

Flex & Localization
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Flex & Localization

- Theory
- Simple example – registration form
- Practice
 - No pain no gain, really?
 - Tools
 - Customer requirements

Compiling resources into an application

1. Set up the project with the appropriate directory structure.
2. Create the properties files for the locales that you wish to support.
3. Ensure that the localization framework files are in place.
4. Set Flex compiler options to enable localization and specify the locales that you're supporting.

Loading resources at runtime

1. Determine which required resource bundles to include into your project.
2. Create your own resource modules, one for each locale, and replace the properties files with them.
3. Modify your compiler options to include the appropriate resource bundles as well as to specify that you will be using resource modules exclusively.
4. Load the resource modules at runtime within your application.

Links

- Internationalization introduction by David Deraets (now Adobe)

www.dehats.com/drupal/files/MAX2010_PRESO.pdf

- Form examples

http://www.adobe.com/devnet/flex/articles/flex_localization_pt1.html#articlecontentAdobe_numberedheader_3

<http://www.adobe.com/devnet/flex/articles/flex-localization-pt2.html>

- Loading XML locales

<http://www.savage7.com/index.php/2009/10/adobe-flex-3-load-localization-resources-at-runtime-using-xml/>

- Flex ref doc on resource bundles

http://help.adobe.com/en_US/flex/using/WS2db454920e96a9e51e63e3d11c0bf69084-7fcf.html