HELP

COLLABORATORS

	TITLE : HELP	

ACTION	*NAME*	*DATE*	*SIGNATURE*
WRITTEN BY		January 23, 2025	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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HELP

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Foreign Language Master V2.3 © 1994-2000 Denis Unger

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1.2 copyright

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Copyright
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From the beginning the most care was gone ahead with FLM. However errors cannot be excluded. I take no responsibility for damages: The entire risk as to FLM performance is with the user.

Moreover I can give no guarantee on the accuracy of the dictionary entries. This can affect above all the spelling, since typing errors can not be excluded. However, I strive after spelling and accuracy to improve the FLM dictionaries at each release.

All files, which accompany FLM, may be transmitted but in no way changed. This counts especially for the shareware version, since this may be freely copied. The transmission of the shareware version of FLM is wished.
If you must anything change, e.g. for runnable CD-ROM version, you must me ask before.

The registered full version may not be transmitted. If this should be done in spite of everything, so will be spread the name of the registered user with, and so it would be possible to find out who has brought his copy in circulation.

1.3 introduction

Introduction

FLM is a program, which can be used as an electronic dictionary, for text translating and word learning. It disposes of a very large number of words that can be expanded much more, however.

All functions of FLM are called from the start window by a menu system. Closing this window quits FLM.

FLM handles in the moment only English-German or German-English dictionaries. However it is also possible to use other dictionaries such as French ones. As an example I have put a small French lesson in.

Moreover FLM offers an Online Help . This is accessible every time you need to get help for the respective active window.

1.4 online-help

Online Help

Simply activate a FLM window and press the Help key (above the cursor keys) of your keyboard. Subsequently a help window opens with a description of all functions available for the current window.
It is also possible to get help for menu functions. You must only press the Help key during the menu selection.

1.5 version

Limitations of the Shareware version

When you start or quit the program, FLM displays a FLM info, where it reminds you to become a registered user.
The shareware version has only a small part of dictionaries. Also, the self created dictionaries you can only use in registered version of FLM.

1.6 functions

Menu functions

1.Project
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1.7 hlp_neu

Project-New

Through selection of New all settings of FLM are deleted, i.e. all dictionary settings are removed and all other FLM settings are deleted. Before it continues, FLM asks you again if really you want to delete your settings.

1.8 hlp_laden

Project-Load...

Through selection of Load, you can load config files, i.e. the settings
contained in FLM.

1.9 hlp_speichern

Project-Save...

Through selection of Save you can save your personal settings for FLM.
You should save them under the name "FLM.config", so FLM would use them
automatically next time you start it.

1.10 hlp_voreinst

Project-Presets

Font:
Here you can set font with which FLM shall display its own text.

Max. list box entries:
Here you can set the maximal number of words that each list box can
display. This is useful for ex. when you have not enough memory or a slow
computer. As soon as FLM reaches the registered number of list box
entries, no other word is written in the list box.
Moreover there is a "16 bit integer overflow" in the "GadTools Library", because
when you have more than 32,766 entries, you can do no selection in a list box:
Of course this doesn't mean FLM crashes, but its behaviour becomes a little ↩
   strange
unless you type another word.
With 32,766 (maximal significant value) FLM requires a max. working storage
about of 1 MB.
Also, for allocating words, if needed, FLM requires only a maximal
working storage about of 0.5 MB; in this case you must set this value at
15,000. A value smaller than 100 is not authorised, because in no case this
would be significant.

Min. characters for IN:
This is the minimal character number for IN search mode in standard-
and/or ARexx dictionary window. This is mainly useful to avoid relative
false inputs.
A value smaller than 2 is not authorised because this makes no sense to
search one character for a word.

Listboxbreite für Standard:
Hier kann man die prozentuale Listboxbreite der linken Listbox im
Standard-Wörterbuch-Fenster einstellen.
Der Wert muß zwischen 20 und 80 liegen, da andere Werte nicht mehr sinnvoll
sind.
Ein Wert von z.B. 50 bedeutet, daß die zwei Listboxen gleich breit sind.
Ein Wert von z.B. 30 bedeutet, daß die linke Listbox 30% der Fensterbreite
und die rechte Listbox 70% der Fensterbreite besitzt.

1.11 hlp_info

Project-Info

Through selection of Info you'll receive a short information about FLM.

1.12 hlp_quit

Project-Quit

Herewith you quit FLM.

1.13 hlp_standard

Dictionary-Standard

Here you can use FLM as an electronic ordinary dictionary. Type simply
a word in the uppermost left field and press Enter. Subsequently FLM looks
for your word in its dictionary and displays it in the left list box. In
the right list box you can see the translations of word you were looking
for. If this word should not be in the dictionary, FLM translates the most
similar word.
Furthermore similar words are in the list box, so far as these were found.
Now you can click mouse on these words in the list box; then FLM displays
translations in the right list box.

Above on the right there is a gadget by which you can set the translation
direction. If this gadget should not be selectable, i.e. gadget is ghosted,
this means you have set dictionaries for one translation direction only
(see Dictionary Settings).

Moreover, in this window, you have another gadget, with which you can
set your search mode. When this gadget is on "==", FLM looks for the typed
word in its dictionary, i.e. the first letters of typed word must match.
Click on this gadget to change it into "IN", about which you know perhaps
already through the Amiga Shell. At "IN" FLM searches the typed string
through the whole dictionary to see if this contains the given words.
Naturally this - like all searches - lasts somewhat long (particularly on
slow computers). Moreover you must enter 2 letters at least since otherwise
searching doesn't make any sense.
The Continuation to "IN" is "#?", where you can also use wildcards, e.g. "*".
This search needs still more cpu power as IN.

Also, user should be cautious about what he types because FLM does not
examine if the computer memory suffices to display words it founds (this
is especially important with the Super dictionary since this could require
quickly some 100 KBytes). This is best suitable for words, which are real
words, e.g. "haus". Therefore, here, one should not enter strings like "ei"
or "co", besides he should have some MBytes RAM and a fast computer.
However don't worry about it: if you enter strings of this type (i.e. two
letter's strings), FLM should mention them once only.

