Rusifier_E

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COLLABORATORS			
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1.2 Some general info

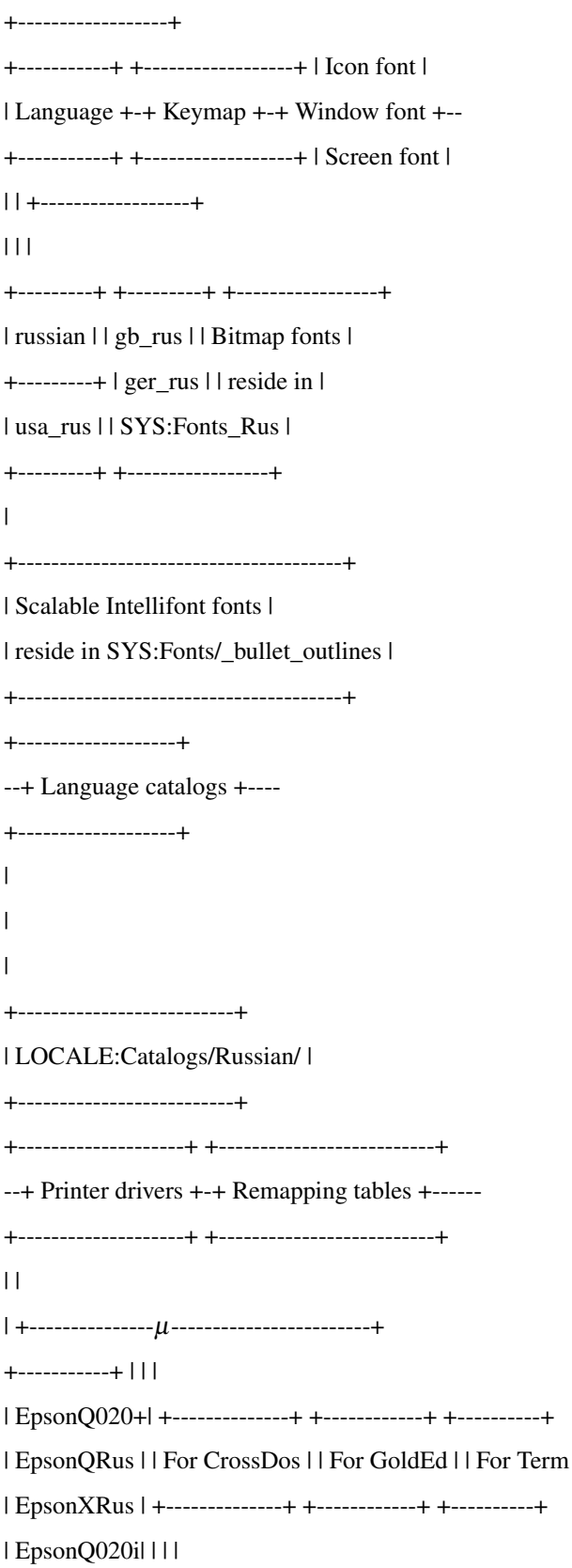
Some general info

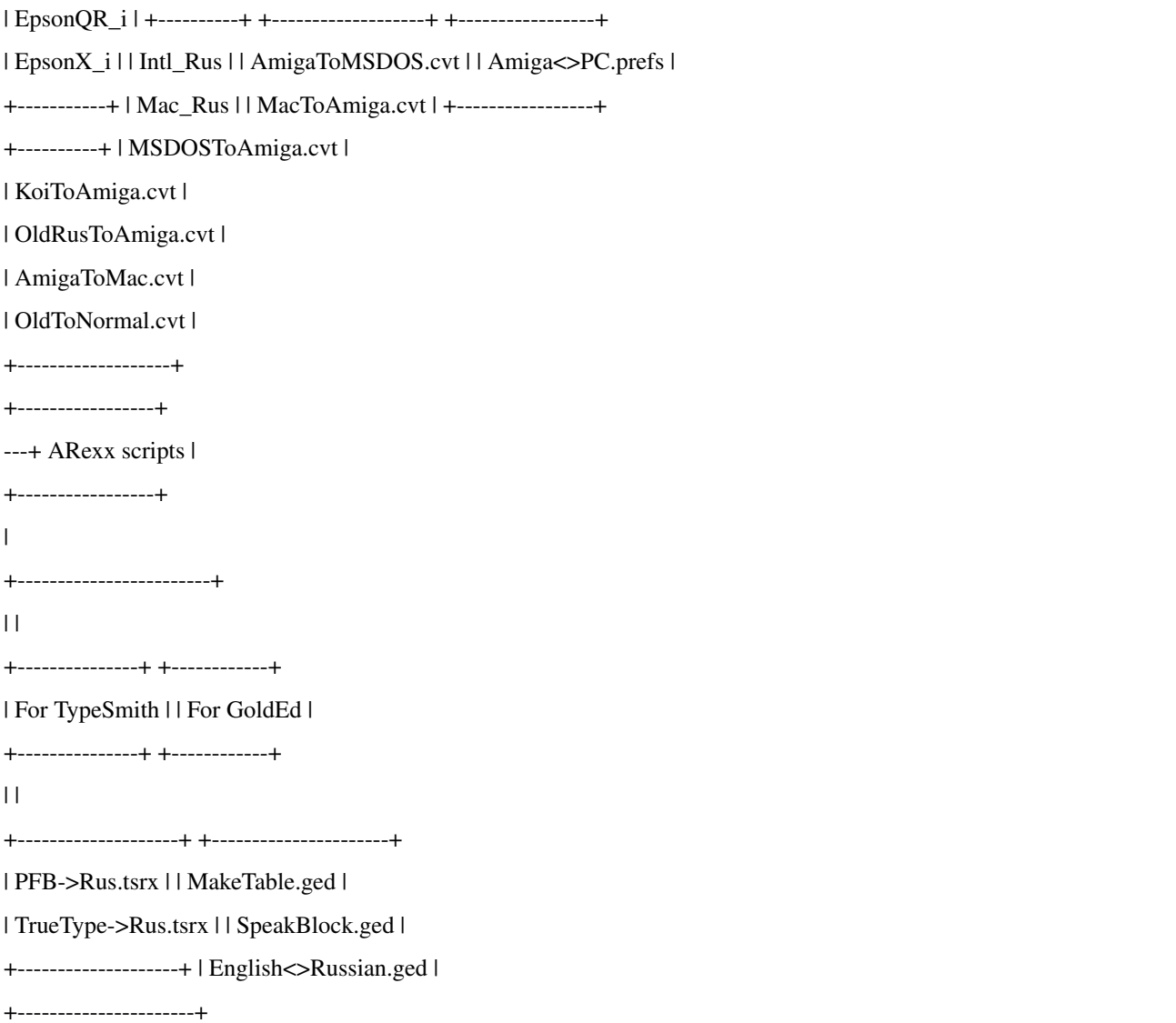
This distribution contains (possibly) everything you need to work on Amiga in Russian (except the knowledge of powerful, flexible and absolutely non-structured Russian language, which consists mainly from GOTO operators :). Thanks to the lovely design of the best computer in the world - the Amiga - it was a great pleasure for me to write all these stuff.

From version 39 onwards Rusifier needs 68020+ CPU and OS 3.0+, it won't even start otherwise (installer also will be angry). Users of older OS'es/CPU's must use older versions of Rusifier as well. Note, that opening of Russian catalogs for different programs requires some memory. ARexx server should be running if you plan to use ARexx capabilities of the Rusifier.

The heart of this distribution is the Rusifier commodity, which usually autostarts being placed in SYS:WbStartup drawer. As other commodities do, Rusifier stays resident in memory, monitoring input events and modifying input, if neccessary. It also performs some other smart tasks, like handling Russian speech and so on.

But before the detailed explanation, let's have a brief look at the language dependant components of the "rusified" system:





As you probably know, Amiga fonts usually reside in FONTS: logical device. This device is being normaly associated with SYS:Fonts directory. In case of "rusified" Amiga one more path is being added to FONTS: - SYS:Fonts_Rus.

(Standard fonts) (Bilingual Latin-Cyrillic fonts)

Some more notes:

System name of Russian language is (what could you guess?) "russian" of course. Set it with Prefs/Locale program.

With the help of Prefs/Input you may set one of the supplied keymaps:

1. ger_rus - for "deutsch" keyboard ("§" on the "3" key).

2. gb_rus - for "british" keyboard ("£" on the "3" key).

3. usa_rus - for "usa" keyboard ("#" on the "3" key).

Russian catalogs generally reside in LOCALE:Catalogs/russian directory.

Two extra files LOCALE:Countries/russia.country and LOCALE/Languages/russian.language provide language-specific data and procedures respectively.

The shared Amiga library rusgrammar.library supports some exotic features like handling of russian words in different cases, generating strings from numbers (152 -> one hundred and fifty two), etc. It's a particle of one mysterious project of mine - when it will be finally released, you'll know what is it all about...

