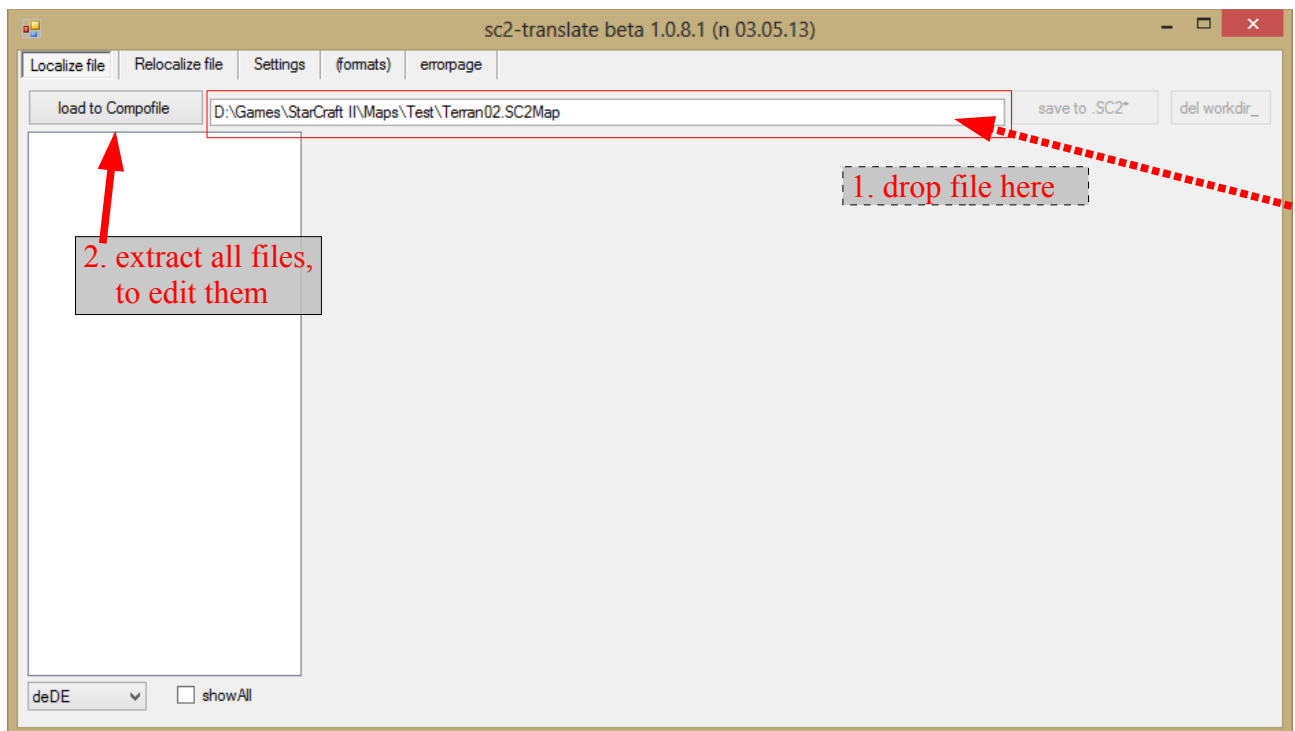


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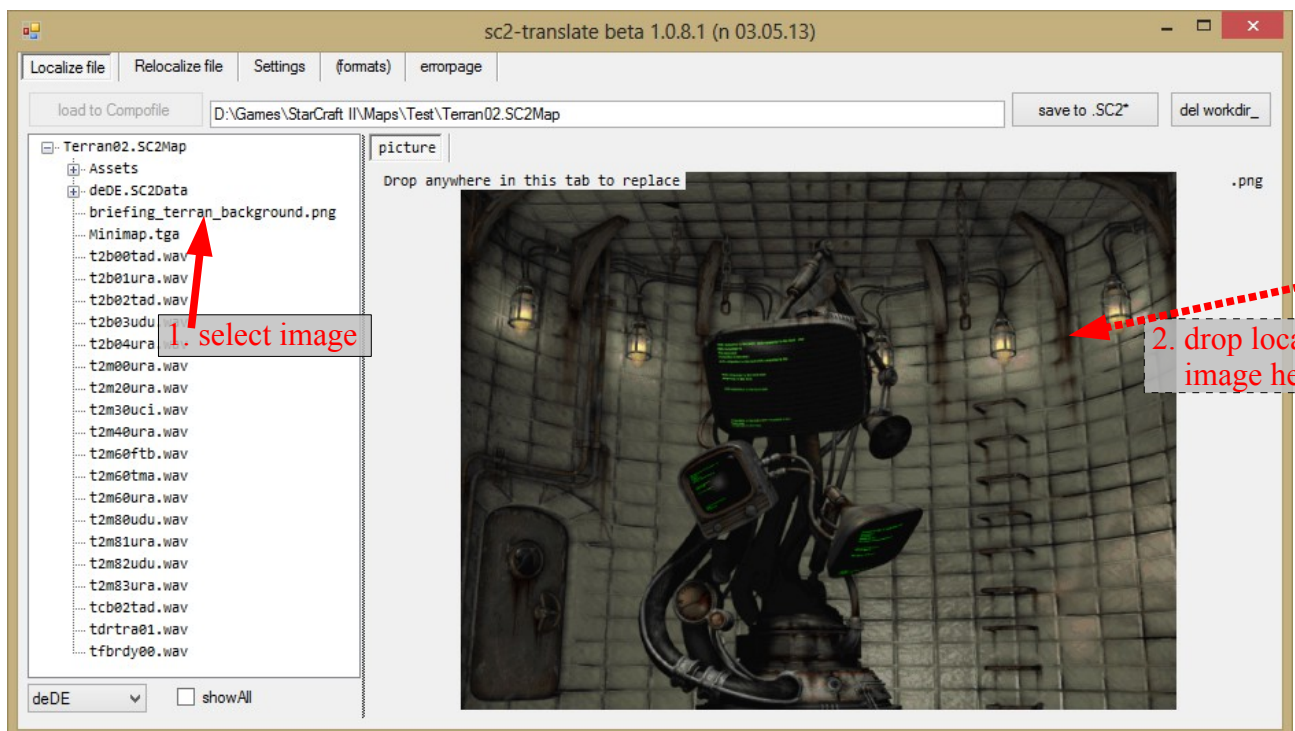
1. Localizing a file