Try simply once both search modes, and you will know which advantage and/or disadvantage each mode is offering.

1.14 hlp_thesaurus

Dictionary-Thesaurus

Here you can use FLM like a Thesaurus.
The meaning of this function is to look for similar or equal meaning words. Also, through this function you can find out which meaning translations have.

Here is an example:
Let's assume you require another word for 'go'. So, type 'go' in the left input field, then press Enter. Now translations for 'go' should appear in the right list box. Among other things you'll see the word 'gehen'. Now click on 'gehen', and all translations for 'gehen' will appear in the left list box. Among other things you'll see the word 'walk'. Now in your text you could employ the word 'go' instead of 'walk'.

Here is another example:
You need e.g. translation for 'gehen'. Possible translations would be e.g. 'go', 'walk', 'run'. Now you don't know which translation you should take. Click simply on 'go', 'walk' and 'run'. Subsequently FLM displays translations of these 3 words in the opposite list box. Now only you must find out which kind of 'gehen' you require. 'gehen' in relationship to 'spazieren gehen'->walk; 'gehen' in relationship to 'laufen'->run or simply a normal 'gehen'.
Perhaps this can sound a little bit complicated. In fact it's very simple. After a short training time, you should learn to estimate the FLM Thesaurus.

1.15 hlp_unregwb

Irregular Verbs - Dictionary

This window is similar the window "Learning of irregular verbs".
You need this window if you want e.g. find simple past or past participle from a verb.

You must only type in a word in one of the first 4 input fields and press <ENTER>. Now the answer will displayed in the last two fields.

1.16 hlp_wbeinst

Dictionary Settings

Here you can set all dictionary settings.

Above, on the left, you'll see a list box, where all current dictionaries

are displayed. Clicking on a dictionary allows FLM to indicate on the right if this dictionary is used, and if this is Totally loaded in RAM or buffered. Dictionary buffering requires only approx. 5% of the size of the largest dictionary in working storage. Buffering is used for all present dictionaries. To work with FLM, consider please that if you have not enough memory free, rather than dictionary buffers, you need additional memory too.

By Dict. Info you'll receive a short information about the selected dictionary, e.g. it's number of words, creation date, language, etc.

All dictionaries are managed by FLM separately, so you can have e.g. a dictionary totally loaded in RAM, which brings considerable speed advantages, and another dictionary buffered. If your selection should be 'Totally loaded in RAM', and the RAM storage does not suffice to load this dictionary in RAM, this would be automatically buffered.

Underneath the list box, you can see three further gadgets (Add, Change, Remove).
'Add' inserts another dictionary in the list box. Dictionaries have a suffix ".flm": You can find them in the directory "wb" of FLM. 'Change' allows you to change a list entry, and 'Remove' to remove a list entry from the list box. These 3 functions refer always to the just selected entry.
Under the last list entry, you can find an empty entry. If you should select it, FLM will ghost all of the gadgets, except 'Add'. Therefore, you can insert a dictionary at the end of this list. If the first list element is selected, through 'Add' you can put a dictionary at the beginning of the dictionary list.

In this list box you must enter all dictionaries, with which you want to work. These dictionaries must all belong to a foreign language combination, in other words it is not possible to use simultaneously German-English and German-French dictionaries but it is possible to use simultaneously German-English and English-German dictionaries. FLM recognises automatically which language direction it deals around, and displays a message at wrong language direction.

The registered dictionaries have a given priority; so the first dictionary has the highest priority and is used as first. Accordingly the last dictionary has the lowest priority and is used as last.
For ex. this order has certain consequences on learning in complete mode.

At buffer size you can set the used memory for buffering the dictionaries.

With 'OK' all changes become active and with 'Quit' you quit the window and cancel all existing settings.

In no case you should have Super, Standard and Light dictionaries simultaneously active for this costs unnecessarily processing time. Moreover, the Light dictionary words are contained in Standard and Super dictionary, and the Standard dictionary words in the Super dictionary.

1.17 hlp_vokabeln

Learning Words

This window is for learning words. Depending on which difficulty' degree
one has chosen the number of the given words changes. If you have set
'Out of 0 words', FLM locks the list box and you must enter manually
the translation of given word. On all other difficulty levels, you'll have
a selection of translations. In this case, it's enough to click on the good
translation.

On the right, the user can see statistics over Right and False words.
Besides, FLM displays the Quota in % of the learning success, i.e. at a
quota of 71% user has known 71% of all given words.

Below, on the right, there is the solution for the last given word. Here
user can check once more which translations were right.

On the left, beside the list box, you can see if your last given word was
right or false.

Also you will find a gadget "don't know", which you should click if
you don't know the answer. This is equal if you click on a false word
but so you can not click on the right word if you don't know it.

1.18 hlp_unregverbs

Learning Irregular Verbs

Here you can learn irregular verbs. Depending on which source language
(see Learning Settings) you have chosen FLM gives you the corresponding
word. Now you must only describe the still remaining text fields with the
right solutions, and so get 3 right ones added.

Underneath the quota, the last action is evaluated. Here you have Right
only if you have right entries in all text fields.

Under this, you get the solution of the last given word.

1.19 hlp_protokoll

Protokoll ...

Mit diesem Menüpunkt kann man ein erstelltes Protokoll (siehe Lern-Einstellungen)
nochmals lernen. Hierbei werden alle Wörter, welche man damals nicht gewußt
hat nochmals zum Lernen angeboten.
Es wird automatisch erkannt, ob normale Vokabeln gelernt wurden, oder ob
unregelmäßige Verben gelernt wurden.
Außerdem wird die damals benutzte Konfiguration geladen, um wieder die
gleichen Bedingungen zu schaffen.

1.20 hlp_lerneinst

Learning Settings

Here you can select all settings for learning.
On the top, you have the file for irregular verbs. This can be changed through the gadget located beside on the right. Also, you must consider this gadget deals really with a file with irregular verbs: This because these files are in ASCII format, and consequently FLM can not examine if it deals really with a file for irregular verbs.
Normally files for irregular verbs are found in the directory "uv" of FLM.

