

00328289-0

Luca Giolo

COLLABORATORS

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REVISION HISTORY

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Chapter 1

00328289-0

1.1 ItaCats 1.2 by Luca Giolo

Welcome to ItaCats version 1.2 !

Created by Luca Giolo

System requirements Does not works on an A500 ?

Installation How can install this thing ??

Contents Which catalogs are there ?

Introduction What's this??

History Is up-to-date ?

Legal status No warranty!

Authors Who has done it ?

Future And tomorrow ?

Next catalogs More work ??

More projects Not SO soon...

Acknowledgements Who I want to thank

Greetings Hello guys!!

1.2 System requirements

What ItaCats needs ?

System requirements? For a set of catalogs? You're kidding! The only things you need to use the catalogs is a OS version that supports the locale.library. I'd say the only thing you need is KickStart 2.1 or better, and enough RAM to use the catalogs. :).

1.3 Installation

How can I install it ?

The installation couldn't be easier: use the included installer script, or install all by hand. If you prefer do all by hand, copy the contents of 'Catalogs' drawer in your "Locale:Catalogs/italiano/" drawer. Done it!

1.4 Contenuti

Contents of the archive and authors:

In version 1.2 of ItaCats there are 52 **catalog** and 8 catalog translation (**.ct files**)

1.5 Catalogs present in ItaCats

The 52 catalogs are:

Program 100% Version Author of catalog

ABackup Yes 5.10 A. Mancuso & F. Basso

ABackupPrefs Yes 38.3 A. Mancuso & F. Basso

ABetterSnake Yes ?? Luca Giolo

ArcHandler Yes 37.355 Nicola Salmoria

AssignWedge Yes 1.5 ?

AZap Yes 2.01 Luca Giolo

BGUI Yes 40.3 Luca Giolo

BlocNotes Yes ?? Luca Giolo

BootX Yes 5.23b Ignazio Carmelo & Michele Giorato

CatEdit Yes 1.2 Piergiorgio Ghezzi; corretta da Luca Giolo
(qualche errore sulle vocali)

CED Yes 3.5 Paolo Maggi & Nicola Soggia

CycleToMenu Yes 2.0 Federico Giannici

DailyBackup Yes 2.21 Luca Giolo

DB Yes 2.6 Piergiorgio Ghezzi & Sebastiano Vigna

DiskSalv Yes 11.32 Fabrizio Lodi

EasyCatalog Yes 0.8B Luca Giolo

Filling No 1.0 Luca Giolo

Knack Yes 1.07b Luca Giolo

MCPPrefs Yes 1.10 ?

MuchMore Yes 4.4 ?

MUI Yes 3.3 Luca Giolo

MUI-Prefs Yes 2.3 Luca Giolo

MUISpeak Yes ?? Luca Giolo

NewEdit Yes 1.16 Luca Giolo

Ordering Yes ?? Luca Giolo

PictIcon Yes 1.3 Marco Russo (lievemente rivista)

PicView Yes 1.3 Luca Giolo

PowerData Yes ?? Luca Giolo

PPMC No 38.70 Luca Giolo
 Recall Yes ?? Luca Giolo
 ReOrg Yes 3.11 Giovanni Addabbo
 ReqChangeLib Yes ?? Andrea Suatoni
 ReqChangePrefs Yes ?? Andrea Suatoni
 ReqTools Yes 38.1266 Michele Giorato
 ReqToolsPrefs Yes 38.159 Michele Giorato
 ShapeShifter Yes 3.? Giovanni Gentile
 SwazBlanker Yes 2.40 Luca Giolo
 SwazInfo Yes ?? ?
 Term Yes 4.2 Michele Giorato
 TolleUhr Yes 1.0 Luca Giolo
 ToolManager Yes 2.1a ?
 Trashmaster Yes 1.7 Luca Giolo (c'è anche un'altra traduzione)
 VirusScanner Yes 1.02 (autore)
 Visage Yes 39.4 ?, rivisto da Luca Giolo
 VMM-Handler Yes ?? ?
 VMM Yes 3.3 ?
 XPKGGuide Yes 1.9 Luca Giolo
 XPKGGuidePrefs Yes 1.2 Luca Giolo
 Yak Yes ?? ?

