



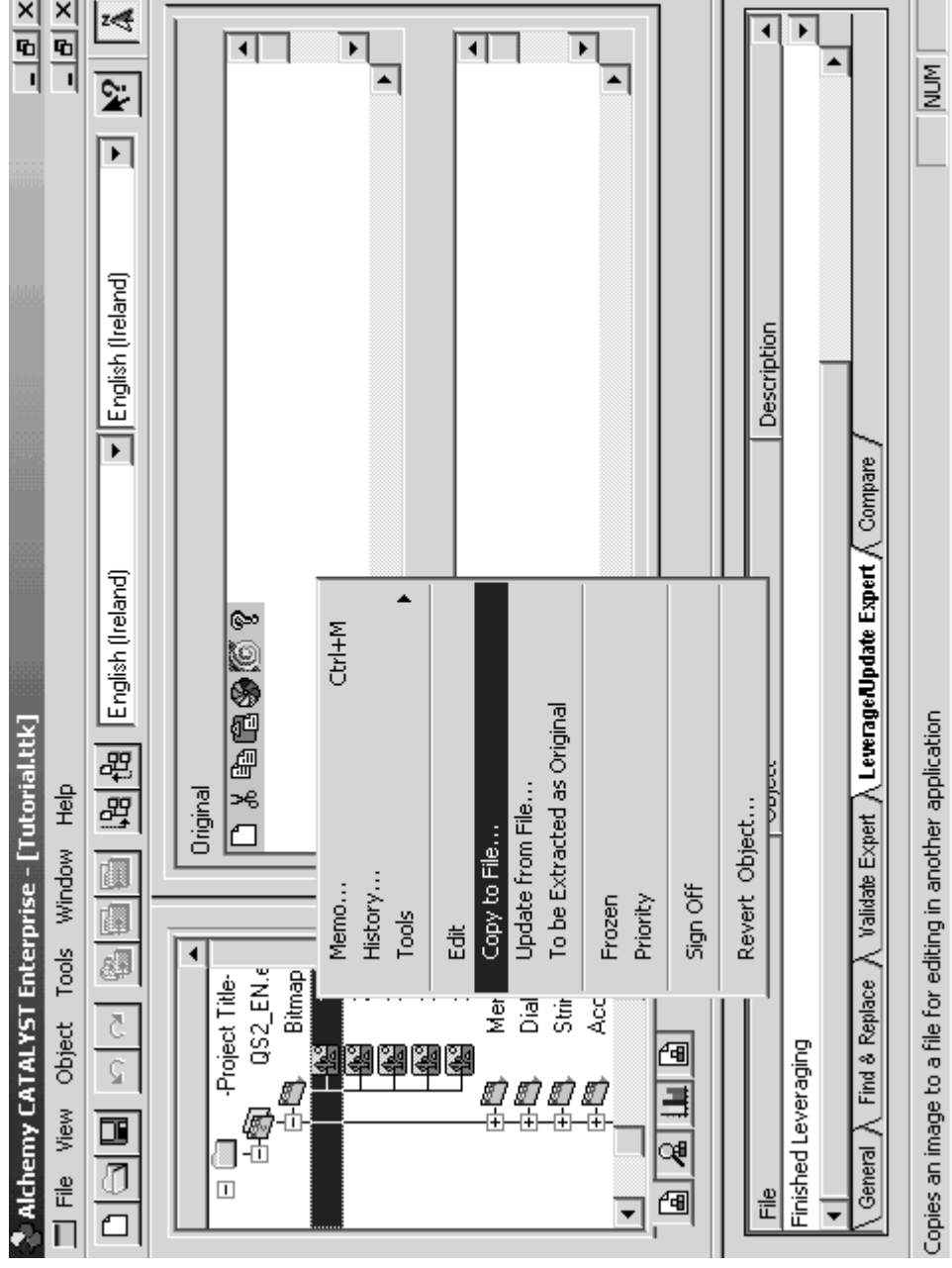
TRANSLATION OF FILES IN THE CATALYST ENVIRONMENT

3.1 Editors

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Bitmaps

If a file contains a bitmap with text in it you have the option to right-click, select Edit and save the bitmap to a file, this will allow editing in your favourite graphics editor. CATALYST can then update from file via the same context menu.

