

## Resource Localization Manager



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Version 1.87

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## Introduction

In the past, localization of a software product required the localizer to edit strings and controls embedded in source code and then rebuild the product in order to test the localized version. Such a process requires at least a rudimentary knowledge of computer programming and is often prone to human error. The Resource Localization Manager (hereafter referred to as RLMan) was designed to automate localization of products that make use of the Windows resource model by allowing the localizer to extract localizable resources directly from the applications that use them, modify the resources, and use the modified resources to create localized versions of the original applications. All this can be achieved without rebuilding the product and with minimal knowledge of computer operations.

RLMan was designed with several goals in mind. Some of these goals were:

- Allow the product to be localized without re-compilation.
- Allow localization to proceed concurrent with development (provide update capability).
- Allow localizers to share glossaries of common terms among applications.

The localization model followed by the RLMan is very simple. Localizable resources are extracted from a source resource file and put into special text file called a token file. Each localizable resource may generate one or more tokens. Each token is contained on a single line of text and consists of a unique identifier followed by the localizable data associated with that particular resource. These tokens can then be localized by using a standard text editor.

The localized tokens are then used in conjunction with the source resource file to generate a new localized resource file. The term "resource file" in this document means "any Windows executable format file (.EXE, .DLL, .CPL, etc.) or .RES file". The target resource file will contain exactly the same resources as the source resource file, the only difference is that the data will be localized.

This model has been expanded a little to allow for update tracking. When localization is done in conjunction with development a target resource file may change after the localizer has tokenized the file and begun translation. Update tracking allows the localizer to update the localized token file without losing any work that might have been done. Any resources that may have changed since the most recent update are marked "dirty" and the change is tracked in the token file so the localizer may see exactly what changed and exactly how it changed.

To allow for update tracking, the source resource file is used to generate a "master token file" which tracks changes. The master token file is then used to update any number of "language token files" (one for each target language). These language token files are then localized and used to generate the target resource files.

## Usage

Any file name can include a UNC (Unified Naming Convention) share name or drive letter, and a directory path.

The syntax of the 'RLMan' command is as follows:

**rlman** [-c *RDFFile*] [-p *CodePage*] [-f *ResType*] [-{n|o} *PriLang SubLang*] [-w] [-x] -{e|t|m|l|r|a|u} *files*

**-c** *InputExeFile OutputResFile*

Extract localizable resources from the resource file (.exe, .dll, .cpl, .etc.) *InputExeFile* and create a Win32 resource file *OutputResFile*. This output file can then be used, for example, by the dialog box editor or the bit map editors that come with the SDK.

**-t** *InputResOrExeFile OuputTokenFile*

This option will extract the localizable resources from the executable or resource format file *InputResOrExeFile* and create a project token file *OuputTokenFile*. Using this option will circumvent the history-keeping mechanism of RLMan. It is made available for those times when the user wants to simply see what localizable resources are in the input file or when the history mechanism is not needed. Using the **-o** option and the **-p** option with the **-t** option will allow one to extract and tokenize resources of a specific language. The resulting token file will contain only those resources that have the specified locale and the text will be in the given code page.

**-m** *MasterProjectFile [InputResOrExeFile MasterTokenFile]*

When the history mechanism is wanted, the first step when creating a new master project or updating an existing master project is to use this option. If the *MasterProjectFile* does not exist, the optional *InputResOrExeFile* and *MasterTokenFile* arguments must be provided. These last two arguments will be ignored if the *MasterProjectFile* exists.

**-l** *LanguageProjectFile [MasterProjectFile LanguageTokenFile]*

This option is used, when the history mechanism is wanted, to create a new localization project or to update an existing project. If the *LanguageProjectFile* does not exist, the optional *MasterProjectFile* (the one created via the **-m** option) and *LanguageTokenFile* arguments must be provided. These last two arguments will be ignored if the *LanguageProjectFile* exists.

