

Garriage 1.1 Translation Guide



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1 Translation Procedure

This document describes the translation procedure of Garriage version 1.1.

In order to add a new language to Garriage, proceed as follows:

- Read this document. :o)
- Prepare the dedicated language directory.
- Update the images identifying the language.
- Translate the messages file.
- Translate the help file.

A translation can be easily prepared and checked. When it is finished, please send the complete language directory of your translation to Garriage@gmail.com. It will be added to the installation program and made available to all users.

Enjoy... :o)

1.1 Prepare the dedicated language directory

1.1.1 Create the language directory.

Every language has its own directory. This directory is usually found in `C:\Program Files\Garriage\Lng0101`, where:

- `C:\Program Files\Garriage` is the directory where Garriage has been installed. Another directory might have been specified at installation time.
- `Lng0101` is the directory where all language directories are found. The ending `0101` represents the version of the language files loaded by Garriage 1.1.

The name of a language directory consists of the 2 first characters of the Windows language identifier. When launching Garriage, the directory of the current Windows language is automatically created.

Should you need to create it manually, here is a list of some languages and their directory names:

- Danish DA
- Dutch NL
- English EN
- Finnish FI
- French FR
- German DE
- Icelandic IS
- Italian IT
- Norwegian NO
- Portuguese PT
- Swedish SV
- Spanish ES

1.1.2 Copy the 4 files required for a language.

The 4 following files are required in the newly created language directory:

- `FlagLarge.bmp`
- `FlagSmall.bmp`
- `Help.txt`
- `Strings.txt`

You may copy them either from the Garriage program directory, or from any other language directory.

The files located in the Garriage program directory contain the English texts and the U.S. flag.

1.2 Update the images identifying the language

In Garriage, a language is identified by a flag. `FlagSmall.bmp` and `FlagLarge.bmp` both contain the image of the flag.

The two files differ by the dimensions of their image. This allows the program to display small or large icons.

The size of the small flag image should not exceed 24x15 pixels. The size of the large flag image should not exceed 30x19 pixels.

1.3 Translate the messages file

`Strings.txt` is a text file that may be edited in Notepad. It contains the translation as required by Garriage, the Station Editor and the Uninstall program.

The first line must remain `[Info]`. There may be a second line starting with `Count=`. This line is useless and may be removed.

After that, each line contains an identification number and its related text. The file is sorted by identification number.

All texts should be translated.

You should start with entry 101. This is the language name. See “Shortcut keys” further, for the explanation on the “&” character. Once this is done, you should save the file and re-launch Garriage. The new language is listed in the language menu.

Once entry 101 is correct, every time you want to check the translation, just save `Strings.txt` and reselect the language in Garriage. The new translation will be reloaded and the screen refreshed.

1.4 Translate the help file

`Help.txt` is a text file that may be edited in Notepad. It contains the short help file displayed when pressing the `F1` key.

This is a pure text file, with no special formatting character.

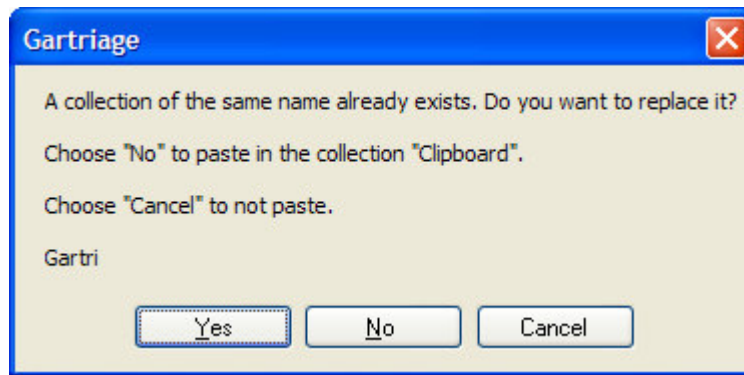
2 Syntax rules

Strings.txt does not contain pure text. You may sometimes encounter special formatting characters.

2.1 New line (\n)

Messages may include one or more “\n”. Each “\n” forces the text that follows to be written on the next line:

For instance, “A collection of the same name already exists. Do you want to replace it?\n\nChoose “No” to paste in the collection “Clipboard”.\n\nChoose “Cancel” to not paste.\n\n%s” may become:



2.2 Run-time values (%)

Some messages include a “%” followed by formatting characters. These are “%i”, “%s” and “%15.15s”. When displayed, they are replaced by run-time values. They must be kept in the message. If several run-time parameters are found in the same message, they must be kept in the same order.

