OSPP 2021 摸底考核

首先,再次感谢各位报名参加我社的"自由及开源软件简中本地化工作"项目。由于报名者众多, 而我们只能选择其中一位进入下一环节,我们设计了如下四道翻译题用于考核。其中前三题主要考核对 现行《大陆简中自由软件本地化工作指南》¹及对常用术语的理解和熟悉度;最后一题为复杂句式及长段 文字翻译,主要考核语言组织能力,尤其是对中英语句结构转换的熟练程度。

本考核旨在模拟本地化工作中可能遇到的相对棘手的情况,因此难度偏高。此外,因为翻译量较多, 请充分利用各种工具和资源辅助答题(如谷歌翻译或 DeepL)。这是我们在本地化工作中常用的手段之 一,因为项目期间需要翻译大量字句,我们鼓励提前熟悉这些工具和资源。考核将基于翻译质量对参与 者进行排名并以此作为最终选拔的参考之一。

请于北京时间 6 月 19 日晚 23:59 前提交答卷(如有可能,请用 LibreOffice 作答)。如有任何疑问, 请通过邮件联系本人或合作导师傅孝元 (<u>sakiiily@aosc.io</u>)。

> 白铭骢 (jeffbai@aosc.io) 2021 年 6 月 17 日

鸣谢: 合作出题人

- 刘子兴 (liushuyu@aosc.io): 第一题新闻节选及第二题设计。
- 咸鱼 (kaymw@aosc.io): 摘抄微软 Windows 10 广告视频词句。
- 陈萱 (<u>chenx97@aosc.io</u>):提供微软 Windows 10 广告视频链接。

¹ https://repo.aosc.io/aosc-l10n/zh_CN_l10n.pdf

题一:开源软件新闻本地化

As of yet, Yuzu doesn't emulate the complete memory structure of the Nintendo Switch. The emulated memory space only provides enough functionality to run a single process (i.e. a game), while every other service, such as the kernel, is allocated outside of the virtual memory. This implementation works because the games aren't allowed to access kernel memory, and so, when Yuzu switches from executing a game to running some kernel procedure, it just handles this internally through the High Level Emulation (HLE) implementations, with the games completely oblivious to where any of said procedures are stored. However, there are certain elements that the games actually need to access, and so, they must be inside the emulated memory. One such case is the Thread Local Storage (TLS), a memory region used by the emulated threads to store variables that only they see, but none of their peers have access to — because a thread can access only its own TLS region. Since these entities can be allocated in the KSlabHeap, along with other entities that don't need to be inside the emulated memory accessible for the games, Bunnei introduced this hybrid method so Yuzu is able to manage the slab list for all kernel objects, regardless of whether they need to be HLE'd, or stored in the virtual memory.

(摘自 Yuzu 模拟器项目的《五月开发进度报告》,有删节)

<u>请在此录入译文:</u>

题二:开源软件用户界面本地化

1.

"Having Caps Lock on may cause you to enter your password incorrectly. 'n"

"Press the Caps Lock key on your keyboard to turnoff Caps Lock before\n" "entering your password."

(取自 Wine 源码)

2.

"Delete the private &key if the export is successful"

(取自 Wine 源码)

3.

"Duplicate '%s' in '%s'"

(取自 Caja 源码)

4.

"Change Permissions for Enclosed Files..."

(取自 Nautilus 源码)

<u>请在此录入译文:</u>

1.

2.

3.

4.

题三:本地化译文改善

WINDOWS 10 DO Familiar things Because it's still the desktop you love only better. Do blink- of-an- things with quick start up and performance. Do the same things Because your stuff comes with you. Do personal/private/whatever things With a more secure Windows. Do to-do things Using Cortana your truly personal digital assistant, on your phone Reminding you to get flowers and Finding that lost file on your PC. Do unexpected things that turn browsing into doing. Do BOOM! Cha-cha-cha tweet-tweet things With a one-stop Windows Store full of movies, music, and games. Do obvious things Like upgrading for Free Zero Zilch Nada Free

WINDOWS 10

做 熟悉的事 因为这 还是你 喜爱的桌面 只是更好了。 做 眨眼 就能 完成的事 启动快 性能快。 做 完全 相同的事 因为你的东西长伴你左右。 做个人/私密/任何的事 用一个 更加安全的 Windows。 做 待办的 事 让小娜 你真正的 专属 智能 助理, 在 你的 手机上 提醒 你 买花 以及 在电脑上 查找 丢失的 文件。 做 意想不到 的事 把浏览变 成 做事。 做 轰! 嚓-嚓-嚓 推-推 的事 去一站式 Windows 商店 内有无数 电影、音乐、和游戏。 做 显而易见的 事 比如 升级 完全 免费 花 分 文 今天就预订升级

请在此录入修改后的译文:

本题考核的是估计大家都早已熟知的 Windows 10 中文广告(笑),请参考<u>原版英文广告及中文广</u> <u>告</u>,并根据节奏及画面需要修改上述中文广告词,使其通顺易懂。在下方录入中文广告词即可。

题四:长段翻译

What did Reform and Opening Up mean to China's urban labor aristocracy, the millions of permanent employees who worked at state-owned enterprises? This paper examines this question through a case study of the Guangzhou Telecommunications Equipment Factory, formerly known as the 524th Factory, following its enterprise-level reforms and restructuring that took place since 1978 until its dissolution in 2004 into numerous private enterprises. Worker interviews, unpublished materials, along with archival documents and factory and municipal chronicles make it possible to construct a timeline of factory-level policies, renovations, and strategic shifts in this period. In the Reform era, workers at the 524th Factory first found themselves respected and embraced as citizens and "masters" of their work unit in the 1980s, only to find themselves disenfranchised as labor reforms gradually reduced them as interchangeable commodities in the 1990s. Further, with their work unit restructured and commodified as a mixed-ownership enterprise in the final years of the20th century, the Reform era also brought new forms of precarity and anxiety. This in-depth examination of workers' experiences in the Reform era complicates and problematizes teleological official narratives focused on the achievements of the Reforms.

The historical shift of worker identities in the Reform era tells the life and death of industrial citizenship, an essential component to workers' identity in work units. Here, I follow Joel Andreas' definition for industrial citizenship: a combination of "stable, long-term employment," the respective economic compensations, and most crucially, entitlement to a certain degree of political rights and duties. In a prototypical work unit or *danwei* (单位), which provided essential means to employment and residence for urban citizens in Maoist and early Reform era China, tightly integrated working and living spaces, and provided welfare such as housing, daycare, and basic medical care. The work unit stood as the principal "brokers" of state-sanctioned legal residency, material provisions, and welfare benefits. For millions of permanent, temporary, and apprentice workers, their work units provided not only employment, but in fact micro-states that allocated state resources and delineated state policies.

(摘自本人的论文,有删节)

<u>请在此录入译文:</u>