

LIBFREDO6

Ruby Shared Library

VERSION 3.7 – 17 APR 2011

1. Overview

LibFredo6 is a shared library used by some of my plugins. The idea is to provide all scripts with common features, such as menu and toolbar management, language translation, default parameters and other utilities.

LibFredo6 is NOT a usable plugin by itself however.

As a user, you should not care too much about LibFredo6, except for a few things that are worth knowing when using my plugins. This is the purpose of this manual. However, you can perfectly ignore all that, **as long as you install the right version of LibFredo6 required by my plugins**, or the latest version (recommended).

Very often, when users signal that my scripts (like FredoScale or RoundCorner) do not appear or do not work, it is because they did not install LibFredo6, as specified.

1) What LibFredo6 brings

For users, the main features are about:

- Some default parameters, common to all plugins, for instance, inference colors
- Language translation (see section 4 if you are interested in contributing).
- Information on plugins, links to documentation, videos and support web site, and live check-for-update.

2) Versioning

LibFredo6 is versioned. The first version ever published of LibFredo6 is **3.0** (previous versions were actually just a single file ruby file called *LibTraductor.rb*).

For convenience, the version is expressed as a decimal integer. So 3.0 is actually referred to as '30' (and 3.1 will be '31').

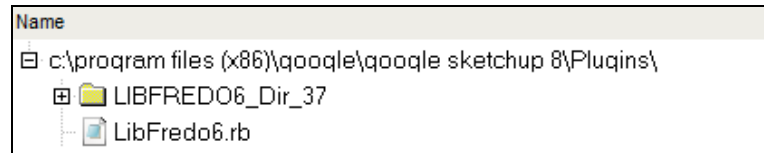
I maintain **backward compatibility** so that if you install the latest version of LibFredo6, it should work fine with any of the scripts using it, even if they were published along with earlier versions of LibFredo6.

2. Installation

LibFredo6 supports **Sketchup versions 5** (≥ 5.160), **6 and above** (Free and Pro).

To install it, you should unzip the file you downloaded (*LibFredo6_xx.zip* in principle) into the Sketchup Plugins folder. This operation should do the following:

- Copy one script file *LibFredo6.rb* to the Sketchup Plugins folder:
- Create a sub-folder **LIBFREDO6_Dir_xx**, containing the library files, the icons and cursor files, language files, as well as the documentation in PDF format.



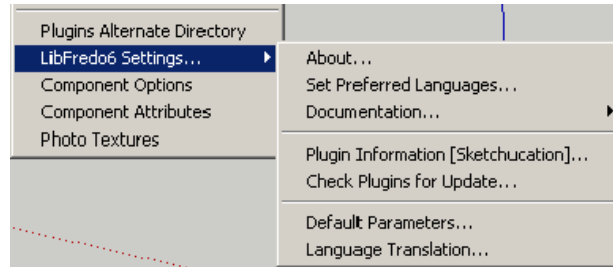
In Winzip, make sure you do a **Select All**, and then **Extract** in the Plugins folder, answering **YES to all prompts for file overwriting**, so that you create or properly copy the folder hierarchy.

If you are unsure of the unzip operation, do it in a neutral folder, and, once you have checked that you have reconstructed the footprint as shown above, copy the file and folder to the SU Plugins directory.

Note: Once you have installed a new version, you can safely remove the previous ones. Say, if you install LibFredo 3.7, you can remove the folder LIBFREDO6_Dir_36 from the SU Plugin directory.

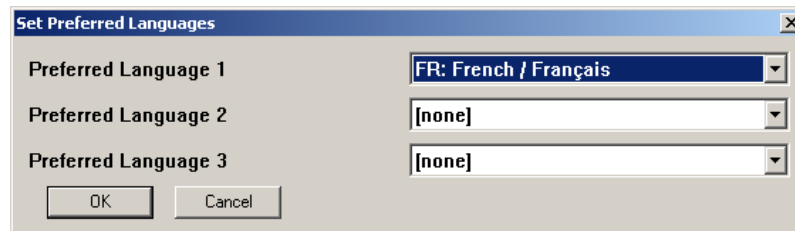
3. LibFredo6 utilities

LibFredo6 creates a menu entry “*LibFredo6 Settings...*” in the Sketchup ‘*Windows*’ menu. It provides some configuration parameters common to all plugins.