Below you can set the degree of difficulty for word learning. This has no consequence on learning of irregular verbs.

In third row you can set either the source language or Mixed. Through Mixed FLM will select randomly a source language (e.g. an English or German word).

Below you have the source language for irregular verbs. Here, through Deutsch, you'll get always a German word. Through Englisch, you'll get either Infinitive or Simple Past or Past Participle. Through Mixed, you'll select randomly one of these four possibilities.

Error Repetition:
Here you can switch on/off the error repetition: This makes learning more effective. By switching error repetition on, tense words - which you have not known - are given more than once.

Upper/Lower case:
Here you can switch on/off Upper/Lower case.

Complete Test:
This way it is possible to learn a lesson and/or a dictionary from beginning to the end. Thereby all words that are in the dictionary are given at least once. Moreover, you can enter a number. With this number FLM deals with the file offset from which user should learn. If you type a number higher than file length, FLM starts learning at the file end. If you type 0, FLM starts learning at the file beginning. A positive offset allows learning in direction end of the file and a negative offset in direction beginning of the file.
When FLM reaches the file beginning and/or end, it changes learning in the opposite direction. Here is how you can observe such a change of direction: FLM gives you the same word twice successively.
This offset concerns words as well as irregular verbs learning. Therefore, if you have learned words, and after you want to learn irregular verbs, you should consider this offset is changed. So if you like to learn later from where you have stopped, you should save your settings, or note the current offset.
Furthermore for each language direction only the first dictionary is taken here (see Dictionary Settings). Anyway, if you have set several dictionaries, you should consider your dictionaries are found at first place. The best is to deactivate all dictionaries - included your two learning's dictionaries (e.g. English-German and German-English dictionary). If you have set Mixed for source language, it can occur not to be confronted to learn each "chosen" word since at this moment you

could only dispose of one offset for two files.

Time limit:
Here you can set the time limit that you have to answer. If you type in
10 so you have 10 seconds to answer.

Lernen protokollieren:
Hiermit werden alle Lernergebnisse protokolliert.
Außerdem kann man mit dem Menüpunkt Protokoll ... ein
erstelltes Protokoll auswählen, worauf man alle Wörter, welche man damals nicht
gewußt hat, nochmal lernen kann.
Dahinter kann man den Pfad angeben, wo die Protokoll-Dateien abgespeichert
werden sollen. Der Name der Protokoll-Datei setzt sich aus dem Datum und der
aktuellen Uhrzeit zusammen.
Der Sinn vom Protokollieren ist neben dem nochmaligen Lernen die Überprüfung
von z.B. Kindern, welche mit FLM Vokabeln lernen sollen. Man kann so hinterher
das Protokoll mit einem Editor anschauen, und nun erkennen wie lange und
wieviel gelernt wurde. Außerdem steht am Ende des Protokolls noch eine
Auswertung.

Through OK all settings are updated and through Cancel all changes are
ignored.

1.21 support

ARexx support

In the start window of FLM there is available an ARexx port whose name is
FLM; by this, you can use FLM to translate, create, and
read a text from e.g. a word processor.

And now how do I work with the ARexx port?

Firstly the program RexxMast (in the system directory) must be active.

Here is an example how you can use the ARexx port:
First you must start FLM. Now open a Shell window and type what follows:
rx "Address FLM LOOKWORD go"
('rx' is a program you can find normally in your directory 'sys:rexxc'.)
Now FLM opens a window named ' ARexx Dictionary '. This window is set up
similar to the Standard dictionary window just only much small.
Now in this window - above on the left - you'll find 'GO'. Below, on the
right, there is an input field for text, where you get the first
translation for 'go'. You can get this translation yourself by typing the
following in a Shell:
rx "Option RESULTS; Address FLM TAKEWORD; say RESULT"
Now FLM should display this first translation in your Shell window.

Therefore, there is no much sense and purpose to communicate with FLM only
from a Shell window, but from an editor or a word processor. This example
should elucidate on a very simple manner only and for all the function of
the FLM ARexx port.

Assumed an editor or a word processor has an ARexx port, this is naturally
much easy. In this case, it is e.g. possible to send FLM the current word

under the cursor through a keyboard shortcut (e.g. Ctrl-F10), which opens thereupon the window " ARexx Dictionary ". On the other hand, it is possible to write the translated word again through a keyboard shortcut (e.g. Ctrl-F9) at the current cursor position of your editor or word processor.

I have included some ARexx scripts (you can find them in the directory 'ARexx' of FLM). These files exemplify an adaptation to the editors Edward, GoldEd and word processing program FinalWriter and/or FinalCopy. Moreover there are available scripts for CygnusEd. However, these scripts are not from me, and so I do not know if they work a hundred per cent fine.
Start simply one of these programs and then load the fitting files, e.g. GoldEd_look.rexx and GoldEd_take.rexx for the editor GoldEd. In these files everything is explained to customise these editors to FLM (#?_look.rexx explains how to send a word to FLM and #?_take.rexx explains how to write the word translation at the current cursor position).

In case you should have none of these programs, hereafter follows a general explanation to customise your text program to FLM:
1. If your program is not ARexx capable, you can not select FLM directly from there. However you can still use FLM to work by simply calling it from a Shell window:
rx "Address FLM LOOKWORD"
If your program should open its own screen, consider you can find it in the foreground, because the FLM window is opened on the Workbench. In this case you must only drag the program screen with your mouse a little bit at the bottom, until you can enter the above mentioned line in a Shell window.
Now you can use this window with your program.
2. Then read in your program documentation to know how you can start ARexx files from your editor or word processor and can execute them through a keyboard shortcut or a mouse click. Also, in the ARexx directory of FLM, there is a file "look.rexx", which opens only the ARexx Dictionary window.
Try simply to execute only this file as an ARexx script from your editor or word processor (through a keyboard shortcut or a mouse click).
If everything has worked, the FLM ARexx window should open on your Editor window.
3. Now all you need is to load this file and to change it, until it is possible to send FLM the current word under the cursor or the marked area.
Load this file and follow the enclosed instructions.
4. Now you must only call the file "take.rexx" from your program and change it to write the FLM translation at the current cursor position of your program. Load it too, and follow the enclosed instructions.

