

Erledigt

TINU - Der einfachste Weg zum USB-Installer

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About beta 4 i am laying down some groundwork for localization and i am starting to do that by remooving a bunch of hardcoded ui-related strings from the app's code and mooving them to external .json files located into the app's bundle, this will make ui management somewhat easyer since there is no longer the need to mess with the code and also since the ui stuff will be located into external files it will be easily editable and so new languages can be added even without using xcode.

This stuff is in very early stages now and still doesn't work for a bunch of reasons (like the app being compiled just to target english and also the fact that the vast majority of the ui stuff isn't implemented via json files but rather in the storyboards or via hardcoded stuff) of course this will change and i'd really like to give you a version of the app featuring german support in the future (and for that i will need some people to take care of the translation).

To take a look you can see what i have done in the latest commit on github in the development branch <https://github.com/ITzTravelInTime/TINU/tree/development>

About the github repo should i commit my latest work to the main branch or just keep using the development branch for that? and so leaving the main branch for release code only?