

FileVoyager is multi-language ready. But to make this feature a useful one, it needs more and more language files.

In this page, I will explain how you can create additional language files for FileVoyager.

There are many methods possible but the one I recommend is using [DKLang Translation Editor](#) written by Dmitry Kann, who is also the author of the [DKLang Localization Package](#) that I use in my own source code and that empowers the multilingual capability.

This is the method I used myself to create the French language file.

Using DKLang to create a new language file

Prepare the needed material

First of all, you will need to download and install DKLang Translation Editor from [this page](#).

Since version 15.5.7.0, FileVoyager is delivered with the “Language source file”. You can find it under `{FVAppPath}\Lang\` (where {FVAppPath} is the path where FileVoyager is installed, usually “c:\Program files (x86)\FileVoyager” or “c:\Program files\FileVoyager”).

In that **Lang** folder, you will find the following files:

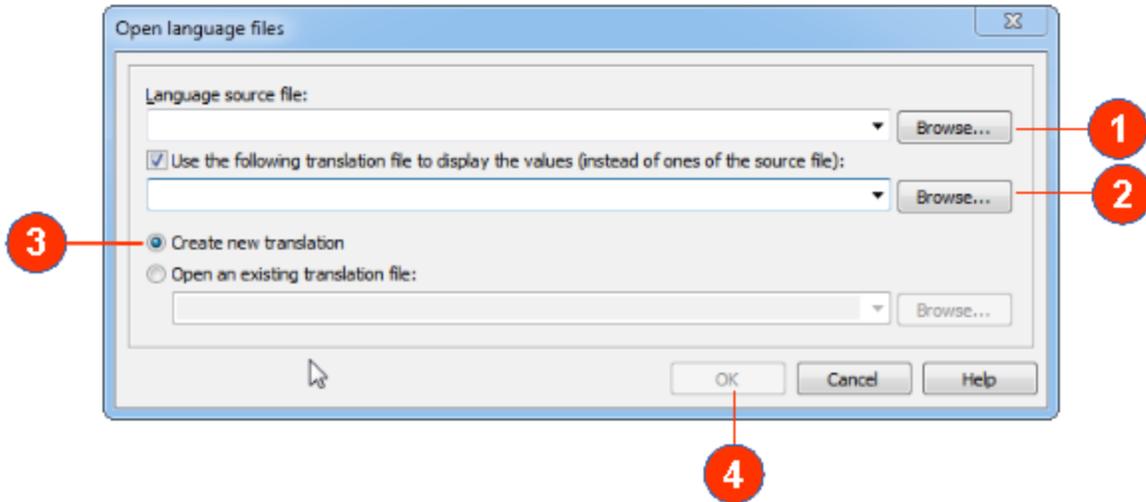
- a series of files with **.lng** as extension. Those are the already available language file. In this procedure you will create one of your own language.
- a file named **FileVoyager.dklang**. This file is the “Language source file” that will be needed for the rest of the procedure. (If you don’t find this file, it’s either because you are running an older version of FileVoyager, or because you are not in the right folder)

Open the Language source file

If you have installed DKLang Translation Editor, you can double-click the **FileVoyager.dklang** file, and it will launch the program.

You can also launch DKLang by yourself and select the menu entry **File->New or Open...**

