

Localization File Editor – Usability Improvements Proposal

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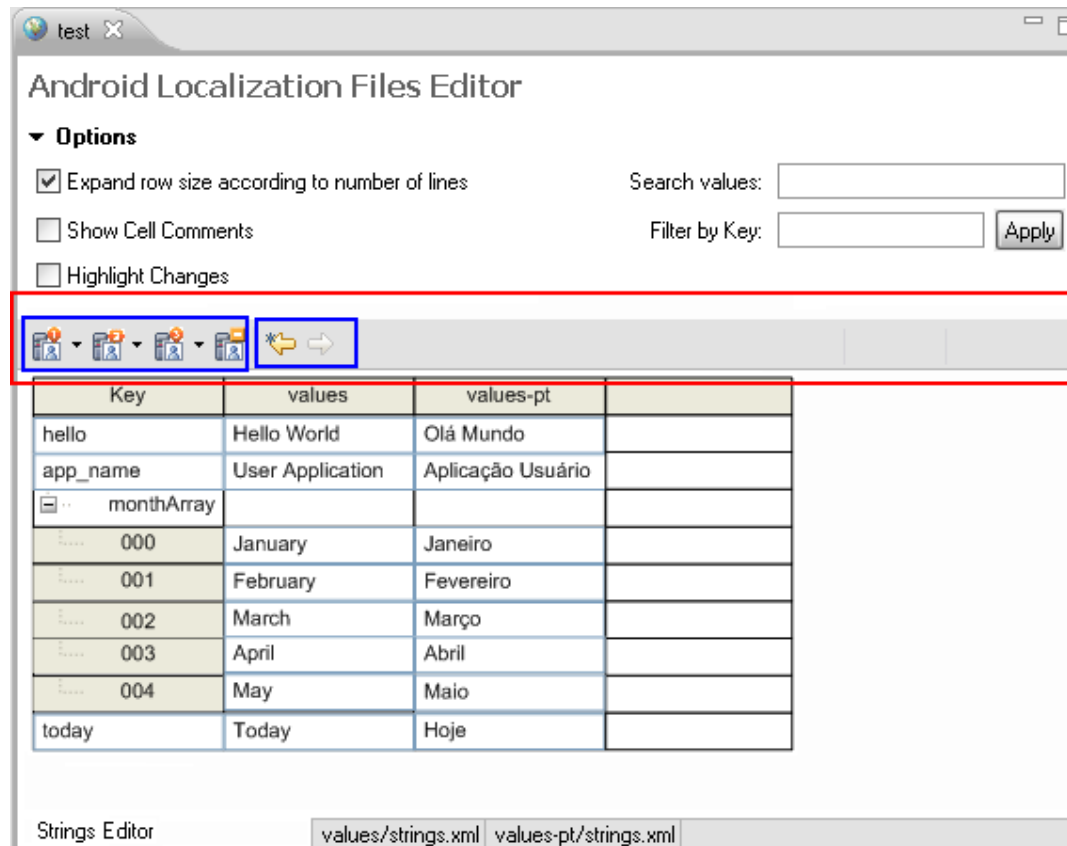
1. UI changes - Overview

The screenshot shows the Eclipse IDE with the Android Localization Files Editor open. The editor displays a table with localization keys and values for different languages. The table has columns for Key, values, and values-pt. The 'values' column contains English text, and the 'values-pt' column contains Portuguese text. The interface includes a Navigator on the left, a Strings Editor at the bottom, and a Device Management panel at the bottom right.

Key	values	values-pt	
hello	Hello World	Olá Mundo	
app_name	User Application	Aplicação Usuário	
monthArray			
000	January	Janeiro	
001	February	Fevereiro	
002	March	Março	
003	April	Abril	
004	May	Maio	
today	Today	Hoje	

2. New UI Elements

2.1. Toolbar



The screenshot shows the 'Android Localization Files Editor' window. The toolbar is highlighted with a red border and contains several icons: a folder icon, a plus icon, a minus icon, a refresh icon, and a search icon. A blue box highlights the search icon and the left arrow icon. Below the toolbar is a table with the following data:

Key	values	values-pt	
hello	Hello World	Olá Mundo	
app_name	User Application	Aplicação Usuário	
monthArray			
000	January	Janeiro	
001	February	Fevereiro	
002	March	Março	
003	April	Abril	
004	May	Maio	
today	Today	Hoje	

At the bottom of the window, the 'Strings Editor' tab is active, showing the file paths 'values/strings.xml' and 'values-pt/strings.xml'.

