

## Babylon.NET Release Notes

### 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.NET
- › 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 Babylon.NET.

### Changes with version 1.4.0

- › New feature: Command line arguments allowing to integrate Babylon.NET 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.NET 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.NET 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.NET 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: The find window should be topmost only to the Babylon.NET window but not all other applications
- › BUG: Saving a read only project causes Babylon.NET 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: The form preview path cannot be set in the Translator edition
- › BUG: Form preview does not work with private default constructors
- › BUG: “Do not translate” option of resource strings should not be allowed in translator edition
- › BUG: 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: Resource files with a duplicate file extension like “Default.aspx.resx” are not handled correctly by Babylon.NET. Babylon.NET 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: A warning should be displayed when a read only when project is opened.

- › BUG: Shortcut mismatch in main ribbon bar
- › BUG: Grid cell wrapping does sometimes not work
- › BUG: Items in quality status "Error" must remain in Error state after verification
- › BUG: Disable Write and Close buttons in Write Resx Dialog during writing
- › BUG: Wrong Icons in Quality Status ComboBox in ResourceItem Edit pane
- › BUG: Find does not work in ResourceFile mode
- › BUG: Skip Do Not Translate items during verification process