Notes:

- @ { fg text } The column "100%": if under it's written "No", it means that even the catalog fail to 100% translate the program in italian, because some strings are hardcoded in the program (for more info, click [here](#)).
- @ { fg text } The column "Version" tell you which version of the program you must have to use the catalog (older version probably will have wrong gadgets, newer will often have some parts not translated).

1.6 Note tecniche sui catalog

Why some entries are not translated ?

MMh, that's not too easy to explain. However, I'll try: a catalog, before you can use it, must be "compiled". To create a catalog you need two files: a catalog descriptor (.cd file) and a catalog translation (.ct file). The first file contains a set of english strings used by the program's user interface and the second is "empty" (well, actually not...). The second file is filled up by the translator with the same string of the first, but translated into a different language. The .ct file is now saved to disk and compiled with a program like CatComp (© Commodore). This program check if all is OK, and check also if the strings of .ct and .cd files are unchanged. If some of them are the same (i.e. a not-translatable word, or similia), the program will not write them into the .catalog file they'll make, but instead, they'll put a "pointer" in it, saying to the program: "This string is not translated, use the default english string for it". This procedure makes the catalogs smaller, 'cause a pointer is much smaller than an entire string, but has a drawback: if someone tries to translate the program without the .cd and .ct files (there are some program, like CatEdit and EasyCatalog, that allow it), some of the strings can't be translated 'cause are not physically present in the .catalog file. This happens with MUI and other programs. However, I wonder BECAUSE the developers almost never include .ct/.cd files with their program ?? They make translation better and faster to do! It's a mystery...

1.7 .ct files in ItaCats

The 8 .ct files in ItaCats are:

Program Version .ct file author

DailyBackup 2.21 Luca Giolo

Drafu 1.00 Luca Giolo

Drafu-gui 1.00 Luca Giolo

SwazBlanker 2.40 Luca Giolo

TolleUhr 1.00 Luca Giolo

Visage 39.4 ???, original version

XPKGuide 1.9 Luca Giolo

XPKGuidePrefs 1.2 Luca Giolo

Notes:

· @ { fg text} The column "Version" tell you which version of the program you must have to use the catalog (older version probably will have wrong gadgets, newer will often have some parts not translated).

1.8 Introduction

What is ItaCats ?

Italcats is a set of italian catalogs for several programs. Most of the catalogs have been done by myself, and some others have been collector here and there.

Itacats is now better organized than its previous releases: is no more, like before, a "LHA a t:ItaCats SYS:LOCALE/Catalogs/italiano/*", but a more complete archive, without the "Work in progress" present, with more catalogs, .ct files (for developers, 90% mine), Italian & english guide (who's going to read this, however?), standard installer script..

I hope that my (and not only) efforts will be liked from all amiga users & programmers!!

Read the [More projects](#) section for more Skyzzo Productions productions. 8)

1.9 History

Where ItaCats has been ?

Version Notes

1.2 [26-Apr-96] Added 4 catalogs:

Drafu 1.0

Drafu-gui 1.0

Filling 1.0

MUI 3.3

AmigaGuide file corrected

English AmigaGuide added

MagicWB icons added

1.1 [21-Apr-96] Added 1 catalog:

DailyBackup

Archive rebuilt, added italian AmigaGuide file

and italian standard installerscript

1.0 [??-Apr-96] First public Aminet release

1.10 Legal status

Can I redistribute ItaCats ?

ItaCats is FreeWare! You can copy as you wish, but: the archive must remain intact, and only a nominal fee can be charged for its distribution. Aminet and similar low-price CD collections are allowed to spread ItaCats until their price stays under 30.- DM. Now stop reading this and spread ItaCats. :)

This software is provided "AS IS" without warranty of any kind, either expressed or implied. By using it, you assume the entire risk as to the quality and performance of the program.

1.11 Authors

Who made ItaCats ?

The author of the archive am I, Luca Giolo of Skyzzo Productions, born in 1974, studying at the 2nd year of "Oriental languages and literatures" (in short I study Japanese ;)) (Venice). I am an Amiga user since 1990 and I got Commodore computers since I was a child. I had got the good old CBM 16, and after I changed it with a CMB 128 (sigh!). I've made my way to 16-bit with a mighty A500/1.3 (soon expanded at 1MB), next I've gone for 32-bits with my A1200 (Commodore model, CPU 68030/28, FPU 68881/25, 6MB RAM, HD 540MB, CD-Drive 4X, HP-Deskjet 850C, a 880K external drive), my last computer. Oh, I got also a CD³².

