LIBFREDO6

Ruby Shared Library

VERSION 3.4 – 14 SEP 09

1. Overview

LibFredo6 is a shared library used by my plugins. The idea is to centralize code to provide common features to all scripts about the management of the menu and toolbar, language translation and default parameters. It is not a usable plugin by itself however.

As a user, you should not care too much about LibFredo6, except for a few things that are worth knowing when using my plugins. This is the purpose of this manual. However, you can perfectly ignore all that, as long as you install the version explicitly required by my plugins, or the latest version (recommended).

1) Versioning

LibFredo6 is versioned. The first version ever published of LibFredo6 is **3.0** (previous versions were actually just a single file ruby file called *LibTraductor.rb*).

For convenience, the version is expressed as a decimal integer. So 3.0 is actually referred to as '30' (and 3.1 will be '31'). I maintain **backward compatibility** so that if you install the latest version of LibFredo6, it should work fine with any of the scripts using it, even if they were published along with earlier versions of LibFredo6.

2) What it brings

For users, the main features are about:
- Some default parameters, common to all plugins, for instance, inference colors
- Language translation, if you are interested in contributing.
- Information on plugins, links to documentation, videos and support web site

2. Installation

The LibFredo6 plugin works for **Sketchup versions 5** (>= 5.160)**, 6 and 7** (Free and Pro).

To install it, you should unzip[1] the file you downloaded (***LibFredo6_xx.zip*** in principle) into the Sketchup Plugins folder. This operation should do the following:

- **Copy one script file *LibFredo6.rb* to the Sketchup Plugins folder**:
- **Create a sub-folder LIBFREDO6_Dir_xx**, containing the library files, the icons and cursor files, language files, as well as the documentation in PDF format.

Below is the footprint for a Windows PC[2] after installation of version 3.4:

Name	Type
⊟ C:\Program Files\Google\Google SketchUp 7\Plugins\	Folder
⊞ 📁 LIBFREDO6_Dir_34	Folder
📄 LibFredo6.rb	RB File

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[1] In Winzip, make sure you do a **Select All**, and then **Extract** in the Plugins folder, answering **YES** to all prompts for file overwriting, so that you create or properly copy the folder hierarchy.

[2] **On Mac**, the directory is: *Macintosh HD/Library/Application Support/Google SketchUp 7/SketchUp/plugins*

3. LibFredo6 utilities

LibFredo6 creates a menu entry *"LibFredo6 Settings…."* in the Sketchup *'Windows'* menu. It provides some configuration parameters common to all plugins.
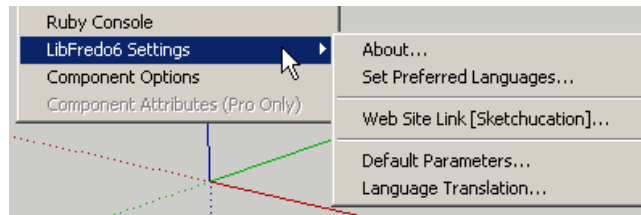
1) Setting the language preferences

The dialog box allows setting up one or several language preferences. This setting is persistent across Sketchup sessions.
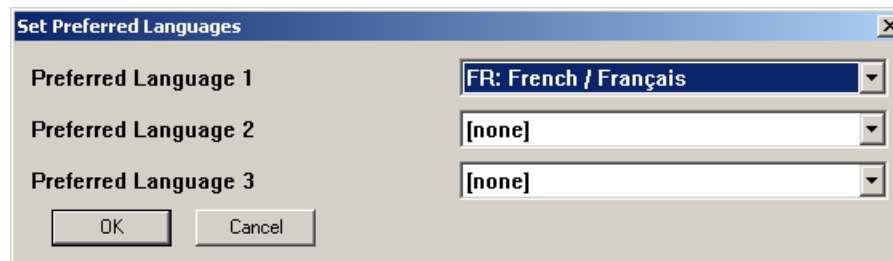
By default, it will set up the language of your operating system, if recognized.

Note that language preferences are used in cascade. If you choose [HU, DE, FR], it means that for each string it will take the first translation found in Hungarian, then in German, then in French and then in the default language (which happens to be English).

2) Default Parameters

LibFredo6 holds a few parameters which are common to all plugins, such as the Inference colors. You can modify them via the dialog box *"Default Parameters…"*.
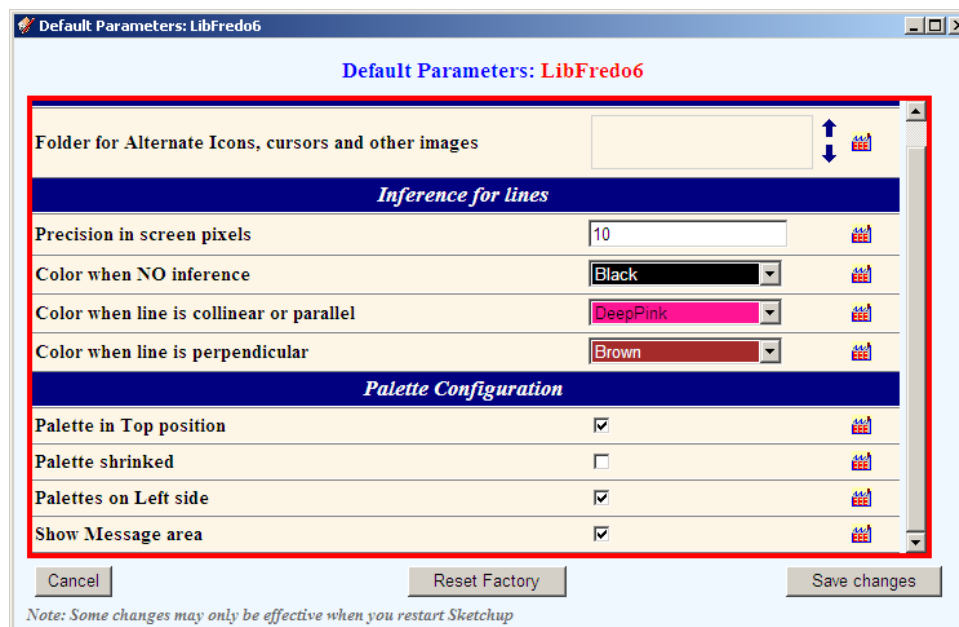
4. Contributing to Language Translation

[This section is only for those who wish to contribute to providing translation for LibFredo6 itself and my Plugins]

In the new version of my plugins, I arranged that all strings to be translated are packaged in external files that can be plugged in without changing the source code.

