Babylon Release Notes

Changes with version 3.4.3 –05/07/2023

> New feature: A new "translator notes" field has been added

> String format placeholders are now substituted before doing an automatic translation and reinserted afterwards to avoid scrambling during translation.

> BUG FIX: OK button is not always correctly enabled when adding RESW projects

> BUG FIX: REWS files are not written in the correct path when writing resources

Changes with version 3.4.2 –12/04/2023

> BUG FIX: Missing DLL when auto translating using MS Translator..

Changes with version 3.4.1 –18/01/2023

> BUG FIX: Error synchronizing projects in certain type of scenarios.

Changes with version 3.4.0 –27/12/2022

> New feature: Support for RESW resource files

> New feature: Support for Visual Studio 2022

> New feature: Automatic translations using DeepL

> BUG FIX: Error when importing translations from MS Excel

> BUG FIX: Automatically translate duplicate strings does also change strings which are set as "Do not translate"

> BUG FIX: Synchronize changes the assembly name for .NET standard projects

Changes with version 3.3.0 –03/12/2021

> New feature: Support for multi-framework .NET projects

> New feature: XLIFF export and import

Changes with version 3.2.2 –10/03/2021

> BUG FIX: Error reading VS project files in certain situations

> BUG FIX: Error generating assemblies

Changes with version 3.2.1 –02/03/2021

> Support for new Visual Studio project file formats for projects using older .NET versions

Changes with version 3.2.0 – 27/01/2021

> New feature: Full compatibility with .NET 5.0 projects.

> New feature: ngx-translate resource provider for Angular projects

Changes with version 3.1.0 – 15/04/2020

> New feature: Support for ASP.NET Core projects.

> New feature: Interpolation editor for Angular projects

> Enhanced the verifier for Angular projects

> Improved handling of interpolations when using machine translation

> BUG FIX: Error reading resources namespace during synchronization in certain circumstances.

> BUG FIX: Language checklists are ignored in Import from Excel and all languages are imported

Changes with version 3.0.1 – 15/05/2019

> BUG FIX: Error reading resources namespace during synchronization in certain circumstances.

Changes with version 3.0.0 – 25/04/2019

> With the introduction of Angular projects Babylon.NET changes name to Babylon.

> New feature: Angular Projects. Babylon now offers native support for Angular projects. Synchronizing and writing resources (xlf files) are fully supported.

> New feature: Angular Build directly generates localized builds of Angular projects from Babylon. All command line parameters of Angular builds are supported.

> Breaking Change: Support for Azure Text Translator V3 interface. The Azure V2 interface will stop working with the end of April 2019.

> BUG FIX: Error Generating Satellite Assemblies on very big projects.

> BUG FIX: Error reading resources namespace in certain circumstances.

> BUG FIX: Strings in approved state can be edited in the Translator Edition even if "Allow editing strings in approved state" is disabled.

> BUG FIX: Error when importing an Excel file with the file extension in upper case.

> BUG FIX: Error picking up the root namespace during synchronization in certain cases.

> BUG FIX: Error when opening .NET Standard projects converted from legacy projects.

> BUG FIX: Resources in .NET Core Web projects are not found.

Changes with version 2.5.0 – 30/01/2018

> New feature: New ResourcesProvider for XLIFF 1.2 files. This allows Babylon to directly translate string for popular development environments such as Angular.

> New feature: Support for .NET Core and .NET Standard projects.

> New feature: Batch copy selected strings from one locale to another. This is very useful for quickly adding translation for similar locales such as en-us → en-uk.

Redpin

> Improvement: Possibility to configure a proxy server to access Google and Azure Translator services.

> Improvement: Added the possibility to export the error log after receiving a translation job or after importing from MS Excel.

> BUG FIX: Faulty listing of resource files when searchin for Unused Resource Strings.

> BUG FIX: Generating Satellite Assemblies does not work with certain types of resx files.

> BUG FIX: Wrong namespace in Satellite Assemblies in VB.NET projects.

> BUG FIX: Undo does not work in certain situations.

> BUG FIX: String Extraction generates duplicate resoures names for partial classes.

> BUG FIX: Autotranslation corrupts string format placeholders.

> BUG FIX: Strings are not sorted for Generic-Localization projects when a solution is opened.

Changes with version 2.4.0 – 27/12/2016

> New feature: Generic projects. Generic projects use plugin-based ResourcesProvider to read and write resource files in any format. This means Babylon now supports localization for every development environment. Using a custom ResourcesProvider resource files can be kept in any format or location and even be combined from different source into one single Babylon solution. More…

> New feature: Three new ResourcesProvider for XML, JSON and Java .properties resource files.