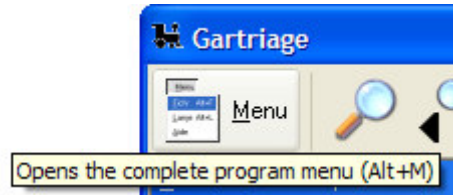
For instance, “Line %i: Invalid header tag: (%s).” may become:



2.3 Separators (;, |)

Text entries may consist of up to 3 parts delimited by separators:

1050=&Menu;Alt+M|Opens the complete program menu (Alt+M)



&Menu	text displayed in a button, menu, message box,...
;	separator, followed by a program shortcut.
Alt+M	program shortcut, may be displayed, right justified, in a menu.
	separator, followed by a tip.
Opens... (Alt+M)	tip, text displayed when moving the cursor over the button or text. The ending shortcut is a reminder of the actual program shortcut.

Message or dialog box entries only consist of the first part and, as such, may contain the separators.

2.4 Shortcut keys

It may happen that menu and dialog box options contain a “&” character. It is placed in front of the option’s shortcut letter. When displaying the text, the “&” is removed and the shortcut character is underlined.

As a general rule, try to use the first letter of a word as option’s shortcut.

2.4.1 Program (Alt+, Ctrl+)

Program shortcuts are active when no menu or dialog box is opened. These shortcuts may:

- Open a menu: 1050=&Menu;Alt+M|Opens... (Alt+M)
- Open a dialog box: 2180=&Options...;Ctrl+O
- Apply an option: 1090=&Collections;Alt+C

Non-alphabetic shortcuts (F5, Enter, Shift+Tab, 5,...) must be kept as is.

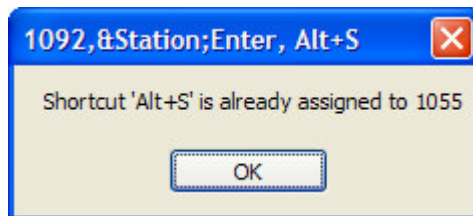
Alphabetic shortcuts (Alt+M, Ctrl+O,...) may be modified. But only the letter may change. This means that Alt+ shortcuts must remain Alt+ shortcuts and Ctrl+ shortcuts must remain Ctrl+ shortcuts.

A program shortcut may only be used once per program, Garriage or Station Editor.

All program shortcuts must be defined. Here is a complete list of the program shortcut entries:

- Garriage:
 - Alt: 1050, 1051, 1052, 1053, 1054, 1055, 1056, 1057, 1058, 1090, 1092
 - Ctrl: 2021, 2022, 2023, 2024, 2025, 2068, 2069, 2180, 2122, 2123, 2320
- Station Editor:
 - Alt: 1050, 1051, 1052, 1056, 1058, 1059, 1060, 1061, 1062, 1091, 1092
 - Ctrl: 2022, 2025, 2302, 2340, 2341, 2342

If the same program shortcut is used twice, Garriage displays an error message providing the numbers of the faulty entries:



2.4.2 Menus (&)

All options of the Menu menu, except but `Exit`, have also a direct access menu, displayed by means of the program shortcut:

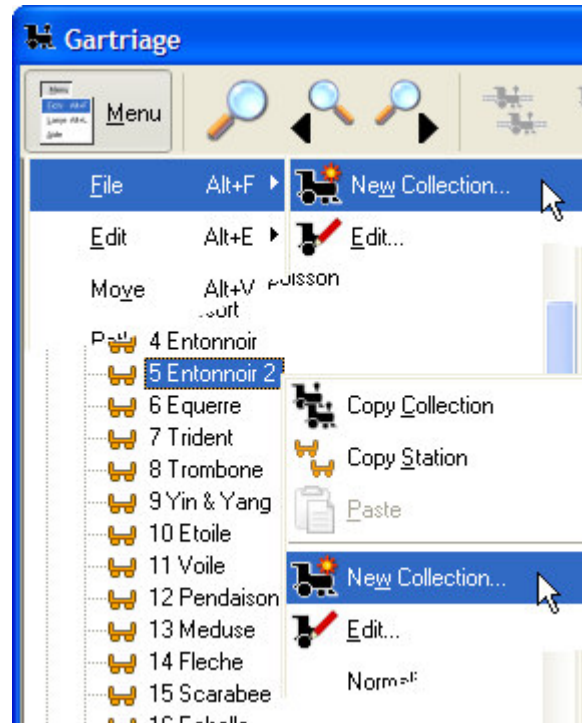
```
1051=&File;Alt+F
```

In this case, the menu option's shortcut (&F) must match the letter of the program shortcut (Alt+F).