1) Setting the language preferences

The dialog box allows setting up one or several language preferences. This setting is persistent across Sketchup sessions.

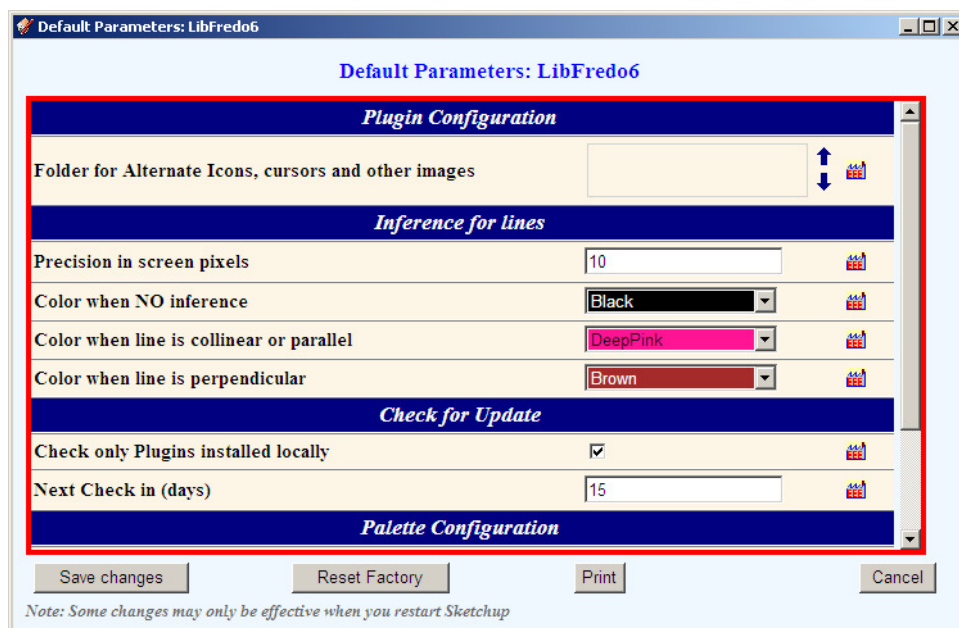


By default, it will set up the language of your operating system, if recognized.

Note that language preferences are used in cascade. If you choose [HU, DE, FR], it means that for each string it will take the first translation found in Hungarian, then in German, then in French and then in the default language (which happens to be English).

2) Default Parameters

LibFredo6 maintains a few parameters which are common to all plugins, such as the Inference colors. You can modify them via the dialog box “*Default Parameters...*”.



3) Check Plugins for Update

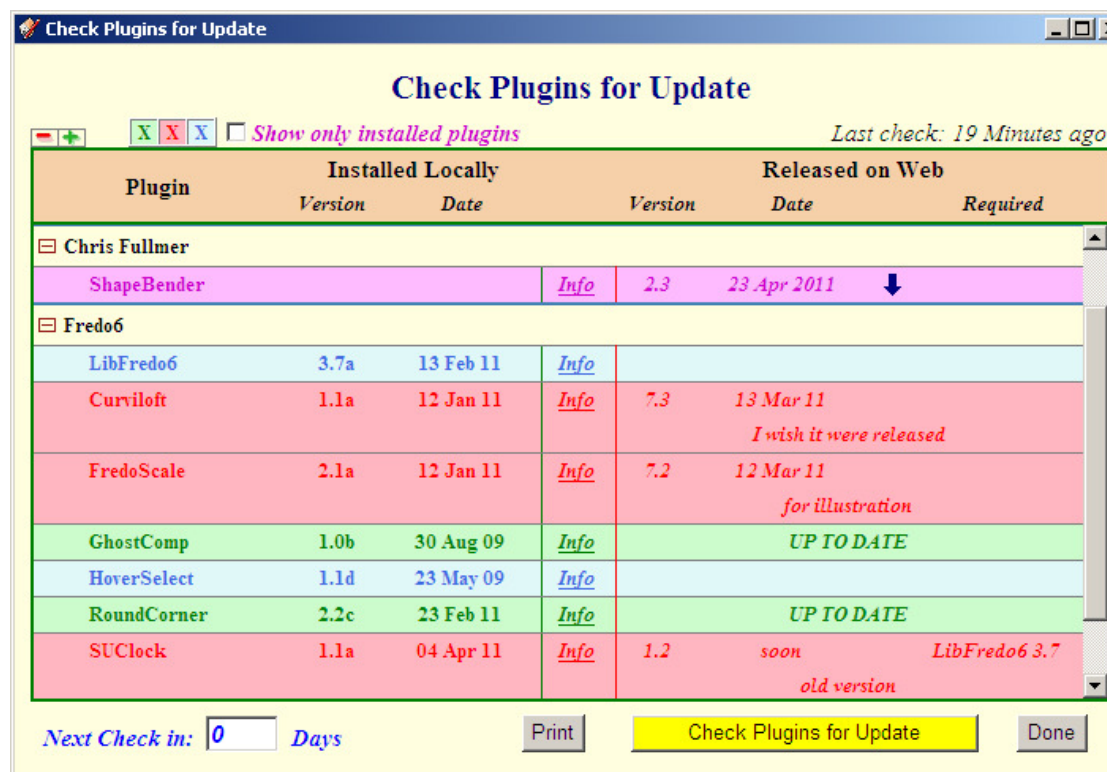
As of v3.7, LibFredo6 can check the status of the plugins versions online. This concerns my own plugins, but it is open to other script authors.

