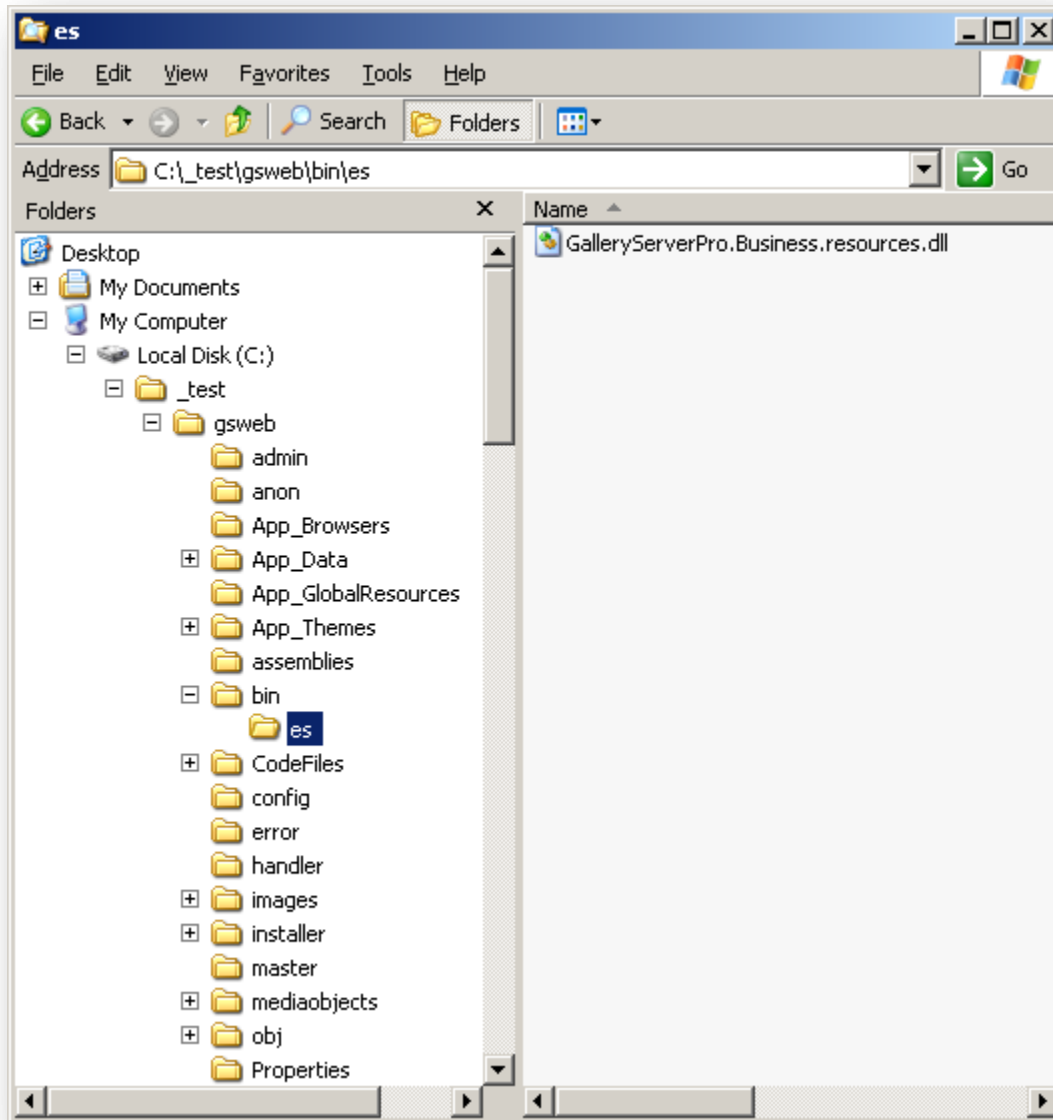


- In the example above, the second column - named Resources.resx - contains the original text in English. The third column - Resources.es.resx still contains the Dutch translation, but this is the column you update with your translation. Replace the text in this column with the equivalent in your language.

WARNING: You should not update any column EXCEPT the one containing the translated text!

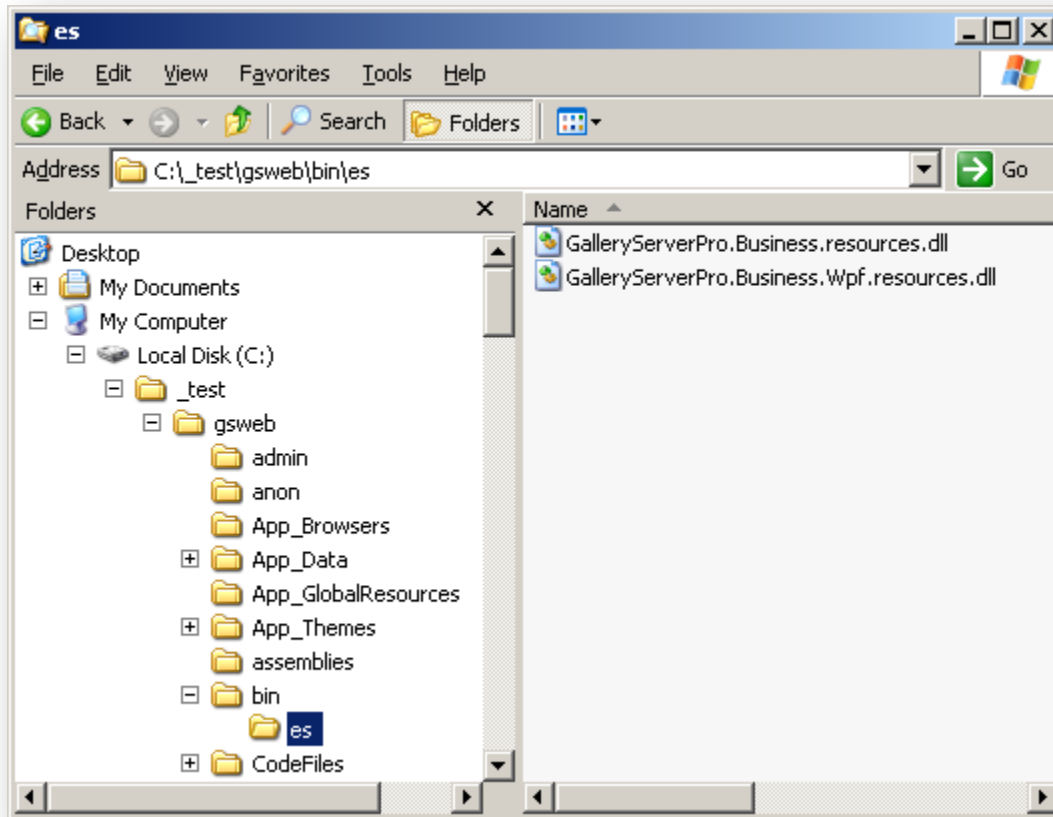
- Save the file and close the Zeta Resource Editor.
- Start Visual Studio and open the Gallery Server Pro project. Delete the English version of the resource file in the TIS.GSP.Business.Resources project. (Remember that you only copied it here so that you could open both files at the same time in Zeta.)

14. Compile the solution by choosing Build - Build Solution from the Visual Studio menu. When the build completes, you will notice a new directory in the bin folder of the gsweb web application matching your new language translation:



15. In the example above, the directory is named es because it is the Spanish translation. In your case, the directory will match the your language code.
16. **Congrats! You have created the satellite assembly for the TIS.GSP.Business.dll.** Repeat these steps to create the satellite assembly for TIS.GSP.Business.Wpf.dll. The resource project is named TIS.GSP.Business.Wpf.Resources and the original English translation is in the TIS.GSP.Business.Wpf project.

17. When you have created both satellite assemblies, there will two dll's, like this:



18. To deploy the satellite assemblies, copy the directory containing these files into the bin directory of any Gallery Server Pro web application. IIS automatically detects the new files and begins using them immediately.

4. Updating A Language When A New Version Is Released

Overview

Language translations are created against specific versions of Gallery Server Pro. When a new version is released, the language resource files must be updated to reflect any changes.