**-r** *InputResOrExeFile LanguageTokenFile\_or\_ResFile OutputResOrExeFile*

This option is used to create a localized version of the *InputResOrExeFile*. The resources in that *InputResOrExeFile* will be replaced with the localized resources in *LanguageTokenFile\_or\_ResFile*. *OutputResOrExeFile* is the localized version. If the *LanguageTokenFile\_or\_ResFile* is a Token file, use the **-o** option to specify what the old language to be replaced is and use the **-n** option to specify what the new language is.

**-a** *InputResOrExeFile LanguageTokenFile\_or\_ResFile OutputResOrExeFile*

This option is used to create a localized version of the *InputResOrExeFile*. The resources in the resulting *OutputResOrExeFile* will include the original resources from *InputResOrExeFile* plus the localized resources in *LanguageTokenFile\_or\_ResFile*. If the *LanguageTokenFile\_or\_ResFile* is a Token file, use the **-n** option to specify what the new language is.

**-u** *MasterProjectFile LangProjectFile InputResOrExeFile OutputMasterTokFile OutputLanguTokFile*

This option is used to convert RLToolset version 1.0 format files, MasterProjectFile, LangProjectFile, MasterTokFile and OutputLanguTokFile to the version 1.85 format. You only need to do it once. Once these files are converted, you can use RLMAN normally.

**-n** *PriLang SubLang*

Specifies what the language the tokens in the token file are in and consequently what language the new resources are in. Used when setting up a new Language Project (**-l**) and with the **-r** and **-a** options. Can also be used with the **-m** option when the resources in the original resource file are not in U.S. English. *PriLang SubLang* are decimal values from the list of allowed values in the SDK.

**-o** *PriLangID SubID*

Specifies what the language the resources being replaced in, or extracted from, the source resource file are in.

Used with the **-r** and **-a** options when the resources being replaced, or added to, in the original resource file are not in U.S. English. *PriLang SubLang* are decimal values from the list of allowed values in the SDK. For example, if the U.S. English resources had been replaced with German resources and now you wanted to add French resources to that German file, use the **-o** option (with arguments 7 1) to indicate that the original resources are in German not U.S. English together with the **-a** option. Or, if you had created a file with U.S. English plus German resources in it, and now you wanted to replace the German resources with French (thus making a U.S. English plus French file), you would use the **-r** option with the **-o** option (with arguments 7 1) and the **-n** option (with arguments 12 1) to indicate that the old German resources are to be replaced with the new ones in the given French token file.

Used with the **-t** option, this identifies the language of the resources that are to be tokenized. You should also use the **-p** option to specify the code page the text in the token file is to be written in.

**-c** *RDFFile*

Use custom resources defined in the resource description file *RDFFile*.

**-p** *CodePage*

The default code page used in converting between the Unicode resources and the text in the token files is the Windows ANSI code page. To change the code page, use this option and use the IBM code page number as the *CodePage* argument. For example; **-p 932**.

**-f** *ResourceType*

By default, all localizable resources are extracted. To extract a single resource type, use this option with *ResourceType* set to the resource type's numeric value (1-16 for Windows resources).

**-w**

Print warnings about unknown custom resource types (**-c** option not given or resource type is not in the *RDFFile*), and about resources that are not tokenized because their language is not the language requested (**-o** option, or US English by default). It will also warn of any zero-length resources found.

**-x**

Use extended token file format. This option enables the location information of text box style type and extracts the font face name and size information into the token file.

