The theoretical part gives an overview oj the history oj the localisation industry and defines basic terms before going on to cover the localisation tools and companies available. ft then defines the localisation process and its individua! phases and provides for a classification oj the translation tools available. Finally, it outlines their potential development.

The practical part sets the theory against the Internet browser Mozilla Firefox v2. O localisation case study. ft dea/s with the practical aspects unique for localisation, i. e. the definition oj text strings to be localized, data recycling from previous versions and the application oj translation tools. ft subsequently !o o ks at the phases that follow localisation, i. e. the testing oj the localised application and the evaluation oj the localisation process. The analysis proves that an open-source community is in alf respects able to provide for a product localisation on the same quality Ieve! o.ffered by established software producers.

The thesis also includes a Glossary oj terms, List oj relevant Internet links, Microsoft and Apple Product glossaries, Code-pages with Czech characters, a Mozilla Firefox v2.0 Product Glossary and a DVD-ROM containing tria! versions oj selected translation tools and Firefox browser resource fil es.