How to translate
Version 1.2 of **Vectors Project**
equipped with translation utility?

Version 1.2 of Vectors Project (November 2004) has two additional procedures facilitating translation of texts for national versions. Its English Imagine version and translation utility performs only translation of texts on buttons, in text fields and the texts of hints. This utility is not translating LOGO code – procedures etc.

Translation procedure.
1) Open VectorMn.img in Imagine
2) Press F4 to open Memory Window
3) Find and edit **trans** procedure, you'll see the text (listed on a next page)
4) Translate all second arguments of **make** (usually in characteristic || parenthesis, not deleting those parenthesis).
5) Press F6 to split screen
6) Run procedure **trans**
   The pages of a project will blink one by one, finishing at page 1
   If there is no error message, the translation is done, otherwise you should edit **trans** once again and check the line listed in error message (probably you deleted on of the | parenthesis).
7) Check all 6 pages of a project.
8) If all texts are on their places press F6 – to return to graphic screen, than F4 – to close Memory Window
9) Save project as..

In case of problems you may send to author (witek@oeiizk.waw.pl) in text file your version of procedure trans (with your translation). I'll check it and I'll send you back working procedure as soon as possible.

You may prepare your translation here.

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    to trans
;here change the texts on the right, ¶ - means new line, | - is important (parenthesis for word with spaces)
    ;texts on Buttons (not more than 8 letter, 7 if BIG)
make "new "new
make "check "check
make "try "try
make "go "go
make "ready "ready
make "Vectors "Vectors
    ;texts in compact text fields (not much longer than original)
make "texts2 "|Fit vector to a given one|
make "texts3 "|Fit vector to a given components|
make "texts4 "|Fit components to a vector|
make "texts5 "|Fit length and direction to a vector|
make "texts6 "|Fit a color to a given one|
make "descS2 "|Fit red vector to the green one|
make "descS6 "|Set square color to the background color|
make "odp0 "|      EXCELLENT!|
make "odp1 "|      VERY GOOD|
make "odp2 "|          GOOD|
make "odp3 "|     PRETTY GOOD|
make "odp5 "|YOU HAVE TO PRACTICE|
    ;other texts
    ;on page 1
make "descs1 "|Change vector dragging the arrow.¶Look at the changes of components.|
make "Components "Components
make "Length "Length
make "Direction "Direction
make "Vector "Vector
make "Home "Home
make "page2 "|Page 2|
make "page3 "|Page 3|
make "page4 "|Page 4|
make "page5 "|Page 5|
make "page6 "|Page 6|
make "Axes "Axes
make "Grid "Grid
    ;new on page 2
make "vectorToFit  "|Vector to fit|
make "Next "Next
    ;new on page 3
make "descS3 "|Fit vector to given components.¶¶Take new components and fit the vector by dragging
        an arrow.¶Check how it fits.|
make "componentsToFit "|components to fit|
    ;new on page 4
make "descS4 "|Fit components to the vector.¶¶Try how vector changes when you change the
        components.¶Take new vector and fit its components using sliders.¶Check how it fits.|
make "RVcomponents "|Red vector components|
make "RVlength  "|Red vector length|
make "RVdirection "|Red vector direction|
make "Xcomponent "|X component of green vector|
make "Ycomponent "|Y component of green vector|
make "greenVector "|green vector (fited)|
make "changeXComp "|Change X component|
make "changeYComp "|Change Y component|
    ;new on page 5
make "descS5 "|Fit length and direction to the vector.¶¶Try how vector changes when you change length
        and direction.¶Take new vector and fit its length and direction using sliders.¶Check how it fits.|
make "Changelength "|Change length|
make "Changedirection "|Change direction|
     ;new on page 6
make "RGBcomponents "|RGB components|

transp
end
```