

UITran

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<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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Chapter 1

UlTran

1.1 UlTran's complete documentation

UlTran © Ultimate Translator V1.02 Beta

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Whatsit do?

Copyright

Disclaimer

Giftware

Requirements

Installation

Ways to use

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1.2 What is this UlTran thingy?

WHATSIT DO?

UlTran stands for Ultimate Translator (nice name, eh?). As the name says, it is ment for TRANSLATING ASCII files from one native format to another. That means, that if the only language you know and use is English, you may just as well exit this document now, and erase the full archive.

I used to have lots of problems with my work, since I constantly needed to translate between different ASCII formats (in Poland we have a lot of PC ASCII code pages, and there is a different one for the Amiga). Therefore I got myself together, learned to program in Amiga C (this, by the way, is my first program on an Amiga, I've only programmed under X-Windows before), and made this small utility.

If you still have no idea what this does, consider this:

In standard English ASCII, every letter has its ASCII number, say "a" is 97, a comma is 44, etc. That is not the case with native letters (in Poland we have 9 of them, French have a hell of a lot, due to the various accents over the letters), since in different computer versions, fonts, etc. they can be located in different places and accessible through different keys. That is where UlTran comes in. If you need to translate a native, say Swedish, text from Amiga to PC, and try to just copy it and see it under some text viewer or something, you will see a bunch of garble instead of native letters. If you however translate it using UlTran, you will see what you wanted! UlTran is even able to GUESS what format your source file is in! So USE IT AND LET THE OTHERS WEEP!

1.3 Don't spread my seeds everywhere!

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UlTran may be freely distributed, provided that:

- no charge is made for the program, except that for the media/copying
- it is distributed in its original, unchanged form (archive) except:
 - when more language definitions or format definitions are added
- it may not be uploaded to a BBS that claims copyright on any uploaded material
- it may not be distributed on cover disks without prior written permission from the author, except in the following cases:
 - Fred Fish has full permission to include UlTran (with as many formats as he gets) on his AmigaLib CDs/floppies. UlTran may also be distributed on Aminet CD-s.

If you have received this program in any other form than the original archive, please request the full version, and only then distribute it further. When distributing please do not remove any of the files, however useless they may appear to you, but feel free to expand the capabilities

by adding or modifying native languages and formats (please make sure they are correct, so that the people who use them after getting them from you have no trouble with it!). Only then you are allowed to add to this guide your name and the formats you have provided! (see the

Co-authors
) .

If you do add some languages and formats or modify some, please make sure I receive them, too (see the section on contacting the

Author
) .

Check if you have the

full archive
!

1.4 It's not my fault!!!

DISCLAIMER

Standard Disclaimer:

There is no warranty for the program, to the extent permitted by applicable law. Except when otherwise stated in writing the copyright holder and/or other parties provide the program "as is" without warranty of any kind, either expressed or implied, including, but not limited to, the implied warranties of merchantability and fitness for a particular purpose. The entire risk as to the quality and performance of the program is with you. Should the program prove defective, you assume the cost of all necessary servicing, repair or correction.

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1.5 UITran is giftware, remember that!

GIFTWARE

UITran belongs to the class of programs called giftware. Here is what I mean exactly by giftware:

- you receive this program from me free of charge
- however, if you find it useful and use it on regular basis (for example

for work, as I do, since I'm a translator/journalist), give your conscience a call, and find out if it feels you owe me something. If it doesn't, I have no idea how to help you, however if it does:

- feel OBLIGED to send me at least an E-Mail or a postcard, saying you use and like/dislike my program. I have slaved over it for a couple of weeks, and I deserve at least that!
- if you feel I can use something you have, feel free to share it with me (concerns non-pirated software or anything else you can think of; however, I will not share your girlfriend/boyfriend with you, since I am strictly married, heterosexual (no offence to people with different sexual preferences!) and monogamous!). I would rather receive a nice gift, even if it's just a good module or something soft and cuddly, then a sum of money. Preferred gifts are (in order of importance):
 - good modules made by good composers (none of that cover shit, I'd rather listen to an original than an Amiga cover); preferred: new age, good rave/techno, new wave (cold wave, gothic rock, etc.);
 - pictures (preferrably the kind you can get on alt.pictures.erotica, the kinkier, the hotter and the more perverse the better) or animations (the same kind) - JPEG or MPEG formats preferred!; My favourites are those adult Anime pictures (I already have a large collecton, but more are welcome!);
 - good utilities (I'll give you an example of what kind of utilities I use: Remind, Recall, Yak, Arq, Autoport, Optimod, Opticon, Picticon, PowerSnap, NoteIt!, SiliconMenus, ShowGIF, ZGif, FastJPeg, and many more...) - shareware, freeware, public domain, but PLEASE, none of that "shareware with features disabled" stuff - I just hate those and I throw them out immediatelly upon discovering that they have something disabled. That is why I decided on making UlTran GiftWare not ShareWare - I dislike the ShareWare concept, and I won't be a pain in the behind to other Amiga users - you get the full program and nothing but the program, okay?);
 - good demos (like 9Fingers by Spaceballs, which was one of the best demos I've seen on an Amiga); I prefer demos that actually show something in an original form - instead of wondering "how the hell did he code that?", I'd rather watch and enjoy it! That's why I like demos like 9Fingers, and stuff like BigTimeSensuality does not appeal to me. One of the best demos I've seen was a Polish one - Terminator by StatusOK. It was almost all animation, but it had an IDEA, not just a bunch of unusual routines.
- I cannot guarantee that I will be doing any
 - upgrades
 - , since I havesince I have no need to do so. However, if I receive enough requests, I will think about it! Tell me what I can change or add to make it all better.
- I like establishing new contacts with interesting people. Look up the section on
 - author
 - to find out what I would like to talk to YOU about.

To sum it all up, giftware means, that if you use my program, I want to hear from you, and maybe become friends (and no I am not interested in anything more than that!).

:)

1.6 System requirements - laughable!

REQUIREMENTS

This program was first compiled on a Amiga 500 with OS2.04 in RAM (!), 3MB RAM. When run it should take no more then 50K of memory, so you can use it on a 500K amiga with no problems. You may use it from hard disk or from a floppy, on any Amiga system (500 and up), and Kickstart 2.04 and up (I even forgot 1.3 ever existed!). This version was compiled on my new A1200 (6MB RAM, 68881, 420MB HD, now that's what I call a good computer!), but it's A500-compliant, and it should work on it...

You will also need reqtools.library V37 (preferably 38.1248) and up in your LIBS: drawer!

Reqtools.library is © Copyright Nico François

1.7 How not to perspire while installing UlTran

INSTALLATION

The installation of UlTran is so easy, I didn't think it was necessary to include a script or anything of this kind. Here's everything you will need:

- when you unpack the archive, move UlTran and UlTran.guide (this file) to wherever you like it. I have it in my SYS:Utilities directory. The two directories: UTLangs and UTFormats should be moved to DEVS (so that you get DEVS:UTLangs/ and DEVS:UTFormats/). Now it will all work.
- UlTran searches for its directories on disk, so make sure it gets them where it expects them, or it won't even run!:
- don't put ANYTHING MORE than the definition files in these two directories! Extensions don't matter, UlTran searches through all there is (in these two directories), and if something doesn't fit, it quits!

There are no requirements as to where the files to be translated are to be located, but keep in mind, that UlTran starts searching from the Current Directory (that means if you start it from shell and do a ChDir to, say, SYS:Tools, that's where UlTran will open its requester).

Have fun installing!

1.8 Not only for language translation!

WAYS TO USE ULTRAN

UlTran is not only a tool for format translation! It can also be used for simple cryptography! Imagine that you and a friend want to send private data over a BBS or something like that. Instead of using a cryptographic

package, you can set up two tables - one for coding and one for decoding and use them in communication. Of course the cryptographic packages are more versatile, but as long as you have this one, why not try and use all it can give you.

You can also use this package when you want to send some foreign text over a network that does not accept high-ASCII codes. I set up example tables for all the given languages called "Pure <language>", which allow you to do that. All foreign letters will be changed into their standard ASCII equivalents (of course it can make reading more difficult, but you can now post it as a message on UseNet, etc.).

1.9 A quick tour for free!

TUTORIAL

This section is intended for people who need UlTran NOW, and don't want to get into the technical details. It shortly describes how to translate a given file using UlTran. Further information available via

User's Guide
or the
Reference Guide
.

