# Locus Map translation

Locus Map is available in many World languages. This is thanks to crowdsourcing project **Crowdin.com** and helpful Locus Map users from many countries who participate in it.

**Are you willing to help us with translations? WELCOME ABOARD!**

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## Best UX practices

Before you get to work, please read these basic premises of UX texts in Locus Map:

### Clear

#### Jargon free, offering context

- don’t use technical terms (e.g. failure, invalid, database, authentication... etc.)
- pay attention to verbs as the most powerful words carrying action
- focus on the user

### Concise

#### Economical and frontloaded

- write shortly and efficiently
- make sure every word on the screen has a distinct job
- put your important message first

### Positive

#### Respecting Locus Map’s brand voice

Locus Map is an application for people who use it mainly in their leisure time spent outdoors with **friends or family**. Locus Map wants to be **one of your friends**. It wants to be **reliable, helpful, dedicated, reassuring**. Therefore, it wants to express **casually, whimsically, even warmly** - just like **good friends do**.

On the other hand, in case of an issue when **user can’t get what he wants** (out of GPS signal, missing routing data pack etc.), Locus does NOT mock the user - it always **tries to help**, not making fun of it - **never use negatives** like “never”, “bad” etc.

# Technical issues

## Plurals

Crowdin.com is not able to handle **Android plural system** correctly. So you're directly translating XML source file instead of the text.

It is also not possible to define which “quantity” identifiers you need, so as you can see, we had to define all six possibilities, even if they're often the same. But they're not of course the same in all languages.

What “quantity” means is in the table below. Complete description is here >> if you're interested.

<html>

```
        <table>
          <tr><th>Value</th><th width="500px">Description</th></tr>
          <tr>
            <td><code>zero</code></td><td>When the language requires special
treatment of the number 0 (as in Arabic).</td>
          </tr>
          <tr>
            <td><code>one</code></td><td>When the language requires special
treatment of numbers like one (as with the number 1 in English and most
other languages; in Russian, any number ending in 1 but not ending in 11 is
in this class).</td>
          </tr>
          <tr>
            <td><code>two</code></td><td>When the language requires special
treatment of numbers like two (as in Welsh).</td>
          </tr>
          <tr>
            <td><code>few</code></td><td>When the language requires special
treatment of "small" numbers (as with 2, 3, and 4 in Czech; or numbers
ending 2, 3, or 4 but not 12, 13, or 14 in Polish).</td>
          </tr>
          <tr>
            <td><code>many</code></td><td>When the language requires special
treatment of "large" numbers (as with numbers ending 11-99 in Maltese).</td>
          </tr>
          <tr>
            <td><code>other</code></td><td>When the language does not
require special treatment of the given quantity.</td>
          </tr>
        </table>
```

</html>

## Untranslatable code elements

There are a few elements that are not subject of translation but are compulsory for all language versions - they must remain a part of the translated phrase. They are various formatting tags, variables etc.

**Example:**

- Action can not be done now.**n****n**Try again later!
- Akci nelze vykonat**n****n**Zkuste to znovu později!

- Application \'**%s**\' not installed
- Aplikace \'**%s**\' není nainstalována

etc.



These elements must not be omitted! Their removal could cause instability of the application.

From:
https://docs.locusmap.eu/ - **Locus Map Classic - knowledge base**

Permanent link:
**https://docs.locusmap.eu/doku.php?id=manual:about:translation&rev=1506678458**

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