1.1 starting

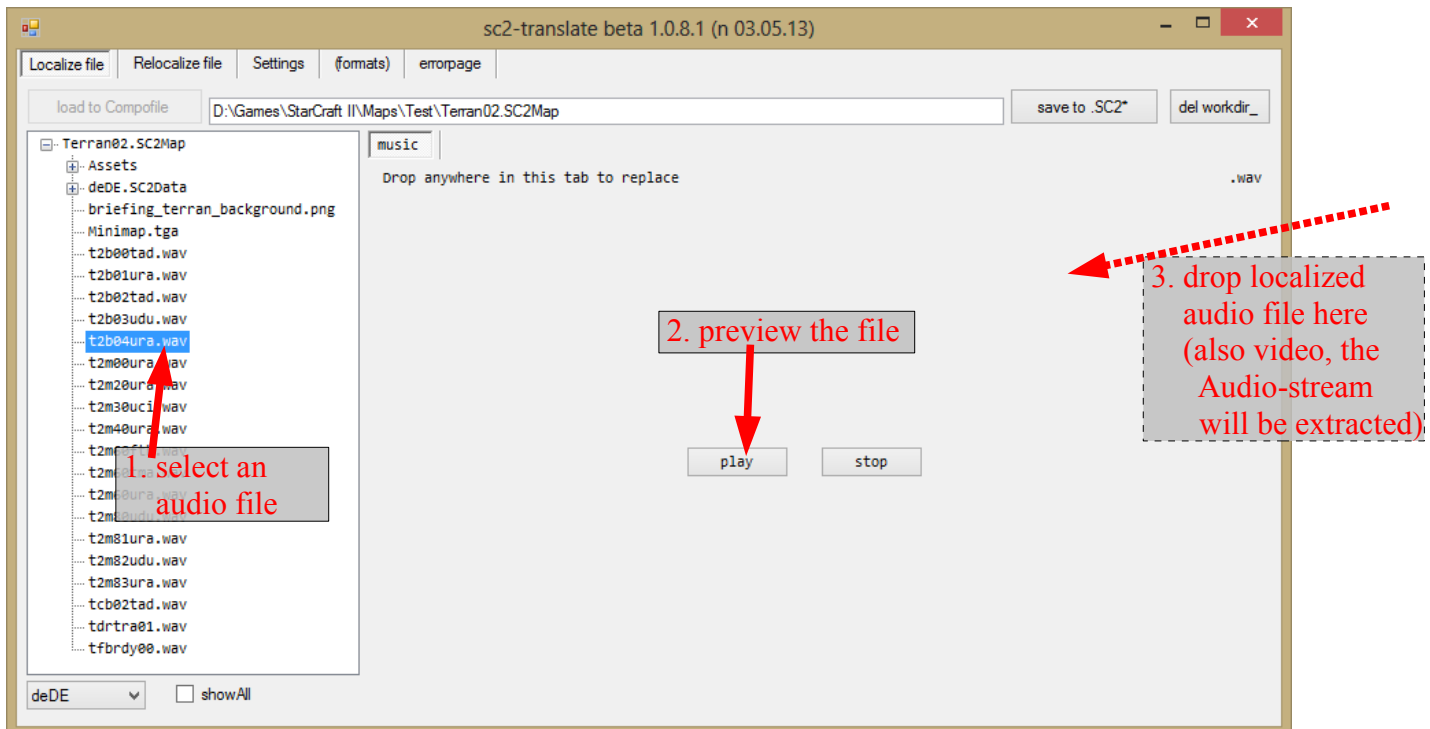


You can stop working. Take a coffee, tea, go to bed or anything else. If your re-drop your file to (1) and you didn't deleted the work-dir, you can go on working with you edits before.

