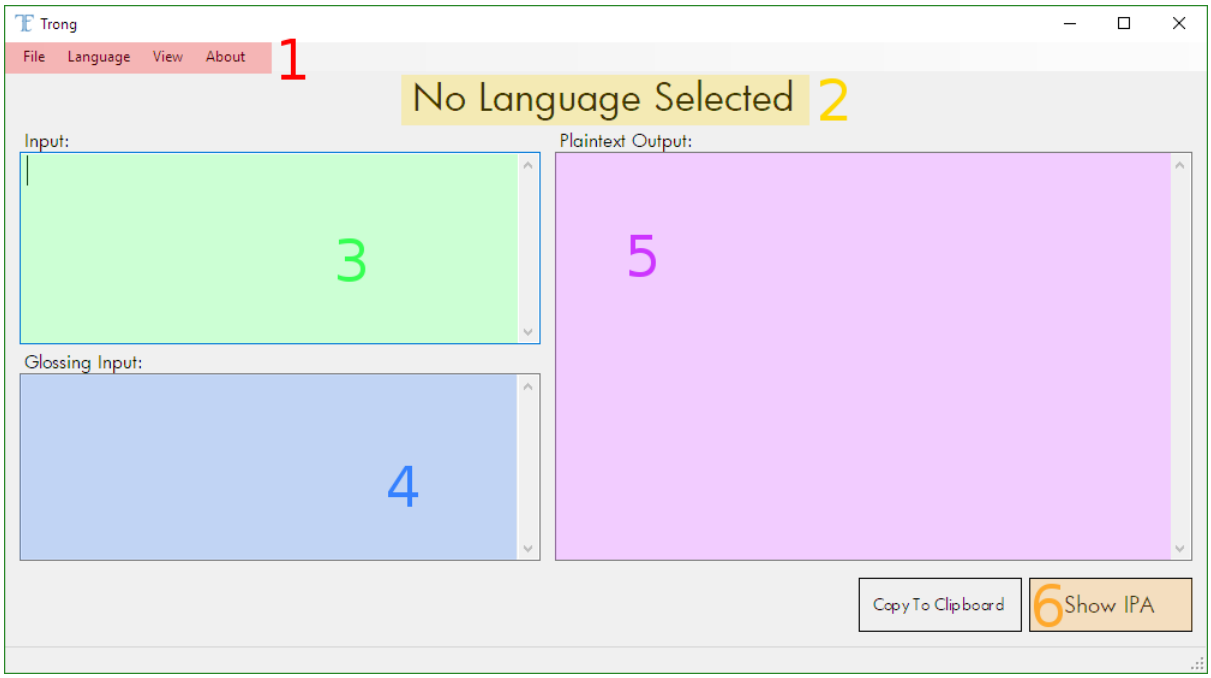
Trong User Manual

v0.1.2

Fenutus

1. Interface



1.1. Menu Bar

The first menu item is the File group, consisting of export options and preferences, as well as the standard Exit option.

The Language menu is where vocabulary can be added or revised, or even deleted. Grammar features can be altered from the Grammar window; as of pre-release version 0.1.2, only declensions (and by extension, conjugation) can be described.

The phonemic representation of graphemes or glyphs can be described in the Phoneme Table.

A Fuzzy Lookup can also be called from this menu too. See Section 6 for further information.

The View menu contains only one item currently: Classic Dictionary.

1.2. Current Language

The field cannot be altered, and shows the name of the language, as specified in the selected database.

1.3. Standard Input

This input is where large quantities of text can be entered. The output produced in the Output box matches the input in terms of formatting (spacing, punctuation, etc.).

1.4. Glossing Input

This box handles a more advanced input, but does not process formatting. Either plain text can be entered, or text with glossing formatting. Glossing is indicated with a # symbol (hash, pound).

Syntax is explained further in section 8. Glossing.

1.5. Output

The output displays translated and non-translated words from the input. The font and font size can be changed in the Preferences menu.

1.6. Show IPA Button

This button creates a popup showing the phonemic representation of the text in the Output box. First, it checks for entries in the lexicon, then, if no entry is found, attempts to create a representation based on the entries in the Phoneme Table.

1.7. Additional Information

The interface works equally well in fullscreen mode.

The Copy to Clipboard button copies the output to clipboard as plaintext.

The scrollbars activate when needed, so large text entries (and output) can be made.

2. Preferences

Currently there are only two items in the Preferences menu. The first item is Appearance, where the input and output fonts can be chosen.