> New feature: The Verifier now supports string format placeholders for several programming languages.

> New feature: Added string length plausibility check to Verifier.

> Breaking Change: Autotranslation now uses the MS Azure Text Translator. The old MS Translator account will no longer work and has to be replaced with a new MS Azure Text Translator key.

> Visual Studio 2017 compatibility

Changes with version 2.3 .3 – 12/08/2016

> BUG FIX: Filename is used instead of Class name when generating Satellite Assemblies for VB.NET projects.

> BUG FIX: Error when using Undo in Windows.Forms projects when not positioned on a Windows Form.

> BUG FIX: Preview is processed even when the preview window is closed.

> BUG FIX: Error when writing in temp directory during Preview Data Package extraction.s

Changes with version 2.3 .2 – 26/02/2016

> BUG FIX: Wrong namespace of resources in Satellite Assemblies for VB.NET projects in certain situations.

> BUG FIX: XAML code-behind files are not considered during String Extraction.

Changes with version 2.3 .1 – 19/01/2016

> New feature: New application setting to turn on / off the automatic removal of orphaned strings. Strings are considered orphaned when no corresponding invariant language string exists. Normally these strings should be removed.

> Improvement: Splash Screen

> BUG FIX: When editing a cell with a filter on the status column the value is copied to the cell of the next row

> BUG FIX: "Invalid file" error in Preview when applying filter on the translation grid

> BUG FIX: Undo/Redo does not work correctly

> BUG FIX: The generate assemblies dialog does not save the last target location

> BUG FIX: Unhandled exception when trying to edit a string in the main grid without a focussed cell and an active filter.

> BUG FIX: The cell editor is not automatically closed when clicking on ribbon buttons.

> BUG FIX: Object reference error in main grid in certain cases when setting string to empty.

Changes with version 2.3 .0 – 22/10/2015

> New feature: Completely rewritten form preview functionality for Windows.Forms. The preview is now created by parsing ResX and Designer files. Special Preview Packages containing all required assemblies can be generated and passed to translators so that the preview opens correctly also on non-developer PC's.

> New feature: String literal extraction from source code. The source code is parsed for string literals which can be automatically converted to resources in ResX files.

> New feature: Generate Satellite Assemblies for the invariant language

> New feature: Generate signed satellite assemblies

> Improvement: The error handling during automatic translation using Google or MS has been improved.

> BUG FIX: Quality Review Wizard behaves incorrectly with only one string to be reviewed

> BUG FIX: Keyboards shortcuts for Ctrl+left/right should not be used for navigation between strings

> BUG FIX: SCM Integration not documented in help file

> BUG FIX: Wrong behaviour of UI during resize in Write ResX dialog

> BUG FIX: Error when adding a project that contains no languages expect the invariant language

> BUG FIX: Spell Checker error with danish language - New set of dictionaries

> BUG FIX: Null reference exception when autotranslating duplicate strings

> BUG FIX: Error adding empty project to solution

> BUG FIX: Path to AL.exe from user settings is not considered for command line operations

> BUG FIX: AssemblyName is not updated when project is synchronized

> Update to .NET framework 4.5.

> Visual Studio 2015 and Windows 10 compatibility.

Changes with version 2.2.2 - 28/06/2015

> BUG FIX: Incorrect resource name in Satellite Assemblies in VB.NET projects

Changes with version 2.2.1 - 02/11/2014

> BUG FIX: Error writing ResX files when solution has not yet been saved.

> BUG FIX: Solution is not saved after using /rtp command from command line

Changes with version 2.2.0 - 19/10/2014

> New feature: Source Control Management integration. ResX files can automatically be checked-out for writing and checked in afterwards.

> New feature: Export and Import a translation memory to and from TMX format

> New feature: String.Format indicators are now protected during AutoTranslation.

> New feature: Mark a resource string as excluded.

> New feature: Custom Cultures support

> New feature: Automatic translation of duplicate strings

> New feature: File locations and user selections are now saved and restored whenever the dialog is reopened.

> Visual Studio 2013 and Windows 8.1 compatibility.

> BUG FIX: Error when clicking on Solution Explorer after sorting the main grid.

> BUG FIX: Punctuation should be at the end of string after Autotranslation.

> BUG FIX: Exception when reading license on systems with Italian date format.

> BUG FIX: Review dialog crashes when only one string in To Review state is available.

> BUG FIX: Null strings in invariant locale are removed.

> BUG FIX: Clearing Changed flag in translation package does not trigger import in solution.