In most releases, only a small fraction of the resources may have been updated. To provide a mechanism for helping volunteers focus on the changes, each resource has a date stamp that indicates when it was updated. Therefore, the general process for updating a resource file goes like this:

1. Open the translated resource file from the *previous* version and the *most recent* English resource file in the Zeta Resource Editor.

2. The columns are highlighted when there is a discrepancy that needs to be addressed. Discrepancies fall into one of these categories:
 - a. Newly added resource
 - b. Deleted resource
 - c. Modified resource (that is, the date stamps between the two files do not match)
 - d. Resources contain different number of placeholder characters ({})

Note: The first column has a light blue background to differentiate it from the other columns and does not indicate a problem. So, light blue = good. Any other highlighted background = requires updating.

3. Sort the resource list by the fourth column - this is the Comment column of the English translation. This column contains the date stamp, so all resources with a recent date automatically appear at the end, and resources that have been deleted will appear at the beginning.
4. Update the translation for each resource. In addition, update the date stamp in the Comment column of your translation to match that of the date stamp of the English version.

Note: Do not enter the current date for the date stamp! You must enter a date that matches the date of the English date stamp.

5. Save changes.

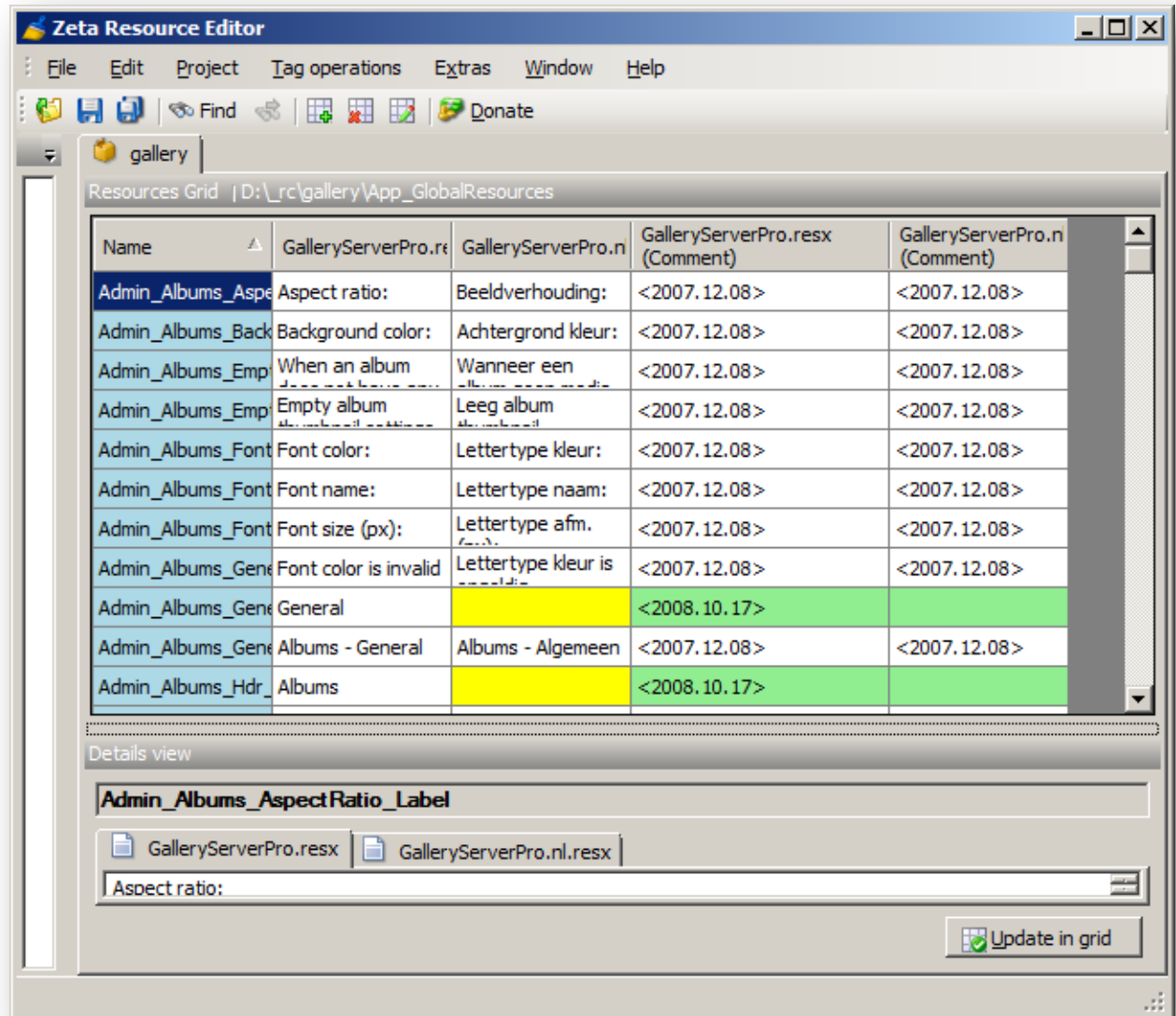
Specific instructions with additional detail are below.

Updating GalleryServerPro.resx In Your Language

1. Download the latest Gallery Server Pro code and extract the ZIP file to your directory. This can be either the compiled version of the source code version.

Note: Although you don't need the source code at this time, you will need it to update the satellite assemblies.

2. Acquire the translated resource file that must be updated. Most likely you will download it from the translation repository in the Gallery Server Pro [forums](#). This file is named according to the language. For example, the Dutch version is named GalleryServerPro.nl.resx; the Spanish version is named GalleryServerPro.es.resx.
3. Use Windows Explorer to navigate to the App_GlobalResources directory. If you are using the source code version, the web application is named gsweb. Copy the file from step 2 into this directory. For example, if you are updating the translation for Dutch, copy GalleryServerPro.nl.resx.
4. Now use the Zeta Resource Editor to open both files. It will look something like this:



- The editor shows both files in a side by side configuration to assist you in quickly translating text. In the example above, the second column - named GalleryServerPro.resx - contains the original text in English. The third column - GalleryServerPro.nl.resx represents the Dutch version that has not yet been updated to the latest version. The fourth column contains the date the English version was last updated. If you sort this column in reverse order (click the heading twice), you will get a view of all the resources that need to be updated.

Note: Rows whose first column is light blue and the rest are white have not changed and do not need any updates. In the screen shot above, you can see the first eight resources have not changed, but there are two resources that must be added ("General" and "Albums").

- Update the translated text column (the third column) with the updated translation. Then update the date stamp in the last column (fifth column) to match the date in the fourth column.

WARNING: There are only two columns you should update: The translated text and comment columns (the third and fifth columns in the screen shot above). If you update any other columns you will be modifying the English version of GalleryServerPro.resx and may potentially break the application.

7. Save the file when done. The translated resource file is now compatible with the new release.

Note: Refer to the section [How To Use the Zeta Resource Editor](#) for detailed information about using the utility and updating resources.

Updating Satellite Assemblies

As described in the section [How Language Resources Are Stored In Gallery Server Pro](#), we only need satellite assemblies for these dll's:

GalleryServerPro.Business.dll

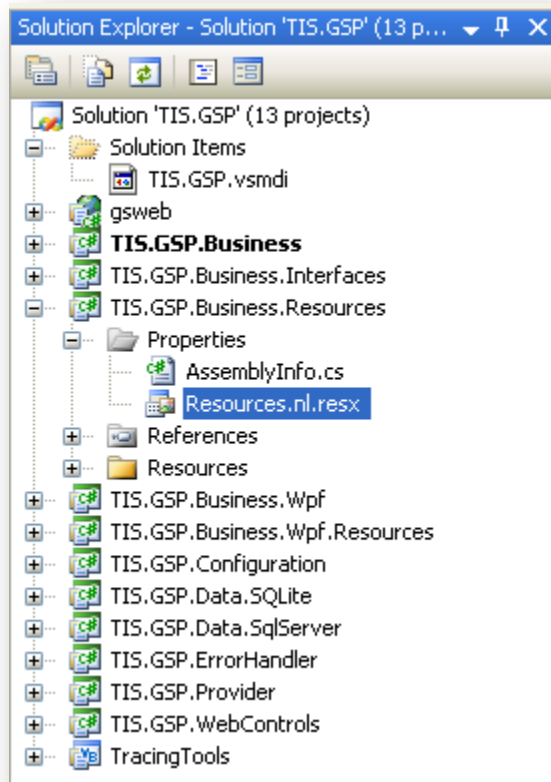
GalleryServerPro.Business.Wpf.dll

We can safely ignore the rest because they contain error messages that should not occur in normal circumstances.