Table of redefined ASCII codes for brand new English/Cyrillics Amiga is shown in the file "ASCII.iff". For lucky guys who heard anything about Russian alphabet, it looks rather strange, because letter "A" is common in this layout for English and Cyrillics alphabets and socalled "hard sign" is shifted from it's proper place (same about the accented "E" letter). It causes certain minor problems if you'll try to sort Russian or mixed English/Russian texts without use of appropriate functions from locale.library, but, unfortunately, I couldn't use some locations in ASCII table due to the fact, that some programs get confused while processing symbols at certain locations. Natural layout according to the primary sorting order of russian letters (it is done on PC's in this way) is not suitable for Amiga (please, believe me!). Sorting must be handled by appropriate functions in locale.library only (to be more exact, by russian language driver LOCALE:languages/russ

ian.language).

1.3 Installation

Installation

Installation of the Rusifier is performed by standard Commodore installer utility, which must reside somewhere in the accessible paths of your system (usually, in SYS:Utilities directory). The script for the installer is called Rusifier.install. It is launched by double clicking an appropriate icon which, among other things, determines the language of the installation process - either English or Russian. Of course, Russian makes sense only if you are updating an older version of the rusifier - otherwise you'll see meaningless accented symbols instead of cyrillic ones in various texts appearing in installer's window.

After the installation you have to reboot your machine and possibly configure your printer driver. All the rest is done inside the installer script. The installer inserts the line

assign FONTS: Fonts_Rus add

into your startup-sequene file. If by some reasons this will not be done automaticaly, then you have to do it manually.

1.4 ToolTypes

ToolTypes

Here are the icon tooltypes that Rusifier understands. Some of them may be modified automaticaly.

CX_POPKEY <key definition>

The standard way to define hotkey for popping up the preferences window. Default is "lcommand lshift r".

SNAPSHOT_KEY <key definition>

Hotkey combination used to trigger recording of the prompt windows position into Rusifier's icon. This hotkey only has effect when the frontmost screen has a prompt window opened on it.

FONT=<fontname.8|9>

Described in the bitmap fonts chapter.

EXTRA=<fontname.8|9>

Described in the bitmap fonts chapter.

LATID=<string>

This is the string displayed in prompt windows when Latin mode is on. Default is "L".

LED=<ON|OFF>

Determines, whether changing the language mode should influence the brightness of power LED. By default, LED is "ON". Cancel it if you're a music freak or your A4000T is under the table (wish both things to everybody :)

MARKER=<YES|NO>

Allow or forbid the prompt windows.

RUSID=<string>

This is the string displayed in prompt windows when Russian mode is on. Default is "R".

The names of the public screens where it is allowed for the Rusifier to open it's prompt windows are also specified in Rusifier's icon. Generally, there's no neccessity to deal with this names "manually" - use the preferences program to include/exclude public screen names from Rusifier's lists. But if you do not have MUI installed in your system (what a shame! :), then here is the format of appropriate tooltypes:

TEST=YES|NO

Enable or disable Rusifier's test on equivalence of system fonts, keymap and current language.

<PUBSCREENNAME>[=Xcoord][,Ycoord]

where:

<PUBSCREENNAME> is the name of the public screen.

XCoord & YCoord are coordinates of upper left corner of the prompt window relatively to the upper left corner of it's public screen. If Xcoord isn't specified, then window is centered horizontally; if YCoord isn't specified, the window goes to the uppermost part of the screen.

Examples:

WORKBENCH open the window being centered horizontally in the title

bar of Workbench screen

GOLDED=320,5 open the window at X=320, Y=5 on GoldEd's screen. Note,that

possible extensions of public screen names (say, GoldEd.1)

are not taken into consideration by the Rusifier.

GOLDED=320 same for horizontal position, Y=0.

GOLDED=,5 window is centered horizontaly, Y=5.

1.5 Prompt windows

Prompt windows

Currently, Rusifier has two ways to show whether Amiga is in Latin or Russian mode: either to change the brightness of power LED and/or show the appropriate string in windows opened on public screens.The names of these screens must be mentioned in tooltypes of Rusifier's icon as well as contents of the strings identifying Latin and Russian modes.

Generally, the windows are opened somewhere inside the screen title bar in order not to be obscured by other windows opened by application programs. You may, however, drag them wherever you like. If you want to snapshot the window's position, press the SNAPSHOT_KEY hotkey. The text in the window will blink in order to show that the position is fixed.

In order to add/remove prompt windows from specific public screens you may use the preferences program or change icon's tooltypes manually.

