## Nib Localization

Apple allows **two** major nib localization methods(one older and one implemented in Xcode several years ago). Xcode still supports the older method. The approaches are:

1.(older way) Create separate nibs for each language(i.e. one for English, one for French and so forth) and tailor each nib's strings in the nib(and text sizes) accordingly. The different language nibs in Xcode's project navigator are shown (note how they're specified) using four languages and four nibs. Again using the old method
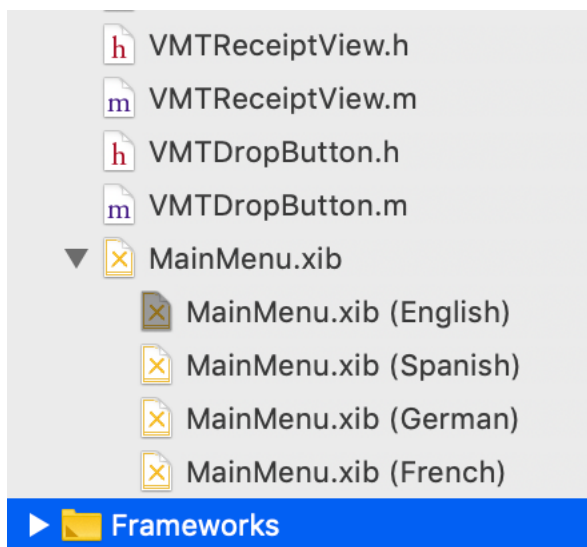
Each language directory (en.lproj, fr.lproj) has its own nib and Localizable.strings file (which is for dynamic changes and not static in the nib). The video "Localizing Nibs with 'Make Xcode Project' " provides details for establishing the above nib structure within an Xcode project.

Name	^	Date Modified
/Applications/VMT.app		
▼ 📁 Contents		Apr 20, 2020 at 11:17 PM
▶ 📁 _CodeSignature		Sep 4, 2019 at 1:26 PM
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▶ 📁 MacOS		Sep 4, 2019 at 4:42 PM
▼ 📁 Resources		Sep 4, 2019 at 1:26 PM
▼ 📁 de.lproj		Sep 4, 2019 at 1:26 PM
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📄 Localizable.strings		Sep 4, 2019 at 1:26 PM
📄 MainMenu.nib		Sep 4, 2019 at 1:26 PM
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📄 MainMenu.nib		Sep 4, 2019 at 1:26 PM
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All that works but the process of creating and changing several different nibs is a lot of work so Apple gave us an alternative.....

2. Base Internationalization - In this approach, the programmer creates only ONE nib. When a programmer requests an additional language localization, Xcode dynamically extracts all the strings from the nib and creates a string file. The programmer then must edit the string file to specify the translations (in my case from a base of English to some other language). If the app then runs with a new language (as specified in the machine's System Preferences==>Language & Region), the nib is loaded but the strings from the string file are substituted in the nib. This is a lot cleaner for the programmer (and less accident prone managing many nibs). FB does not currently automate this process.