Satellite assemblies are compiled using the .NET Framework compiler; typically this is done from within Visual Studio. If you don't have Visual Studio, you can get the free Web Developer Express version at <http://www.microsoft.com/express/vwd/>.

Follow these steps to update the satellite assembly for GalleryServerPro.Business.dll. Once you see how it is done for this one, you can easily apply the same steps for the other dll.

1. Download the source code for Gallery Server Pro from <http://www.galleryserverpro.com> and extract the contents of the ZIP file to a directory on your hard drive.
2. Use Visual Studio to open TIS.GSP.sln. This will load the entire Gallery Server Pro source code solution, including all supporting projects.
3. In the Solution Explorer (use CTRL-ALT-L to activate it if you don't see it), find the project named TIS.GSP.Business.Resources. Expand the project node, then expand the Properties node and find the resource file Resources.nl.resx. This file contains the Dutch translation for the text in the TIS.GSP.Business class library project, and is shown in the screen shot below.



4. Delete Resources.nl.resx.
5. Open the file AssemblyInfo.cs in Visual Studio (it is the only other file in the Properties directory). At the end of the file there is this line:

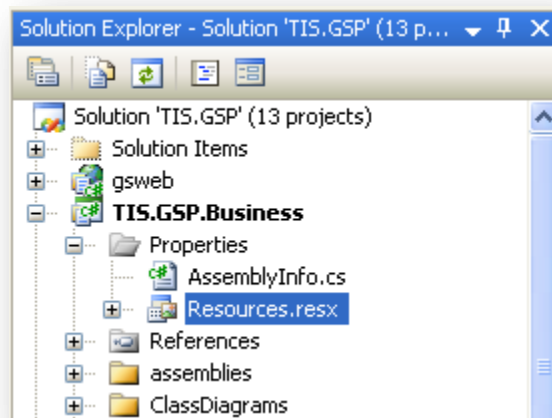
```
[assembly: AssemblyCulture("nl")]
```
6. Edit the language / culture value to match your language. For example, if you are creating a Spanish translation, specify "es":

```
[assembly: AssemblyCulture("es")]
```
7. Save and close AssemblyInfo.cs.
8. Acquire the translated resource file that must be updated to the new version. Most likely you will download it from the translation repository in the Gallery Server Pro [forums](#). This file is named according to the language. For example, the Dutch version is named Resources.nl.resx; the Spanish version is named Resources.es.resx.

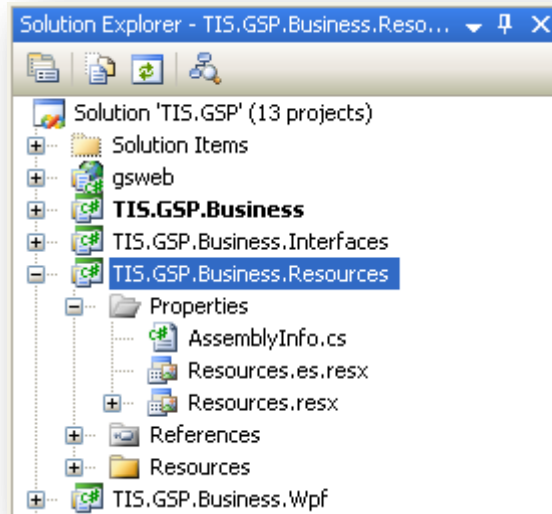
Note: The resource file for each satellite assembly has the same name (Resources.XX.resx), so use care to make sure you are selecting the correct one. You want the file for the TIS.GSP.Business

project. Later, when you update the second satellite assembly, you will want the file for the TIS.GSP.Business. Wpf project.

9. Choose Project - Add Existing Item... from the menu. Add the resource file you acquired in the previous step.
10. The resource file is added to the project folder, but it needs to be in the Properties folder, so drag the file to the Properties folder. (A quirk in Visual Studio prevents you from adding an existing file directly to this directory.)
11. We are almost ready to start the Zeta Resource Editor program, but the Zeta program requires that the two resource files you are comparing both reside in the same directory. At the moment the English version is in the TIS.GSP.Business project, and the file containing your translated text is in the TIS.GSP.Business.resources project. So we will copy the English version into the directory containing the other one. There are a few ways to do this; here is one:
 - a. Expand the TIS.GSP.Business node, then expand the Properties node. There you will find the English version of the resource file Resources.resx, as shown here:

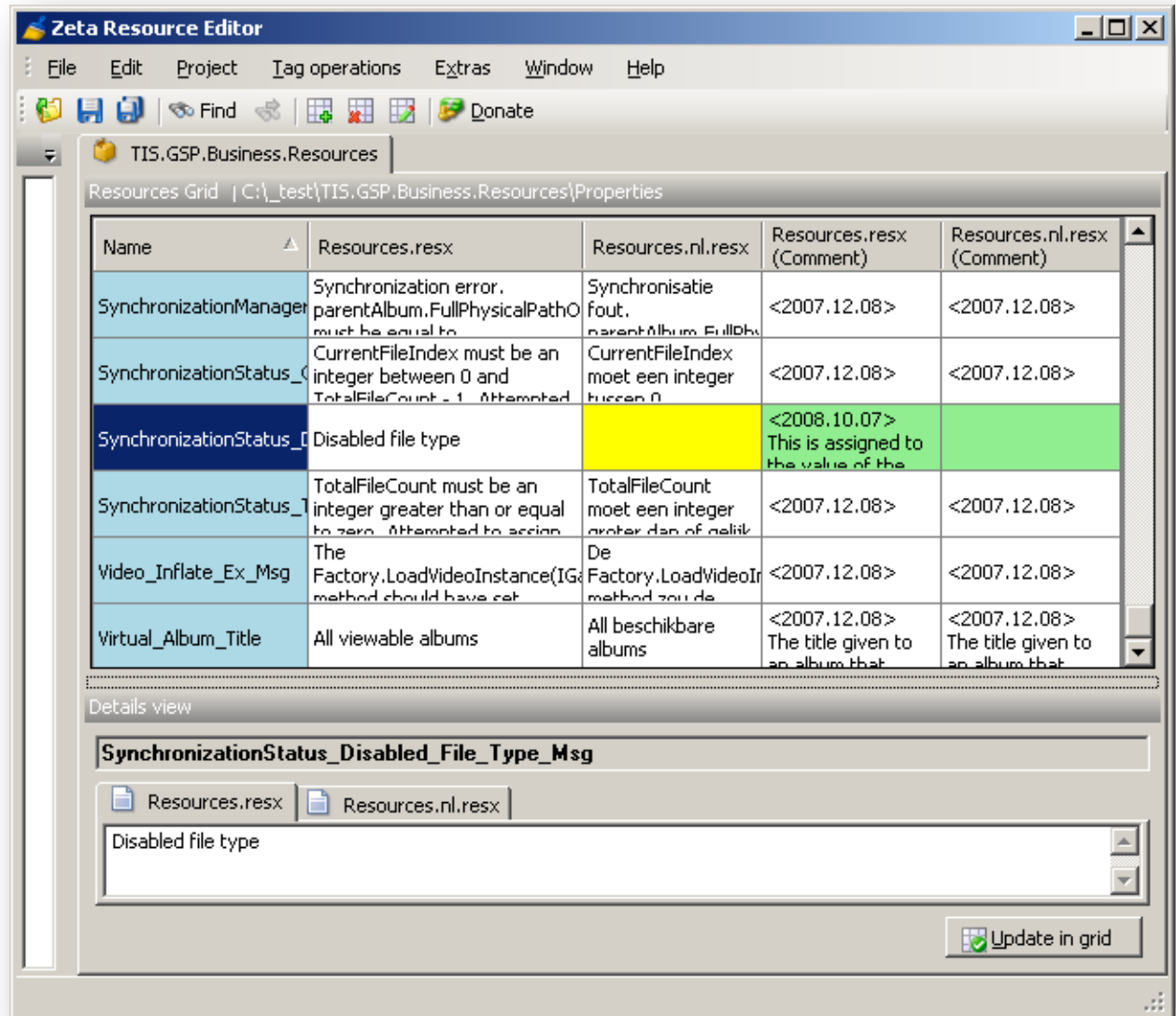


- b. Drag a copy of this file into the Properties folder of the TIS.GSP.Business.Resources project. Now it should look like this:

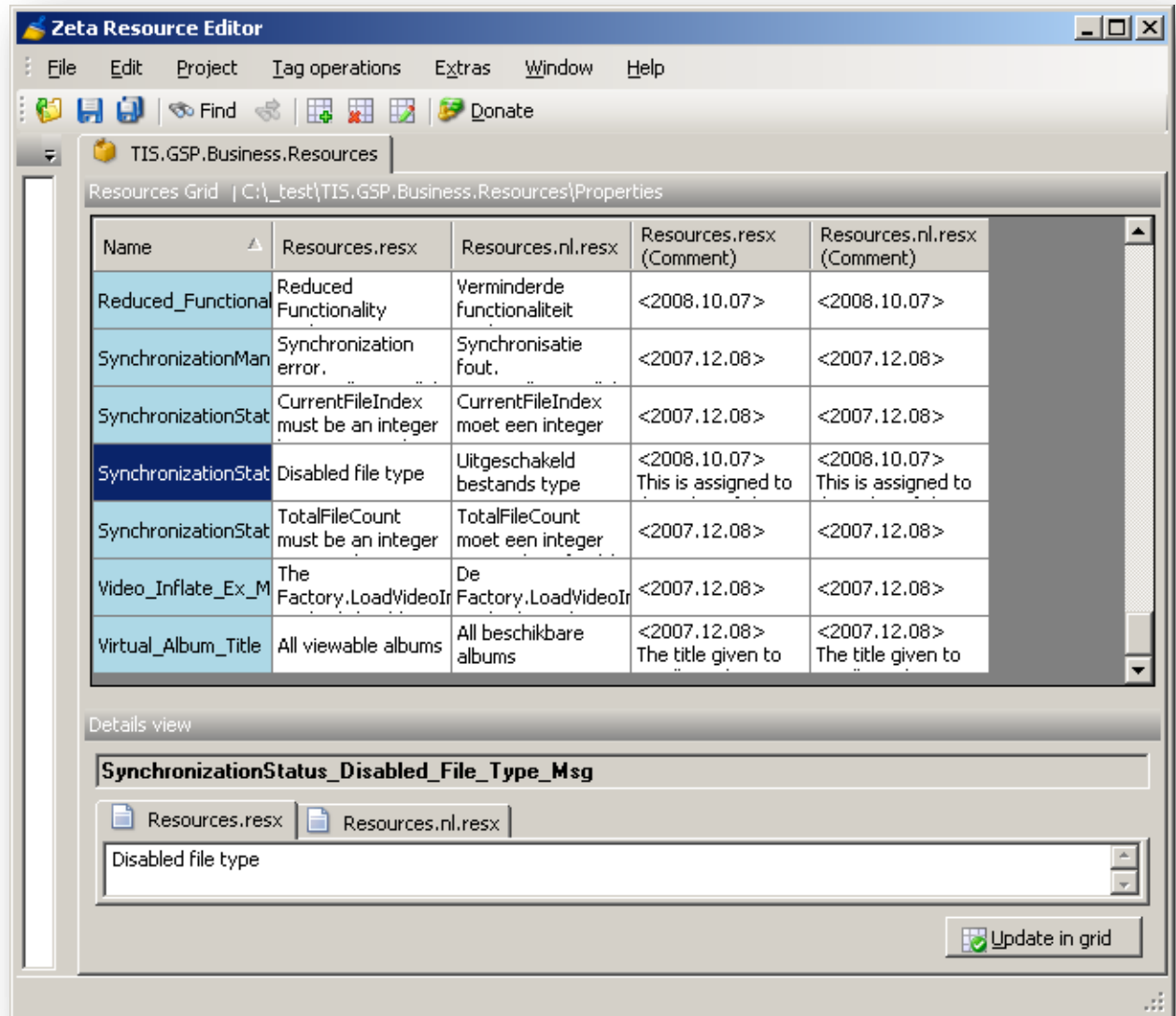


12. Close Visual Studio, saving changes when asked.

13. Now use the Zeta Resource Editor to open both files. It will look something like this:



14. In the example above, the second column - named Resources.resx - contains the English resources. The third column - Resources.nl.resx contains the Dutch translation from the previous version. Changes that must be addressed are indicated by a colored background. For example, this image shows that the resource named SynchronizationStatus_Disabled_File_Type_Msg is new and so must be added to the translated version. After the resource is updated the background color will disappear, as seen here:

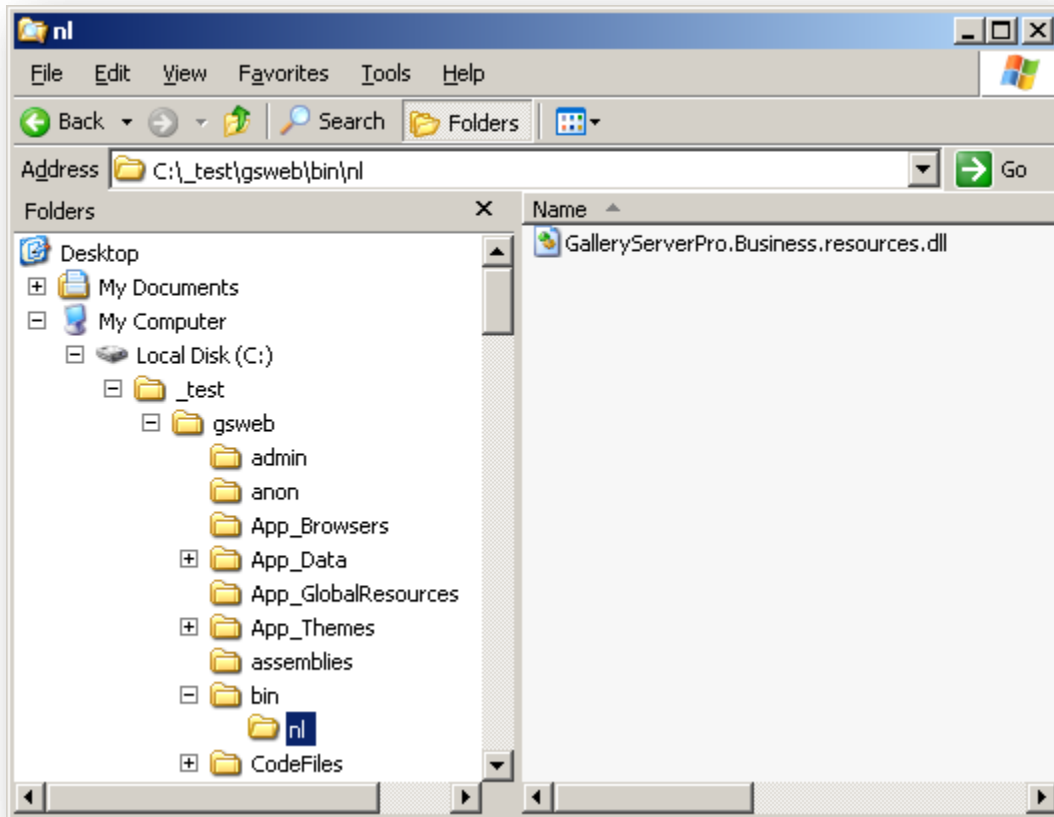


- Update the translated text column (the third column) with the updated translation. Then update the date stamp in the last column (fifth column) to match the date in the fourth column. Copying any additional comments is optional (e.g. "This is assigned to..." as shown above).