1.6 Keyboard

Keyboard

The first question is, how it is possible to switch from English to Russian and vice versa?

Nothing is more simple - pressing Left ALT key toggles English/Cyrillic mode temporarily (while you hold down this key). Right ALT does it permanently. So you may consider Right Alt as "global" switch and Left Alt as the "local" one.

If the LED reaction for mode changing is enabled, then the power LED brightens when your Amiga is in Cyrillics mode and dims when in English mode. An unexpected gift is that you can toggle audio filter as well by pressing right ALT key whenever you want. This also may be equaly considered as a serious drawback :).

If you like to listen to background music while typing Russian text, then you'd better "disconnect" LED from language mode, specifying "LED=OFF" in ToolTypes . In this case you'd better use prompt window to know about the current language.

There are 3 bilingual keymaps in this package at the moment:

1. usa_Rus - used for Amiga's with USA keyboard layout.

2. ger_Rus - used for Amiga's with German (d) layout.

3. gb_Rus - used for Amiga's with British (g) layout.

On some of the keys, Cyrillic characters have to share place with punctuation symbols (say, on German keyboard, russian "hard sign" lives together with plus sign and asterisk). I already wrote to Yeltzin that our language has too many letters and it is neccessary to correct this situation somehow, but still didn't get an answer. So, the situation is rather bizarre: if you want, say, to put asterisk in your text in Russian mode (and use German keyboard), then you must first switch to English mode, then press asterisk key, then switch back. Temporal mode toggling by Left Alt is not a solution, because in this case you'll have to always remember, which mode is current - English or Cyrillic. That's why Left Amiga key is reserved for this situation - being pressed together with keys containing both punctuation symbols and cyrillic characters (there are 4 such keys, say, in German keyboard), it switches the mode for English one.

There may be a potential interference between Alt-ed alphabetical keys and possible controlling functions binded to Alt-ed keys, if they are used somehow in your applications. Rusifier "owns" all the Right ALT pressings, so your application may not know about them. The obvious solution is to bind these functions, if possible, to some other qualifiers, i.e. Amiga or Ctrl keys, however those qualifiers are used much more often, then Alt keys. Rusifier has a different approach - it introduces special "Russian bear sleeping" mode - in order to enter it just press Ctrl+RightAlt key combination. Since that, Rusifier stops owning all Right ALT pressings, so your application would react to them properly. Nevertheless, you can switch English/Cyrillics modes temporarily while holding any of ALT keys in this mode (Right Alt now behaves like Left Alt). Pressing Ctrl+RightAlt again returns you to normal Rusifier operations.

Same situation may possibly occur with Left Amiga key. If you want the system to hear about pressings of Left Amiga AND the keys containing Russian letters and punctuation marks, then press Left Alt Ctrl key combination. In order to restore normal mode, press Left Alt Ctrl again.

You'd better avoid using Right Alt as a key qualifier in configurable applications. Anyway, I still didn't hear about that any hardships arouse.

By the way: a lot of users of German keyboards in Russia asked me to leave "Z" and "Y" key on their "natural" places. So, I did it. If it would happen somehow, that someone in Germany is using the Rusifier, then I swear to swap back "Y" with "Z" immediately :).

1.7 Bitmap fonts

Bitmap fonts

Gaining something you're always losing something (there's an excellent Russian word "halava" that means you've got something valuable for free (but it's neither present, nor theft!); implementation of Cyrillic in Amiga is halava by no means!). In case of Russian fonts, you loose all the international accented characters! That's why you can not freely type, say, in French or German. Look at the ASCII table of english-russian Amiga and you'll understand everything.

A good deal of new bilingual bitmap fonts is added to your system to newly created drawer Fonts_Rus which is attached to FONTS: path by appropriate command. This command ("assign FONTS: Fonts_Rus ADD") is inserted in the S:startup-sequence file by the installer script (I'm not mistaken - not in user-startup, but in startup-sequence: system should be notified about existence of bilingual fonts before execution of IPREFS in startup-sequence).

Rusifier patches opening of ROM-based topaz.8 (9) font to bilingual English-Russian topar.font (by default). You can, however, define other fonts instead of topar.font (which has same thickness as topaz and looks as ugly on hi-res screens as topaz does). In order to do it you have to specify replacing font's name as a parameter in Rusifier's icon after keyword "FONT=". This NON-PROPORTIONAL font MUST have sizes 8 and 9 available (otherwise, Rusifier won't start and will pop up a little window, explaining it's problems during startup time). Currently, only Topar and Xen fonts meet these requirements. For example:

FONT=Xen.font will show great-looking Xen.8 font instead of Topaz. Don't mix up "normal" Xen font with English-Cyrillic one!