If you change the above mentioned files, you must consider to save them as ASCII files and not e.g. as the format of your word processor. Normally, editors store always data in ASCII format.

I would be grateful to all those who adapted FLM to a new program, and send me a detailed description of their adaptation (preferably a finished file as you can find in the ARexx directory of FLM). I will include this in a future version of FLM.

And now all the current FLM ARexx commands

For clarity all following ARexx commands are written in upper case. This is not necessary however for using these commands, since FLM is case insensitive.

Name of the port address: FLM

All values returned by FLM are written in the ARexx variable RESULT while by default error messages are written in the ARexx variable RC. Possible error codes:
0: no error
5: low fail limit error (warning)
10: command could not be executed
20: syntax error
100: unknown command

FLM commands and their explanation:

LOOKWORD

Usage: LOOKWORD [word]

Result: nothing

Opens FLM ARexx window and tries to translate a given word. If no word is given, only the FLM ARexx window is opened, and the first words in the dictionary are displayed.

Example: LOOKWORD go
->This will try to translate the word 'go'.

SETMODE

Usage: SETMODE <search mode>

Results: nothing

Set the search mode for LOOKWORD. You can use "==", "IN", "#?".

Example: SETMODE '#?'
-->For next search FLM will use the search mode #?, that means you can use wildcards.

TAKEWORD

Usage: TAKEWORD [position]

Result: Translation

If no position is indicated, the translated word - which you find in the lower entry field of the FLM ARexx window - is written in the variable RESULT.
If position is indicated, the n-th word of the right list box, where you get translation, is written in the variable RESULT.
If position is 0 or a number which is too large, you'll get the string in the lower right text input field.

Example 1: TAKEWORD
->This writes the string in the lower right text input field in the

variable RESULT.
Example 2: TAKEWORD 2
->This writes the second word in the right list box in the variable RESULT.

WORDANZ

Usage: WORDANZ

Result: Number of translations

This command writes the number of words in the right list box (the translations too) in the variable RESULT.

FOUND

Usage: FOUND

Result: a value between 0 and 10

FOUND indicates if a word previously passed on through LOOKWORD was found, or not.
 0 .. word was found
10 .. word was not found

TAKEFOUND

Usage: TAKEFOUND

Result: found word

Example:
LOOKWORD went
TAKEFOUND
->if the word 'went' was found in the dictionary, this function will return 0, otherwise a value other than 0 (for now 10).

SETLANGUAGE

Usage: SETLANGUAGE <Source language>

Result: nothing

Changes the translation direction in the ARexx dictionary window.
As source language you can give here one of two languages with wich you are working. If language is not available, you'll receive a code error of 5.

Example 1: SETLANGUAGE englisch
->From now on we'll have "Englisch" as source language.
Example 2: SETLANGUAGE deutsch
->From now on we'll have "Deutsch" as source language.

OPENWIN

Usage: OPENWIN <window>

Result: nothing

Opens the window. Currently you can open the following windows:
STANDARD: Standard dictionary window
THESAURUS: Thesaurus dictionary window
UNREGVERBS: Learning of irregular verbs
VOKS: Learning of vocables
REXX: ARexx dictionary window

CLOSEWIN

Usage: CLOSEWIN <window>

Results: nothing

Closes the window. See also OPENWIN .

LOAD

Usage: LOAD <config file>

Results: nothing

Load a config file.

VERSION

Usage: VERSION

Results: FLM version

QUIT

Usage: QUIT

Result: nothing

Quits FLM.

1.22 tooltypes

FLM ToolTypes and meaning:

CONFIGFILE
After this, you can indicate a config filename, which shall be loaded when
you start FLM. Here, the standard filename will be 'flm.config'. For now
you can only indicate a filename, i.e. no path. Should no config filename

exist, this will be ignored, and config file will be named from standard
FLM settings (=Project/New).

Standard: CONFIGFILE=flm.config

ex. CONFIGFILE=learning.config

OPENAREXXWBWIN
When you start FLM, you run at the same time the ARexx dictionary window.
You have not first to open Shell and ARexx window manually. The ARexx
dictionary window is working too, when the program RexxMast is not running.
So for example it's possible to use at the same time standard and ARexx
dictionary. This is like if you have already two pocket dictionaries, and
each one is opened at a different page.

Standard: When you start FLM, the ARexx dictionary window is not open.

1.23 hlp_arexxwb

ARexx Dictionary

This window is similar to the Standard dictionary window, so this
needs no further explanation.

1.24 hlp_hilfe

User-Help

Here you are in the FLM Help, where you were just a little ago. When you
firstly start FLM, help runs in the background: Therefore while working
with FLM, you'll have always the best possible support.

1.25 hlp_msg_regfehler

Error in registration file.
Please try to re-install FLM.

Dieser Fehler tritt auf, wenn die Registrations-Datei beschädigt ist
oder keine Registrations-Datei im FLM-Verzeichnis gefunden wurde.
Überprüfen Sie, ob sich die Datei flm.reg im FLM-Verzeichnis befindet.

Sollte der Fehler weiterhin auftreten, so sollte man FLM nochmal neu
installieren.

1.26 hlp_msg_falsecatalog

False version of FLM.catalog

Die Datei FLM.catalog im Locale:-Verzeichnis kann nicht genutzt werden,
da Sie möglicherweise zu alt ist, und es so zu falschen Texten
während der Arbeit mit FLM kommen kann.
Am besten, Sie installieren FLM neu.

1.27 hlp_msg_min100lbeintr

100 entries at least

Dies ist nur eine Begrenzung, welche wahllos auf 100 festgelegt wurde.
Theoretisch wäre auch ein Wert kleiner 100 (,aber größer 0) möglich, doch
irgendwo muß man ja die Grenze festlegen.