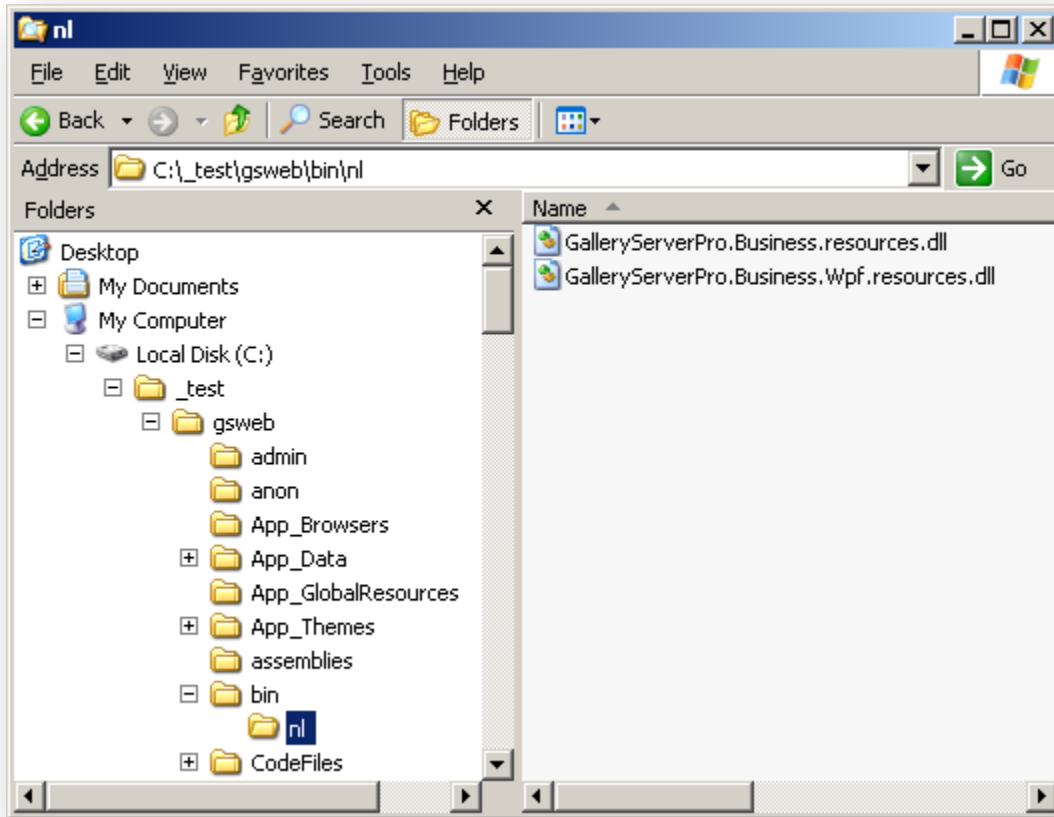
WARNING: There are only two columns you should update: The translated text and comment columns (the third and fifth columns in the screen shot above). If you update any other columns you will be modifying the English version of the resource file and may potentially break the application.

- Save the file and close the Zeta Resource Editor.

17. Start Visual Studio and open the Gallery Server Pro project. Delete the English version of the resource file in the TIS.GSP.Business.Resources project. (Remember that you only copied it here so that you could open both files at the same time in Zeta.)
18. Compile the solution by choosing Build - Build Solution from the Visual Studio menu. When the build completes, you will notice a new directory in the bin folder of the gsweb web application matching your new language translation:



19. In the example above, the directory is named nl because it is the Dutch translation. In your case, the directory will match the your language code.
20. **Congrats! You have updated the satellite assembly for the TIS.GSP.Business.dll.** Repeat these steps to build a new satellite assembly for TIS.GSP.Business.Wpf.dll. The resource project is named TIS.GSP.Business.Wpf.Resources and the original English translation is in the TIS.GSP.Business.Wpf project.
21. When you have created both satellite assemblies, there will two dll's, like this:



22. To deploy the satellite assemblies, copy the directory containing these files into the bin directory of any Gallery Server Pro web application. IIS automatically detects the new files and begins using them immediately.

5. Packaging the Translation

When you have completed translating the web resource file (GalleryServerPro.resx) and created the two satellite assemblies, please package them up in a ZIP file and post them to the Gallery Server Pro forum. The ZIP file should have this structure:

```

GalleryServerPro_[CC]_2_X_XXXX.zip
|
-- Resources.[CC].resx
|
-- satellite_assemblies
  |
  --[CC]
    GalleryServerPro.Business.resources.dll
    GalleryServerPro.Business.Wpf.resources.dll
  -- satellite_assembly_resource_files
    |
    -- TIS.GSP.Business
      Resources.resx
    -- TIS.GSP.Business.Wpf
      Resources.resx

```

[CC] is the language code and 2_X_XXXX is the version of Gallery Server Pro to which the language pack applies. For example, a Dutch language pack that works in 2.1.3213 is named GalleryServerPro_NL_2_1_3213.zip and the directory that contains the resource dll's is named nl. If this is not clear, download a language pack from the website to see how it is structured.

Thank you for helping with the translation! You help make the open source model work.