- Languages are designated by their **2-character ISO code**. So FR for French, DE for German, ZH for Chinese, etc….

- There is a concept of **Default Language** (usually English), which is defined in the source code itself (so that there are always valid strings to display). If the translation for a string in a given language is not found, then the plugin will default to this default language.

- The convention for Language File name is *<Plugin_name>_XX.lang*, where XX is the ISO code of the language. The files must be located in the Plugin subfolder. For instance, the Plugin FreeScale includes a file *FreeScale_FR.lang* in the folder FREESCALE_Dir_10.

- ISO and UTF encoding are supported. Normally, it should be possible to translate into Russian, Chinese, Japanese, Korean, etc…

- The translation process is safe. You are not forced to translate everything. And, your contribution to the translation will be preserved across upgrades of the plugin.

The principle is to **translate FROM WITHIN the application**, via the dialog box *"Language Translation…"*. You must NOT edit the files manually[3].

NOTE to Mac users: there may remain some problems with WebDialogs on the Mac Platform. In principle, many issues were fixed in version 3.1f, but we never know!

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[3] The reason is that the files still keep an ASCII format where all diacritic and double-bytes characters are encoded in a special ASCII format.

1) Using the Translation Dialog Box

Below is the Translation Box for LibFredo6. You normally have one for each plugin that will use LibFredo6.

- **First, select the target language** using the Combo box on the top-left of the dialog box. If your language is not predefined, you can create a new one, by selecting "New Language…". This will show another dialog box where you can define the new language: ISO code, native name and English name.
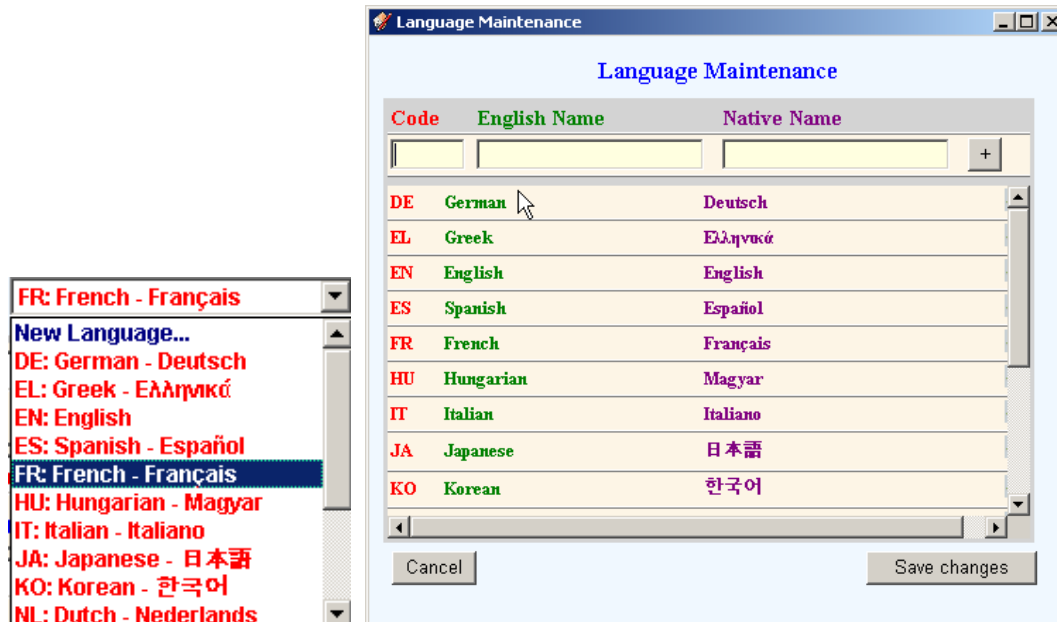
- **The Default Language strings are shown in Blue**, with an arrow. You can however show other languages too, if it helps, by typing their ISO codes separated by space in the field on the top right of the dialog box.

- **You have then just to type the translation in the fields**.
  - You do NOT need to put backslash in front of diacritic characters (accentuated). Just type the string *naturally* in your language.
  - You can use single quote (').
  - Be careful with angular brace (< and >), because it may interfere with HTML. I would recommend not to use them for the time being.
  - Strings not translated yet are highlighted in Green cells
  - Strings just modified and not saved yet are highlighted in yellow
  - The button *"Save changes"* just do a saving, but doe not exit the window. Use the button *"Close"* to exit.

Once you have translated strings (some or all), you can already see some of this translation active in the Plugin. Note however that the full integration of new translation may only take place when you restart Sketchup (in particular for all menu strings and toolbar tooltips).

2) Publishing the Language file

Your effort to translate is valued as a contribution to the Sketchup community. So, what I suggest is to:

- **post the language file *.lang* on the Sketchucation forum** (Ruby section or language-specific sections) for others to share

- **inform me by PM or on the forum**, so that I can integrate the language in the standard distribution.