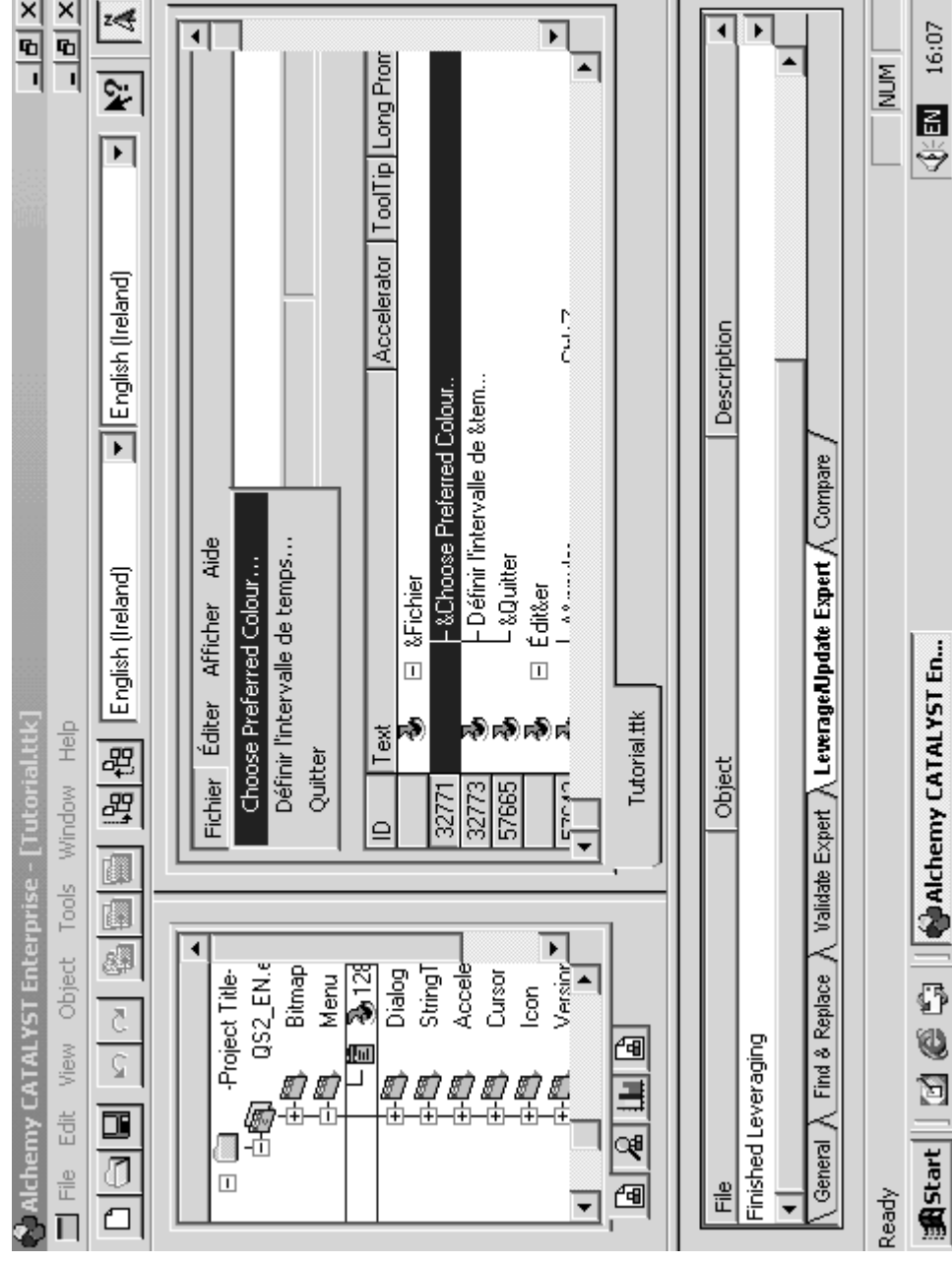


Menus

View Flash Animation

We will look at translating menus in WYSIWYG view mode. If you open a menu in WYSIWYG view mode, the Project window is divided into two areas: the simulator area is displayed in the top part of the window, and the editing area is displayed in the bottom part of the window. Press the F7 key to toggle between WYSIWYG and non-WYSIWYG (string) mode.

The simulator area displays the menu and its drop down options exactly as they would appear in the software application when viewed by a user. You can immediately view the effects of your translation for the menu and its options using the menu simulation feature in Alchemy CATALYST. If you select a menu option in the simulator area, its text is highlighted in the editing area to allow you quickly find and translate or edit it.