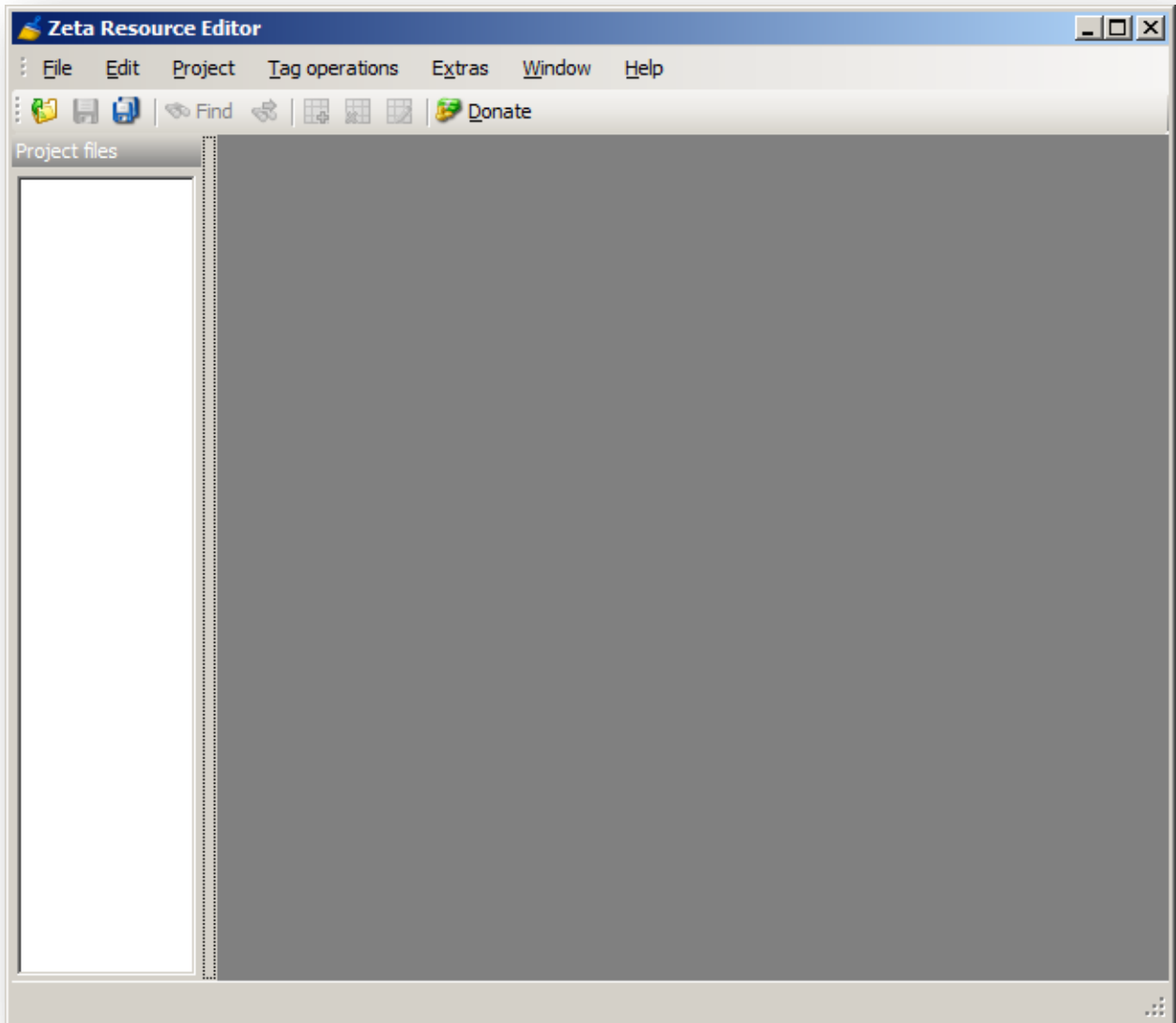
6. How To Use the Zeta Resource Editor

Overview

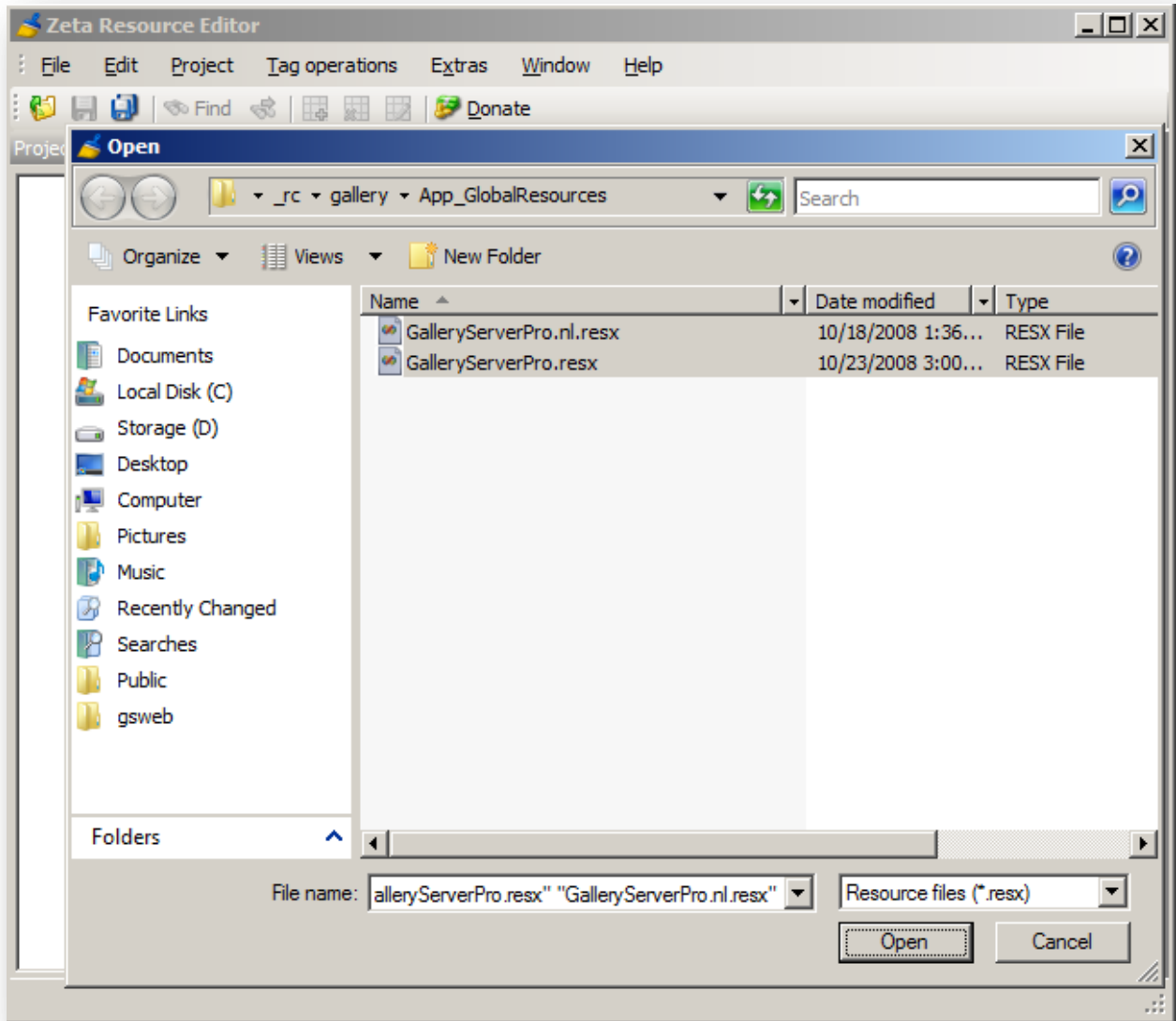
The Zeta Resource Editor is a resource editor created by Uwe Keim and published at Code Project (<http://www.codeproject.com/KB/aspnet/ZetaResourceEditor.aspx>). It was nearly perfect, but was missing one critical piece of functionality - there was no way to automatically highlight resources that have changed between software releases. So I took the source code and modified it so that the <comment> tag that is part of each resource file is shown in the grid. Since the resource files in Gallery Server Pro has a date stamp in this field, it is easy to identify those resources that have been updated.

Download the editor, in both compiled and source code forms, from the [Language Translation Forum](#).

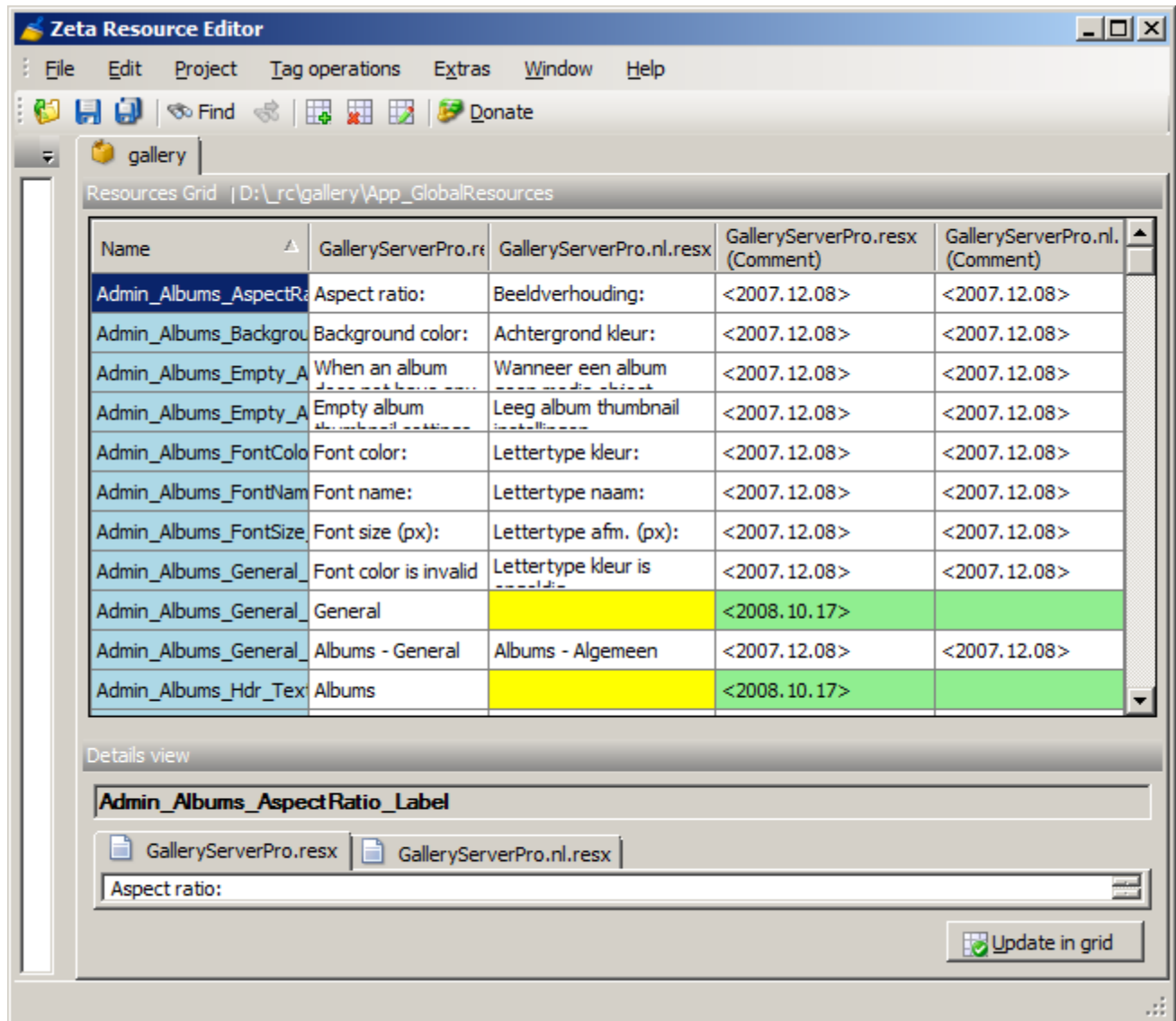
When you run the editor (ZetaResourceEditor.exe), it opens as an empty project:



Open the files you want to edit by selecting both of them at the same time:



The files will appear side by side in the grid:



The first column is the resource key, which uniquely identifies the resource to the application. The second column contains the English value and the third contains the translated value. The last two columns contain a date stamp indicating when the resource string was last updated. In some cases the comment also contains additional text explaining the purpose of the resource.