> BUG FIX: Carriage returns are remove by Google Translator.

> BUG FIX: If the BSL file is manually edited, items in the Solution are duplicated during Synchronize.

> BUG FIX: Resources have wrong namespace in satellite assemblies if they are in App_LocaleResources.

> BUG FIX: Language names are not loaded correctly if no dictionary is found.

Changes with version 2.1.0 - 29/09/2013

> New feature: Pseudo translation. Pseudo translation is used to check your user interface for strings that are not read from resources and to verify that a string getting longer due to translation still fits into the available space. Pseudo translation deforms the strings of a locale and makes them 20% longer by stuffing the strings with trailing punctuation. The deformed strings can still be read but any not deformed string will be clearly visible and signalize a missing resource.

> Enhanced handling of mnemonics (&) and punctuation during automatic translation. Mnemonics can now be stripped and reinserted after translation. Also trailing punctuation can now be stripped and reinserted after translation.

> New feature: The Open button now offers a Recent Solutions list.

> New feature: The command line interface now supports creating translation packages and importing translation packages

> New feature: When writing Resx files using the command line interface a destination directory can now be specified.

> New feature: New column 'Category' displays the category of a resource string such as Caption, Text etc.

> New feature: Filtering on grid columns now supports multiple filter criteria.

> BUG FIX: Error when saving a solution to a different partition than the VS projects.

> BUG FIX: Remove unused strings: Unhandled error during opening if VS project cannot be found or read.

> BUG FIX: Wrong name of Generator for VB projects causing the SearchUnused function to not find any resources.

- BUG FIX: Error during translation package import if a locale is not set.

- BUG FIX: ToBeTranslated column in Statistics dialog shows wrong values.

- BUG FIX: Layout problem in New Translation Job dialog.

- BUG FIX: Wrong error message in TranslationJobImport dialog.

- BUG FIX: Error when hovering over Filename column on a string that has just been synchronized.

- BUG FIX: Error when starting with /wr command line parameter. In certain cases the filename of the solution is not set correctly.

- BUG FIX: Scrollbar does not go all the way in Generate Assembly Dialog.

- BUG FIX: Avoid overwriting changed strings when importing translation jobs.

- BUG FIX: Resource Strings not generated in Satellite Assemblies for VB.NET in certain cases.

- BUG FIX: Avoid writing and counting unchanged strings during Translation Job import.

- BUG FIX: Progressbar does not go all the way in ImportFormExcel dialog.

- BUG FIX: Changing the invariant string manually does not set Translation Status to Changed.

Changes with version 2.0.0 - 20/02/2013

- Breaking Change: New feature: Localization solutions. Solutions group several translation projects into one single container. Almost all functions have been adapted/expanded to make full use of the solution concept. To guarantee full backward compatibility legacy 1.x localization projects can be imported into a solution. The command line syntax has been adapted to reflect solutions. Old build process integration scripts may need to be adapted.

- New feature: Translation jobs and translation packages. Translation jobs are used to outsource a translation to a translator.

- New features: The layout of the main view can be saved to the solution and will automatically be restored when opening the solution.

- Visual Studio 2012 compatibility

- Windows 8 compatibility

- BUG FIX: Licensing file is not found when running as Network Service.

- BUG FIX: Added an error message when running command line commands in unregistered mode.

- BUF FIX: Use resource file name instead of class name when generating satellite assemblies. The bug caused invalid satellite assemblies to be generated when some special characters where used in resource file names.

- BUG FIX: Information DockPanel Slider should not be moveable.

- BUG FIX: Spell Checker is not turned off correctly in some cases

- BUG FIX: AutoTranslation does not display error message on network connection problems.

Changes with version 1.7.2

- BUG FIX: Chinese Simplified (zh-CHS) is not correctly passed as parameter to MS Translator.

- BUG FIX: Better error messages when using MS or Google auto translation.

- BUG FIX: Classname is not set for localized resx files preventing Satellite Assemblies from being correctly generated.

Changes with version 1.7.1

> **Breaking Change:** The Bing Translator integration has been dropped and the new Microsoft Translator integration has been added. The change was necessary as Microsoft blocked all AppID's created after 03/31/2012. The Azure account keys needed to access the Microsoft Translator service are free for up to 2.000.0000 characters a month.

> BUG FIX: Root namespace for VB.Net projects is not treated correctly.

> BUG FIX: Not all comments are read from the invariant ResX file if translation already exist.

> BUG FIX: Missing Dll causing Google Translator integration to fail.

