

# JW Freeware Plug-ins for Finale

## *Localization/Translation Guide*

Document version: 1.00

### Terms

Anyone is allowed to make their own translation of any of the JW freeware plug-ins that support localization. However, if you want to make the translation available to others, these rules applies:

- The translated version must be uploaded to [www.finaletips.nu](http://www.finaletips.nu), to a download area for that specific language, such as for example *Downloads/French Plug-in Translations*. Please include version number of the plug-in in the plug-in description.
- The translated version cannot be sold to a third party.
- The plug-in name (that appear in the Finale menu) must start with **JW**
- The version number of the translated plug-in must be the same as for the original plug-in.
- If any special arrangement needs to be made that doesn't fit the rules above, please contact Jari Williamsson directly.

### Unicode

Currently (December 06, 2011), the localization support doesn't include Unicode support on Finale 2012. However, if you need to translate to a language that require Unicode, please contact Jari Williamsson directly.

### General Translation Guidelines

- When translating strings, make sure that any placeholders are preserved. Placeholders include **%d** (decimal number), **\n** (new line), **\"** quotation mark, and so on.
- Only plug-ins with implemented Localization support can be translated.
- Using duplicate versions of a plug-in (a translated and a non-translated version) in the same Finale version will cause a conflict.

### Mac Translation

- Since the NIB resources (used for user dialogs) are compressed in the plug-in, any plug-in translator need to download the separate uncompressed NIB. These files are found in the Downloads/Plug-ins/Localization Files section on the Finale Tips site ([www.finaletips.nu](http://www.finaletips.nu)).
- Interface Builder in Xcode 3 is used for editing the NIBs.
- After a NIB has been edited, replace the NIB in *Contents/Resources* in the bundle.
- The strings are located in *Contents/Resources/thestrings.strings* in the bundle, and can be edited directly in the bundle.

### Windows Translation

- Windows plug-ins with Localization support can be translated with any 32-bit resource editor, such as ResEdit (available at [www.resedit.net](http://www.resedit.net))
- The Windows plug-in is a renamed DLL. If the resource editor doesn't non-standard file extensions (such as .fxt), rename the plug-in to the *.dll* file extension, edit the resource, change back to the *.fxt* file extension.