Note: The date stamp in the English resource file is updated when the string is modified or created. It is up to the translator to manually update the date stamp in the translated resource file.

You can edit the cells in the grid directly by selecting and pressing F2 or, for a better overview, select a cell in the grid and then edit the details in the details view at the bottom of the window. Clicking the Update in grid button synchronizes the grid with the details view.

Color coding

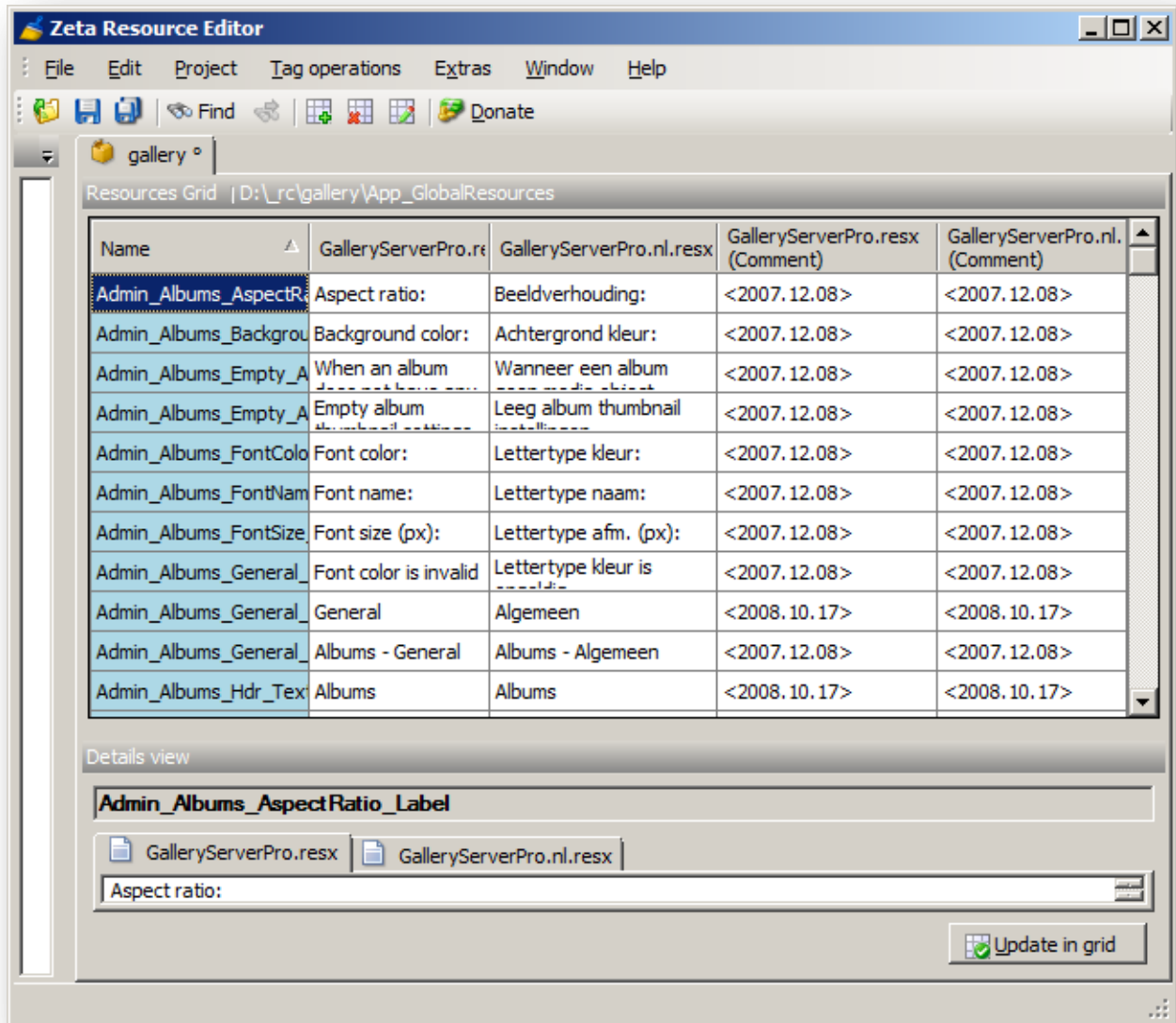
Several background colors are used to convey information:

Color	Meaning
Dark blue	Currently active cell. Click F2 to start editing this cell.
Light blue	Indicates resource key. This is not an error; it is used to differentiate the key from the remaining fields.
Yellow	A resource entry does not exist in the file.
Light green	Different date stamps.
Light salmon	Different number of placeholder symbols ({}). Placeholders are used to dynamically insert text when the program is running.

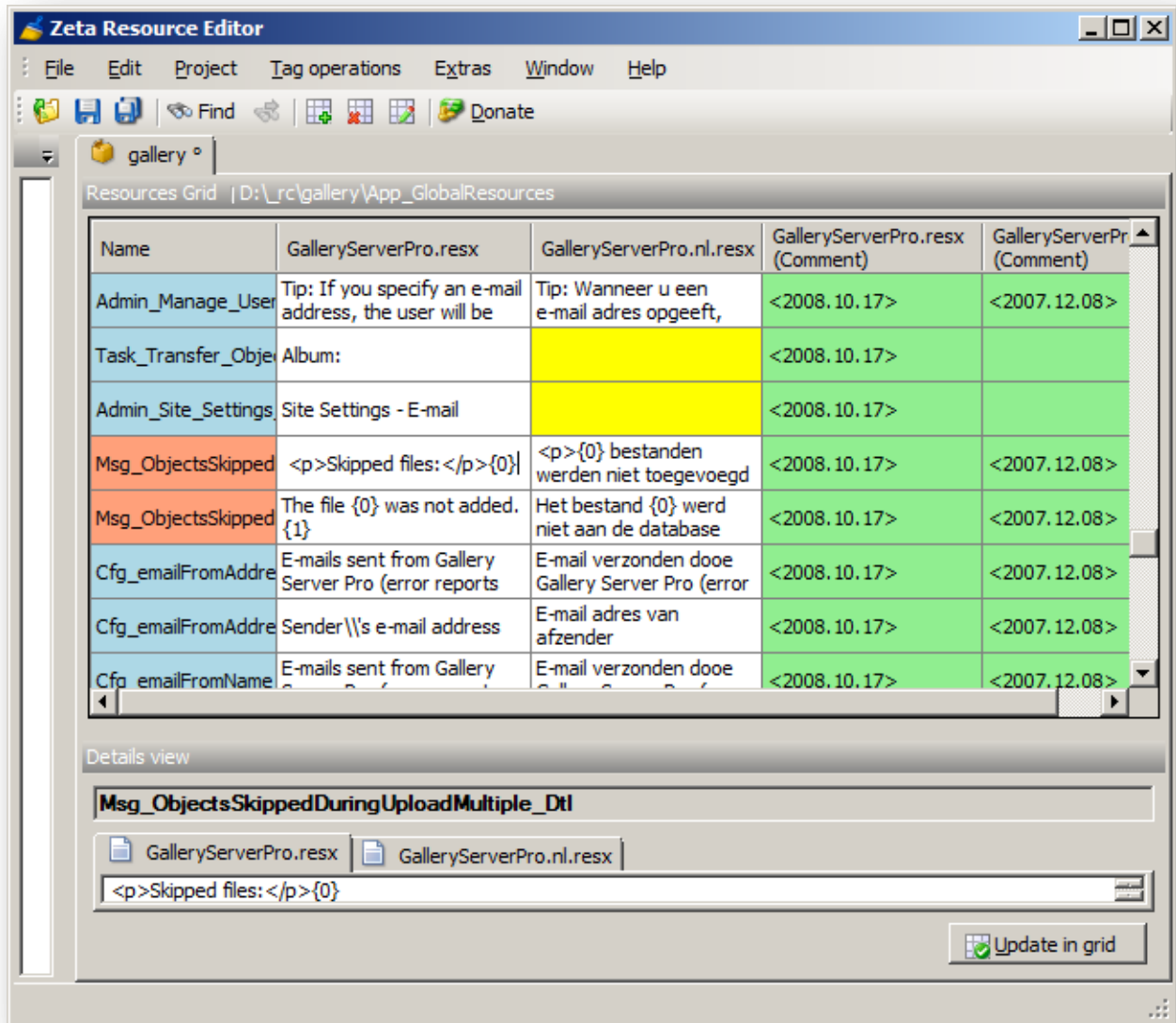
Missing resource entry - In the screen shot above, two of the fields are highlighted yellow to indicate they do not exist in the Dutch version of the file. Type the Dutch equivalent of the English words "General" and "Albums" in the matching fields. As you tab out of the field, the yellow background will disappear.