1.2. replace images

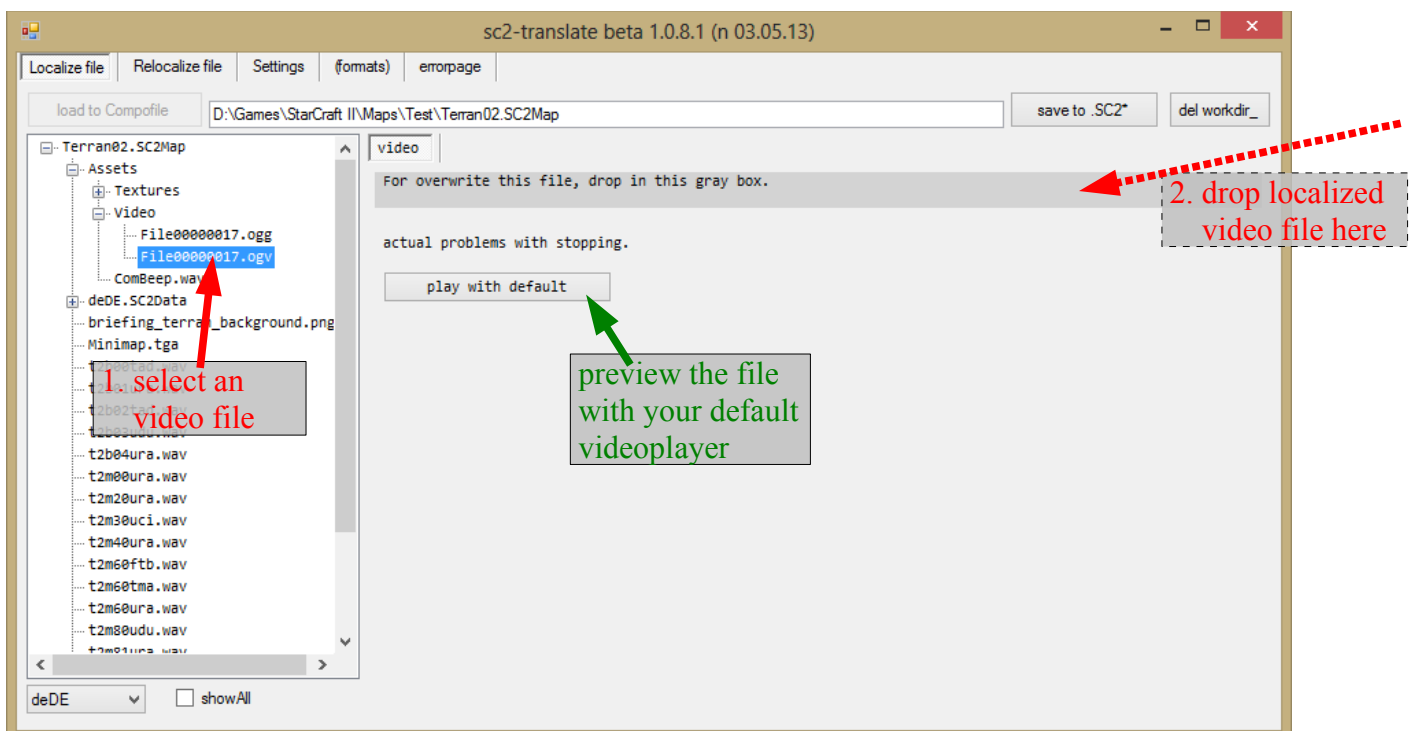


1.3. replace audio files