If, say, your choosen font is not 8 but 7 dots wide (like Xen.8), then positioning of text lines may be not perfect in some topaz-asking non-configurable programs. Anyway, it's your decision which font to choose. If something goes wrong, you may always put away font's name and stay with Topar (parameters of Topar exactly corellate with topaz).

Optionally, you may patch one more non-proportional font with either 8 or 9 height. A good candidate is, say, LightWave.font which is hardcoded inside LightWave program (rather bizarre, isn't it?). In order to do it, you have to supply one more parameter in Rusifier's icon:

EXTRA=LightWave.font and LightWave.font will be patched to Topar or whatever font you specified after FONT= keyword.

If you use non-proportional fonts, then you're able to insert PC-like pseudographics in your text files (not all the editors permit to do it, but, for example, it's OK with GoldEd and Cygnus). Use keypad keys together with Left Alt, Shift or Alt+Shift. Pseudographics layout is rather easy to catch, just have a look at supplied pictures of keys layout.

Here's the short description of some of the supplied bitmap fonts:

+------------+--------+-------+---------------+-------------+------+

| Name | Height | Width | Pseudographics | Proportional.| Look |

+------------+--------+-------+---------------+-------------+------+

| ToPaR | 8 | 8 | Yes | No | Bold |

| | 9 | 10 | Yes | No | Bold |

+------------+--------+-------+---------------+-------------+------+

| ToPaZ | 11 | 8 | Yes | No | Bold |

+------------+--------+-------+---------------+-------------+------+

| PiCa60 | 8 | 6 | Yes | No | Bold |

+------------+--------+-------+---------------+-------------+------+

| DPaint | 8 | 8 | No | No | Bold |

+------------+--------+-------+---------------+-------------+------+

| Personal | 8 | 8 | No | No | Bold |

+------------+--------+-------+---------------+-------------+------+

| CoUrIeR | 10 | 7 | Yes | No | Thin |

| | 11 | 6 | Yes | No | Thin |

| | 12 | 7 | Yes | No | Thin |

| | 13 | 7 | Yes | No | Thin |

| | 14 | 9 | Yes | No | Thin |

| | 15 | 9 | Yes | No | Thin |

| | 18 | 11 | Yes | No | Thin |

| | 24 | 15 | Yes | No | Thin |

+-------------+--------+-------+----------------+--------------+------+

| XeN | 8 | 6 | Yes | No | Thin |

| | 9 | 6 | Yes | No | Thin |

| | 11 | 7 | Yes | No | Thin |

| | 13 | 8 | Yes | No | Thin |

+-------------+--------+-------+----------------+--------------+------+

| Photogenics | 8 | - | No | Yes | Bold |

+-------------+--------+-------+----------------+--------------+------+

| ADPTProFont | 15 | - | No | Yes | Bold |

+-------------+--------+-------+----------------+--------------+------+

| DGSansSerif | 7 | - | No | Yes | Thin |

| | 8 | - | No | Yes | Thin |

| | 9 | - | No | Yes | Thin |

| | 11 | - | No | Yes | Thin |

| | 13 | - | No | Yes | Thin |

+-------------+--------+-------+----------------+--------------+------+

| HeLvEtIcA | 7 | - | No | Yes | Thin |

| | 8 | - | No | Yes | Thin |

| | 9 | - | No | Yes | Thin |

| | 10 | - | No | Yes | Thin |

| | 11 | - | No | Yes | Thin |

| | 12 | - | No | Yes | Thin |

| | 13 | - | No | Yes | Thin |

| | 14 | - | No | Yes | Thin |

| | 15 | - | No | Yes | Thin |

| | 18 | - | No | Yes | Bold |

| | 24 | - | No | Yes | Bold |

+-------------+--------+-------+----------------+--------------+------+

Sometimes it may happen, that during the installation of a new application program it puts new fonts to SYS:Fonts directory. If some of these fonts have the same names as English-Russian fonts in SYS:Fonts_Rus, then corresponding russian fonts will not be visible to the system anymore (socalled "overlapping"). In order to solve this problem, Rusifier watches when new fonts are added in your system; in this case a requester pops up, asking you whether to test possible font overlapping or not (do not react to this requester, until the installation of new program will be entirely finished; the requester itself won't lock the Rusifier - it's a seperate process). If you'll confirm the requester, then Rusifier will perform neccessary test: you'll be reported if overlapping actually took place (in this case another requester will pop up telling you about the name(s) of overlapping font(s) and asking you whether to delete overlapping fonts from Sys:Fonts or not). Rusifier will also automatica

lly launch MakeFontList, if this smart utility is installed in your system.