Step one:

- ```

install
UlTran!!!:
- unpack the archive to any directory using lha
- copy files UlTran, UlTran.info to any directory (for example:
 SYS:Utilities)
- copy files UlTran.guide, UlTran.guide.info to any directory (for example:
 HELP:)
- copy directories UTLangs/, UTFormats/ to DEVS:
- run UlTran from CLI (type UlTran) or WorkBench (use the icon)
- wait a second until UlTran loads the
 configuration
 files (if you
haven't moved UTFormats/ and UTLangs/ to DEVS:, it won't run!!! Also, if
it won't run, that could mean you got a bad copy or lack some files. Get
the
 full archive
 !
- when everything is loaded, you will see two
 listviews
 containing
 source and destination formats found on your disk. Pick a destination
 format.
- you see two buttons with an icon resembling a file, the left one is for
 source
 file requester
 , the other for destination. Use them (first the
 source, then you get the same destination directory automatically).
- if you do know the source format, select it, if not, press
 guess

```

button, and UlTran will guess the format for you (don't rely on it  
 100%!!! Never erase the old file before checking if the translation went well!!!)  
 - when everything is ready, press  
     Begin Translation Process  
     button and  
 the translating will begin. When it's ended, you're free to go!

## 1.10 Here you can find something useful

### USER'S GUIDE

-----

You can treat this section as a main manual, since it introduces all the functions in the order as they come in useful. However, before reading this I suggest you skim through the tutorial and after reading this, if you need anything else, use the reference guide.

Part 1: Translation

Part 2: Guessing

Part 3: Batch work

Part 4: Making your own definitions

## 1.11 User's guide - Part 1: Translation

Translation of files using UlTran is easy. All you need to do is specify the formats and files to be translated, and off we go. Make it a habit to always specify files first, then the formats. I suggest using the requesters rather than the string gadgets - makes it easier to skim through directories.

First of all, learn to use the requesters by reading the section specified with the above button ^. You might also want to check out the

string\_gadgets, which help in choosing the files, but should only be used when you are sure you know where the file is.

After you know how to specify the source and destination files, you should choose the source and destination format from the

---

listviews  
 . After you do  
 that, you can go on and press the  
 begin translation  
 button.

## 1.12 User's guide - Part 2: Guessing

When you don't know what format your source file is in, there is `↔`  
`now no`  
 need to skim through it using different fonts in hope that you find the  
 right format. UlTran will guess the format for you, based on its  
 statistical analysis algorithm (sounds scientific, but is really quite  
 simple...). All you need to do is choose the source file, and press the  
`guess`  
 button - the format will be chosen for you.

However, if you know which language the file is written in, toggle the  
`language oriented`  
 option from the menu. The guessing will now be  
 limited to one language, and this will make it more reliable.

## 1.13 User's guide - Part 3: Batch work

Once you start using UlTran more and more, you will come up to the  
 situation when you want to translate a few files at a time, and don't have  
 the time for doing it one-by-one. This is where multiple selection comes  
 in. All you have to do is choose  
`multiple select`  
 from the Options menu,  
 and now you may choose multiple source files, and all the output goes to  
 one destination directory. All the files have added standard extensions,  
 and the operation is completely automatic.

If you have the source files in various formats, or if you are not sure  
 what formats they are in, I suggest you try the automatic guessing  
`autoguess` option, which will automatically select the source format for  
 every file UlTran processes. However, do not rely on this too much and  
 check the destination files afterwards, to check if the formats were chosen  
 correctly. If you are sure that all the files you're about to translate are  
 written in the same language, choose the  
`language oriented`  
 option, and  
 the guessing will be limited to only one language (in order to make it more  
 reliable).

## 1.14 User's guide - Part 4: Making your own definitions

This is for advanced users only. If you cannot find any formats fitting your needs, you will have to learn to declare your own. It is quite easy once you get the hang of it, but you might need some tools to make it possible. First, check how to prepare definitions, and try to make some, using for example a text editor like CED (which lets you enter normal letters and ASCII values as well), or a file editor like the one contained in FileMaster. I suggest you make a copy of one of the given definitions, and work your way up from there.

## 1.15 Links to all the UlTran Functions

### REFERENCE GUIDE

-----

This is the reference to all the functions of UlTran V1.01, in logical order (most available from gadgets or from menus):

Source and Destination listviews

Source and Destination file requesters

Source and Destination file string gadgets

Guess Source File Format

Destination CR+LF

Begin Translation

Cutting the extension

Multiple selection

Automatic guessing

Language orientation

Advanced - making your own definitions

If you only want to learn how to translate files, use the Tutorial

.

If you'd rather learn step by step about all these functions, use the

User's Guide

instead.