Description

Create toolbar items to:

- Add String / Add String Array / Add String Array Item
 - When clicking in this button, an empty line will be added.
 - After adding an entry, the user can change the key for that entry.
 - The element to be added (new string, new array or new array item) will depend on the button clicked and on the item currently selected in the editor. For instance, if an array is selected and the New Array Item button is pressed, a new array item will be added in the selected array.
 - The user can either add a single entry by clicking in the button, or a specific number of entries, when clicking in the arrow right beside the icon. In this case, a dialog will be displayed, asking the user to provide the number of new elements to be added. This number will be used to create new rows in the editor.
 - There are 3 buttons for the different add actions in order to minimize the number of clicks / steps to perform each operation.
- Remove
 - Used to remove items (some of the behaviors described here can be placed as preferences)
 - The action of pressing the Remove button will delete the current selection in the editor
 - If string, all occurrences will be removed from all languages (e.g.: values-pt, values-es).
 - If array, also delete the internal items.
- Undo / Redo
 - These two common edition operations currently available only in the popup menu will be added to the toolbar as well.

All items in the toolbar will receive hotkeys.

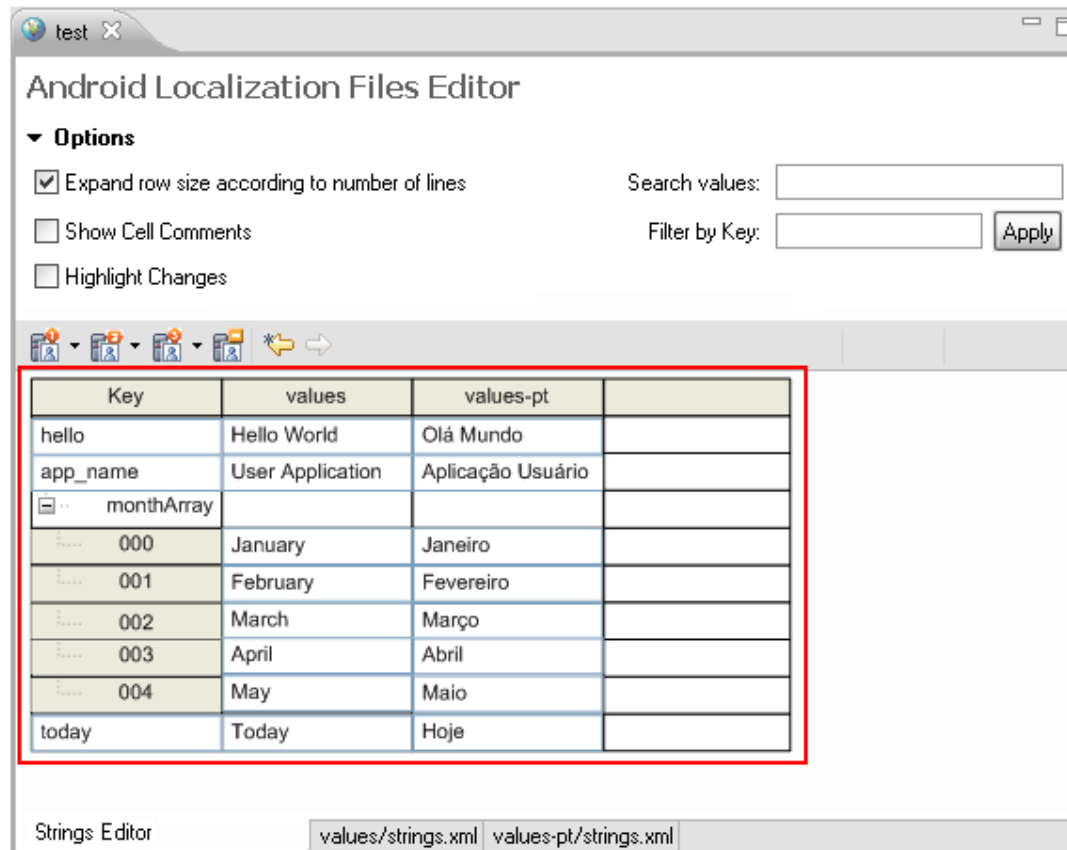
All the icons in the toolbar will be defined, except by the ones used for Undo/Redo. For those icons, standard icons will be used.