A note about TopaI.font. This is PC-compatible font containing Latin and Cyrillic. Use it only in terminal programs which can not convert symbols "on the fly" if you connect with PC-driven terminals only.

1.8 Scalable fonts

Scalable fonts

There's a good deal of bilingual English-Cyrillic Intellifonts coming together with the Rusifier. After copying them to FONTS:_bullet_ou directory, the installer script will laubch the SYS:System/Intellifont utility to fix them in your system. Click "COMPLETE INSTALLATION" when Intellifont will ask you about new fonts in order to install them properly.

1.9 Printers

Printers

Several bilingual English-Cyrillic printer drivers are included in this distribution. All of them at the moment are only EPSON-compatible. Your printer must have "rusified" character table in order to work properly with Russian texts in text mode. The "Q" printer drivers are for 24-needles printers, while "X" stands for 9-needeles ones.

The drivers which names are ending with "i" work with PC-compatible bilingual character tables. In this case you can not type "double" pseudographics in text mode.

1.10 Remapping of the files

Remapping of the files

The supplied CrossDos translation maps (called INTL_RUS & MAC_RUS) permit you to translate bilingual texts, possibly containing pseudographics and russian symbols "on the fly", while working with IBM- or MAC- formatted disks (if you set "translate" option in CrossDos commodity and select "translation" and "text filtering" options.

1.11 Applications

Some goodies for application programs

Term

GoldEd

TypeSmith

WordWorth

Organiser

1.12 Term

Term

If you have the very nice "TERM" terminal program, than you may use file Amiga<>PC.prefs, which is in fact a translator table to be used within Term. It permits to remap the Latin-Cyrillic PC-compatible text files and chat strings "on the fly". This file may be put to Term:Config directory by the installer.

1.13 GoldEd

GoldEd

If you're using the great GoldEd text editor, then now you're able to freely convert MSDOS text files containing cyrillics and pseudographics to Amiga files and vice versa without switching on CrossDos translation. Some maps are intended to be used with PC and Mac files:

1. AmigaToMSDOS.cvt - Amiga -> MS-DOS

2. MSDOSToAmiga.cvt, - MS-DOS -> Amiga

3. AmigaToMac.cvt - Amiga -> Macintosh

4. MacToAmiga.cvt - Macintosh -> Amiga

An optional OldToNormal.cvt, OldRusToAmiga.cvt, GostToAmiga.cvt and KoiToAmiga.cvt are intended to be used for converting some "ancient" Russian layouts to standard one. All these tables are put to GOLDED:Presets directory.

1.14 TypeSmith

TypeSmith

Two ARexx scripts for Typesmith are supplied. One of them is used to convert .pfb fonts, the other - .ttf ones. Usage of these scripts has sense if you've got some PC-compatible (in Cyrillic sense :) fonts and want to transfer them to Amiga.

1.15 WordWorth

WordWorth

Russian catalogs for WordWorth 5 are supplied. I always failed to understand why Digita tries to swim against the flow of the river and localize programs in, hm, peculiar way. If I'll get some money I'll try to send them the nice book - "Amiga programming guidelines". It seems to me that they can't afford to buy it. Maybe one peculiar guy is localizing their programs, while everybody else at Digita are making really fantastic stuff? Nobody knows... BTW, if you want to run WordWorth in Russian, then you'd better delete newtopaz.font from your system - otherwise the line in the bottom of WordWorth screen won't be shown correctly.

1.16 Language catalogs

Language catalogs

There's a good deal of Russian catalogs for both system and applications. Sooner there will be much more :)

1.17 Speech

Speech

Have you ever heard Amiga speaking Russian? After instaling the Rusifier you may try. Unfortunately, Rusifier still uses standard narrator.device at the moment. That means, that phonemes are still English, so it sounds like an American student who has studied Russian for about a year. Use ARexx port of Rusifier to make Amiga speaking. Anyway, the programs which deal with translator.library get this opportunity automaticaly (opening of this library is patched by the Rusifier). Unfortunately, neither standard "Say" command nor speak-handler are suitable for Russian speech - both of them are afraid of anything in upper half of ASCII table and silently "swallow" everything with high bit set. Try this, for example:

rx "address 'Rusifier.port'; 'SPEAK Æãïaáðñáòèñä!'"

» Zdravstvujte «

Crazy Russians, how can they manage to speak that?

