Hands-on: L10N Development and Porting

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Prerequisites for a port

Hardware 64 MB Ram Graphical User Interface Operating System Memory Model that allows memory allocation >= 4 MB Shared Libraries (needed for UNO model) Processes Threads Signals, Pipes Graphical User Interface with >= 256 colors FileSystem



Prerequisites for a port

Software

C++ Compiler with (working) support for

- Templates
- Exceptions
- gcc3 recommended

Standard Template Library (STL)

- STLport recommended
 - ehtest (exception handling process should be passed)

Shell

- Bash or csh compatible

Perl

- Perl 5.6 or better recommended

JDK 1.3 or higher recommended

- Build without JDK is possible, but difficult



Set up the Build Environment

Adapt configure.in script Define Environment for new platform, e.g. GUI UNX CPU Toolchain Setup specific makefile in solenv/inc Name of compiler, linker Define switches Run configure



First steps: compile

STLport dmake soltools

Porting

sal/osl (Operating System Layer)

Implementation of Interfaces to OS

Processes, Thread, FileIO, etc.

vcl

Provides Layer for for

- X11 Window System
- MS Windows
- MacOSX (aqua)



• Uno

Cpputools ? Bridges

- Setup / Scp / readlicense_oo Installation
- Sysui

Systemintegration (KDE, CDE, Gnome)

Compile the rest and test



Testing the OpenOffice.org port

Unit tests:

Are the tools (dmake, makedepn running)

sal/test

vcl/workben

cppu/test

Create installation set (instsetoo)

Full tests:

Smoke test API Testing (qadevOOo) Resource and update Test (qatesttool)



Prerequisites for starting localization of OpenOffice.org

A running OpenOffice.org build environment with possibility to rebuild OpenOffice.org sources

Platform of your choice as supported by OpenOffice.org

Downloaded sources including all OpenOffice.org modules

Downloaded solver including all build output mandatory for creation of installation sets

Possibility to translate UTF-8 encoded files



Two solutions for driving localization of OpenOffice.org

Native language support

Unique identification of language via numeric/symbolic/ISO code

Supports building different languages at once

Restricted to fixed set of languages

Source code has to be adopted for new languages

L10N-Framework

Common solution for new languages

One representation for all languages (99/extern)

Restricted to one language per build

No source code adoption for new languages

Reflection of translations nested inside the code to cvs not possible



Process of translation

Extraction of strings and messages

Execution of "localize" inside the build environment leads to gsi file which includes strings and messages in source and target language (works on native lang. and framework)

Translation of strings and messages

Currently no translation infrastructure provided by OpenOffice.org

Merge of translated strings into the code

Execution of "localize" inside the build environment reflects the strings back to the code (works on native lang. and framework)

Rebuild of installation sets



How to process new and changed strings

Problem: Strings are in change, new Strings are added to OpenOffice.org

Solution: Comparison of strings in source language nested in old and new gsi file (recommended: English or German as source)

Source string changed

- Target string has to be reworked
- Source string new
- Target string has to be translated Source string equals
 - Target string OK

Potential solution:

Concration of incremental

Generation of incremental gsi files

Import of gsi files into database and status handling during import



What's coming

New xml based file format for documentation/online help Integration into common I10n processes

Representation of languages by ISO codes instead of numeric/ symbolic representation

Leads to migration of L10N-Framework to native language support Translations nested inside source file dependent gsi files

Keeps the pure source code small

Leads to "pre-compilation" during build process to reflect translation to the code temporarily