1.28 hlp_msg_min2zeichen

2 characters at least

Es muß hier mindestens 2 eingetragen werden, denn ein Wert kleiner
2 ergibt keinen Sinn mehr. Dieser Wert bezieht sich auf die IN-Suche im
 Standard -Wörterbuch-Fenster und im ARexx Dictionary window.

1.29 hlp_msg_errconfsave

Couldn’t create a config file

Die Datei, welche zum abspeichern gedacht wurde, konnte nicht geöffnet
werden. Dieser Fehler tritt auf, wenn z.B. die angegebene Datei von
einer anderen Anwendung gerade genutzt wird, oder der Pfad nicht
gefunden wurde.

1.30 hlp_msg_errload

Couldn’t open config file

Die ausgewählte Konfig-Datei konnte nicht geöffnet werden. Dieser
Fehler tritt z.B. auf, wenn die angegebene Datei nicht existiert.

1.31 hlp_msg_noconfig

No config file

Bei der ausgewählten Datei handelt es sich um keine Konfig-Datei von FLM.

1.32 hlp_msg_unknownkonfig

```
Unbekannte Konfig-Version

FLM hat zwar erkannt, daß es sich um eine Konfig-Datei für FLM handelt,
konnte jedoch nicht herausfinden um welche Version. Wahrscheinlich handelt
es sich um eine Konfig-Datei einer neueren FLM-Version.
```

1.33 hlp_msg_outofmem

```
Zu wenig Speicher vorhanden

Es steht zu wenig Speicher für die Arbeit mit FLM zur Verfügung.
Beenden Sie andere Anwendungen, um mehr Speicher frei zu machen oder
geben Sie in einem Shell-Fenster "avail flush" ein, was überflüssige
Fonts, Libraries etc. aus dem Hauptspeicher entfernt.
```

1.34 hlp_msg_maxlbeintrerreicht

```
Maximale Anzahl der Listboxeinträge erreicht

Es wurde die Anzahl der eingestellten Listboxeinträge (siehe Voreinstellungen)
erreicht.
```

1.35 hlp_msg_minanzzeichen

```
In IN mode you must enter at least ... characters

Es wurden zu wenig Zeichen für den IN-Suchmodus eingegeben. Siehe auch
Voreinstellungen, um diese Anzahl zu verringern.
```

1.36 hlp_msg_nowbaktiv

```
No active dictionary

Es sind keine Wörterbücher eingestellt. Siehe Wörterbuch-Einstellungen, um
Wörterbücher einzustellen.
```

1.37 hlp_msgnur1sprachricht

```
Only one language direction dictionary

In den Wörterbuch-Einstellungen sind keine Wörterbücher eingestellt, oder
es handelt sich nur um eine Sprachrichtung, z.B. nur Englisch-Deutsch.
```

Für die Arbeit mit dem Thesaurus sind aber zwei Sprachrichtungen notwendig,
z.B. Englisch-Deutsch und Deutsch-Englisch.
Gehen Sie also in das Fenster Wörterbuch-Einstellungen und stellen Sie die
fehlenden Wörterbücher ein.

1.38 hlp_unregverbsopenerr

Couldn't open irregular verbs file

Die Datei mit den unregelmäßigen Verben konnte nicht geöffnet werden.
Überprüfen Sie bitte Ihre Einstellungen bezüglich der Datei mit
unregelmäßigen Verben im Fenster Lern-Einstellungen.

1.39 hlp_msg_nowbs

No dictionaries set

Im Fenster Wörterbuch-Einstellungen sind keine Wörterbücher eingestellt.

1.40 hlp_msg_wbzuneu

This dictionary can't be used in this version.
Please register you for the newer version.

Ist selbsterklärend ...

1.41 hlp_msg_nosharewarewb

This dictionary can't be used in shareware version.
Please register you for the full version of FLM.

Ist selbsterklärend ...

1.42 hlp_msg_noflmwb

No FLM dictionary

Es handelt sich bei angegebener Datei nicht um ein Wörterbuch für FLM.

1.43 hlp_msg_wbfileopenerr

Couldn’t open dictionary file ...

Das angegebene Wörterbuch konnte nicht geöffnet werden. Dieser Fehler tritt z.B. auf, wenn das Wörterbuch nicht existiert oder von einer anderen Anwendung gerade genutzt wird.

1.44 hlp_bufferallocerr_int

Couldn’t allocate buffer ...

Es war zu wenig Speicher vorhanden. Beenden Sie andere Anwendungen, oder geben Sie im Shell-Fenster "avail flush" ein, um nicht benötigte Fonts, Libraries etc. aus dem Hauptspeicher zu entfernen.

1.45 hlp_msg_wbhunkerr

Fehler im Wörterbuch-Hunk

Sollte dieser Fehler wieder auftreten, so ist das Wörterbuch beschädigt. Installieren Sie also das fehlerhafte Wörterbuch neu.

1.46 hlp_msg_wblaengenerr

Dictionary length doesn’t match the registered dictionary length

Höchstwahrscheinlich ist das Wörterbuch beschädigt. Sollte dieser Fehler wieder auftreten, so installieren Sie das fehlerhafte Wörterbuch neu.

1.47 hlp_msg_lowmemwbclass

Out of memory for using dictionary ...

Es ist zu wenig Speicher vorhanden. Beenden Sie andere Anwendungen oder geben Sie in einem Shell-Fenster "avail flush" ein, was nicht mehr benötigte Fonts, Libraries etc. aus dem Hauptspeicher entfernt.

1.48 hlp_msg_filereaderr

File read error

...

1.49 hlp_msg_falsesprache

Language of dictionary doesn't match with set dictionaries

Sie haben versucht z.B. ein Englisch<->Deutsch-Wörterbuch und ein
Französisch<->Deutsch-Wörterbuch gleichzeitig zu nutzen, was natürlich
nicht geht. Wenn Sie eine neue Sprache nutzen wollen, so entfernen Sie
zuerst alle momentanen Wörterbücher und stellen dann die Wörterbücher
der neuen Sprache ein.