## 1.16 Source and Destination Format listviews

The listview is a gadget which enables you to choose one of the arguments off the list. This is exactly how it is used in UlTran:

The list contains all the formats found on your disk in the UlTran:UTFormats/ drawer (no matter what extension, every file is treated as a format file!!!, so watch it and don't leave any .info or .bak in there!). The three letters in brackets signify the language for which this format is defined, ie (Pol) is for Polish, (Esp) for Spanish; the names are taken from the UlTran:UTLangs/ drawer, but DON'T CHANGE THEM!!! Every file in UTFormats has a pointer to the filename of the language, so if you change the name of the language you MUST change all the formats, too!!! If you still want to do this, look it up in the

Advanced  
section.

After the three letters you have the name of the format, defined in the format file. This has nothing to do with the filename of the format file, so you may change these freely.

You must choose both formats before translating, unless  
Autoguess  
is on.

## 1.17 Source and Destination file requesters

The boopsi images from GadToolsBox signify the need to open a file requester. This is how these work in UlTran:

When you press any of the file requester buttons, a standard ReqTools requester appears, asking you to choose a source or destination file. The directory where the requester opens (the one that shows right after opening) is the current directory - after a CD from shell or god knows what from Workbench. In the source requester, you may just double-click on the file, and it is entered into the

string gadget  
. However, in the

destination requester, you must explicitly choose the OK button (to prevent from accidental overwriting of important files). In the destination requester, if you type in a name of a directory that does not exist, a requester appears asking you if you want to create a new directory. That does not work in source... Also, if you specify a file that does not exist in source, it will not be accepted (a warning appears, and the previous file name is returned in the string gadget).

If you select a destination file that already exists, you will be asked to confirm the need for overwriting it. Also, if you choose the source file first, and the destination file string gadget is empty, then if you open the destination requester, a default directory and filename with a default extension is chosen! You may accept this or put something else in. The extension is based on one defined in the format definition file, and UlTran will

cut  
the old extension off if you ask it to (if not, there

may be a double extension!).

## 1.18 Source and Destination file string gadgets

String gadgets contain the names of the source and destination files. Here is how they are used:

These string gadgets work in a normal way a string gadget should. However, some checking is done after a string is entered or modified:

If you type something into the source string gadget, and the file with that name does not exist, UlTran will return to the previous name (or null if there were none), but before that it will warn you about not finding that file name. However, if an existing destination file is specified, UlTran will ask for a confirmation of overwriting.

## 1.19 Guessing the format

I have included a custom algorithm for guessing the format of a  source

file. I have tested it throughoutly, but I cannot guarantee that it will always correctly pick the format. The bigger the file is, and the less specific its subject (certain subjects use some terms more often, and then the statistical analysis may not work well), the more chance it will work correctly.

If you press the guess gadget, UlTran will start examining the file (of course letting you abort if you haven't got time to wait now), and afterwards it will automatically choose source format for you (from the listview). then you can just press

translate  
button, and here we go!

I will not reveal how my algorithm works here, but just believe me it is designed quite well, and there is a 99% chance the format will be correct. However, if you are planning to erase the source files afterward, make sure you check the destination, if the format was correct (if it was not, you will get garble instead of the correct native characters).

## 1.20 When you MUST use a PC

A simple checkbox to notify if the destination file should be in a PC format.

As you might know, PC computers have the weirdest way of signifying that the cursor should go down a line and back to the beginning. That is done by two characters instead of one, like in all civilised computers. This is where this checkbox comes in. If you plan to export your file to a PC, better select the checkbox before translating, because if not you will not see any newline jumps in your file on a PC!

---

However, I have gone further to ease this, and the checkbox automatically selects itself, if the destination format chosen is a PC format (defined in configuration files).

## 1.21 When you want to make the guessing more reliable

The guessing algorithm has one weakness - it is not intelligent enough to perceive which language is used in a file. Therefore if you happen to have two languages with very similar formats and statistical data, there may be a problem in guessing which one is which.

However, if you take responsibility of choosing the language, and limit the guessing to only one dialect, the algorithm will be much more reliable. Simply toggle the language oriented option from the menu, and now all the guessing will be limited to one language.

You must first choose the language you want to limit the guessing to. If you forget to do that, the language will be automatically chosen by taking the first one from the list. To choose the language simply choose one of the formats from the source list. The language this format corresponds to will be the one the guessing is limited to.