Default speech settings are lowest pitch and rather slow speed. Here are some speech-related ARexx command which Rusifier understands:

MALE/S - sexual switch

FEMALE/S - even more sexual

PITCH/N/A - 65÷320

RATE/N/A - 40÷400

VOLUME/N/A - 0÷64

STANDARD - default setup is restored: PITCH 65, MALE, RATE 135, VOLUME 64.

Russian and English words way be intermixed voluntarily. In some cases it is possibe to say phrase (or some words) in both languages - either English or Russian. For example, some punctuation symbols or digits may be pronounced in both languages. Default is English (because it's the language of the Beatles), but you may tell the rusifier how to interpret those symbols by issuing an ARexx command PREFER with either RUSSIAN or ENGLISH parameter. Try this from shell, for example:

rx "address 'Rusifier.port'; 'PREFER RUSSIAN'; 'SPEAK 1234'"

Rusifier permits to control sound filter during the speech. By default, filter is switched of during the speech. There are 3 ARexx commands to control this behaviour:

FILTER OFF - switch filter off (default).

FILTER ON - switch filter on.

FILTER IGNORE - don't care

1.18 More or less advanced features

More or less advanced features

Rusifier is a pure commodity without any hacks. It just inserts IEQUALIFIER_RALT as ie_Qualifier when Russian mode is on. Keymaps Alt'ed codes are modified in accordance with Russian layout

Rusifier patches OpenFont() and if topaz.8 (9) is requested, topar.8 (9) is opened instead. You may define other appropriate substitution, as mentioned above. Hate patching in general, but nothing to do. When all these jerky topaz-requesting programs will stop to appear?

Generally, Rusifier patches these functions:

Name Library

1. OpenFont() graphics.library

2. Translate() translator.library

3. OpenLibrary() exec.library

4. RawDoFmt() exec.library

The OpenLibrary() function is patched only to catch someone opening translator.library; Rusifier patches it's Translate() function before returning the library pointer in this case.

Patching of RawDoFmt() is fully explained in Russian amigaguide document for the Rusifier. If you do not know Russian, then don't bother with it. This patch applies some intelligent abilities of rusgrammar.library to the strings parsed by RawDoFmt(). Generally speaking, the words are put in proper cases and/or declensions, forming valid Russian phrases, like the human being would do... This is unique feature (as far as I know it doesn't exist on any other computer in the world except the Amiga in Russian mode :))). You have to enclose the neccessary part of the string into special lexical brackets @« ... @» and (possibly) add some parametres to make Amiga more intelligent, then some humans are...

The rexxsyslib.library was slightly modified by me in order to accept all russian letters as letters. Only some bits in tables of charaðter attributes were set - nothing serious at all. Sorry that rexxsyslib.library doesn't know anything about locale.library, but

definitely it is not a my fault. ARexx function UPPER() doesn't handle the "jo" letter properly - please, use appropriate ARexx functions from locale.library to handle russian or mixed texts.

You may perform general control upon the Rusifier via the standard Commodity Exchange program. There you may always activate or deactivate the reaction of Rusifier to input events in your system. But if you want to entirely remove the Rusifier using Commodity Exchange, then you must have a patch control process already running. Rusifier detects this process by the name of "SetMan" port; if this port isn't available, then Rusifier will refuse to delete itself.

Other goodies which comes in this package is Sort. Sort (© Konrad Dubiel) is a replacement for standard Sort command, (Standard "Sort" ignores the locale library and therefore can't handle russian language properly). "Sort" sorts russian or mixed text files.

If Rusifier finds a program C:MakeFontList (part of CacheFont distribution), then it will automaticaly start it every time when files were ADDED to your FONTS: directory (if you DELETE some fonts, please, run MakeFontlist "manually" - I really didn't want to patch DeleteFile() DOS function in order to hear about every deletion in system - hope you don't delete fonts every minute :)

Rusifier also watches for corellation among system language, keymap and font settings. You'll be told, if say, russian keyboard works together with non-russian fonts.

Here are some ARexx commands that Rusifier understands:

RUSSIAN/S - switch to Russian mode.

ENGLISH/S - switch to Latin mode

TOGGLE/S - flip-flop mode

ASKMODE/S - 1 will be returned in RC if Russian mode is on, otherwise you'll get 0.

LED=ON|OFF - determines, whether brightness of the LED is influenced by the current mode (Cyrillic or Latin).

STOP/S - force the Rusifier to eat all input events it gains access to. Do not use this function :)

GO/S - revive after STOP.

FREE_ALT/S - give Right Alt key to the system.