## Languages Supported By Windows NT

Primary Language IDs		Sub Language IDs	
Neutral	0x00	Neutral	0x00
Albanian	0x1c	Default	0x01
Arabic	0x01	System Default	0x02
Bahasa	0x21	Arabic (Saudia Arabia)	0x04
Bulgarian	0x02	Arabic (Iraq)	0x08
Byelorussian	0x23	Arabic (Egypt)	0x0C
Catalan	0x03	Arabic (Libya)	0x10
Chinese	0x04	Arabic (Algeria)	0x14
Czech	0x05	Arabic (Morocco)	0x18
Danish	0x06	Arabic (Tuinisa)	0x1C
Dutch	0x13	Arabic (Oman)	0x20
English	0x09	Arabic (Yemen)	0x24
Estonian	0x25	Arabic (Syria)	0x28
Farsi	0x29	Arabic (Jordan)	0x2C
Finnish	0x0b	Arabic (Lebanon)	0x30
French	0x0c	Arabic (Kuwait)	0x34
German	0x07	Arabic (U.A.E.)	0x38
Greek	0x08	Arabic (Bahrain)	0x3C
Hebrew	0x0d	Arabic (Qatar)	0x40
Hungarian	0x0e	Chinese (Traditional)	0x01
Icelandic	0x0f	Chinese (Simplified)	0x02
Italian	0x10	Chinese (Taiwan)	0x04

Japanese	0x11	Chinese (PRC)	0x08
Kampuchean	0x2c	Chinese (Hong Kong)	0x0C
Korean	0x12	Chinese (Singapore)	0x10
Laotian	0x2b	Dutch	0x01
Latvian	0x26	Dutch (Belgian)	0x02
Lithuanian	0x27	English (US)	0x01
Maori	0x28	English (UK)	0x02
Norwegian	0x14	English (Australian)	0x03
Polish	0x15	English (Canadian)	0x04
Portuguese	0x16	English (New Zealand)	0x05
Rhaeto Roman	0x17	English (Ireland)	0x06
Romanian	0x18	French	0x01
Russian	0x19	French (Belgian)	0x02
Serbo Croatian	0x1a	French (Canadian)	0x03
Slovak	0x1b	French (Swiss)	0x04
Spanish	0x0a	German	0x01
Swedish	0x1d	German (Swiss)	0x02
Thai	0x1e	German (Austrian)	0x03
Turkish	0x1f	Hebrew (Israel)	0x04
Ukrainian	0x22	Italian	0x01
Urdu	0x20	Italian (Swiss)	0x02
Vietnamese	0x2a	Japanese (Japan)	0x04
		Korean (Korea)	0x04
		Norwegian (Bokmal)	0x01

Norwegian (Nynorsk)	0x02
Portuguese (Brazilian)	0x01
Portuguese	0x02
Serbo Croatian (Latin)	0x01
Serbo Croatian (Cyrillic)	0x02
Spanish (Traditional Sort)	0x01
Spanish (Mexican)	0x02
Spanish (Modern Sort)	0x03
Thai (Thailand)	0x04

## **Localization Process**

There are two basic types of localization. The first is when a product is correctly enabled for localization ("globalized"), the product development is finished, and all that is needed is to modify the localizable resources. We'll call this the "One-Shot Process". The second is when a product is being localized in parallel with the development process and the localization work is to be preserved across new builds of the original (typically English) file. We'll call this the "Parallel Process". It is done in parallel with product development so the localized versions are ready as soon as possible after the domestic version is.

A GUI version of RLMan makes the various steps invisible to the user and incorporates an editor that hides the token ID part of the lines in the token file.

## One-Shot Process

To simplify the file names on the command line, change directories to the place where the localized files are to be kept. Leave the source executable (typically the English version) in some other directory anywhere on the network or on the local machine. In the sample command lines, the executable is called "prog.exe".

If you have a localized .RES file, simply skip to step 4 and use the .RES file in place of the .TOK file name shown in that steps example.

1. Create the project token file "prog.tok".  
**rlman -t prog.exe prog.tok**
2. Translate the text in the "prog.tok" file with your favorite text editor. Assume German in this example.
3. If dialog boxes are to be resized, create the file "tmpprog.exe" which will contain the translated text.  
**rlman -n 7 1 -r prog.exe prog.tok tmpprog.exe**

Create the .RES file, in German, needed by the dialog editor in the SDK.

**rlman -e tmpprog.exe prog.res**

Resize the dialog boxes as appropriate to account for the different lengths of the translated text.