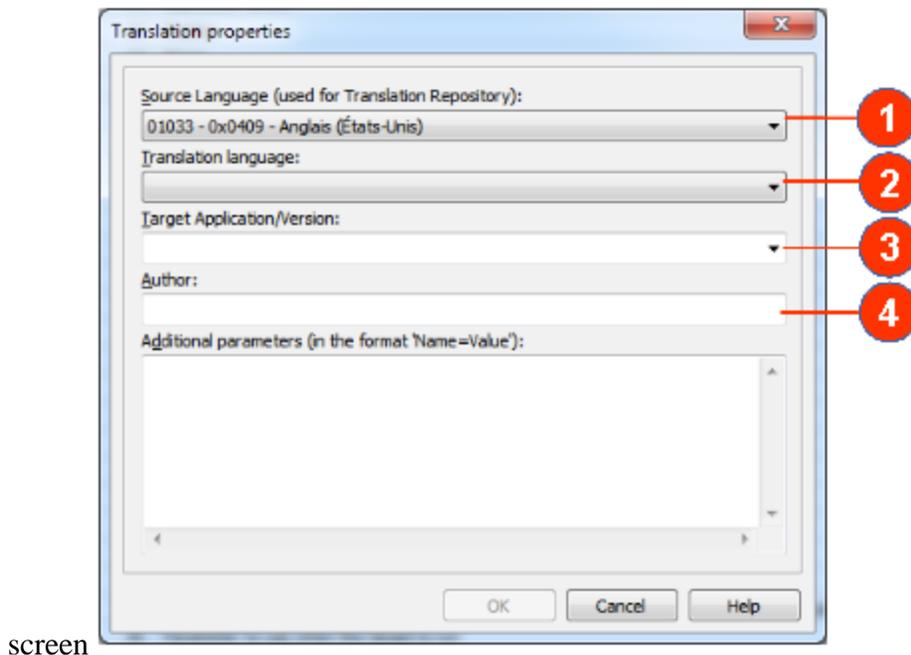
You will have the following screen:



1. Click the “Browse...” button and select in the $\{FVAppPath\}\Lang\text{FileVoyager.dklang}$
2. Check the box “Use the following transl...” and click the “Browse...” button. Then select, from the same folder than step 1, the existing language file you are the more comfortable with. I recommend English.
3. Check the “Create new translation” radio button.
4. Click “OK”

Configure target file

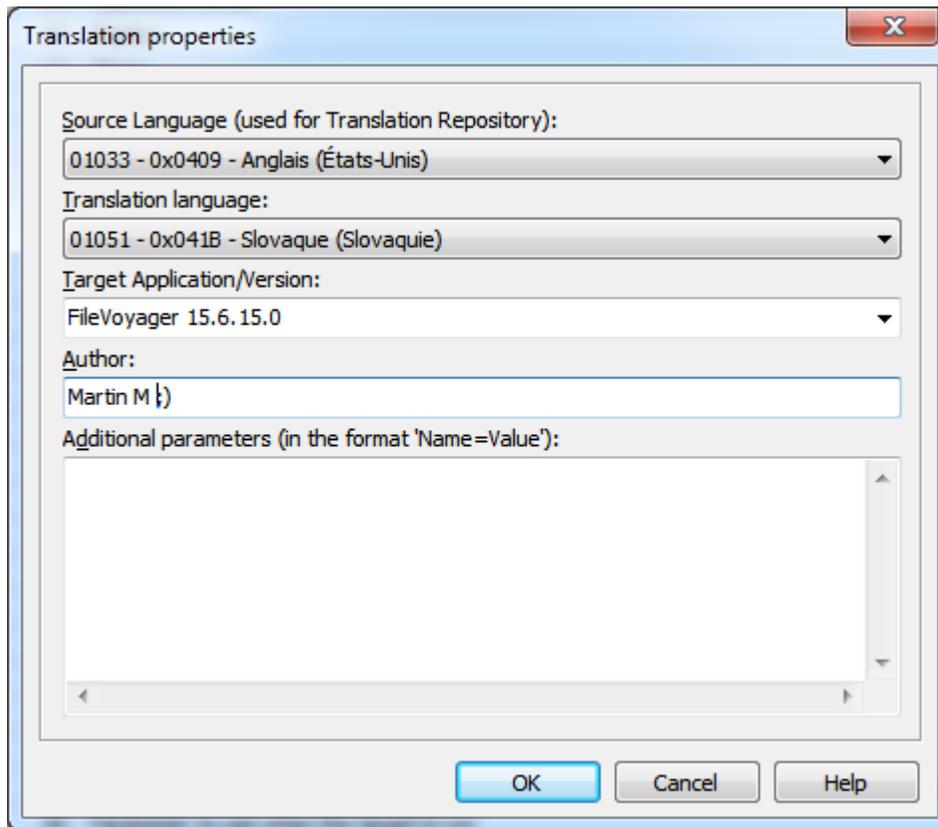
If the previous chapter is processed without issue, you will land on the following



screen

1. In this first combo box, select the language file you have chosen from the step 2 of the previous chapter. English was the recommended one
2. In this second combo box, select the language for which you want to create a translation
3. In this edit field, you can write the version of the application that is targeted by this new language file (this step is optional)
4. In this field, you can write your name or your alias. It's optional too but please, don't be shy 😊

