# Orbit Player localization kit - readme

Version 1.9.9.12

## Introduction

Thank you for choosing to localize Orbit Player. This document briefly describes what is included in the package, steps for localization, integration, and testing.

## Package contents

The localization kit includes the following items:

* A “resources” folder, containing the strings for the Orbit Player user interface and messages.
* A “user guide” folder, containing the Orbit Player user guide in Word format.
* A “quick start guide” folder, containing the Orbit Player quick start guide in Word format. This quick start guide is included in the box of Orbit Player.
* A “keyboard-entry” folder, containing the keyboard layout file for the numeric keypad in TXT format.
* A “TranslationEditor” folder, containing a special utility used for localizing the strings and messages.
* Readme.docx – this document.

## System requirements

The following are the requirements for using the localization kit:

* A Windows PC, required for running the translation editor utility that is used for localizing the resources.
* An Orbit Player device, to verify the localized strings and their appropriate context.

## Localizing the resources

The resources folder contains strings files for all of the Orbit Player’s applications. The files are compiled to a special format with an extension of .TRN.

Each application has its own individual strings file – for example, Alarm\_clock.trn.

In order to open these files and localize them, you must use the included Translation Editor utility, which can be found inside the “TranslationEditor” folder.

This utility provides a simple, accessible, and intuitive interface for localizing all the strings for all the applications, editing your translations, and saving them. For people who are used to working with tools such as Po Edit, you will feel right at home.

The translation editor is fully accessible and can be used with a screen reader and a Braille display. The utility has been designed and tested with JAWS for Windows and NVDA.

The following explains how to use the translation editor for localizing the Orbit Player strings.

### Launching the translation editor

To launch the translation editor, simply enter the “translationEditor” folder inside the package, and press ENTER on the “TranslationEditor.exe” file.

### The main window

The main window of the translation editor, contains the following items:

* A list of strings. This list will display the technical name for each string contained in the translation resource file. You can use the up or down arrows to move between the strings, and HOME and END to go to the first or last string. The keyboard focus will land in this list as soon as the translation editor opens.
* A “source string” read-only edit box, that contains the original English text of the strings to be translated. Since it is a read-only edit box, you can use your standard screen reading commands to review the string character or word at a time. You can also use standard editing commands to select, copy, and paste.
* A “translated string” edit box, where you enter the localized value for the original string shown in the source field.
* You can move between the various elements in the window by using the TAB and SHIFT + TAB keys.
* The menu bar – pressing the ALT key will put focus on the menu bar, which contains functions for opening and saving your translations.

### Opening a translation file

To open a translation file and begin the translation process, follow the following steps:

1. Launch the translation editor.
2. Press CTRL + o or select the “open” item from the “file” menu.
3. Browse and select the required translation file with a .TRN extension from the localization kit’s resources folder, such as “alarm\_clock.trn”, and press ENTER to open it.
4. After opening the file, you can begin the translation process.
5. Each file will have to be opened and translated individually.

### Saving the translations

Once you are done translating, you can simply use the save command (CTRL + s) or select the “save” option from the file menu to save your translated work.

After completing localization of all the files, send the localized .TRN files to Orbit Research for processing and integration.

## Localizing keyboard entry

The keyboard entry folder contains a TXT file that includes the layout for the numeric style keypad which is used for text entry in various edit controls across the Orbit Player.

Please tweak the layout according to your language. The format is as follows:

Number=keys separated by a vertical bar.

For example:

1=.|,|?|!

2=a|b|c

Please modify the letters according to your own language based on the T9 input standard.

## Localizing the user guide and quick start guide

The user guide and quick start guide folders contain the respective files in Word format.

These files are integrated to the device and can also be posted on your website or printed.

Please translate the files while keeping the structure in place such as heading formatting, list formatting, etc.

## Integration and testing

After completing the translation of the localization kit, please send the translated kit by email to [adi.kushnir@orbitresearch.com](mailto:adi.kushnir@orbitresearch.com) and [techsupport@orbitresearch.com](mailto:techsupport@orbitresearch.com).

After receiving the translated kit, we will validate it, and send you a beta software build for your testing.

Once the localization is fully approved by you, we will integrate it to our stable shipping software.

## Closing marks

Thank you for helping us localize Orbit Player to your language. This allows us to continue bringing affordable, high quality products for the blind and low vision community around the world.

In case of any questions about the localization kit, please contact Adi Kushnir, owner of blindness products, by sending an email to: [adi.kushnir@orbitresearch.com](mailto:adi.kushnir@orbitresearch.com), and a copy to our technical support team at [techsupport@orbitresearch.com](mailto:techsupport@orbitresearch.com).

We will get back to you as quickly as possible.