For other options, try to keep the same letter for both the sub-option's shortcut and the program shortcut:

```
2180=&Options...;Ctrl+O
```

All options of the same menu level should have different menu shortcuts. Be aware that the same option may appear in different menus. This is particularly true for right-click menus:



Garriage has 4 different right-click menus:

- Menu bars
- Collections list
- Station
- Skin bars

The Station Editor has 3 different right-click menus:

- Menu bar
- Collection (stations list)
- Station

2.4.3 Dialog boxes (&)

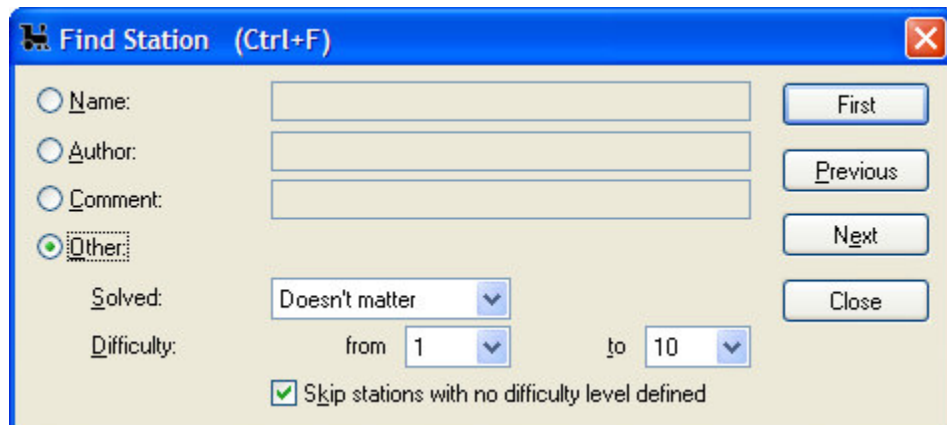
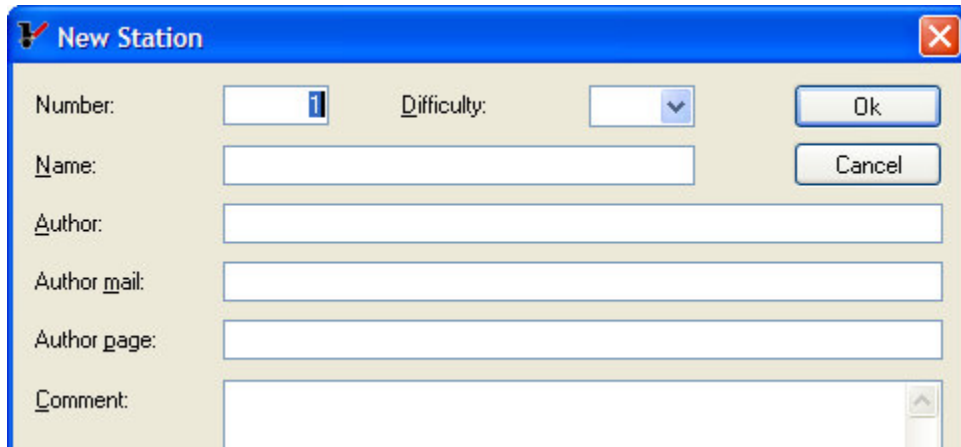
All shortcuts in a dialog box should be different.

Be aware that the same option may appear in different dialog boxes. Not only do the following dialog boxes look alike:

- Garriage: New Collection
- Station Editor: Collection Information, Station Information, New Station

But the Garriage: Find Station dialog box also uses some of their field labels.

It is probably easier to start selecting the shortcuts with the New Station and Find Station dialog boxes:



Gartrriage has 7 different dialog boxes:

- About (Alt+H, A)
- New Collection (Alt+F, W)
- Direction selection (Collection Gartri, Station Escargot, 5 times right arrow)
- Options (Ctrl+O)
- About Skin (Alt+K, A)
- Find Station (Ctrl+F)
- Uninstall (Control Panel, Add/Remove Program/Gartrriage)

The Station Editor has 4 different dialog boxes:

- About (Alt+H, A)
- Collection Information (Alt+F, C)
- Station Information (Alt+F, I)
- New Station (Alt+F, N)

The Installation program has 2 different dialog boxes:

