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## Description

Widgets, like native applications, can be easily localized. Localization requires widget developers to provide localized resources, such as strings, images, language-specific layouts.

## Some usability guidelines

- Languages which are read from right-to-left like Arabic, should also be handled.
- When needed, images and icons should also be localized.
- Should support native currency, number and date.

## How it works

- **Localized resources(e.g. strings, icons) are provided in a separate directory named as xx.lproj, where xx are two characters identifying the language.**
- **Widget engine (WRT library) searches for language variants whenever**

@import directive is used  
Any resource is loaded  
"src" attribute is used

- **Localizing "info.plist"**

Provide language directory, e.g. fi.lproj  
Provide InfoPlist.strings and define the localized strings there.

## Related Links

- [How to localise a WRT widget](#)