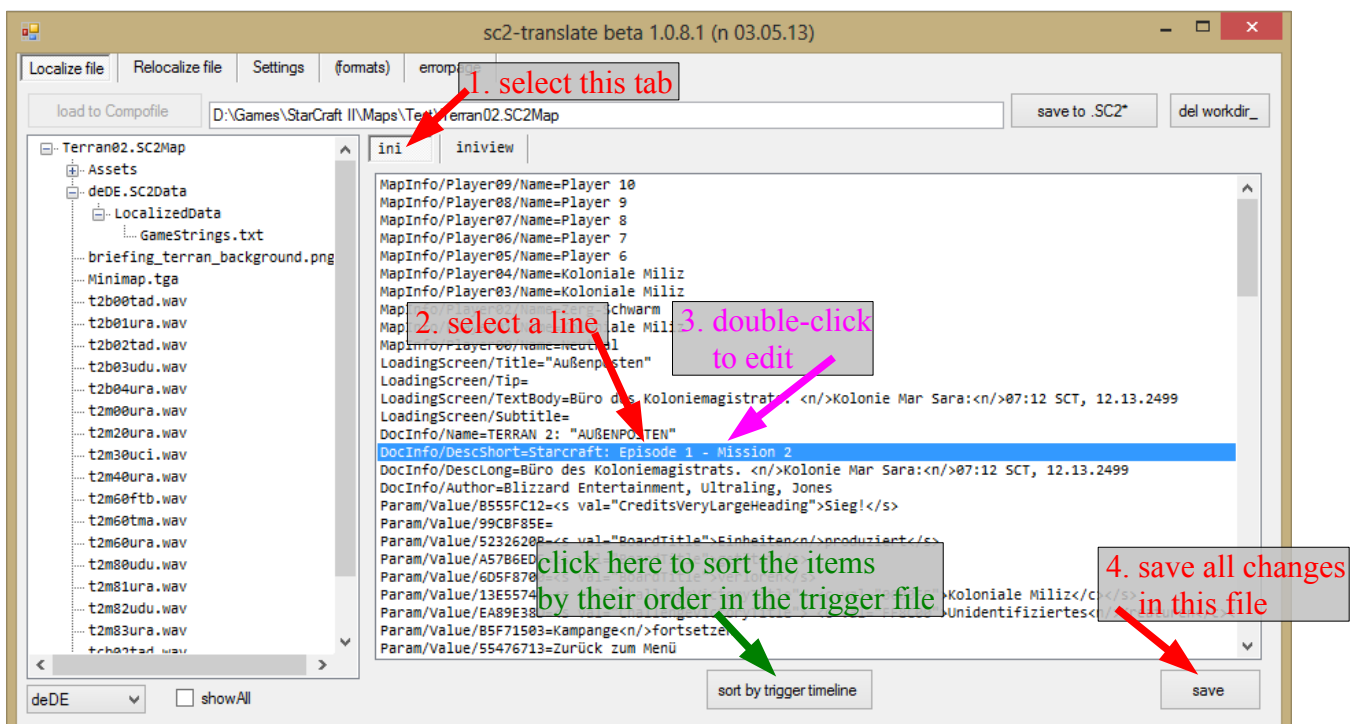
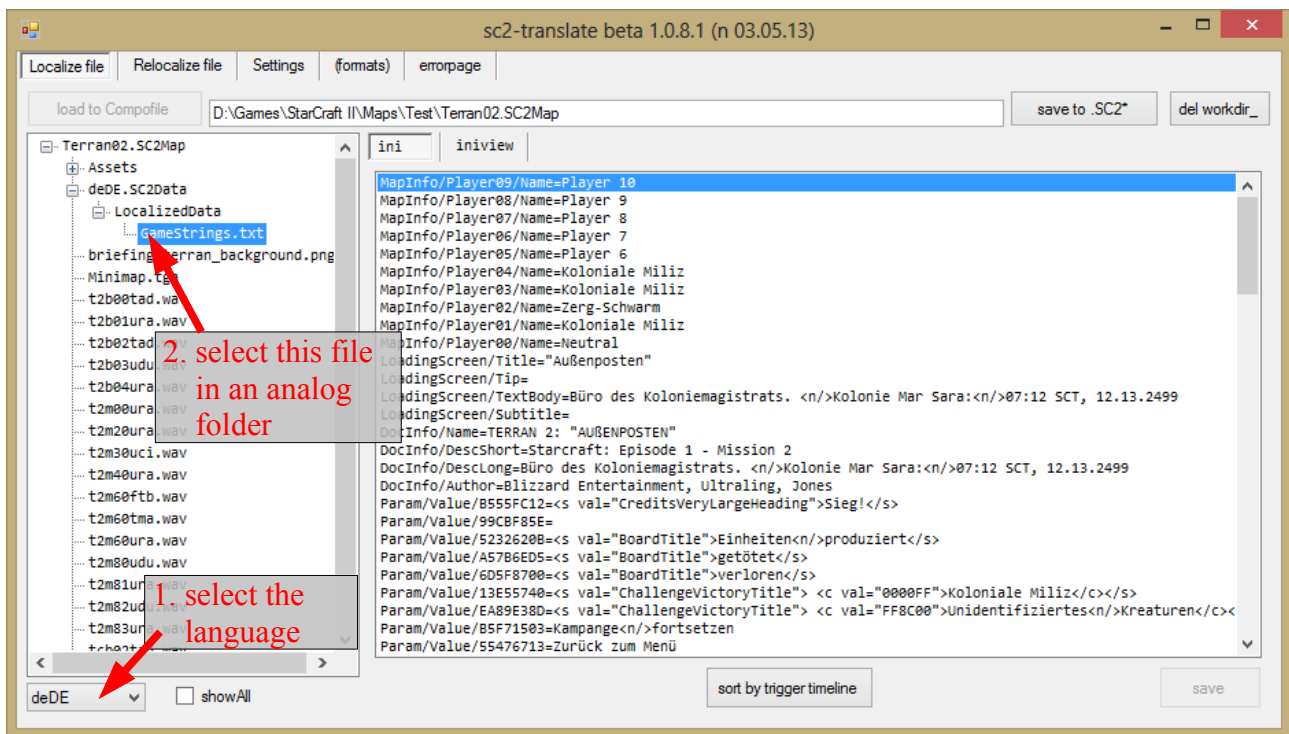