All items in the toolbar will be removed from the popup menu.

Common operations will be grouped using separators in the toolbar.

In future phases, other operations can be added to the toolbar (and removed from the popup menu).

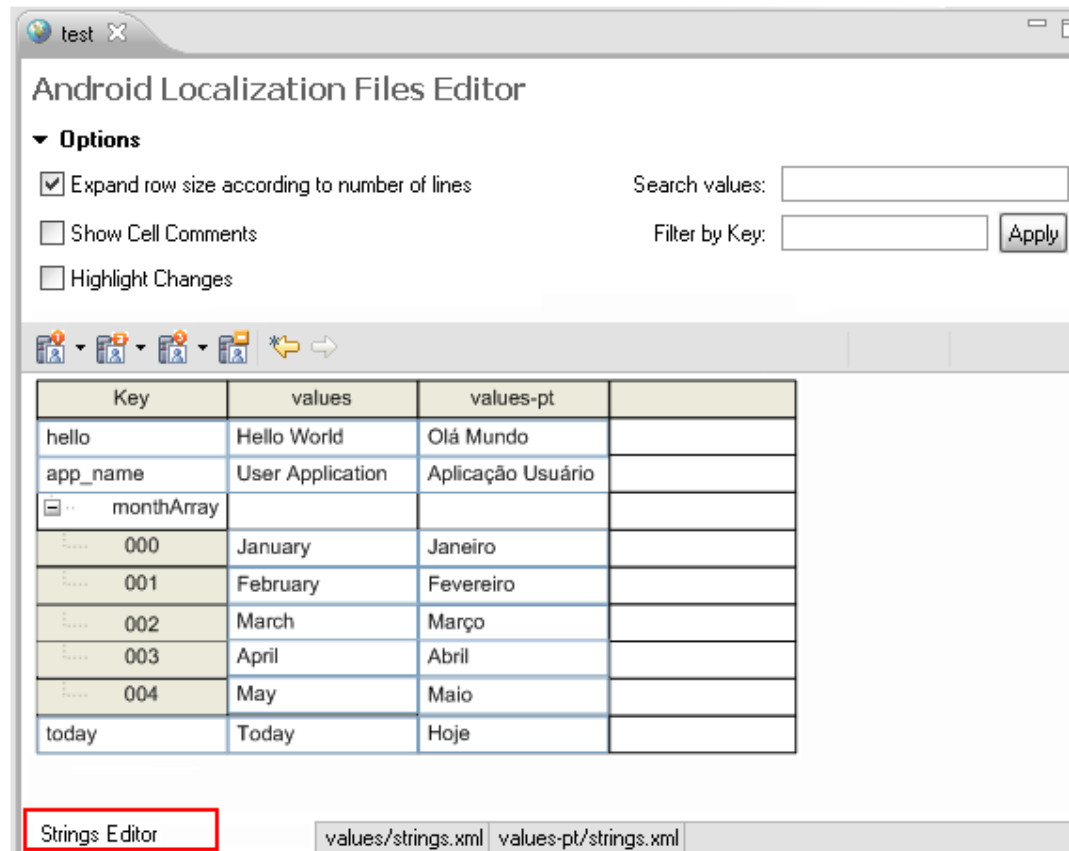
2.2. Tree



Description

- A tree will be used to group array items.
 - Array items might be expanded and collapsed. (still need to investigate if this behavior is feasible)
 - When adding new array items, each new item will receive an integer for its index in the array. This index can not be edited.

