

Instruction manual of the program "Генератор языковых оболочек, версия 1.0 (ГЯО 1.0) (Generator of language shells, version 1.0 (GLS 1.0))"

1. Launch the program ГЯО 1.0 by clicking on its boot file **GLS.exe**. At that on the screen will open the window **Создание языковой оболочки (шаг 1 из 4)** (Creating a language shell (step 1 of 4)), in which do the following:
 - select the language of a shell that will be created (first drop-down list):
 - select the group of programs that will use this language shell (second such list).

Note

Language of a shell to be created must be different from Russian, in which always set initial entries by loading them from a file of Russian-language shell named: **Shell (<Name of programs group>.rus**, stored in a subfolder **Shells**. These entries should be successively translated into chosen language and entered in appropriate cells of tables of the program, and then saved to a file of created shell. Permissible sizes (in pixels) of transferred entries are set automatically by the program as equal to sizes of corresponding initial entries.

2. Click the button **Вперед** (Forth) in the current window. At that you move to the window **Создание языковой оболочки (шаг 2 из 4)** (Creating a language shell (step 2 of 4)), in which enter translated abbreviations.
3. Click the button **Вперед** in the current window. At that you move to the window **Создание языковой оболочки (шаг 3 из 4)** (Creating a language shell (step 3 of 4)), in which enter translated usual entries.
4. Click the button **Вперед** in the current window. At that you move to the window **Создание языковой оболочки (шаг 4 из 4)** (Creating a language shell (step 4 of 4)), in which enter translated enter the translated paragraph entries.

Note

The maximum dimensions of initial Russian-language entries are: abbreviations — no more than 10 characters (for each), the usual entries — no more than 200 characters, paragraph entries — without restriction.

5. Click the button **Вперед** in the current window. At that on the screen will appear an information panel with a question: "Вы будете сохранять в файле создаваемую языковую оболочку (Will you save in file the created language shell)?" Clicking the button **Yes** the formed shell will be saved in its file.