See 3.3 converting issues

1.4. replace video files

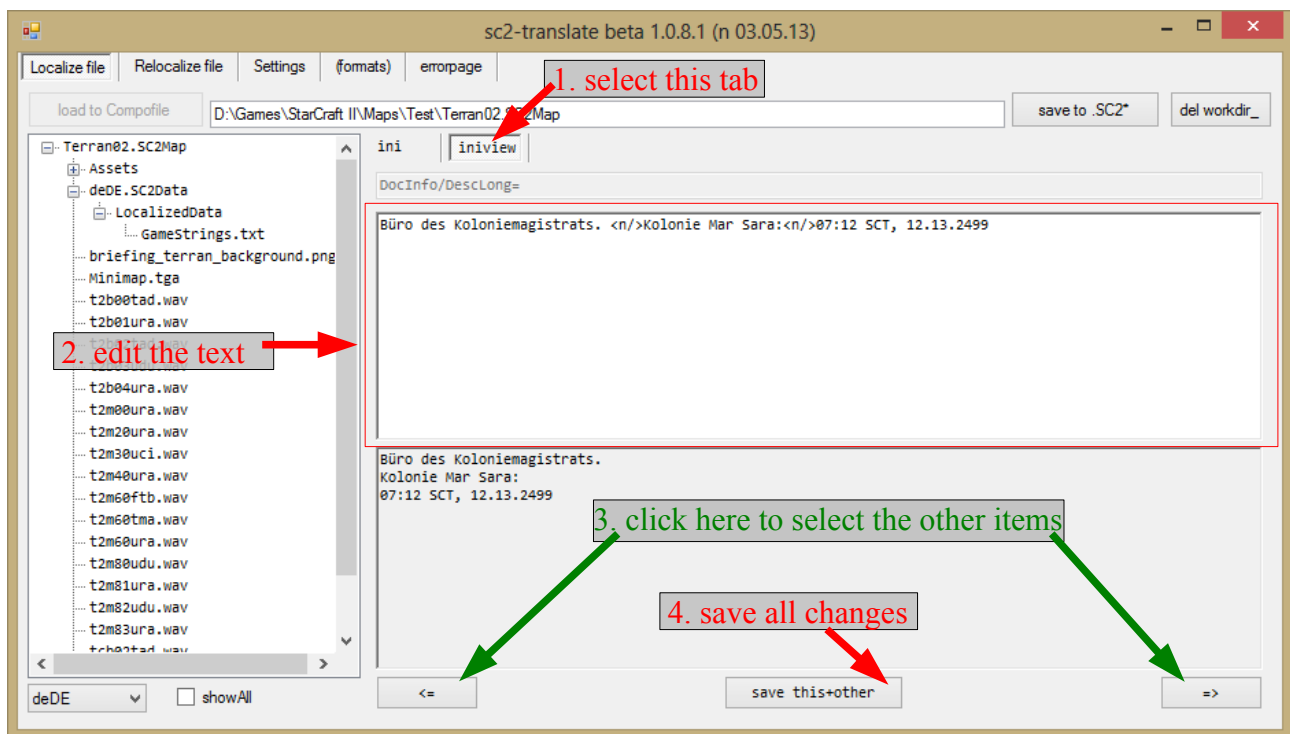


See 3.3 converting issues



If you select an other file before you save, all changes will be lost

1.5.2 editing 2

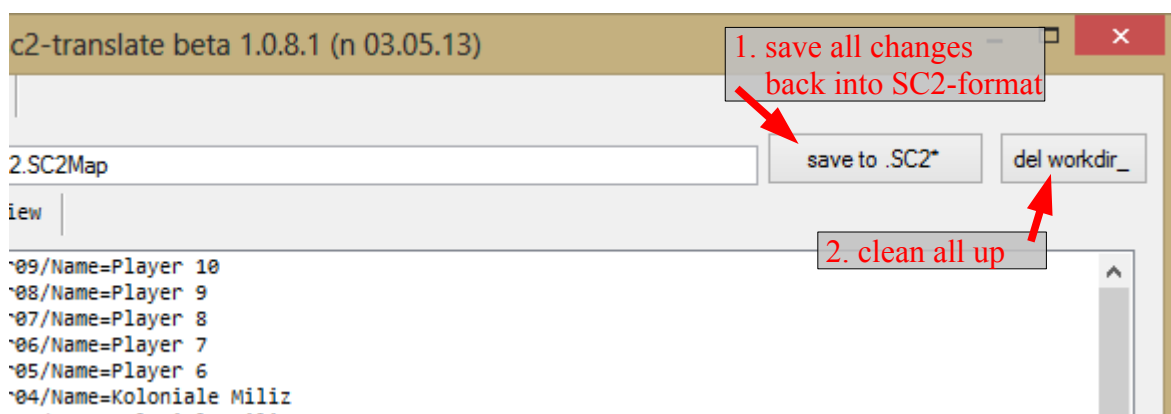