1.50 hlp_msg_internal

Interner Fehler

Es handelt sich hier um einen internen FLM-Fehler (also ein "Bug").
Sollte dieser Fehler wieder auftreten, so schreibt es mir bitte
mit genauer Fehlerbeschreibung.

1.51 hlp_msg_listboxwidth2080

Listboxbreite muß zwischen 20 und 80 liegen

Die Breite der linken Listbox muß zwischen 20 und 80 % liegen, da
andere Werte keinen größeren Sinn ergeben.

1.52 text

Automatic text translation

Ab Version 2.15 gibt es den ARexx-Befehl FOUND , wodurch
eine Wort-zu-Wort-Übersetzung möglich ist. Diese Übersetzung berücksichtigt leider
die Grammatik nicht, wodurch der übersetzte Text meist nicht sinnvoll ist.

Im Verzeichnis ARexx befindet sich der Script trans_auto.rexx, welcher einen
Text übersetzt. Im Script muß man allerdings noch den FLM-Pfad angeben.
(Einfach einen Editor starten; diesen Text laden; den neuen Pfad einstellen
und abspeichern).
Der Auruf dieses Scripts lautet:

rx trans_auto.rexx <Quelle> <Ziel> <Sprache> <Modus>

Die Quelle und das Ziel brauche ich sicherlich nicht zu erklären.
Bei Sprache muß man die Sprache, in welcher die Quelle geschrieben wurde
angeben. Und bei Modus gibt man den Übersetzungsmodus an (im Moment
1 oder 2, wobei 2 bessere Übersetzungen liefert).

Z.B.: rx trans_auto.rexx datei.txt uebersetzung.txt englisch 2

Außerdem gibt es noch zwei Scripts für FinalWriter, welchen z.B. einen

markierten Textabschnitt übersetzen oder das ganze Dokument.
Man sollte diese Scripts (finalw_auto1.rexx und finalw_auto2.rexx) einfach mal ausprobieren.

Sicherlich kann man diese Scripts noch ein bißchen verbessern, um noch bessere Übersetzungen zu bekommen. Also wer Zeit und Lust hat, kann sich ja damit mal ein bißchen Beschäftigen.

In einer der nächsten Version werde ich versuchen die FLM-Wörterbücher mit Wortarten zu versehen, und dann mit Hilfe der Grammatik vernüftige Übersetzungen zu erhalten.
Im Moment bin ich selbst noch gespannt auf die Erfolge oder Mißerfolge, die ich dann haben werde.

1.53 up

Setting up his own dictionaries

To set up your own dictionaries you need the FLM dictionary converter FLMconv .

To create your files for Irregular Verbs you need only an editor or a word processor supporting the ASCII format. You can also expand the included file unreg-verbs.urv . You must only complete this file.

How to build such files:
<German word>[/<German word>...]:<Infinitive>/<Simple Past>/<Past Perfect>
German words have to be separated from the English ones by a colon, and the words within a language by a slash.

E.g.: gehen/laufen:go/went/gone
verlassen:leave/left/left

Last line must be completed with <ENTER>; besides, a line does contain no space (neither at the end of the file) since otherwise in some circumstances FLM either doesn't run perfectly or can crash too.

Warning: At the most, in the moment, you can have only 5 German words one after the other.

1.54 dictionaries

dictionaries

In the moment following dictionaries are available:

light_ED.flm - pupil thesaurus 100 KBytes, English->German
light_DE.flm - see light_ED.flm, also German->English

standard_ED.flm - approx. 60,000 entries, 1 MByte, English->German
standard_DE.flm - see standard_ED.flm, also German->English

```
super_ED.flm - approx. 200,000 entries, 3.2 MBytes, English->German
super_DE.flm - see super_ED.flm, also German->English

(The Standard dictionary contains the Light dictionary, and the Super
dictionary contains the Standard dictionary.)

and the following learning dictionaries (learning lessons):

lektion1_ED.flm + lektion1_DE.flm - A sample of dictionary in English
lektion2_ED.flm + lektion2_DE.flm - A sample of dictionary in English
lektion3_FD.flm + lektion3_DF.flm - A sample of dictionary in French
(these 3 sample dictionaries are ASCII files in the directory asc of FLM)

unreg-verbs.urv - file with irregular verbs
unreg-verbs2.urv - files reworked by Günther Schulz
swedish.urv - swedish irregular verbs by Nico Barbat
```

1.55 flmconv

```
FLM dictionary converter FLMconv

Herewith it is possible to create his own dictionaries and/or lessons for
learning.

You must only run FLMConv, and then load your ASCII file with words.
Subsequently, FLMConv creates two dictionaries, which you can use e.g. for
learning with FLM.
Why two dictionaries?
FLM can manage e.g. English-German as well as German-English dictionaries.
However you must write only one of these two dictionaries. FLMConv creates
automatically the opposite dictionary.

You must build your ASCII file as follows:
<source word>:<target word>[/<target word>[/<target word >...]]

e.g.: go:gehen/laufen/fahren
      tree:Baum

Each line must be completed by pressing Enter. Besides these files do
contain no space (neither at the end). If any syntax error should appear,
FLMConv brings up a corresponding message.

Also you don't need to take care of e.g. double words, sorted order.
FLMConv sorts out your dictionary and examines whether double words exist
too. Such double words are written once only at the end of FLM dictionary.
Naturally this lasts some time too, and so you have to wait for a normal
A500 creates FLM dictionaries (especially larger ones).

In the "asc" directory of FLM there are some ".asc" files. These files
contain words (in the ASCII format) for learning lessons attached to FLM.
Look at these once only, and you will recognise quickly how dictionaries
are set up.

And now how to use FLMConv:
```

In Source dictionary you select your ASCII file.

In Target dictionaries you must indicate the prefix of the FLM dictionary to be created. At this prefix FLMConv attaches "_??.flm", where ?? stands for the first letters of languages you want set up.