The second item is Performance, which has options for preloading the dictionary in to memory, and whether the translation process is done as the text is changed or on the press of a button. It is strongly suggested the preference are left as they are initially, but if performance improvements are needed, then the As I Type (AIT) option should be changed to On Button Press (OBP). IF this does not yield satisfactory performance increase, the final option is to switch from Load In Memory (LIM) to On-Demand Read (ODR). This loads less in to memory, but it considerably slower.

3. Creating a Language

All that is needed to create a new language is its name. It can be created on the Language menu. Once the file is created, it will automatically load in to the interface, and vocabulary can then be added to the lexicon.

4. Adding Vocabulary

This can be done from Language >> Vocabulary >> Add/Revise Vocabulary.

Entries can be made manually, or pasted in from another program. IPA characters can be added to the IPA field with the popup window created by the Phoneme Input button. This button is only enabled when the IPA field is selected.

Entries are only added to the lexicon once the Add Listed button is pressed. This will alert the success or failure of the transaction then close the window.

5. Removing Vocabulary

Vocabulary can be removed from the lexicon in the Vocabulary >> Delete Vocabulary menu. First, the word must be searched for (this search is as the Fuzzy Search described below). Once matches are found in the lexicon, they will populate the table. Each item has a checkbox which must be selected before the word can be deleted.

6. Fuzzy Lookup

This function can be accessed from the Language menu. The "fuzzy" nature of the search is that it searches for hits anywhere within a word, i.e. it will find "hello" given the input "ell". In addition, it accepts the standard SQL wildcards: for a single wild character, _ (underscore) can be used; for multiple wild characters, % (percent sign) can be used.

To allow this, the input is not SQL cleansed. This means that any input which may be used in an SQL injection attack, or similar SQL strings, may cause damage to the database. This has been left this way for user ease, and because the user should have no intention of damaging their own database.

7. Phoneme Table

This table displays the phonemic representation of each character or glyph in the conlang. The table can be edited at any time, accessed from the Language menu.

Once editing the phoneme entry, a right-click context menu will show a popup with a list of IPA entries. Double clicking an entry will add it to the current field. The popup is designed to automatically disappear if unused.

8. Glossing

Glossing can be used to differentiate forms of a word, or for declension and conjugation. The entries made when creating or revising vocabulary are used in the Glossing Input box. To attach glossing to a word, or to disambiguate its meaning, the word should be followed with a # (hash/pound) symbol, then by the glossing term.

For example, the English word 'bear' could be a noun referring to an animal of family *ursidae*, or it could be the verb to carry. The simple glossing of 'v' for verb and 'n' for noun could be used in the lexicon.

To have these terms translated, they should be entered in to the Glossing Input. For example:

I will bear#v the bear#n

Further glossing can be done. If the verb has many forms, these can be identified by glossing. This means a verb may have multiple entries in the lexicon. E.g.

Bear#1.pl.v
Bear#3.s.v

Alternatively, for verbs with common conjugation, the conjugation can be entered in to the Declensions section (more on this below). This means that a verb can have forms for each grammatical person, which require separate entries in the lexicon, but if all have a common modification for the past participle, this can be a declension. These forms can be constructed in the Glossing Input as follows.

Bear#1.s.v#pp	…provided there is an entry in the lexicon for '1.s.v' and an entry in the Declension Table for 'pp'

A final note on glossing uses: any common function applied to words can be described in the Declension Table, so if there is a common past participle or plurality indicator, separate entries do not need to be created in the lexicon.

9. Grammar: Declension

Currently, the only support for grammar is for declension. The Declension section in the Grammar popup allows for gloss tags. These tags, when entered in the Gloss Input box, add a prefix or suffix (or both) to the translated output.

The syntax for word modifications is as follows:

- PRE:prefix
- POST:suffix

Both types may be entered in the declension field, provided they are separated with a semi-colon.

Example:
A prefix of 'fa' when the noun is accusative.

Gloss	Declension
acc	PRE:fa

Table	dis
Table#acc	fadis

Following on from the examples in the previous section, declension entries can be built up to be quite complex. If the verb has tense and grammatical case, these can be declensions. For example:

Bear#1.v#dat#pl#pp

10. Classic Dictionary

A somewhat traditional dictionary output can be seen by selecting the View >> Classic Dictionary menu item. This shows a preview of what the exported dictionary will look like.

The exported dictionary (generated by the File >> Export Classic Dictionary menu item) will contain back- and forward-translations, with letter sections and a title page. This is saved as an RTF file, which can be opened with any standard document editor.