3. If you browse between items, they only will be saved to the memory!

4. Click here to save all the changes to your disk

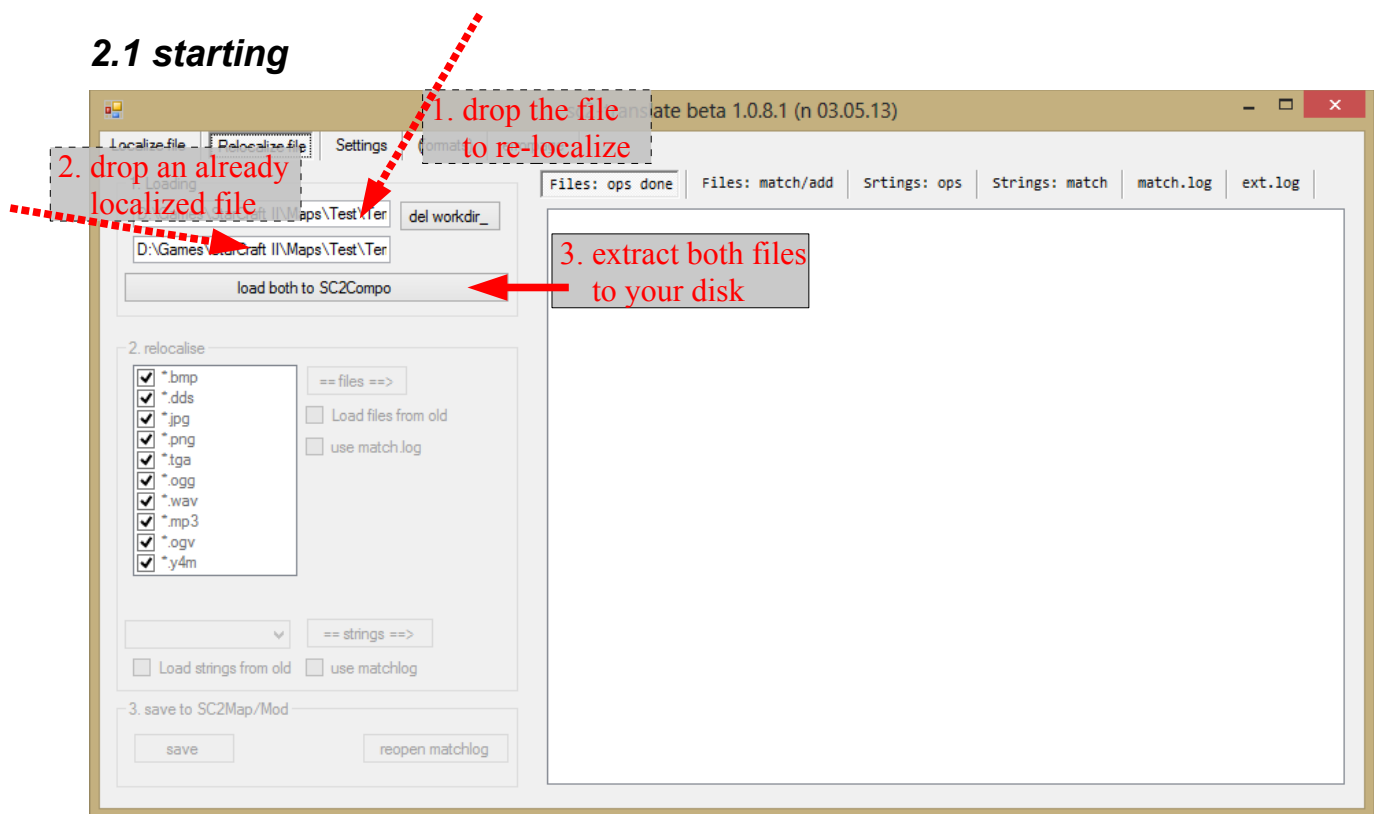
If you change to the ini-tab back, you should have browsed to an other item (3) or clicked the save-button. If not the last item won't be saved

