Sample LingoDoc Project

Multilingual Document Example

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1 Introduction

Welcome to the LingoDoc sample project. This document demonstrates how to create multilingual documents using Typst and LingoDoc.

1.1 Purpose

This project shows how to:

- Write multilingual content in a single file
- Use language switching at compile time
- Organize chapters and content

2 Methodology

This chapter describes the methodology used in the project.

2.1 Approach

We follow a systematic approach to multilingual document creation:

1. Write all language versions in the same file
2. Use Typst's dictionary and content blocks for organization
3. Select language at compile time
4. Preview any language version instantly

2.2 Tools

The following tools are essential:

1. **Typst compiler** for document generation
2. **Monaco Editor** for code editing with LSP support
3. **Tauri** for desktop application framework
4. **Rust** for high-performance backend

2.3 Workflow

The typical workflow is:

```
Edit chapter → Preview (select language) → Compile → PDF output
```

Editing a chapter

3 User Interface Examples

This chapter demonstrates simulated screenshots of the master clock controller interfaces.

3.1 Main Screen Keys Panel

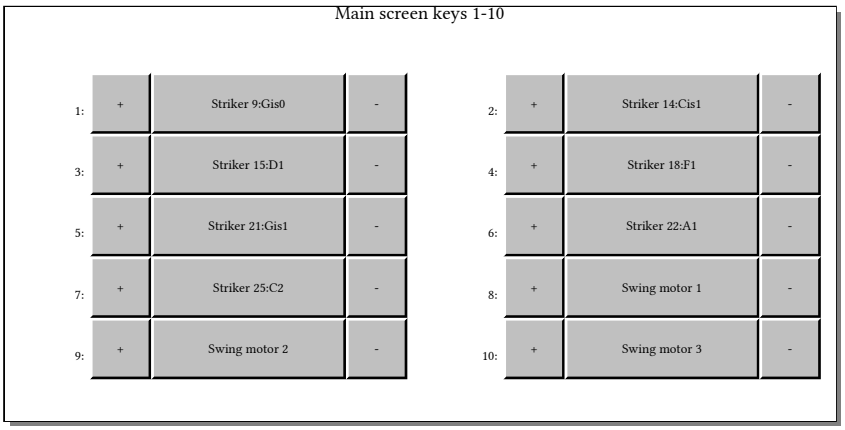
The Main Screen Keys panel allows configuration of function keys on the controller. Each key can be assigned to control a hammer (striker), swing motor, or other function.

4 Master Clock Control Panels

teste This chapter shows simulated screenshots of the master clock controller interface. The language is automatically detected from the document settings.

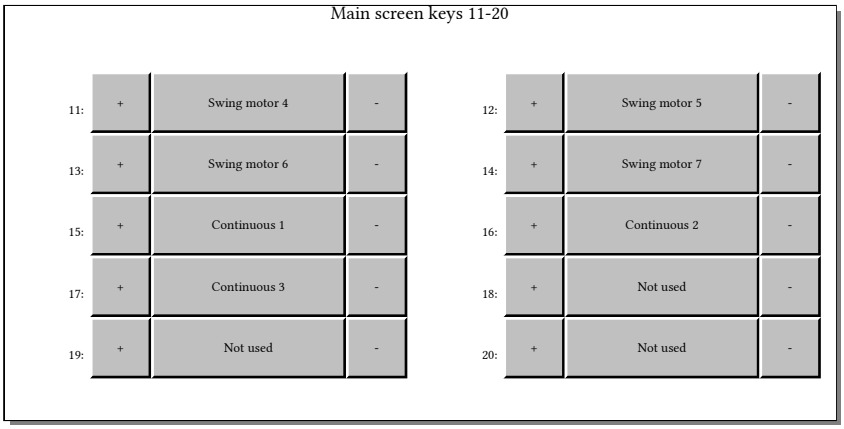
4.1 Main Screen Keys 1-10

This panel configures the first 10 function keys on the main controller screen. Each key can be assigned to a hammer (striker), swing motor, or other control.



4.2 Main Screen Keys 11-20

This panel configures function keys 11-20. Some keys are left unused.



4.3 Shorthand Reference

The following shorthand codes are available for button assignments:

Code	English	Description
`Ham1`	Striker 1:C0	Hammer/striker with calculated note
`Ham13`	Striker 13:C1	Note wraps to next octave every 12
`Swing5`	Swing motor 5	Swing motor (1-20)
`Cont4`	Continuous 4	Continuous output
`""`	Not used	Empty/unused slot

4.4 Note Calculation

Hammer numbers are mapped to notes starting from C0:

Ham	1	2	3	4	5	6	7	8	9	10	11	12
Note	C0	C#0	D0	D#0	E0	F0	F#0	G0	G#0	A0	A#0	B0

Hammers 13-24 are C1 through B1, and so on.