**dlgedit prog.res**

Update the project token file with the revised dialog box coordinates and sizes.

**rlman -t prog.res prog.tok**

4. Create the final, localized, executable.  
**rlman -n 7 1 -r prog.exe prog.tok newprog.exe**

This completes the process. The German file "newprog.exe" is now ready to be tested.

See also [Parallel Process](#)  
[Languages Supported By Windows NT](#)

## **Parallel Process**

This process maintains the localization work from one build of the source executable (typically the English version) to the next. With this version of RLMan there is one caveat if the developers change the ID number of a localizable item, the previous translation will be lost. This is being addressed and a solution will be available in a future release of RLMan. New items can be added or old ones deleted but an item with a changed ID will show up as a new item. In the sample command lines, the executable is called "prog.exe".

See also [Project Creation](#)  
[Maintaining the Master Project](#)  
[Maintaining Each Locale Project](#)  
and [One-Shot Proses](#)

## Project Creation

1. Create a directory for the master files and a separate directory for the project files. These directories may be anywhere on the net. The master project directory may contain any number of master projects, one need not create a new directory for each project as long as the base name for each master project is unique. There should be a separate directory for each localized version of the executable file. Typically this means one directory for each language.
2. Move to the master directory.
3. Copy the source executable to the master directory.
4. Create the master project file and the master token file.  
**rlman -m prog.mpj prog.exe prog.mtk**
5. Move to the project directory (for German in this example).
6. Create the project file and the project token file.  
**rlman -n 7 1 -l prog.prj prog.mpj prog.tok**
7. Steps 5 and 6 need to be repeated for each project directory (language). The resulting prog.tok files can then be translated to the appropriate language.

See also [Maintaining the Master Project](#)  
[Languages Supported By Windows NT](#)

## **Maintaining the Master Project**

1. Copy the newly built source executable to the master directory.
2. Move to the master directory, then update the master project file and the master token file.  
**rlman -m prog.mpj**

See also [Project Creation](#)

## **Maintaining Each Locale Project**

1. Follow steps 2 and 3 of the "one-shot process" (previous page) as often as desired until the resources are localized satisfactorily.
2. Every time the master project is been updated (step 2 in the "Maintaining the Master Project" section), update the project file and project token file.  
**rlman -l prog.prj**

Repeat step 1 as needed to catch new or changed resource items.

See also [Maintaining the Master Project](#)  
[Project Creation](#)

## **Data Files and Formats**

RLMan uses a variety of special file types. All of the file formats described below are a special form of text file. Each file is human-readable and can be edited with any standard text file editor (such as Notepad).

As a general rule, all text in these files follows the C escape convention when dealing with non-displayable characters. This convention uses escape characters to represent non-displayable characters. For example, \n is newline and \t is tab.

Master Project Files (MPJ)

Project Files (PRJ)

Master Token Files (MTK)

Language Token Files (TOK)

Resource Description Files (RDF)

## Master Project Files (MPJ)

Master project files consist of five lines of text:

- The first line contains the path to the source resource file. This may be either a .RES file, or an .EXE format file.
- The second line contains the path to the master token file (MTK).
- The third line contains zero, one or more paths to resource description files (RDFs) separated by spaces.
- The fourth line contains a date stamp indicating the date of the source resource file as of the last update.
- The fifth line contains a date stamp indicating the date of the master token file as of the last update of the master project.
- The sixth line contains the Language ID of the resources in the master token file (.MTK).
- The seventh line contains the code page used when reading/writing the master project token file. A zero (0) means the system's Windows ANSI code page. A one (1) means the system's default OEM code page.

See also Project Files (PRJ)

## **Project Files (PRJ)**

Project files consist of seven lines of text:

- The first line contains the path to the master project file (MPJ).
- The second line contains the path to the language token file (TOK).
- The third line may be left blank or it may contain the path to a glossary file. (Not used in this release.)
- The fourth line contains a date stamp indicating the date of the master token file (MTK) as of the last update of the project.
- The fifth line contains the code page used when reading/writing the project token file. A zero (0) means the system's Windows ANSI code page. A one (1) means the system's default OEM code page.
- The sixth line contains the Language ID of the resources in the language token file (.TOK).
- The seventh line contains the path to the target resource file. This may be either a .RES file or (if the source resource in the MTK is an .EXE file) an .EXE format file.
- The eighth line contains the flag to replace the existing resources in the language token file or append to the file.

See also [Master Project Files \(MPJ\)](#)

## Master Token Files (MTK)

Master token files are text files which contain tokenized resources taken from some source resource file. Each token consists of a unique identifier followed by the text form of the resource data. Tokens are delimited by end-of-line characters.

Master token files are used for update tracking. They contain no localized resource data and should not be changed except by RLMan.

An example of what one token might look like is shown below:

```
[[5|255|1|32|5|"FOO"]] = Localizable string containing text in C format.
```

The token ID is surrounded by double square brackets and divided into 6 fields delimited by the vertical pipe '|' symbol:

- The first field indicates the type of the resource
- The second field is the resource name in the case of an enumerated resource, or it is 65535 if the name is a label (string) in which case the label itself is stored in the sixth field.
- The third field is the internal resource id number taken from the resource header.
- The fourth field is made up of a combination of data taken from the resource header and generated by the tools. This value is used in conjunction with the other values in the token ID to uniquely identify the resource.
- The fifth field is a status field used by the update tools to determine the status of the current token.
- The sixth field contains the name of the resource if the resource is identified by a label. Otherwise it contains a null string.

A token ID is followed by an equal sign which is in turn followed by the resource data. The data extends from after the equal sign to the end of the line (exclusive). Non printing characters (such as new-line and control characters) are represented using C escape sequences. Two of the most common are \n for new-line and \t for tab. Some characters are shown in the form '\nnn' where nnn is the decimal value of that character.

A token's status field is made up of combinations (bitwise OR'ing) of three basic flags:

- **CHANGED** 4 indicates that the token has changed since the last update
- **READONLY** 2 indicates that the token should not be localized.
- **NEW** 1 used in conjunction with the **CHANGED** flag to indicate that this is the new version of the token.

For example, if a token has changed during an update, the current text would be stored in a token with a status of **CHANGED+NEW** (4 + 1) = 5. The previous text is also stored in the token file using the same token ID but the status field would contain a 4 (**CHANGED**). This way both the current and the previous text are retained.

When you extract the token file with -x option, some tokens contain the location of text box have text style type and font face name and font size. You can change the style of the current text control using Dlgedit.exe. An example of what one token might look like is shown below:

```
[[5|255|1|48|5|"FOO"]] = 10 154 79 8 (LEFT)
```

A token has a text style type of LEFT, CENTER and RIGHT.

- LEFT locates the text to the left of text control.
- CENTER locates the text in the middle of text control.
- RIGHT locates the text to the right of text control.

```
[[5|255|0|8|5|"FOO"]] = 8
```

[[5|255|0|4|5|"FOO"]]=MS Shell Dlg

A token has a font face name and a font size. The dialog is displayed in this font setting.

See also [Language Token Files \(TOK\)](#)

## Language Token Files (TOK)

Language token files are similar to master token files; the only difference being the meaning of the status fields found in the token identifiers.

Language token files are used during localization. They contain localized resource data.

A token's status field is made up by combinations of four flags:

- **TRANSLATED 4** indicates that the token contains text that should be put in the target resource. If a token is not marked as **TRANSLATED** then it contains unlocalized text from the master token file which is maintained for update tracking purposes.
- **READONLY 2** indicates that the token should not be localized.
- **NEW 1** used only for tokens that are not marked with the **TRANSLATED** flag to indicate that this is the new version of the unlocalized token.
- **DIRTY 1** used only for tokens that are marked with the **TRANSLATED** flag to indicate that the token is in need of attention (either the original translation has changed or the token has never been localized).