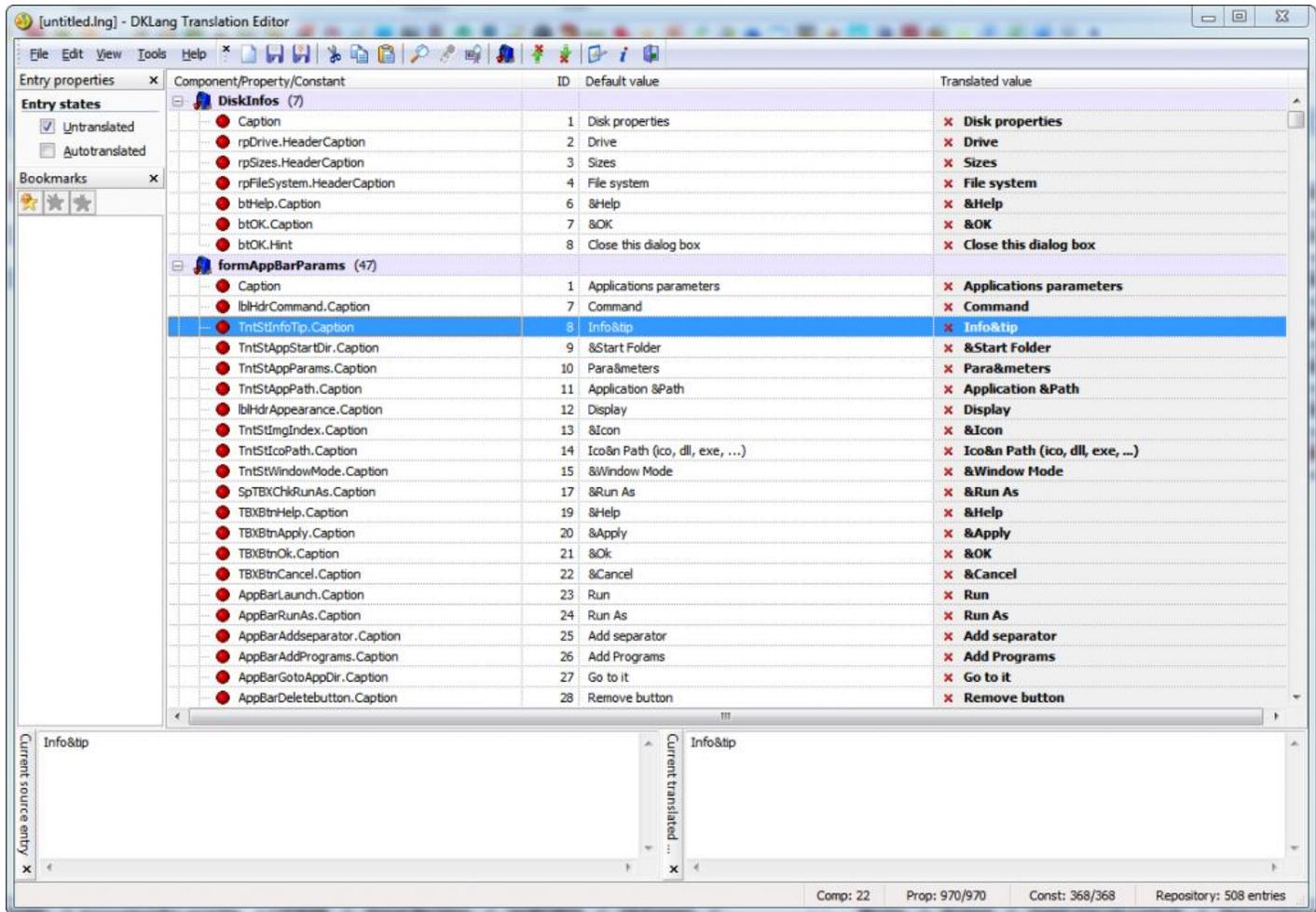
The dialog box will look like this (here with Slovak as example):



Press OK, and you are ready to translate!