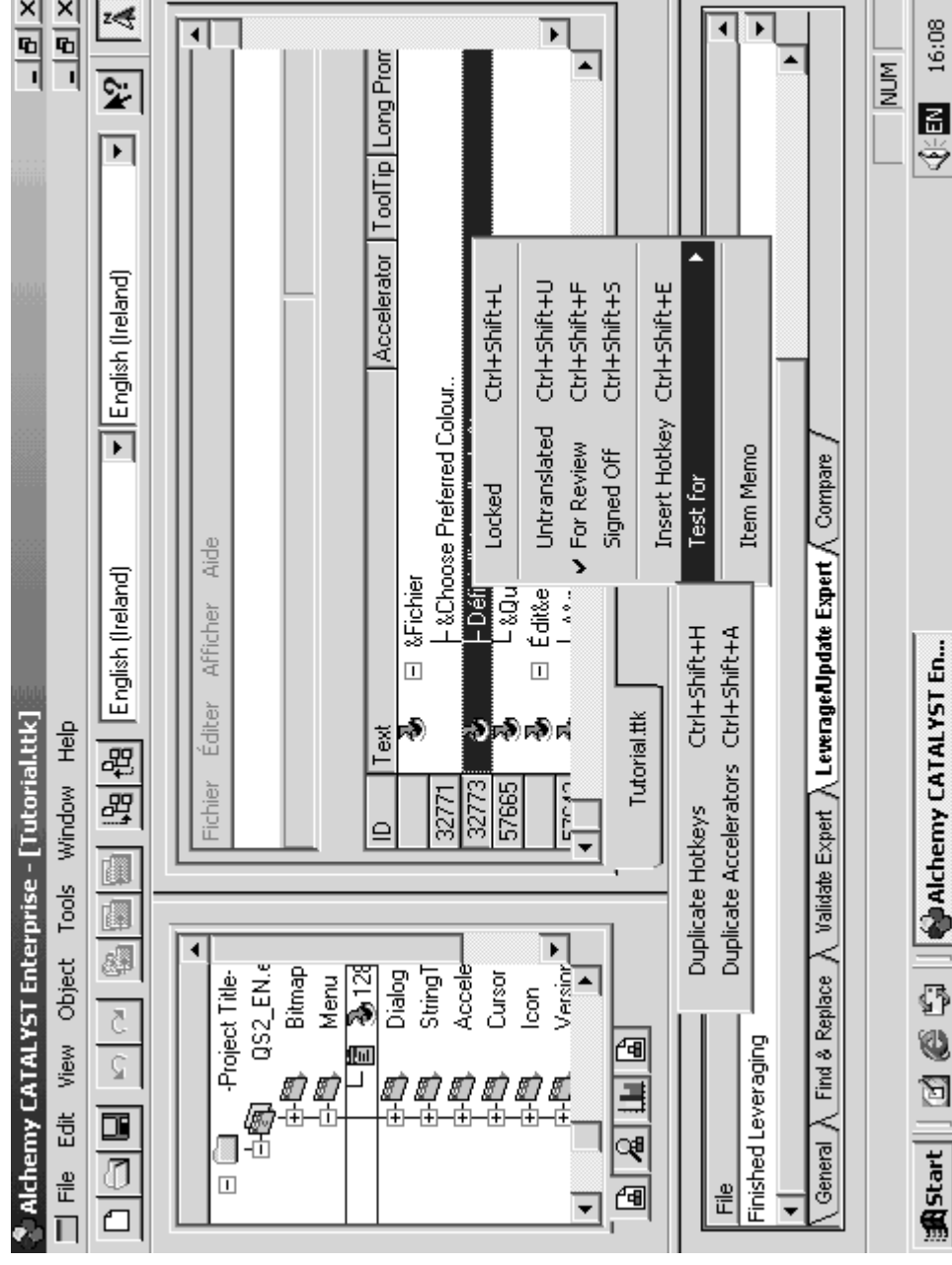


You can test a menu for duplicate hotkeys and duplicate accelerators after you translate or

edit its text strings by right clicking on a string and selecting *Test for*.

To assign a unique hotkey into a menu or menu option if none exists, click Edit, Insert Hotkey, or right-click and click Insert Hotkey, or press CTRL+SHIFT+I.

To assign a translation status for the translated text string, click Edit, Status and click Untranslated, For Review, or Signed Off as appropriate, or right-click and click Untranslated, For Review, or Signed Off as appropriate.