2.3. Editor name

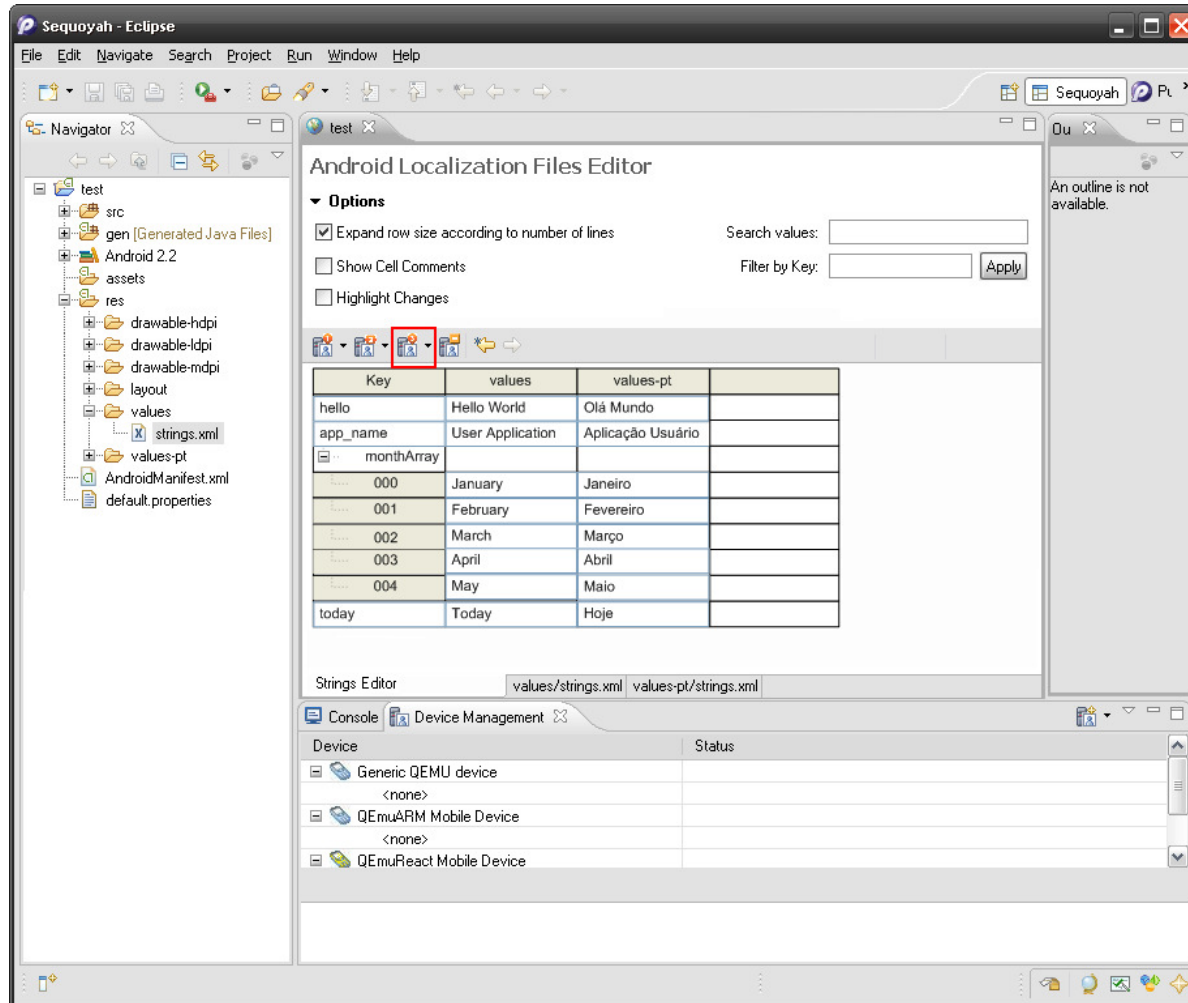


Description

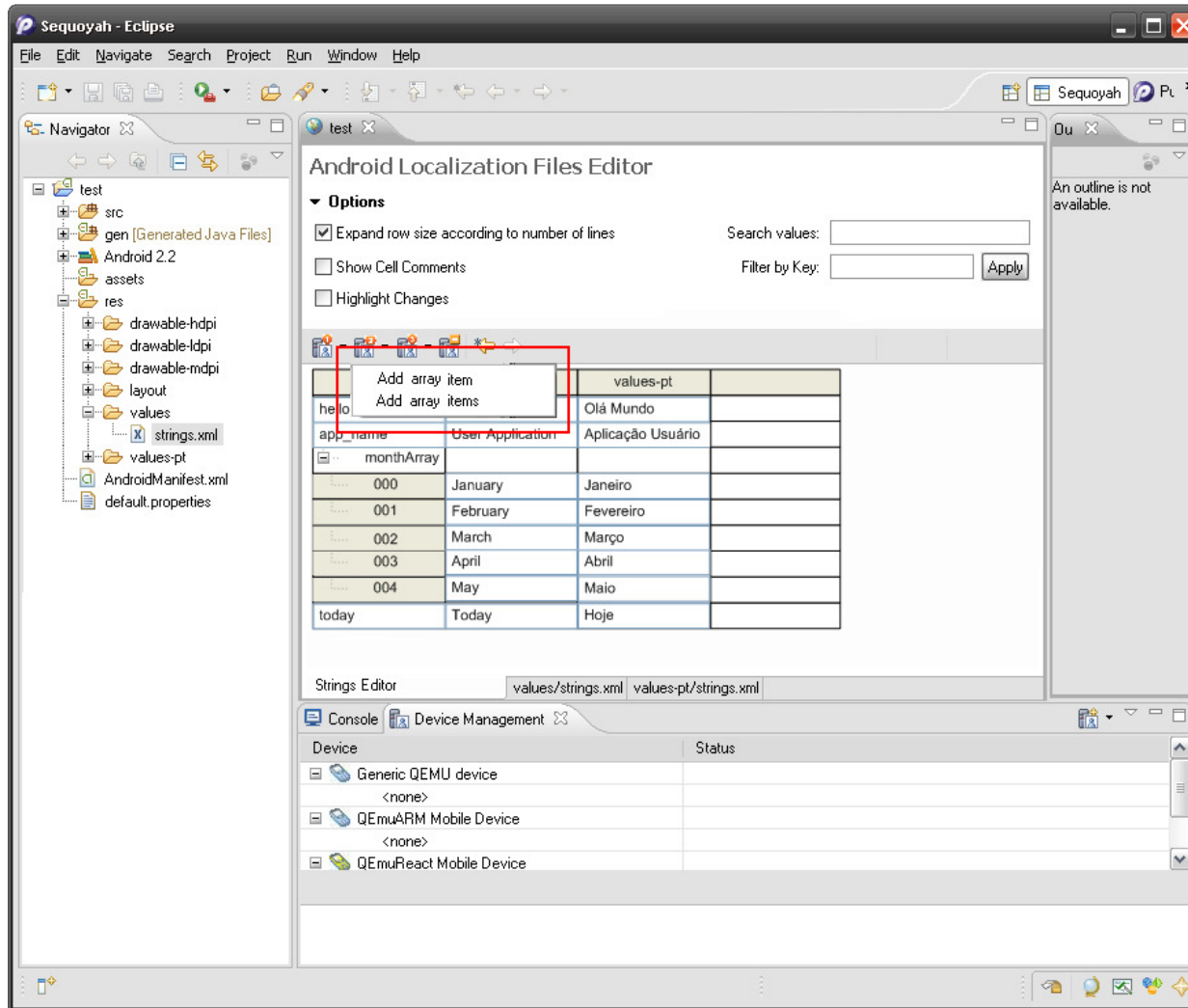
- Since we are preparing the localization framework to be more robust and extensible, and foreseeing the need to support other types of localization resources such as images and sounds, the name of the editor will reflect the type of resource being localized..

3. Example: Workflow – Adding array items

3.1. Step 1



3.2. Step 2



3.3. Step 3