Temp. directory 1 is the first storage path, and Temp. directory 2 the second storage path. With small dictionaries you should leave these entries on "t:" because of the speed. With larger dictionaries (100 KBytes and more) you can have RAM problems. Then you should change Temp. directories by putting it e.g. on "sys:t/".
FLMConv works perfectly with virtual memory (VMM) too.

Descript. contains the text, which will be displayed by clicking on Dict. Info in Dictionary Settings . Here you have 200 characters at your disposal, where you must insert a \ after a maximum of 60 characters. Here the character \ stands for Enter, and means a new line should be begun (a maximum of 2 "Enter" is allowed). Here e.g. you can put your dictionary type, your address or similar to immortalise your work. This text is secured encoded in the dictionary hunk; so it is not possible to change it later.

2. Set up target dictionary means that two dictionaries are created (see above). Therefore, the setting up of a second dictionary can be prevented herewith.

Old dictionary format means that the source file does exist in the old EnglischGenius format. This format is as follows:
<source word>/<target word>[/<target word>[...]]/
e.g.: go/gehen/laufen/
      tree/Baum/
Here, the last slash can be left out indeed too.
Besides a file is automatically saved in the new dictionary format. You'll recognise it from the suffix ".neu".
Please consider these files need at the end only one <Enter>.

Create shareware dictionaries means that the created dictionaries can be used also in shareware version of FLM.

Create ASCII dictionaries means that FLMconv does not delete the created ASCII dictionaries. You will find this dictionaries in path "Temp-1".

Status gives information on current status.

In Lang. 1 you must indicate the source language (word before ":") of the source dictionary, and in Lang. 2 the target language (words after ":") of the source dictionary. These entries must be typed very exactly for otherwise FLM can not work correctly with standard and your dictionaries. Therefore use as much as possible correct language names like e.g. English, German, French, Italian, Spanish etc.

By Start you start the converting process, and by Quit you quit the FLM dictionary converter.

PS: If you have set up some dictionaries or lessons for yourself, and would make these accessible to other FLM users, you can send me them.

This way in the future I'll put these lessons and/or dictionaries in FLM.
To thank you, you'll receive the last version of FLM.

1.56 Commodity

FLM Commodity (FLMc)

Here you have a commodity version of FLM.
When you start FLM, FLMc is working in background, and can be waked up by Control+Alt+'f' (TOOLTYPE preset). Normally, when you wake FLMc, this opens the Standard dictionary window (see FLM).

Unlike FLM, FLMc has no learning mode, no dictionary Thesaurus, no settings' window, and no ARexx port.

If you want FLMc available each time you boot your computer you can simply copy it in your WBStartup directory. However, to work, you must consider FLMc needs a certain amount of memory. Without any dictionary, the program needs about of 80 KBytes. To this you must add dictionaries. We strongly advise you to use Dictionary buffers (see Dictionary Settings): This way dictionaries wouldn't be completely loaded in working storage.
If you don't call FLMc the dictionaries will not be loaded into memory, that means FLMc needs only ca. 80 KByte of your memory.

TOOLTYPES for FLMc and its meaning:

DONOTWAIT
This means Workbench doesn't wait until FLMc quits. (Only useful when starting from WBStartup.)

CX_POPKEY
Here you have the keyboard shortcut by which FLMc must be called.

Standard: control alt f

Ex. CX_POPKEY=control alt f

FLMPATH
Here you must give the FLM path.
For ex., when FLM is in Work:FLM, here you should have FLMPATH=Work:FLM.

Standard: directory where is FLMc.

Ex. FLMPATH=Work:Application/FLM

CONFIGFILE
Here you must give the configfile which must be used.
To set your own special config file for FLMc, you must start FLM and load your personal configuration.

Standard: flmc.config.

Ex. CONFIGFILE=flmc.config

NOPUBLICSCREENS

This means you can open the standard window on any screen. Moreover you
must consider this tooltype is not system friendly. So you must close the
standard dictionary window before closing your screen otherwise this would
be preserved until the next reset.

Standard: Standard dictionary window only opens on a public screen.

1.57 registration

How to become a registered user

For using the registered version of FLM you need mainly the keyfile
(in this file is the name of the registered user saved).

If you have access to the internet you can download the full
version of FLM from my homepage (http://dictionary.notrix.de).
Then you must only send to me the money (25 DM) and the registration
card (flmdic@gmx.de). Then I will send yourself the keyfile.

If I have got the 25 DEM I will send the keyfile to you.

If you want to become a registered user too, print the file
Registration.txt, and send it filled out at the following address:

      Denis Unger
      Dr.-Otto-Nuschke-Str. 37
      D-08321 Zschorlau
      Germany

or

   e-mail: flmdic@gmx.de

Then I'll send you immediately (approx. 1 weeks) the registration file of FLM.

Payment modes available are cheque, cash and credit transfer.

Infos about my bank account:

Account holder: Denis Unger
Bank identification: Kreissparkasse Aue-Schwarzenberg
ABA Routing #: 87056000
Account #: 4881430551

With your credit transfer don't forget, please, to fill and send me the
Registration.txt file. Moreover don't forget to put your Name+Address in.
As soon as money will be transferred on my account, and I'll receive your
Registration.txt, immediately I'll send you the registration file of FLM.

1.58 flm_support

FLM Support

As registered user you can solicit a FLM support, i.e. you'll receive a support for questions, problems etc.

My address:

Denis Unger
Dr.-Otto-Nuschke-Str. 37
D-08321 Zschorlau
Germany

I would be grateful if you add stamps or international reply coupons.

Tel.: +49 (3771) 478694 (only for urgent cases)

Internet: flmdic@gmx.de
WWW: http://dictionary.notrix.de

1.59 of

Address of the Author

Sends error reports, suggestions for improvements, criticism etc. to:

Denis Unger
Dr.-Otto-Nuschke-Str. 37
D-08321 Zschorlau
Germany

If you need absolutely an answer, don't forget, please, to add stamps or international reply coupons.

Internet: flmdic@gmx.de
WWW: http://dictionary.notrix.de

(If you don't receive an answer after approx. 2-3 weeks, please try once more, because it is possible that a mail disappears or I forgot to answer your mail.)