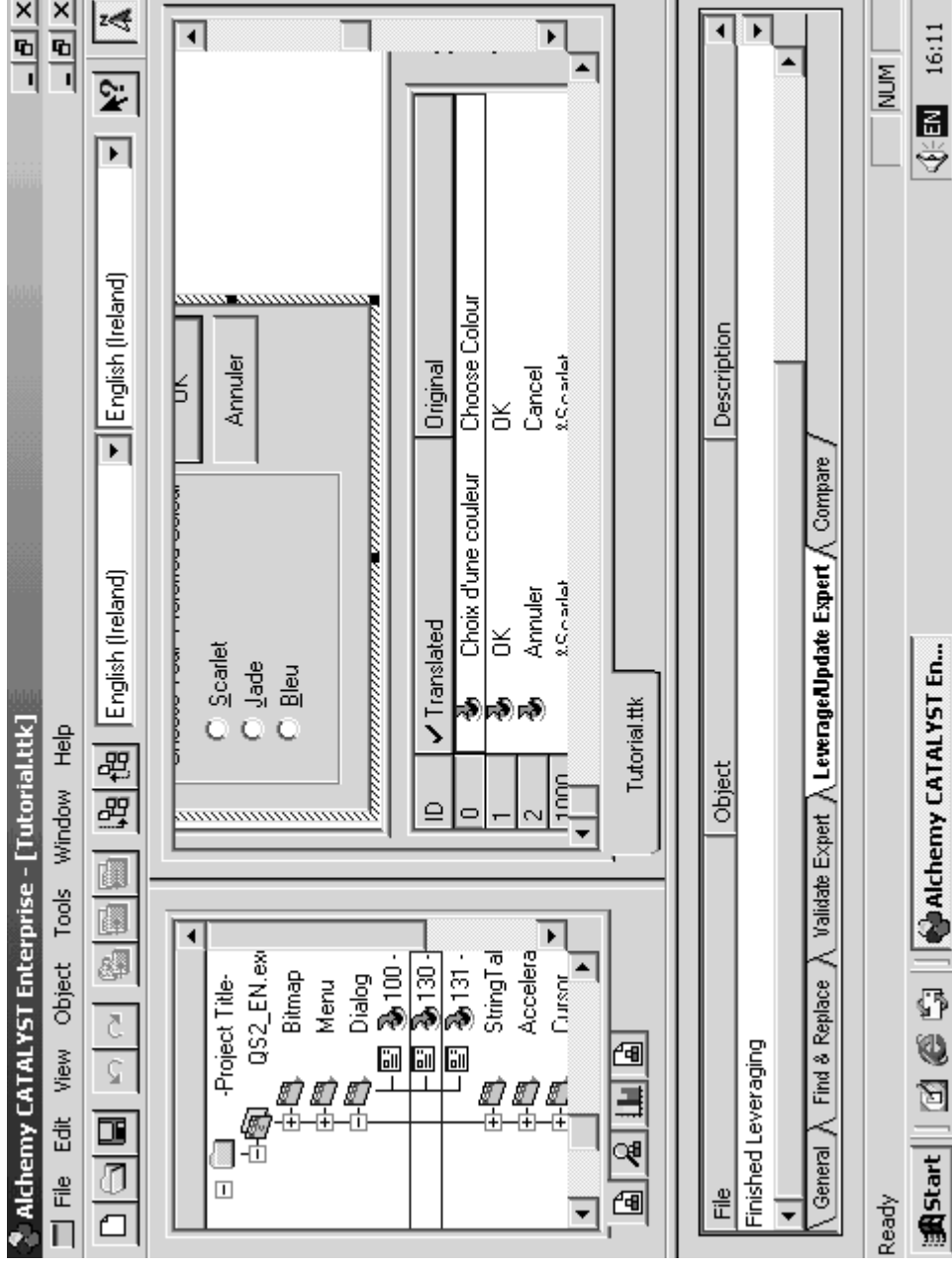


Dialogs

You can select, translate, and edit dialog boxes in WYSIWYG mode or non-WYSIWYG (string) mode. You can switch between the two modes by pressing the F7 key. Here we will look at WYSIWYG mode. If you open a dialog box in WYSIWYG view mode, the Project window is divided into two different areas where you can work. The top half of the Project window displays a graphical representation of the dialog box being edited. The bottom half of the Project window displays a list of all the controls in the dialog box and the size and position coordinates for the selected dialog box or dialog control.

Note the grey triangle in the right hand corner of the top half of the Project window. This is the resize handle which, if you drag it up or down, allows you to modify your view of the window.

Double-click the text string you want to translate or review in the editing area. Overwrite the original text with your translation text in the Translated text box. To revise translated text, click in the Translated text box and enter in your changes.