I'm a real manga (japanese comics) and anime (japanese animation) fan, I love D&D®, Lord of the Rings® and 90% of RPG games (I'm a D&D® master), fantasy books, japanese CDs and the "Do it yourself". I don't like PCs :, american comics, jazz & trash.

Even if I am the archive author, I am NOT the author of all catalogs, even if most are by me. The authors are several and all have a place in the [Contents](#) section.

And, please note: I've began to translate much BEFORE doing this project, so is possibile that some authors' name is wrong or similar. If you find some error, please tell [me](#).

1.12 Future

What will happen to ItaCats ?

I will continue my project until there will be programs that I want to localize and until I'll get some feedback. If someone of you has some idea for the catalog to translate next, or if you are a developer and want some of your programs localized, please contact me (if you can send also *.ct file). Send your suggestions to:

Luca Giolo

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45010 Rosolina (RO)

Italy :)

E-Mail: grifon@vega.unive.it (<== Thanks to Venice's university :))

PLEASE! If you are a developer, read the Developers.readme file before contacting me!

1.13 Next catalogs

Which will be the next catalogs in ItaCats ?

These catalogs are now "in progress":

AudioED

LaunchPad

NewMultiView

OrderingPrefs

Prefs (Recall)

Public Screen Inspector

SuperView (Requested by author)

TIFFView (a few problems with this)

WebMaker

1.14 More projects

What is there, in addition to ItaCats ?

Those projects are now "in progress":

MAG® (Manga & Anime Guide)

Manga & Anime Guide® is the ipertext guide on the Amiga that all manga & anime fans were waiting for! Now in early alfa (and 100% in italian), MAG® will have:

- Several on-line images
- Several on-line samples
- Description on every famous production
- Description of authors
- Ratings

MAG® will not be available on Aminet, 'cause upload copyrighted images, even from PD sources, is forbidden there. Mail to the author for more info.

You will hear soon also some modules, by Ilario Moretto of Skyzzo Productions:

Me nona copertona

Techno-style module.

NukuNuku Begin

Begin song of Banno Bunka Nekomusume (Catgirl NukuNuku).

Project Phoenix 8 voci

Strange 'duckie' module (8 voices).

Secret of Mana Octa

Begin song of "Secret of Mana" (RPG game for Super-Nes).

1.15 Acknowledgements

I wish to thank (sorted by name):

All Amiga programmers: thanks for supporting this wonderful machine.

All catalogs authors, you have made really international the Amiga.

Aminet, for the hundreds of megabytes of PD software.

Andreas R. Kleinert, the first programmer who has asked me a localization of a his program.

Commodore, for the money the give to original amiga "parents" and for CBM16, CBM64 and CBM128. Too bad it's gone...

Escom AG, (even I don't like deutsch :)) for giving the Amiga new life (let's hope so)

Rafael D'Halleweyn, for the great CatEdit, used for the translation of most catalogs

1.16 Greeting

Greetings go to:

Max, Davide, Krizia, Paola, Katia ed Alessandra, my friends at Uni.

Stefano Osti, great graphic artist ;), Amos programmer and Master in "Girsa" (Lord of the Ring's RPG) -- Skyzzo rules!. He own an A500+.

Ilario Moretto, Koopa (Super Mario Karts) master, manga & anime fan ("I prepotenti credono di essere i padroni del mondo..."), helps me with MAG®, D&D®'s 15th level player (a custom class :)), musicians in the free time, he own a Super Jetpack (secret). He own an A1200 and a CBM64! Soon you should find some of his modules on Aminet (Try "Secret of Mana" and "Me nona copertona").

Sandro Destro, 27th level Hokuto no Ken fan, 35th Guyver fan, he own an A500. He's crazy. :)

Carne, expert player (and destroyer, in all means) of any Laser-Disk based game ("usufair! isisvinca"). He own a Super Jetpack too (secret again). He own a CBM16.

Erik, mythomaniac, megalomaniac, crazy NASPer/half-dj :). He own an A500.

Stefano Avanzo, a strange entity ("Kore wa Phanto desu ne?") that goes even more crazier if you talk to him about Cris Hüelsbeck. He own an A1200.

Erica, a good friend, even if I can't see her so often.

Enza, Spada & Ciandra, "the dynamic trio" :)