1.60 Page

FLM in Internet

In Internet you can find also a FLM page under http://dictionary.notrix.de.
On this pages are the newest informations about FLM (Amiga + Java + Windows 3.1, NT, 95).

Moreover from here you can download the most recent version of FLM and the last beta version.
Also there are all available dictionaries for FLM.

1.61 updates

```
Updates

As a new version is ready, I'll inform you in writing.
Minor updates will be free of charge, and you can find them in the  WWW Page
of FLM. Moreover, new versions are regularly loaded on Aminet.

See also  FLM Support .
```

1.62 Developments

```
Future Developments

Planned are:
- a encyclopedia function
- further ARexx commands
- ...

If you should have additional improvement possibilities, I would be very
grateful if you send me them.

Furthermore, in future, should be considered the grammar in translation.
```

1.63 acknowledgements_thanks

```
Acknowledgements/Thanks

Especially I would like to thank:

-Jörg Bretschneider, Tino Müller, Andre Weber
 (supporting to set up dictionaries)
-Enzo Custodero
 (translation in English and French)
-Günther Schulz (for reworking irregular verbs (unregverbs2.urv))
-Nico Barbat (for swedish irregular verbs)

And all others, which sent hints, error reports etc.
```

1.64 versions

```
Program versions

FLMconv:

V2.05:
- locale strings completed
- some internal changes
```

V2.00:
- sorting of dictionaries with help of quick sort faster
- you need less RAM
- bug fixing (remove of double words)

V1.10:
- bug fixing
- you can create shareware or registered dictionaries
- you can create ASCII dictionaries

V1.03:
- some internal changes
- localisation
- font sensitive

V1.02:
- dictionary conversion was optimized

V1.01:
- first released version

V1.00:
- first internal beta version

FLMc:

V1.15:
- see FLM V2.31

V1.14:
- locale strings completed

V1.13:
- see FLM V2.24 (*)

V1.12:
- see FLM V2.23

V1.11:
- see FLM V2.22 (*)

V1.10:
- see FLM V2.20
- see FLM V2.21

V1.10a:
- see FLM V2.20a (*)
- dictionaries now loaded after first call

V1.05:
- see FLM V2.151
- see FLM V2.152

V1.04:

- now you can close the Workbench while FLMc is running

V1.03:
- see FLM V2.14 (*)
- now ToolType NOPUBLICSCREENS works properly

V1.02:
- input text field is already active at the opening of the dictionary
  window
- through ESC you can close the dictionary window

V1.01:
- program size was cut down about of 10 KBytes

V1.00:
- first commodity version

FLM:

V2.31:
- recompiled with UAE for windows
- correct my address

V2.31:
- error at sorting on listboxes with more than one dictionary removed
- error in search mode #? with more than one dictionary removed
- listbox width for standard dictionary can be changed
- expanded super dictionaries with ca. 5000 words

V2.30:
- online help now with AmigaGuide
- protocol of learning
- bug fixing

V2.22:
- learning with time limit should now work
- window handling is now better
- endless standard and thesaurus dictionaries
- if you have lesser than 10000 Byte FLM will bring a message (*)
- any little changes
- bug fixing

V2.21:
- FLM.catalog couldn’t be used (FLM says false version)
- error at buffering of dictionaries (any words were not right wrote
  to listbox)

V2.20:
- bug fixing
- you can change the buffer size (see Dictionary Settings)
- search in mode IN and #? from harddisk is now faster

V2.20b:
- new ARexx commands SETMODE , VERSION , LOAD , OPENWIN , CLOSEWIN

- new dictionary Irregular verbs
- bug fixing

V2.20a:
- online help now also for error messages
- new search mode with wildcards (*)
- time limit for learning vocables
- dictionaries you can now use parallel

V2.17:
- French online help

V2.16:
- English online help

V2.152:
- bug fixing
- now words can be changed through cursor keys
- RETURN and/or ENTER key(s) bring(s) you to the input field
- ESC allows you to close the active window

V2.151:
- bug fixing (crashed on a 68000-based machine)

V2.15:
- bug fixing
- added ARexx commands FOUND and TAKEFOUND

V2.14:
- cut down RAM needs for word entries about of 50% (*)
- speeded up word searching (*)
- added ARexx command SETLANGUAGE

V2.13:
- added a commodity version
- some small internal changes

V2.12:
- more presets
- expanded program documentation

V2.11:
- now the ARexx port can be called anywhere from FLM (also in learning mode...)
- ToolTypes support
- with the help of Enforcer eliminated a couple of unauthorized memory access
- now Standard and Thesaurus dictionary can be scaled too
- and eliminated another couple of bugs
- expanded and corrected Super dictionary about of 5,000 key words

V2.10:
- localisation (now FLM uses the flm.catalog, so far this is available)
- eliminated some other small bugs
- made some smaller improvements
- now the ARexx dictionary window can be scaled

V2.10a:
- eliminated some small bugs
- made some smaller improvements
- improved ARexx scripts to customise FLM with word processors and text editors (if haven't yet started FLM, it's started from its script)
- expanded Super dictionary approx. 5000 key words (120 Kbytes)

V2.03: internal version - it was never published
- added a Font setting
- new config file, which is not compatible with the old one

V2.02: was only available as alpha version
- added ARexx commands QUIT and WORDANZ
- expanded ARexx command TAKEWORD
- now ARexx port is already in the start window at user disposal
- removed menu command "Open ARexx Port"

V2.01
- eliminated some minor bugs
- now searching in "#?" mode from disk lasts only still half so long

V2.00
- facing EnglischGenius, FLM was programmed in C++ from scratch, and adapted to Workbench 2.0
- added 160,000 entries in dictionaries English/German & German/English

V1.0
- this FLM version was not officially released as FLM 2.0 is the successor to EnglishGenius 1.0

V0.?
- here it deals with the program FLM Light

1.65 bugs

Known bugs

- for ex. the font size 16 no more matches the screen layout

All above bugs are unattractive for the FLM appearance but don't prevent you from working with it.