

ArcaOS in Your Language

What could be so hard?

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- The system boots identically from one NLV to the next

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- German is the only MCP2 NLV at the same code level as English
- All other languages either stopped at FixPak 4 (French, Spanish, Italian) or MCP2, MCP1, or Warp 4 with FixPak 13 or later (Danish, Dutch, Finnish, Norwegian, Portuguese?, Swedish?, and Russian)

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- DBCS brings another layer of complexity (Japanese, Traditional Chinese, Simplified Chinese, and Korean - only available through Warp 4.0)

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- Documentation translations are hit-and-miss (some done crudely, others not at all)
- Win-OS/2 is another mish-mash of English with some parts translated, or a localized Win-OS/2 with English dropdown menu selections for colors, fonts, etc.

Beyond OS/2 Core

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- Ported *nix apps may or may not be translatable (some already are, such as YUM)
- Some components are not readily translatable (4OS2, TOP, a few others)

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- If the installer is in English, it's pretty much a given that the user must be able to read *some* English just to get the OS installed
- Installer documentation - like that for third-party applications - must be translated

Installer Boot Environments

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- Traditional BIOS also utilizes AiR-BOOT (more third-party work)

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- These components include a UEFI loader, boot manager, and utilities (system tools)

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- Any messages specific to the boot method must be translated

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- IBM included special input tools (utilities) unique to each language
- Win-OS/2 is...let's not go there
- Booting into the installer requires loading a number of fonts onto the RAM disk, as well as special display modules (otherwise bad things happen during boot)

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- Some languages (did I say German?) have words which are absolutely HUGE, resulting in clipped text in boxes
- Adjusting dialog box widths is not necessarily a simple task, yet a necessary one

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- Characters beyond codepage 437 must be pre-loaded (handled by the ArcaOS loader, but one must know which fonts to load for which language)

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- Get all NLVs to the same MCP2 FP5 code level (ideally)
- Address IBM shortcomings (incomplete, non-optimal, or missing translations)
- Fix Win-OS/2 for each NLV to at least be consistent (color dropdown should have colors listed in the specific language, not English)
- Localize as many third-party components as humanly possible, including docs

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- Theoretically, German should require the least amount of effort, but in practice, we have found that this is not always the case (dialog boxes)
- If time and effort is equal between all languages, how to know which deserve to be prioritized?

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- Arca Noae selected German, Dutch, French, Spanish, Italian, Russian, Japanese, Korean, Simplified Chinese, and Traditional Chinese for our initial NLV work

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- Arca Noae selected German, Dutch, French, Spanish, Italian, Russian, Japanese, Korean, Simplified Chinese, and Traditional Chinese for our initial NLV work
- We specifically excluded some languages where no Warp 4 translation exists (Hebrew - complicated by RTL, too - , Lithuanian, Ukrainian)

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- Because demand is speculative, and the translation work specialized (it greatly helps to know something about OS/2 when localizing strings pertaining to OS/2), all work is done by volunteers (THANK YOU - ALL OF YOU!)

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- Because demand is speculative, and the translation work specialized (it greatly helps to know something about OS/2 when localizing strings pertaining to OS/2), all work is done by volunteers (THANK YOU - ALL OF YOU!)
- Code changes happen while translations are in process (or finished), potentially requiring the translators to go back and rework finished translations or add new strings/sections

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- Oh...and they are volunteers

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- Thus, not releasing a product which is half-done (look, it's all German except for...oh, oh my...what does that say?)
- Releasing a finished product in which we can take pride in workmanship (like every other ArcaOS release)

Questions?