User Guide
LFE – Language File Editor
for eSearch .lang files

Contents

Welcome!

Our aim with eSearch is to make it available in YOUR language!
We designed it so that YOU can translate it easily however you
wish, for example you may prefer different words on a menu or
want to change a shortcut key.

Using the Language File Editor is quicker and less error prone
than doing it manually, especially when updating to a new
eSearch version.

Location of .lang files

In the Desktop version they are in the AppData folder:
e.g. C:\Users\Username\AppData\Roaming\eSearch\i18n\

In the Portable version they are under the install folder e.g.
Program Files\ElectronArt Design Ltd\eSearch\i18n\

eSearch License

The eSearch license allows you to translate the user interface
for your own personal or organisations use, you may not sell or
license the translated files to others.

If you would like to donate translations for use by others,
please send them to support@electronart.co.uk they will be
published or distributed free of charge to use with eSearch on
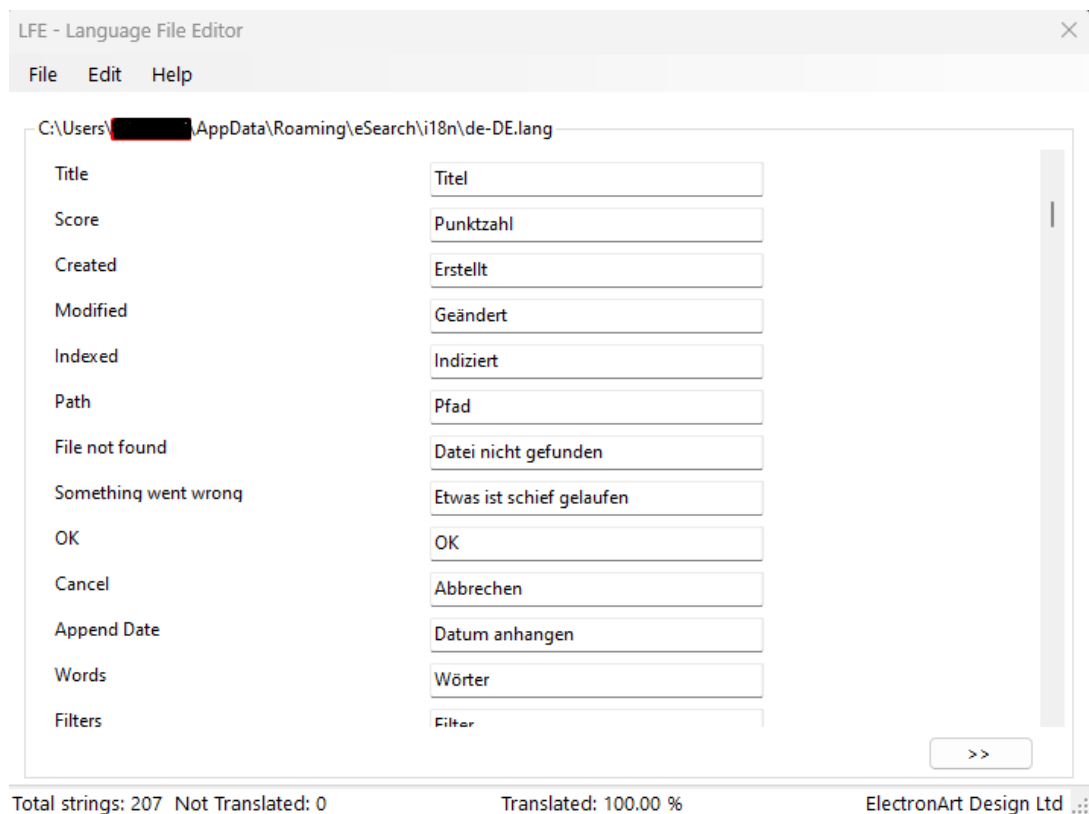as AS-IS basis, with no warranty of accuracy or completeness.

Translating an existing language file

If you have installed eSearch for the first time and need to correct an error in the UI text or want to replace text in one of the supplied .lang files with your preferred translation you need to first compare it with the template.lang file:

From the File menu > Open… navigate to the .lang file located in the AppData folder for eSearch.

Click on Edit > Compare, it will compare it with the template.lang in the same folder and show the differences if any. Press OK, if there are new strings in the latest template the 'Not translated' value will increase.

Click on the >> button to jump to the next untranslated line or scroll through to the text you want to edit, delete the text in the translated column, then enter the correct translation of the English word(s) shown in the Original (left-hand) column.

IMPORTANT: When finished File > Save... and choose to overwrite the existing file.

Updating a .lang file

When a new version of eSearch is installed, if the UI language is not the default English, you need to check if the appropriate .lang file needs updating.

Open the .lang file that you want to use, click on Edit > Compare and it will show the differences between the template.lang file in the same folder and the translation. Press OK, if there are new strings in the latest template the 'Not translated' value will increase.

Click on the >> button to move to each line that needs updating.

IMPORTANT: When finished File > Save... and choose to overwrite the existing file.

Creating a new .lang file

First check that no suitable .lang file is installed, from the File menu > Open… navigate to the AppData folder for eSearch. If you cannot find the language you need, you can create a new language file from scratch.

