

# Build-Translate-Plan

## Languages to build

### Languages for the first build

We do not need to support or test all OOo languages with our first build. But in order to ensure that it works correct we should include a localization test as well:

- Chinese (Volunteers = [Unknown User \(hanelly\)](#), ???)
- Japanese (Volunteers = [Kazunari Hirano](#), ???)
- Khmer (Volunteers = [Unknown User \(javiorsola\)](#), ???)
- Spanish (Volunteers = [~ashanen](#), ???)

Suggestion : build 5 or 6 locales representing 90% of the downloads ? Add de, fr, es, it, and you are done.

### Languages for developer milestones

When it comes to frequently published developer milestones we should think about which languages to include to avoid to build the full set of languages to save build time and mirror space.

### The past

The following table shows the set of languages that were chosen in the old OOo project:

Language	Reason
Arabic (ar)	to test the behavior of these characters and test RTL writing
English (en-US)	master language
French (fr)	due to historical reasons and to see long strings are fitting to the UI
German (de)	due to historical reasons, there were the most testers, too
Japanese (ja)	to test the behavior of CJK characters and test BIDI writing
Russian (ru)	to test the behavior of Cyrillic characters

### The future

For a new list we first have to look for volunteers before choosing the appropriate languages:

Language	Reason
English (en-US)	master language
French (fr)	we got several testers ready
Chinese (zh-CN)	this language has the most users
Khmer (km)	to test the behavior of complex text layout (CTL) scripts