

LyX localization test

27 aprilie 2011

1 Description

This document contains large part¹ of layout environments and insets which can be translated automatically by LyX² in case proper translation is provided in .po file (for a given language) and layouttranslations file is generated from it.

First of all change the language of this document to your own³ (or the one to be tested). Then you can test how much is this language supported in

- GUI
 - simply scroll through the whole document in LyX window and check all layouts/insets inside the sections 2&3 are properly translated.
 - click on the environments box (left top combo box) and scroll through the listing. The most important part is the section of mathematical environments.
- final document output - scroll through the whole document in output viewer of ps/pdf file and again check proper translation.

In case you are interested to improve or fix the support of your language, please drop an email to LyX development list.

2 Test of environments

Supoziție 1. *qasassa*

Supoziție. *abbbbb*

Acknowledgement 2. *hggg*

Acknowledgement. *uuuu*

Axiomă 3. *jjjj*

¹Note that all of them can not be used simulataneously in one file, so few strings will be missing.

²These are on the top of normal babel translations and could be regarded as an extension.

³You may need to save this document elsewhere, in case the file is readonly.

Axiomă. *uuuu*

Caz 1. *ddd*

Declarație 4. *kkkk*

Declarație. *hhhh*

Concluzie 5. *ffff*

Concluzie. *frrr*

Condiție 6. *rrrr*

Condiție. *hhhh*

Conjectură 7. *uiiil*

Conjectură. *rrrrrr*

Corolar 8. *nnn*

Corolar. *oioio*

Criteriu 9. *hhh*

Criteriu. *asdas*

Definiție 10. *asdasd*

Definiție. *asdad*

Exemplu 11. *asdaa*

Exemplu. *wewe*

Exercițiu 12. *oiuk*

Exercițiu. *asdae*

Fapt 13. *grt*

Fapt. *reeer*

Notăție 14. *lhasdf*

Notăție. *asdasd*

Notă 15. *asdfe*

Problemă 16. *sadasd*

Problemă. *asdads*

Demonstrație. *asassa*

□

Propoziție 17. *sdfsdf*

Propoziție. *erteer*

Întrebare 18. *sadas*

Întrebare. *asdads*

Remarcă 19. *sdfsdf*

Remarcă. *ghfdhg*

Sumar. *as*

Teoremă 20. *asdasd*

Teoremă. *asdasd*

3 Test of insets and listings

Algoritm 1 *hhh*

Listă de Algoritmi

1	<i>hhh</i>	3
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