1

https://help.phrase.com/en/articles/3074457/

Change the language in the plugin panel.

Preview designs in German, Polish and Greek.

en

Look at the plugin toolbar to see its key name.

7

www.phrase.com/sketch

TUTORIAL

The keys and locales

The key is later used in a code to reference text input:

en

6

el

Switch a language in Sketch — it's possible because of locales.

3

Switch currently active locale **back to the default language, English.**

Renaming layers and pushing to Phrase

Select all the translatable layers and push them to Phrase.

Developers tend to have different key naming conventions. Make sure to learn which one is used in your company.

If you want to generate machine translation for your keys, you can find it under **More** on the right panel.

Once your translations are finished in Phrase, you need to **pull them back to Sketch** to preview them in your designs.

https://help.phrase.com/en/articles/3074457/

4

Creating a demo account

Translating in Phrase

That’s it! Now you’re able to access the keys in Phrase and translate them.

Go to step 6 to connect layers to Phrase yourself!

Plugin installation and setup

Select text layers and **replace automatically generated key names.**

de

en

Let’s have a look at how the layers had been prepared to be exported to Phrase.

When you’re in the Overview section, **open a foreign language locale.**

Pulling from Phrase to Sketch

Previewing designs in different languages

To use this demo, you will need a new account with a Demo Project started on it.

Important: when setting up your test account, specify that you're a Designer!

Every layer needs a **key** assigned to it. After you select a text layer, you can see its key name on the toolbar.

In the code, a developer would refer to a certain locale, and then an input in a key named “home.texts.greeting” gets pulled from what is saved for this locale.

When you open a locale, you will see the keys you uploaded on the **left side of the editor**.

The guide to Phrase Sketch Plugin

pl-PL

Start a Demo Project in Phrase.

pl

en

de

en

pl

2

For more resources, you can always check out our Documentation or find us on Vimeo ✌️

That’s the basic functionality of Phrase’s Sketch Plugin. To learn what else you can do with the plugin, visit our Documentation:

Go to Phrase and **make sure to open the Sketch Demo Project.**

Make sure Phrase's Sketch plugin is downloaded and installed. You can download it from:

Log in to Phrase in Sketch and you’re ready to go!

Already a localization pro?

Feel free to jump to step 6!

Switch languages to view changes in the previous artboard!

Select the title layer “Where do you want to go?”

el

SETUP

Learn how to **sync your designs with Phrase** and **autotranslate your text layers**. Have a quick look into translator's workflow and how it works in the code.

5

A locale is what defines what will be the content of the key in code.

Locale is similar to a language, but it can contain information about a region, date-time format, currency, etc.
For instance: American English, British English and Australian English would be 3 separate locales.