For example, a clean, localized token is marked only with the **TRANSLATED** flag and therefore has a status value of 4.

As in the Master token files, non printing characters (such as new-line and control characters) are represented (and entered by the localizer) using C escape sequences. Two of the most common are \n for new-line and \t for tab. Some characters are shown or entered in the form '\nnn' where nnn is the decimal value of that character. The localizer may enter any character it's '\nnn' form.

When you extract the token file with -x option, some tokens contain the location of text box have text style type and font face name and font size. You can change the style of the current text control using Dlgedit.exe. An example of what one token might look like is shown below:

```
[[5|255|1|48|5|"FOO"]] = 10 154 79 8 ( LEFT )
```

A token has a text style type of LEFT, CENTER and RIGHT.

- **LEFT** locates the text to the left of text control.
- **CENTER** locates the text in the middle of text control.
- **RIGHT** locates the text to the right of text control.

```
[[5|255|0|8|5|"FOO"]] = 8
```

```
[[5|255|0|4|5|"FOO"]] = MS Shell Dlg
```

A token has a font face name and a font size. The dialog is displayed in this font setting.

See also [Master Token Files \(MTK\)](#)

## Resource Description Files (RDF)

Custom resources are described in resource description files (RDFs) using c-like structure definitions. Each definition is identified with a specific resource type and the definition is applied to every resource of that given type.

An identifier is declared by the following syntax:

<type>

Types are numbers or quoted names unless they are normal windows types in which case the standard Windows type name may be used in place of a number or name. (CURSOR, BITMAP, ICON, MENU, DIALOG, STRING, FONTDIR, FONT, ACCELERATORS, RCDATA, ERRTABLE, GROUP\_CURSOR, GROUP\_ICON, NAMETABLE, and VERSION).

A structure definition follows normal 'C' syntax with the following limitations and differences:

- Each definition must be fully enclosed in braces { }.
- The standard 'C' types: char (single-byte OEM characters), int, float, long, short, unsigned, and near and far pointers are accepted. Additionally, the types wchar (Unicode character) and tchar (Unicode in the NT version, OEM otherwise) are accepted. (Labels and macros are not legal.)
- Nested structures, arrays and arrays of structures are legal. All arrays must have a fixed count except for strings which are described below. int[10] is legal int[] is not.
- Null terminated strings (sz's) are the only variable length structures allowed. They are represented as an array of characters with no length: char[]
- Fixed length strings are represented as arrays of characters with a fixed length: char[10]
- Comments may be included in the file using standard c comment delimiters (/\* \*/ and //) or by placing them after the pound symbol #.
- Localizable types (types that need to be placed in token files) are indicated by all caps. Hence INT would generate a token while int would not.

See also [Sample RDF File](#)

### Sample RDF File

```
# This is a sample Resource Description File
<"type">
{
  int,      // no token will be generated for this integer
  CHAR     // this single-byte character will be placed in a token
}
<RCDATA>
{
  WCHAR[] // a null terminated Unicode string that requires a token
  wchar[] // no token will be generated for this Unicode string
}
<1000>
{
  TCHAR[], // a null terminated Unicode or OEM string that requires
           // a token (Unicode if running NT version, else OEM).
  {
    int,
    FLOAT, // localizable floating point value
    far *,
    CHAR[20] // localizable 20 character single-byte string
  }[3], // an array of three structures (NOT IMPLEMENTED YET)
  int
}
END // Optional
```

See also [Resource Description Files \(RDF\)](#)

Throughout this document, the term **localization** refers to the process of preparing a product for an international market. This process involves (among other things) translating text and resizing controls such as dialogs and buttons. A person performing localization is referred to as a localizer.

This document refers to a **resource file** as being any file that contains Windows resources. This can be a .EXE file (or a .DLL, a .CPL, etc.), as well as a .RES file. RLMAN can use any of these files as resource files.