1.6 saving & cleaning up

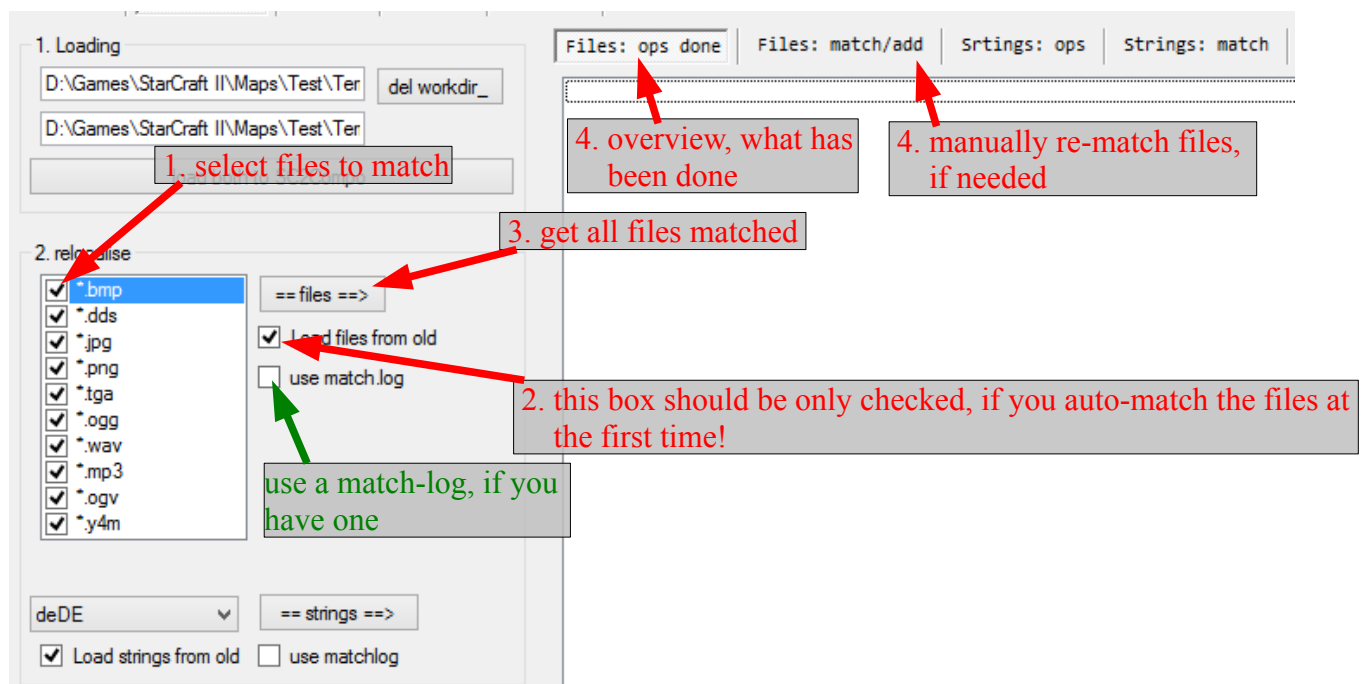


2. Re-localizing files

2.1 starting



2.2. handling files

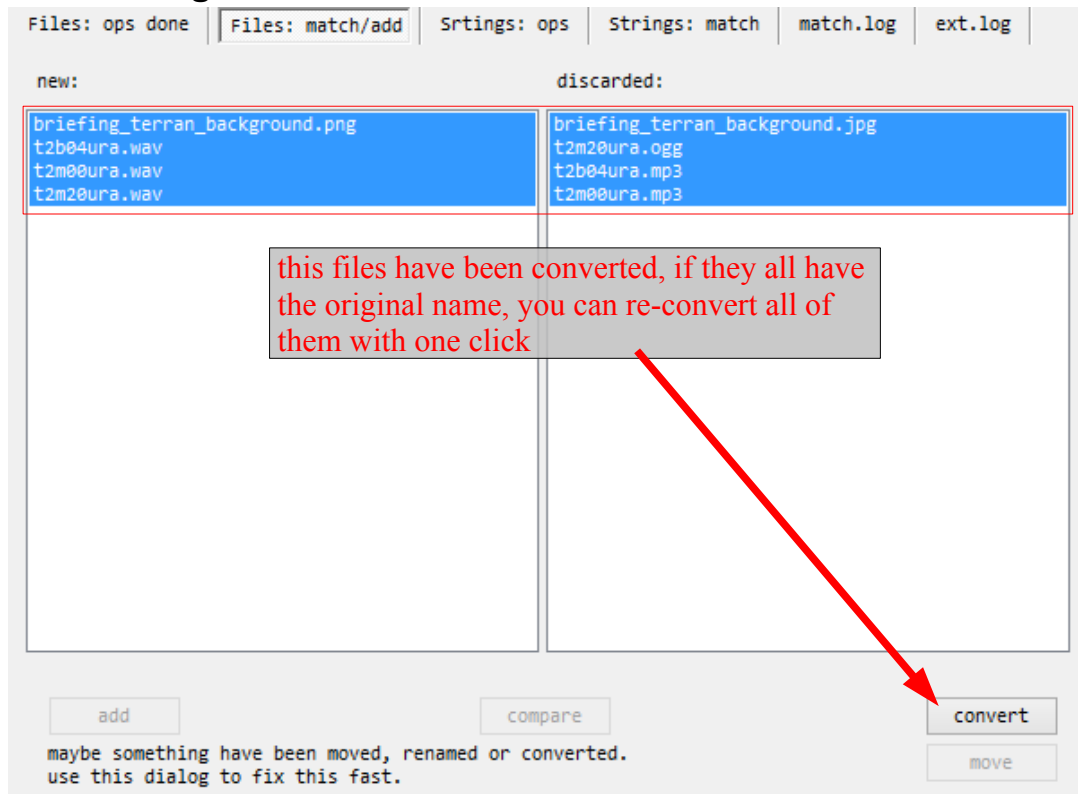


See 3.1 (match-log) re-localize many files

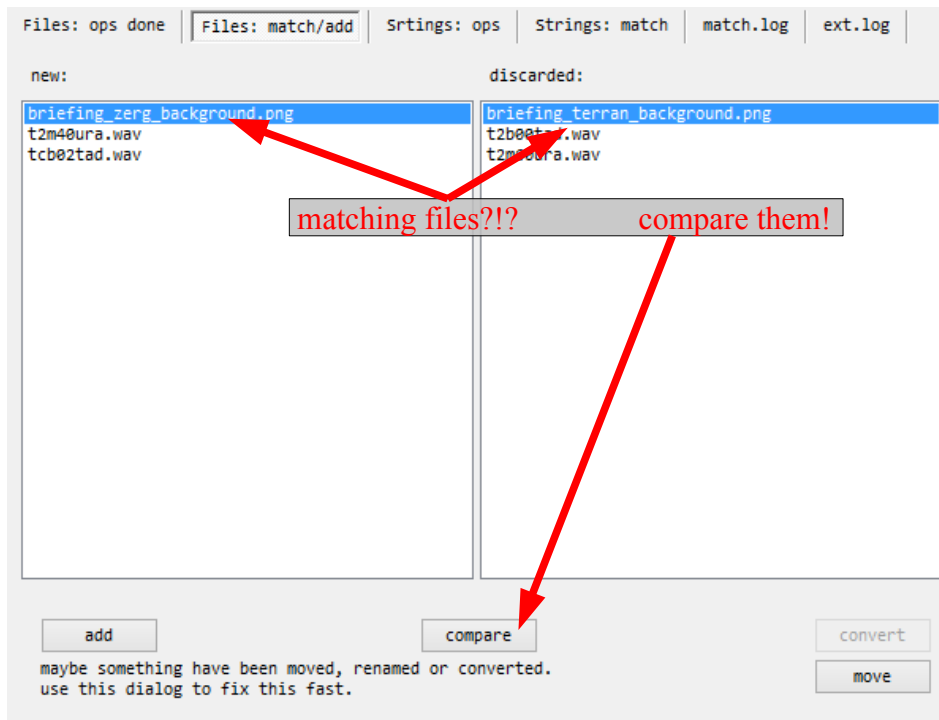
2.2.1 re-matching files: move



2.2.2 re-matching files: convert

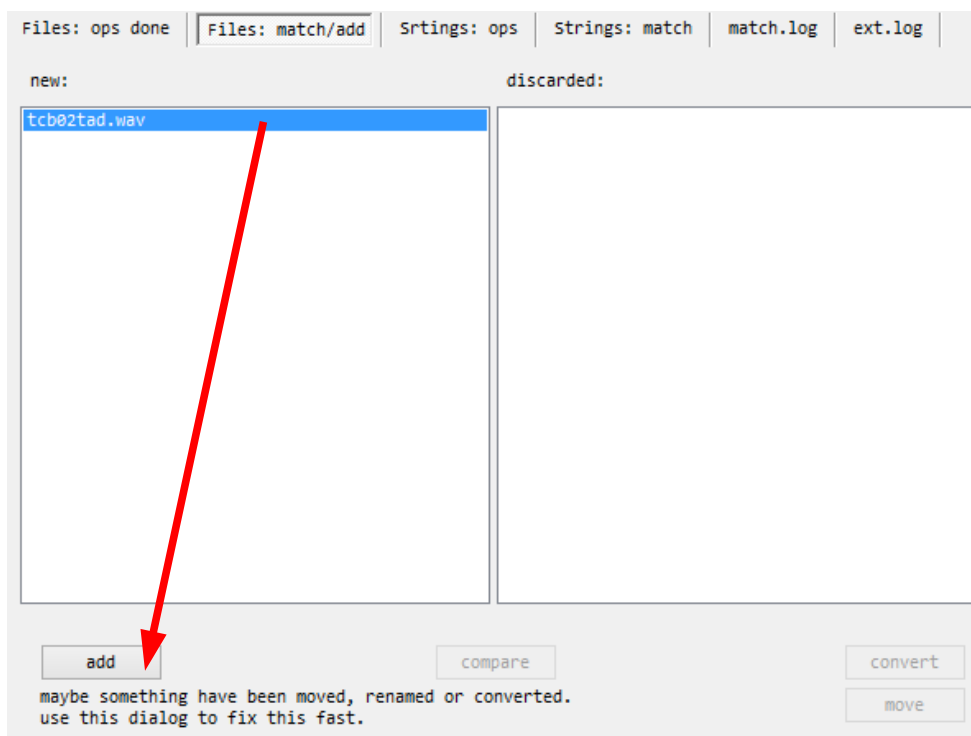


2.2.3 re-matching files: compare



If you click on compare, you'll see a dialog that allows you to preview both files. If the are the same, click on "same". If not: "cancel".

2.2.4 re-matching files: add



You'll see a dialog, that can preview the file. Replace it with dropping a file in the dialog, same as in 1.2 – 1.4!

2.3. *handling strings*

It's analog to all the other stuff before.

Double-click in the "Strings: ops"-tab to re-localize an item.

Match renamed one in the "Strings: match"-tab.

2.4. *saving & cleaning up*

All changes will be immediately saved to you disk.

Click the save button to re-convert the file you re-localized into the SC2-format.

3. Advanced options

3.1 (*match-log*) re-localize many files

You can re-localize a huge amount of files very easy!

With each operation on the first re-localization, you add this operation to a log-file. This log-file can be used, to do all these manual "matching, moving and converting"-things again! If the maps have the same structure, you only have to add new files and localize new strings.

If you click on "del workdir_" after the first re-localization, the match.log will ends with "/end\". So no further operations will be added to the log in further steps. If you missed to do something, reopen the files and click "reopen matchlog". Now all operations will be appended to the match-log again.

The match-log will have the same name as the file to re-localize. It'll be in the same folder.

3.2 (*ext.log*) take overview about new things

If you added new files or localized new string, it may be you want to have an overview use what they are. Therefore by adding any new file or localizing any new string your operation will be logged there until your delete the work-directory or use the "Load * from old"-checkboxes.

3.3 *converting issues*