Translate the values

When you've done configuring your work, you arrive on the main DKLang Translation Editor window:



The main table of the interface is separated in 4 columns:

1. **Component/Property/Constant:** This column contains the internal field's name of FileVoyager. You can ignore this column.
2. **ID:** This is the internal ID of the text. You can ignore this column.
3. **Default Value:** This column contains the text from the language file you selected in the step 2 of the "Open the Language source file" chapter. This will be the source text you will have to translate (if you wish of course)
4. **Translated Value:** This is the column where, for each row, you will write the translation in the language of your choice. As you can see in the picture below, the text can be presented in different manners.
 1. When the Default value is not yet translated, the Translated value appears in bold with a red cross
 2. When the text has been translated, it appears in normal font

- When text has been automatically translated from another similar text, it appears in bold but without the red cross

Default value	Translated value
Viewers	Prezerace
Disk	Disk
Home	Domov
Clipboard	Schránka
Copy parts of the path of the focused item	Kopírovať casti cesty sústredenej položky
Copy focused item path	✘ Copy focused item path
Copy parts of the path of the selected items	✘ Copy parts of the path of the selected items
Copy selected items path	✘ Copy selected items path
Operations	Operácie
Navigate	Viest

To write your translation, just select a row you want to translate, and start typing. Your typing will appear in the bottom right text box.

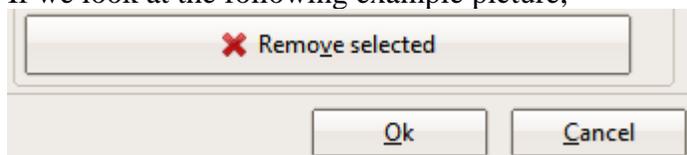
Respect the “&” and the “\n” convention

You will notice that sometimes, the original text contains a “&” (ampersand) or a “\n”.

About “&”

The “&” indicated which letter must be underlined when displayed on the interface.

If we look at the following example picture,



we see that the “v” of “Remove selected”, the “O” of the “Ok” button and the “C” of the “Cancel” button are underlined.

When using a program with a visual interface, those underlined letters allow the user to use the keyboard to click a button or to select something by pressing “Alt” on the keyboard + the letter key corresponding to the underlined one.

For example, if the user want to press the “Remove selected” button through the keyboard, he/she has to press “Alt + V”. For the “Ok” button, it will be “Alt + O” and for the “Cancel” button, it will be “Alt + C” on the keyboard.

To determine which letter is underlined, it has to be preceded by the “&”. To have “Remove selected” with “v” underlined, the internal value is “Remo&ve selected”.

If you are creating or updating a language file, you can, and it is recommended, put the “&” in your translated value when it is present in the Default value. But you must be sure that a letter is

underlined only once among all the texts of a section (a section is the collection of rows in DKLang that are between 2 collapsable nodes [the purple ones]).

If you are not comfortable with the “&”, it is better to simply ignore it. I will, or somebody in the community, take care of them before releasing your work.

About the “\n”

The “\n” is simply a mark to indicate where a new line will begin. Normally, you don’t have to write “\n” by yourself. When you are typing a translation, pressing enter will be automatically converted into “\n”.

If you find difficult to read a text with many “\n”, be aware that when the row is selected in DKLang, the bottom-left text box displays it with the new line visually interpreted.

Save your work

Yes! Save your work and do it often! When saving for the first time, you will have to choose a filename, as I noticed that DKLang was not very comfortable with filenames containing complicated characters, choose a simple name. You don’t have to write the file extension, DKLang will take care of that.

In order for you to test your work, save it under *{FVAppPath}\Lang*.

Test your work

If you have saved your language file under *{FVAppPath}\Lang* and the file has the “.lng” extension, you will be able to select it in FileVoyager’s interface, either via the Ribbon’s “View” tab, either via the “Preferences” dialog box. The first time you put your file in the above mentioned folder, you will have to restart FileVoyager if it’s already running.

Consult the community

If you have any doubts about a meaning, ask me or the community via [email](#) or via the Forum.

Submit your work

If you consider that your translation is ready for production, send it to me via [email](#) or via the Forum.

You don’t need to wait until 100% is translated, lets the people speaking your language enjoy your work as soon as possible!

Thank you!!!

If you've read all this, that means that you are motivated and therefore, I infinitely thank you.