
Subject: Translating to spanish
Posted by [Ulfang](#) on Sat, 01 Jul 2006 00:01:48 GMT
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I am translating the plataform to Spanish. I've already translated the screens and text part of the core modules.

I've encounter several situations:

First, after reading the internalization document, change the user language code to 'es_MX', copy the 'en' directories to 'es_mx' and made the translation. Didn't work! I kept getting the text in english. Read a little more trying to figure out the problem, and made a symbolic link 'es_MX' from 'es_mx'. Didn't work either. Then I change de language code of the user to 'es', made a symbolic link 'es' from 'es_mx' and voila!! It worked. Any Ideas?

Second: is there is a way to internationalize the 'button text' of the tasks in the menu database?

Third: What files need to be modified to translate the texts in the top left of the pages (logout, help, print, etc.). Also the link options like select-all, unselect-all, show 10...., <<FIRST <PREV (Page 1 of 1) NEXT> LAST>>, page created in ...

Subject: Re: Translating to spanish
Posted by [AJM](#) on Sat, 01 Jul 2006 08:35:08 GMT
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The user's language is initially determined from the browser settings, as described in <http://www.tonymarston.net/php-mysql/internationalisation.html#determine.user.language>. This can be overridden by setting the user's language in the menu database, as shown in [http://www.tonymarston.net/php-mysql/menuguide/mnu_user\(upd\).html](http://www.tonymarston.net/php-mysql/menuguide/mnu_user(upd).html).

Certain common text is also maintained in files `sys.language_text.inc` and `sys.lanuage_array.inc` which can be found in directory "radicore/menu/text/en/". The text you are looking for has a key with an "xsl_" prefix as it is inserted during the XSL transformation. You need to copy both of these files to an "es" subdiretory so that you can translate the text.

I'm not sure why the language detection feature did not work first time. Perhaps if you send me your translated files I can test it at this end and step through with my debugger.