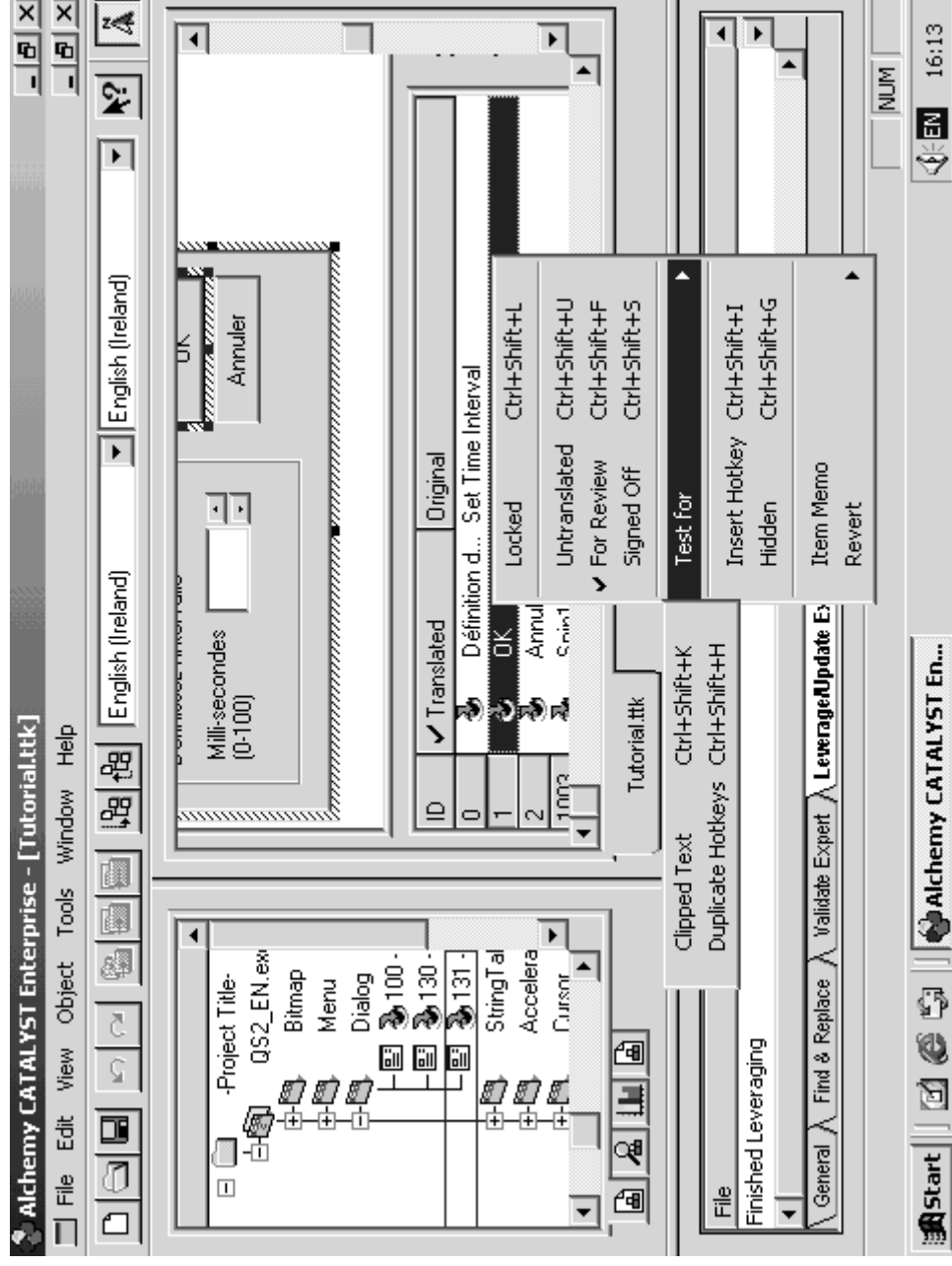


To assign a unique hotkey into a dialog control caption if none exists, click Edit, Insert Hotkey, or right-click and click Insert Hotkey, or press CTRL+SHIFT+I. To test for duplicate hotkeys in a dialog box, select the dialog box and click Edit, Test For, Duplicate Hotkeys, or right-click and click Test For, Duplicate Hotkeys, or press CTRL+SHIFT+H.

To test for clipped text in a dialog control or dialog box, select the item and click Edit, Test For, Clipped Text, or right-click and click Test For, Clipped Text, or press CTRL+ SHIFT+K.

To move to the previous or next text string in the table, click Edit, Previous or Next, or use the UP ARROW key or DOWN ARROW key as necessary.

To assign a translation status for the translated text string, click Edit, Status and click Untranslated, For Review, or Signed Off as appropriate, or right-click and click Untranslated, For Review, or Signed Off as appropriate.