Every time you update a resource string, you must update the date stamp as well. Enter a date that matches the date stamp in the original version. Never enter today's date - it must match the date stamp in the other resource file.

After you have filled in the missing text and entered a date stamp, the screen will look like this:



Here is an example where there are different numbers of placeholders:

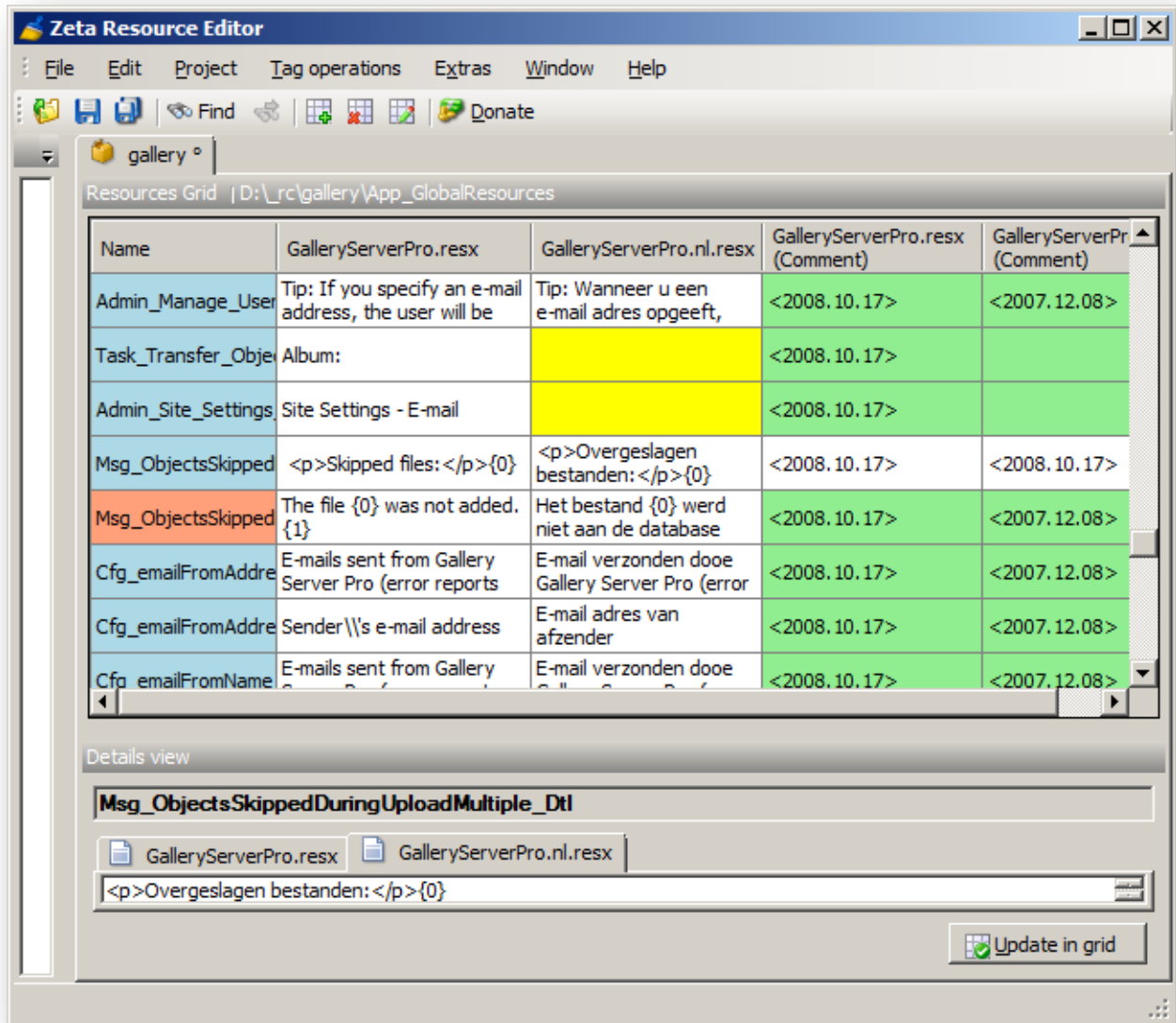


It is hard to tell from the screen shot, but here are the two values for the resource string `Msg_ObjectsSkippedDuringUploadMultiple_Dtl`:

<p>Skipped files:</p>{0}

<p>{0} bestanden werden niet toegevoegd omdat deze bestandstypes zijn uitgeschakeld.</p><p>Overgeslagen bestanden:</p>{1}

As you can see, the English version was changed on October 17, 2008, and now contains a single placeholder (`{0}`) instead of the two placeholders it previously had. To fix this, update the Dutch text to match the English text and don't forget to update the date stamp. Notice how the background colors disappear after you update it:



Note: Do not translate HTML tags or placeholder values.

Your goal during the translation is to cause all the background colors to turn white (except the first column, which is always blue). When you have finished translating, there should not be any yellow, light green, or light salmon colored cells - only white and light blue.

Save your work at any time by clicking the Save toolbar button. This will persist your changes to the .resx files. Typically you intend to update only one of the files, but there is no way to save just one, so use care so that you don't inadvertently modify a file. To be safe, you may want to copy your resource files to a working directory and use that as your base for editing the file. When you are finished, copy the updated file back to its original location.

Provide Feedback

I designed this process for translation to be as easy and painless as possible, but there is always room for improvement. And you, the volunteer who is actually doing the translation, has a better idea than I for how well it works. So please give me your feedback and let me know how the process can be improved. Is there incorrect information in this document or a bug in the Zeta Resource Editor? Are there changes to the Gallery Server Pro architecture that would make things easier? Maybe a new feature in the Zeta Resource Editor? Perhaps the translation forum at <http://www.galleryserverpro.com/forum/> could be better designed? Tell me what you think.

7. Resources

The following web sites may be helpful.

Web site	Description
http://translate.google.com	Translation services
http://www.galleryserverpro.com	Gallery Server Pro source code, forums, Zeta Resource Editor download (modified version)
http://www.codeproject.com/KB/aspnet/ZetaResourceEditor.aspx	Article about Zeta Resource Editor (original version)
http://www.codeplex.com/ZetaResourceEditor	CodePlex home for Zeta Resource Editor (original version)
http://msdn.microsoft.com/en-us/library/system.globalization.cultureinfo.aspx	Partial list of language/culture codes recognized in the .NET Framework