Changes with version 1.7.0

> New feature: Project Statistics

> New feature: MS Excel Export and Import

> New feature: The invariant comment is now read from the ResX files and updated when updating the ResX files

> Improvement: It is now possible to select which ResX files to write when updating ResX files

> Improvement: Additional command line options to Synchronize, write selected ResX files and perform auto translation using Bing or Google

> BUG FIX: Resource item not changing when focus is on first row and switching resource file

> BUG FIX: Save Button remains disabled even after changes have been made

Changes with version 1.6.1

> BUG FIX: AutoTranslation always uses Bing Translator even if Google has been selected

Changes with version 1.6.0

- New feature: Google Translate V2 Integration
- New feature: Bing Translator Integration
- New feature: Inline spell checker
- BUG FIX: File associations of VSLP files do not start Babylon
- BUG FIX: Relative paths to the VS project file do not work correctly
- BUG FIX: When copying in the localization grid and the cell is not in edit mode (only focused) then pasting inserts the column header as well as the copied text

Changes with version 1.5.1

- BUG FIX: Error reading class name and namespace in *.vb files
- BUG FIX: When you click Verify removed columns return

Changes with version 1.5.0

- New feature: Automatic Translation using Google Translator
- New feature: Translation Memory. Create, edit, manage translation memories and use them to automatically translate
- Improvement: New project setting to allow/disallow editing the invariant language
- Improvement: Strings in status "Do not translate" are not written into satellite assemblies
- Improvement: Visual Studio 2010 compatibility

Changes with version 1.4.1

- BUG FIX: Some cultures such as Bosnian (bs-Latn-BA) were not correctly recognized by Baylon.

Changes with version 1.4.0

- New feature: Command line arguments allowing to integrate Babylon into the build process
- New feature: Setting to control the behavior when pressing the Enter key in the localization view
- Improvement: When creating new projects or when synchronizing Babylon now marks all resource strings that need not be translated (e.g. numbers) as DO NOT TRANSLATE.

Changes with version 1.3.0

- New feature: Generate satellite assemblies directly without using Visual Studio. When upgrading from an older version your project must be synchronized against your Visual Studio project to allow Babylon to read the additional information needed to generate the satellite assemblies.
- Improvement: The form preview function has been completely rewritten and takes advantage of the new satellite assembly generation feature. When previewing a form Babylon will automatically create a satellite assembly for the selected language and use it to show the preview.
- Improvement: The form preview button can now be clicked directly by selecting a string in the localization grid

> New feature: Swap locales allows swapping all strings between two locales or a locale and the invariant locale

> New feature: It is now possible to set the display font for the localization grid

> BUG FIX: The find window should be topmost only to the Babylon window but not all other applications

> BUG FIX: Saving a read only project causes Babylon to close the program without saving

Changes with version 1.2.1

> New feature: The main grid view now supports grouping

> New feature: Autofilter function on main grid view

> New feature: "Save as" function for projects

> New feature: Resource files with build action "Resource" or "Content" will now be included in the localization project

> BUG FIX: The form preview path cannot be set in the Translator edition

> BUG FIX: Form preview does not work with private default constructors

> BUG FIX: "Do not translate" option of resource strings should not be allowed in translator edition

> BUG FIX: Broken links in HTML help

Changes with version 1.2.0

> New feature: Form preview for Windows.Forms

Changes with version 1.1.1

> BUG FIX: Resource files with a duplicate file extension like "Default.aspx.resx" are not handled correctly by Babylon. Babylon now checks if the second extension is a valid locale or just part of the file name.

Changes with version 1.1.0

> New feature: Multilevel Undo/redo

> New feature: Review Wizard. The review wizard offers a special function to review a translation item by item and set item status and error text accordingly.

> New feature: Auto-remove of unused resource strings. The auto-remove function scans the project source to find and remove unused resource strings.

> New feature: Added spacing verification to verifier. Spaces at the beginning or the end of a string or 2 subsequent spaces will result in a warning.

> New feature: Autoselect in Find dialog

> BUG FIX: A warning should be displayed when a read only when project is opened.

> BUG FIX: Shortcut mismatch in main ribbon bar

> BUG FIX: Grid cell wrapping does sometimes not work

> BUG FIX: Items in quality status "Error" must remain in Error state after verification

> BUG FIX: Disable Write and Close buttons in Write Resx Dialog during writing

> BUG FIX: Wrong Icons in Quality Status ComboBox in ResourceItem Edit pane

> BUG FIX: Find does not work in ResourceFile mode
> BUG FIX: Skip Do Not Translate items during verification process