## 1.22 Let's go!

No need to comment on this. This button starts the translation process giving you an option to abort and a progress indicator for you to know how much longer it will take.

Just one comment - guess how the progress indicator is done? It is a Scroller gadget, disabled, and its VISIBLE and MAX values are changed during translation (that's how it gets bigger, until it fills the full space).

## 1.23 Cuts the extension off! Beware all men with extensions!

If you have an extension on a file, checking this option will give you the default destination file name without the old extension. Example:

```
Source file: ABC.TXT
Destination file (Cut Ext. not checked): ABC.TXT.NEW
Destination file (Cut Ext. checked): ABC.NEW
```

## 1.24 When you want to translate more than one at a time

---



This is an option suggested to me by  
Kuba Husak

. It is ment for people

who get a bunch of files at a time, and want to translate them all at once, not one at a time, as it usually happens with me.

If you check this options the following will happen:

- Both string gadgets will be disabled
- Guessing will be disabled

These are necessary, because there is more than one source file, and the destination files are automatically generated.

Now if you click on the get source

file requester

gadget, you will get a

multi-select file requester, where you might choose as many files as you want. However, their names will not be visible to you after you exit the requester. If you click on the destination file requester, you will get a directory requester, and you may now choose the directory where all the destination files will be placed. The destination file names will be generated by adding an extension (defined in destination file format) to the source name, and if a right option is specified,

cutting

the old

extension off.

If you press

translate

button now, you will get a series of translation

progress windows - one by one for every file selected. If you abort during any of them, the whole process is aborted! However, all source names are saved and will be translated again if you choose translate again.

## 1.25 Automatical guessing - not 100% reliable, so watch it!

This is most useful when you choose the

multiple select

option. However,

it might as well be used in single files.

If you choose this option, the guess button will be disabled, and the source format will be ignored. Every time you translate something the format will be automatically

guessed

and put in the source

listview

.

## 1.26 Not for greenhorns !!!

This section is ment for people who would like to contribute by adding their own language definitions and file formats. Make sure that if you do, you sign your name in the Co-authors section.

The file formats will be shown in the following way:  
 <byte number>: <character | value> ; [<meaning>]

This is the exact format for language definition files:

```
1: U
2: T
3: L
4: D ; a header for UITran to know this is a Language Definition File
5: <divisor> ; for exact specification of statistics (look below)
6: <value> ; how many times does this letter appear on average
...
<n>: <value> ; last statistical value (up to 128 total)
EOF
```

The statistical data are generated by me in the following way:

First, I take all the text files I have in a given language and make one big file out of them.

Second, I do a search/replace function (or some count function), which gives me how many characters of the given kind I have in the text.

Third:

$$\langle \text{expected value} \rangle = \langle \text{found value} \rangle * 256 / \langle \text{size of text file} \rangle$$

This gives me how many letters of this kind I can expect in every 256 characters.

Since I found that very often the expected value is too small to put it in a single character (for example 2.34 or something like that), I have devised a mechanism of making it more exact. This is what the divisor is for. Say, you got a value of 2.34, then you set the global divisor (for all characters) to 100, and put a value of 234 in the byte (of course its ASCII equivalent)! Make sure the divisor is not too hogh, so that you can fit the larger frequencies into 8 bits, too.

If you do include the language definition, please put the characters in their alphabetical order (different for every language, for example, we Poles have the special versions of characters put right after the normal character, for example a or e, but the Suedes have all their special characters at the end of the alphabet). I always put the small letters first, then the capital letters (look it up in the Pure ASCII definitions!). Please, look at the given definitions if you still have problems understanding.

The file format for Format Definitions is the following:

---

```

1: U
2: T
3: T
4: F ; a header to signify that this is a Format Definition
5: <letter> ; the first letter of the Language Definition Filename!
...
<k>: <letter> ; the last letter of the Language Definition Filename
<k+1>: 0 ; chr(0), an ideal separator
<k+2>: <letter> ; the first letter of the name in the listview
...
<k+1>: <letter> ; the last letter of the full name (up to 16 chars)
<k+1+1>: 0 ; another separator
<k+1+2>: <letter> ; the first letter of the default extension
...
<k+1+m>: <letter> ; the last letter of the default extension (<= 16 chars)
<k+1+m+1>: 0 ; another separator
<k+1+m+2>: Y | N ; yes or no - is this a PC format
<k+1+m+3>: S | D | B ; can this format be used as a source, destination or
 both
<k+1+m+4>: <value> ; the value under which the first defined letter of
... the given language may be found in this format
<k+1+m+n>: <value> ; the last character
EOF

```

Be careful not to exceed the allowed length of the names, and to include all characters, and in the same order as in the language definition, in every format for a given language!!! If not, this will not work correctly! Make sure to test these formats before you spread the expanded version of UlTran!!!