To resize a dialog control or dialog box by dragging

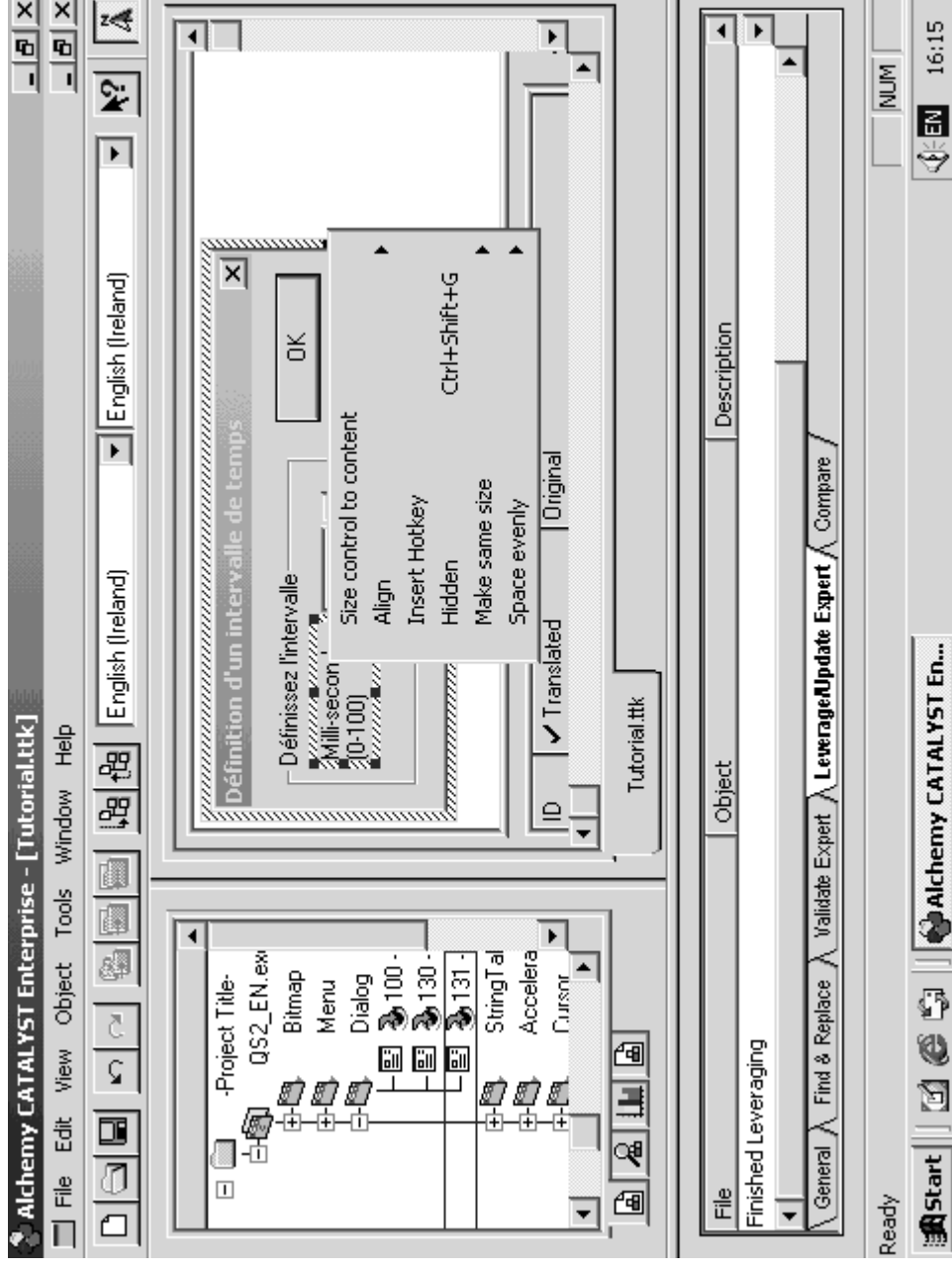
View Flash Animation

Select the dialog control or box you want to resize in the WYSIWYG area. Click on one of the sizing handles on the dialog control border. When the mouse changes to a two-headed arrow, drag the sizing handle until the dialog control or box is the size you want. Release the mouse button.

To size a dialog control to content

Select the dialog control that contains truncated text. Click Edit, Size Control to Content, or right-click and click Size control to content.

If you select multiple controls (using the Ctrl key) you have alignment options also.



String Tables

Click on the string table to open and display its contents with the string table editor in the Project window.

Click on the text string you want to translate or review in the string table area.

To translate the text string, overwrite the original text with your translation text in the Translated text box.

To assign a translation status for the translated text string, click Edit, Status and click

Untranslated, For Review, or Signed Off as appropriate, or right-click and click Untranslated, For Review, or Signed Off as appropriate.