GET_ALT/S - own all Right Alt pressinggs. Set by default.

FREE_LAMIGA/S - stop owning simultaneous pressings of LeftAmiga key and one of the keys where Russian letters share place with punctuation marks.

LOCK_LAMIGA/S - own simultaneous pressings of LeftAmiga key and one of the keys where Russian letters share place with punctuation marks (default).

MARKERS=ON|OFF - permit or disable opening of prompt windows globaly.

ADDSCREEN <public_screen_name> - add a particular screen to Rusifier's list of the screens, where prompt windows must be opened.

REMSCREEN <public_screen_name> - remove a particular screen to Rusifier's list of the screens, where prompt windows must be opened.

1.19 Led

Power LED

The LED may indicate the mode you're in: it shines brightly in Russian mode and dims in Latin one. Only "global" mode influences the brightness - Left Alt has no effect on it.

If you like to listen to Amiga playing music while working in Russian, then you'd better detach LED from mode switching. This may be done either by specifying

LED=OFF

in tooltypes , or by equivalen ARexx command .

1.20 Preferences

Preferences

Some of the users of my programs have already noticed thar I always use MUI somewhere. As John Lennon sang in his famous song "But I'm not the only one". If you'll try to remember the following words, you'll understand, what am I speaking about. Definitely this song was about programmers using MUI :)

So, Rusifier's preferences program needs MUI 3.1+. Hope you already have it, otherwise there's no way to launch preferences. This is the very first version written in about half an hour and it contains only two listviews and some (quite unneccessary) menus .

1.21 Screen lists

Screen lists

There are 2 listviews in preferences window. One of them lists the names of currently opened public screens where it is permitted for the Rusifier to open it's prompt windows . The other list contains names of currently opened public screens which are not mentioned in Rusifier's tooltypes .

If you'll double click any name, then this name will be immediately transfered to another list and the prompt window of the Rusifier will be either opened or closed on that particular screen.

Why is it done in this way? Could it be easier to open Rusifier's windows on every opened screen?

First, it is prohibited (though possible; everything is possible on Amiga :) to open windows on private screens created by other tasks. Suitable screens must be declared public ones and shouldn't be in private state even being public!

Second, even some of the programs which open public screens, do not close these screens in 100% system-friendly manner. As the author of screenotify.library Stefan Becker mentiones, "there is a potential deadlock possibility there". So you must explicitly declare the names of public screens where the Rusifier may open it's windows. All these names are stored as tooltypes of the Rusifier's icon. Examples of "bad" programs are all versions of Directory Opus and PageStream.

Anyway, if you'll decide to open the prompt window on the screen created by "bad" program, it will be opened successfully. But before you'll quit the program, you must close the window "manually" via the Rusifier's preferences program - otherwise you'll face Mr. Deadlock in his full beauty!

1.22 Menus

Menus

The menus of preferences program are rather self-explanatory (I hope :).

1.23 Copyright

Copyright

You may contact either Sintex , or me if you have any questions and/or bug reports.

1.24 Sintex

Sintex is one of the few Russian firms which deals solely with Amiga's hard- and software. Contact:

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1.25 Copyright

I'm the main specialist in company Sintex . I started to program on Amiga in 1994. Here's my address:

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Dmitry Mikhilov

1.26 Greetings

I wish to thank...

- Stefan Stuntz for wonderful MUI ;

- Oleg Sergeev for some of the font conversions, catalog translations and cool icons for the Rusifier and it's preferences program.

- Alexey Louzianin for Organiser catalog and patching.

- Everybody who contacted me for kind words and suggestions.

1.27 MUI

This application uses

MUI - MagicUserInterface

(c) Copyright 1993-95 by Stefan Stuntz

MUI is a system to generate and maintain graphical user interfaces. With the aid of a preferences program, the user of an application has the ability to customize the outfit according to his personal taste.

MUI is distributed as shareware. To obtain a complete package containing lots of examples and more information about registration please look for a file called "muiXXusr.lha" (XX means the latest version number) on your local bulletin boards or on public domain disks.

If you want to register directly, feel free to send

DM 30.- or US$ 20.-

to

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1.28 Organiser

An English version of Digita Organizer V1.1 may be patched in order to work in Russian properly: otherwise the entries of the address book will contain English letters only. But beware! Never apply the patch if you yse screen resolution less, then 400 lines! Organiser switches on it's internal font in this case and the address book entries will not be shown correctly!

The catalogs for the Organiser must go to the "English" directory of the main Organiser's catalog. The people at Digita are definitely rather adventurous in the way they localize their programs.