Make a copy of the template.lang file and copy it to your Documents folder or somewhere else that you have write permission. Rename it using IETF language codes such as fr-CA for Canadian French, then copy the file back into the i18n folder. IETF Language codes can be found here:

https://datatracker.ietf.org/doc/html/rfc5646

From File > Open… navigate to the AppData folder and locate the file you have just created. It should show that 0% has been translated in the status bar.

Click on the >> button to get to the first string that needs translating, be sure to enter the correct IETF code in the first line, to ensure that dates and sorting are localized correctly.

IMPORTANT: When finished File > Save... and choose to overwrite the existing file.

.lang File Format

Translation files are read line by line.

First line = Identifier/Fallback string.

(Do not edit or remove!)

Second line = Translation.

(Remove test word in brackets & replace with translation of line above.)

Comments start with a # and no other character must precede #

Blank lines are not permitted unless they have a # at the start to comment them out.

{0}, {1}, etc. represents a variable value and should be copied into the translation as-is.
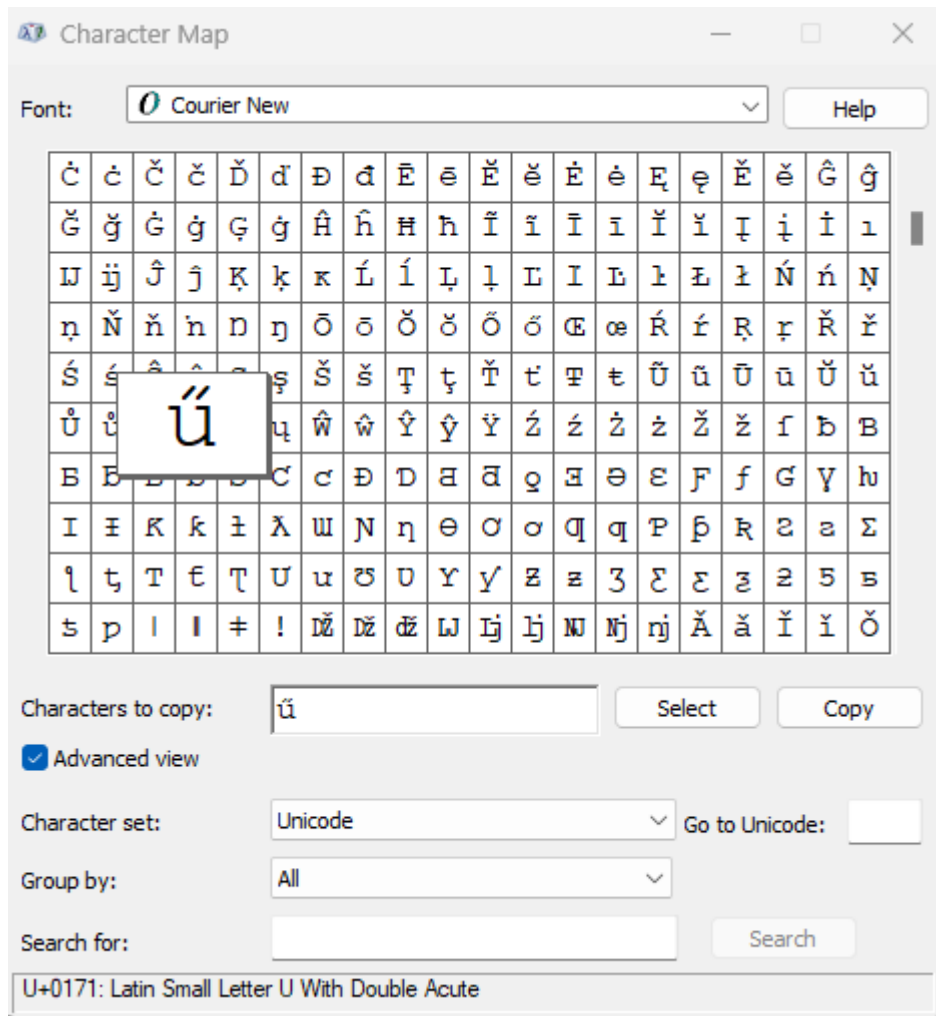
Shortcut keys

Words that start with an underscore are Menu items, the underscore precedes the Alt shortcut key. E.g. _Exit means the user must press ALT + E to exit the application.

You must ensure that shortcut keys are unique. You can choose another character instead of the first character, for example you could change _Exit to E_xit to make the shortcut Alt + x to close the program.

Character Map

If you don't have a suitable keyboard for the language you are translating, the Windows Character Map can be opened from the Edit Menu.

Select a character, then Copy and Paste into the translation.

Sample .lang files

With the initial release of eSearch we have provided 100% translated* sample .lang files in German and French.

Many other sample .lang files are available with at least 5% translation.

*Note: the translations have not been checked by native speakers, errors may exist.

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5.5 If any portion of this agreement is found to be invalid, the remainder shall continue in force.

2024-07-11

Notices and Acknowledgements for LFE - Language File Editor application ("The Licensed Software")

LFE - Language File Editor uses some 3rd party software in binary form:

1) PseudoLocalizer.dll [https://github.com/bymyslf/PseudoLocalizer"](https://github.com/bymyslf/PseudoLocalizer)

Details of the MIT License is below:

============= LICENSES ========================

- [1) MIT license](#)

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