## 1.27 I need a time machine!

### HISTORY

-----

V1.00, August 1994 - first version, lacked some features, crashed when run on A1200, sometimes crashed even on an A500.

V1.01, September 1994 - full version, still crashed on A1200

V1.02Beta, December 1994 - finally fixed all bugs; crashing was due to UlTran using a proprietary font, changed now to topaz. Also, UTFormats and UTLangs had to be in an assigned directory called UlTran, but due to requests from QBA - my first beta-tester, it was moved to a more standard location, and since it can be treated like a driver, I moved it to DEVS:

### FUTURE

-----

- CLI interface, so you can use UlTran with for example DirectoryOpus
- saveable configuration with standard selection of languages and some options
- format and language editors for UlTran - this might be a lot of work
- maybe change UlTran file format and translation methods so it can

operate on strings and not single characters (then it may be used for translating any formats, not just ASCII)  
- anything the future might bring... If I have the time to continue the development...

## 1.28 Thank you, thank you, thank you!

### ACKNOWLEDGEMENTS

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First of all, big thanks to one of my best friends, Jakub Husak (also known as Kuba or QBA), who has helped me enormously with learning the programming on an Amiga, and has given me many ideas to expand UlTran (for it to become more than just another translation program).

Second of all, to my wife Liliana for support during the long nights of slaving over this program.

Third of all, to Jan van den Baard (who doesn't know me yet), the creator of GadToolsBox 1.6, for making GadToolsBox (it helped me a bit in creating the user interface, however, the IDCMP handler cost me a few hours of trying to find out why my system kept on crashing!!! if You use GadToolsBox, better make your own IDCMP handler, like I did afterwards!)

Fourth of all, to Commodore who has made this greatest computer of all time (PCs suck, but we have to use them sometimes).

Fifth of all, to all the people who helped and will help customize this program for different native languages.

## 1.29 About me :-)

### AUTHOR

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My name is Tomasz Nidecki, I'm currently 22 years old (will be 23 on 5th of January...) and studying Computer Science (fifth year) in the Informatics Department of Warsaw University. I'm married, no kids, and happily living in Zoliborz (a part of Warsaw if you don't know).

I'm also a musician - my band (called TONID), actually a duo (me on vocals, keyboards and Adasko, a friend of mine on guitar) has released a tape called "Naaa... they're not paying me enough for this job". We play manchester pop music (similar to Inspiral Carpets, Charlatans). I also make mods on Amiga (only a few up till now, I rather use my ideas for real music), and sometimes take part in copyparty competitions in Poland.

I work as a journalist for Computerworld Poland (an IDG publication), specializing in large systems (supercomputing, SMP, MPP systems) and databases. In march I will start work as a systems analyst for Oracle, the biggest database manufacturer/vendor in the world.

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I definitely enjoy chatting to various people via IRC or E-mail, so feel free to drop me a note anytime, about anything, just be nice, I don't like rude people (however, an occasional curse won't hurt).

My main hobbies are: Aquarium fishes, airplane modelling, computing and of course, making and listening to music, mainly new age and new wave stuff (from Mike Oldfield to Dead Can Dance, Joy Division, Minimal Compact, Tuxedomoon, Residents, Kong, Killing Joke).

Okay, here goes my address, better send to falcon, bull sometimes crashes and kills all the mail. :(

tonid@bull.mimuw.edu.pl  
tonid@falcon.mimuw.edu.pl

If You want to send anything that can't be sent over E-mail, use my work address (it's quicker this way, my post office near my place is in renovation, and I'm having problems getting my mail).

Tomasz Nidecki  
Computerworld  
IDG Poland S.A.  
Tytoniowa 20  
04-228 Warszawa  
Poland

I should be cooperating with them for at least another year, but don't worry, even if You send it later, it should be forwarded to me by their secretary.

Well, was it nice meeting me? I'm sure it will be nice meeting you!

