



Skills Management 8.5.648

Providing Localization Files

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1 Introduction

1.1 Overview

Skills Management can be localized, so that users can use the applications in their native language. As well as the provided languages it is possible to provide your own translations, so that users can use the system in their language of choice. This document describes the process of creating translations for a specific language and how to install them on your version.

1.2 Localization Support

Skills Assessor, Training Manager and Portal are all localizable, although the process for localizing them differs slightly (due to the technologies that they use). The rest of this guide looks at the following steps.

- Creating localized files for your chosen language
- Deploying new localization files to your system

2 Creating Localized Files for your chosen language

Localization files in Skills Management are resource files, which means that they are files with a .resx extension. Internally they use an XML format, which means you can edit them with the text editor of your choice.

The only exception to the XML format is the JavaScript resources file for Portal (JavaScriptLibraryResources.en.js) which is a JavaScript file; the resources can still be edited with a plain text editor, however.

The language that the resource file represents is indicated by the prefix of the resource file name extension. For example examplefile.fr.resx would indicate a French resource file.

For a list of country and language codes, please see:
http://en.wikipedia.org/wiki/List_of_ISO_639-1_codes

To create a new localization, copy the resource files from any existing language, and change the country code to reflect the language that you are translating to. Then simply edit the file providing the correct translations for each item in the file.

The files that need to be translated can be found in the resources folder which is provided alongside the delivered applications and user guides in the code provided by Genesys Solutions.

If you only have access to the installer files, please contact the person in your organisation with access to the Genesys Solutions suite code, or contact Genesys, who will provide you with the relevant resource files.

The following section describes how to deploy the newly created translation files to the Skills Management system.

3 Deploying new localization files to your system

Once you have a set of translated resource files, you need to deploy them to Skills Management. The process for doing this varies slightly for the different products, as described below.

3.1 Deploying Files to Skills Assessor and Portal

1. Copy your .resx resource files into the App_GlobalResources folder of the relevant web site
2. For Portal, also copy the JavaScriptLibraryResources.<your_locale>.js file to the Scripts/Resources folder.
3. The files will automatically be picked up and used.
4. The files will be chosen when the user has their default browser language set to the same language as provided in the localized files.

3.2 Deploying Files to Training Manager / Notifications client.

For Training Manager and the Notifications client an additional step is required, as the resource files need to be pre-compiled before they can be used in a Windows application.

The locale can be represented by either two-letter language code (e.g. “fr” for French, “sv” for Swedish) or a longer country-specific language code (e.g. “sv-se” for Swedish (Sweden), “sv-fi” for Swedish (Finland)).

You can generate the files yourself, using some command line utilities, or you can upload your file to the DLL generator utility provided by Silver Lining solutions.

3.2.1 Using the website to generate the files

1. Browse to <http://sls.skillsmanager.net/Utils/LocalisationSupportResources> and follow the instructions there.

Please note that if you want to have a different OS to software language e.g. Italian language on a en-US Windows install then you should take the Italian resource file and rename to en-US before running through the tool. E.g. rename DisplayText.it-it.resx to DisplayText.en-US.resx and then run it through the tool above.

3.2.2 Generating the files yourself (Training Manager).

If you do not have the Resgen.exe and al.exe utilities installed, you can download them as part of the Microsoft Windows SDK for Windows 7 and .NET Framework 3.5 SP1 (<https://www.microsoft.com/en-gb/download/details.aspx?id=3138>)

1. Use the Resgen.exe utility to convert your resx file into a .resource file.
 - `resgen DisplayText.<your_locale>.resx
SkillsManager.DisplayText.<your_locale>.resources`

- You need to use the .Net 2.0 version of resgen.
2. Use AL.exe (Assembly Linker) utility to compile the resource files into DLLs.
 - `al /t:lib /embed:SkillsManager.DisplayText.<your_locale>.resources /culture:<your_locale> /out:<your_locale>\SkillsTrainingManager.resources.dll`
 - You need to use the .Net 2.0 version of Assembly linker.
 3. Copy the created folder in the bin folder of your solution (eg. bin/pl for Polish, or bin/sv for Swedish)
 4. The files will automatically be picked up and used.
 5. The files will be used when the user has their default Windows language set to the same language as provided in the localized files.

3.2.3 Generating the files yourself (Notifications Client).

1. Use the Resgen.exe utility to convert your resx file into a .resource file.
 - `resgen ResourceStrings.<your_locale>.resx SilverLining.Skills Management.Apps.Notifications.ResourceStrings.<your_locale>.resources`
 - You need to use the .Net 2.0 version of resgen.
2. Use AL.exe (Assembly Linker) utility to compile the resource files into DLLs.
 - `al /t:lib /embed:SilverLining.Skills Management.Apps.Notifications.ResourceStrings.<your_locale>.resources /culture:<your_locale> /out:<your_locale>\SilverLining.Skills Management.Apps.Notifications.resources.dll`
 - You need to use the .Net 2.0 version of Assembly linker.
3. Copy the created folder in the bin folder of your solution (eg. bin/pl for Polish, or bin/sv for Swedish)
4. The files will automatically be picked up and used.

The files will be used when the user has their default Windows language set to the same language as provided in the localized files.