All audio and video converting operations uses ffmpeg.

In the (formats)-tab you see all supported container for input-dropping. If you miss one, mail me!

In the Settings-tab you can edit the default settings the converter ffmpeg will work with. Click on "anytime use standard:" to avoid a dialog before each conversation to confirm this options.

Video: the filter option can include any of the -vf command supported value.

!!! Audio: for ogg/ogv-vorbis use the 2-channel-mode. ffmpeg supports only this at the moment !!!

y4m is not supported yet. Maybe in a further version.

If any error occurs while converting, please go to the "errorpage". Click on my mail-add an write a short description of what you have done. Then send me you massage and I will care about this.

4. Updating

Since the first beta-version (1.0.8) an auto-update-functionality is implemented. On starting you will get a message, if a new version is available. If you agree to update, the program will download (only) the new files and install them automatically after download. So don't do anything else!

If you want to get nightly builds, select the according option in "Settings"-tab and restart.

If you don't want to get the update messages on start, just go to the settings.ini and set the version to a high number, maybe 42.42.42.42 ;)

5. Thanks and contact

If you want to contact me: post a message at sc2mapster or mail me: admin@gu471.de
Wenn du möchtest, kann du auch gerne in Deutsch schreiben. Insbesondere, wenn es um detailgetreue Beschreibungen geht, wie ein Bug reproduziert werden kann, macht es das uns beiden das Leben leichter ;)

Special thanks goes to:

ffmpeg (LGPL 2.1)	A library to convert audio and video files.
FreeImage (GPLv3)	I used the wrapper to show and convert the images.
irrKlang (irrKlang)	I used the library to play wav and ogg files. mp3 files will be played with WMPLib.
update.Net (free2use)	Used for autoupdating.
MPQEditor (©)	For accessing SC2-files.

Much thanks also to all the users of any forum I used to get help ^.^

6. License

All rights reserved. atm.

Until first stable release I'll optimize the code and after that I will publish the source under CC-by-nc-sa.