### **1.30 All who added their own data, please add your names here!**

CO-AUTHORS

-----

The following people added or modified their own languages/formats:

Please include the following information if adding to the list:

- Full name and alias (Internet, IRC, whatever, a nickname or something)
- mail address (may be email or snail)
- what you have added/modified and why have you modified if you did

If you added/modified anything, please send me the new formats and languages preferably via E-mail! (or at least put them on AmiNet and E-Mail me that they're there). If You intend to put them on aminet, preferably put them in the same directory the you found them, and call them UT-something, where something is a description of what you added or modified.

-----  
Tomasz Nidecki, TONID  
(look it up in  
author

)

Added:

- Polish language format: UTLangs/Polski
  - Swedish, Spanish, French and German TEMPLATES (!). If you intend to use them, please fill in the statistics (look at  
Advanced Functions  
).
  - Pure ASCII, Amiga and standard PC code pages for all the above
  - Some Polish formats I found in my fonts directory:  
tpzpl, pltopaz and pearlpl
  - Standard Mazovia PL format for PC
  - Many other PC formats
- 

### 1.31 This is all you need!!!

The following is a full list of included files and directories:

Main program and icons:

UlTranV1.02Beta.info  
 UlTranV1.02Beta/UlTran  
 UlTranV1.02Beta/UlTran.info

This guide file and supporting files:

UlTranV1.02Beta/UlTran.guide  
 UlTranV1.02Beta/UlTran.guide.info  
 UlTranV1.02Beta/Author/Tonid.ilbm  
 UlTranV1.02Beta/Author/Qba.ilbm

Languages:

UlTranV1.02Beta/UTLangs/Deutsch  
 UlTranV1.02Beta/UTLangs/Español  
 UlTranV1.02Beta/UTLangs/Français  
 UlTranV1.02Beta/UTLangs/Polski  
 UlTranV1.02Beta/UTLangs/Svenska

Formats:

UlTranV1.02Beta/UTFormats/amigad  
 UlTranV1.02Beta/UTFormats/amigaesp  
 UlTranV1.02Beta/UTFormats/amigafr  
 UlTranV1.02Beta/UTFormats/amigapl  
 UlTranV1.02Beta/UTFormats/amigasv  
 UlTranV1.02Beta/UTFormats/pccanadianfrenchfr  
 UlTranV1.02Beta/UTFormats/pccskpl  
 UlTranV1.02Beta/UTFormats/pccyfronetpl  
 UlTranV1.02Beta/UTFormats/pcdhnpl  
 UlTranV1.02Beta/UTFormats/pcieapl  
 UlTranV1.02Beta/UTFormats/pcisolatinpl  
 UlTranV1.02Beta/UTFormats/pclatinid

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UlTranV1.02Beta/UTFormats/pclatiniipl  
UlTranV1.02Beta/UTFormats/pclatinisv  
UlTranV1.02Beta/UTFormats/pclogicpl  
UlTranV1.02Beta/UTFormats/pcmazoviapl  
UlTranV1.02Beta/UTFormats/pcmicrovexpl  
UlTranV1.02Beta/UTFormats/pcportugalesp  
UlTranV1.02Beta/UTFormats/pcportugalespsrc  
UlTranV1.02Beta/UTFormats/pcwindowseupl  
UlTranV1.02Beta/UTFormats/pearlpl  
UlTranV1.02Beta/UTFormats/pltopaz  
UlTranV1.02Beta/UTFormats/polpearlspec  
UlTranV1.02Beta/UTFormats/pured  
UlTranV1.02Beta/UTFormats/pureesp  
UlTranV1.02Beta/UTFormats/purefr  
UlTranV1.02Beta/UTFormats/purepl  
UlTranV1.02Beta/UTFormats/puresv  
UlTranV1.02Beta/UTFormats/pwplhi  
UlTranV1.02Beta/UTFormats/pwpllo  
UlTranV1.02Beta/UTFormats/tpzpl

Additional formats available courtesy of  
users  
!

## 1.32 Scribbled at the end...

NOTES

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Some notes on this guide:

I did not include documentation in the .doc format, since everyone that has AmigaDOS 2.04 and up should have AmigaGuide. Besides, the structure of this document would make translation quite hard. If you happen not to have AmigaGuide, and are pissed off by the weird format of this document, I suggest you get AGuide package from AmiNet - it's even better than AmigaGuide!

For the Polish users:

I did not include the documentation in Polish, since I believe that everyone that uses public domain files should know English! (everyone that uses a computer should!). So treat this as an exercise.

## 1.33 photo

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