Access to the Check For Update dialog box is done via the menu

Windows > LibFredo6 Settings > Check Plugins for Update.

The dialog box displays the status of the registered plugins at last check (date is indicated on the top right of the window).

Just click on the button **Check Plugins for Update** to get the new status. Indeed, you need a working connection to Internet. Here is an example, for illustration:

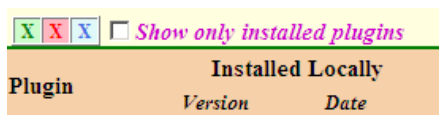


Filtering the list of plugins

There may be 4 cases (each with a defined color) for the plugin status:

- 1) Plugins installed locally and up to date
- 2) Plugins installed locally that requires an upgrade
- 3) Plugins installed locally where no information is available on the web
- 4) Plugins not installed locally but for which information is available on the web

You can filter the list based on each of these 4 cases by using the checkboxes at the top of the window:



Accessing Plugin information on line

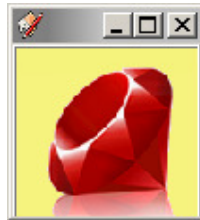
The link Info (if present) allows you navigating to the web page where the plugin was published. Just click on it and it will open a browser window pointing to the right page.

Curviloft	1.1a	12 Jan 11	Info	7.3	13 Mar 11	Link to news released
FredoScale	Open the web page related to the plugin http://forums.sketchucation.com/viewtopic.php?f=323&t=28586&sid=52b186ec8b63aca10fe9b5b3c8f684ed					for illustration

Reminder for Checking Updates

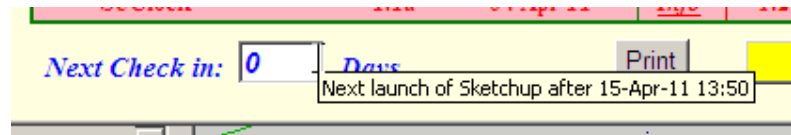
In LibFredo6 v3.7, the reminder mechanism is passive. It is just a way to warn the user of checking plugins for update a certain defined time. There is no underlying real check online (I will probably introduce it in a next version).

You can set the next date for being reminded to do a check for update. This will take the form of a small window with a Ruby icon which will popup a few seconds after you start Sketchup.



If you click on the Ruby, it will open the dialog box. If you close it, then you will be reminded the next day, when you start Sketchup.

In order to set the next date for checking, set the number of days in the appropriate field at the bottom left of the dialog box. Note that the exact date is shown in the tooltip.



The default value is 15 days. This parameter is saved across SU sessions, but is specific to each version of the Sketchup applications.

- If you enter 0 Day, then it means that the reminder will appear every time you start Sketchup
- If you enter 999 Days, then you will never be reminded

4. Contributing to Language Translation

[This section is only for those who wish to contribute to translation of LibFredo6 itself and my Plugins]

All strings are packaged in external files that can be translated without changing the source code.

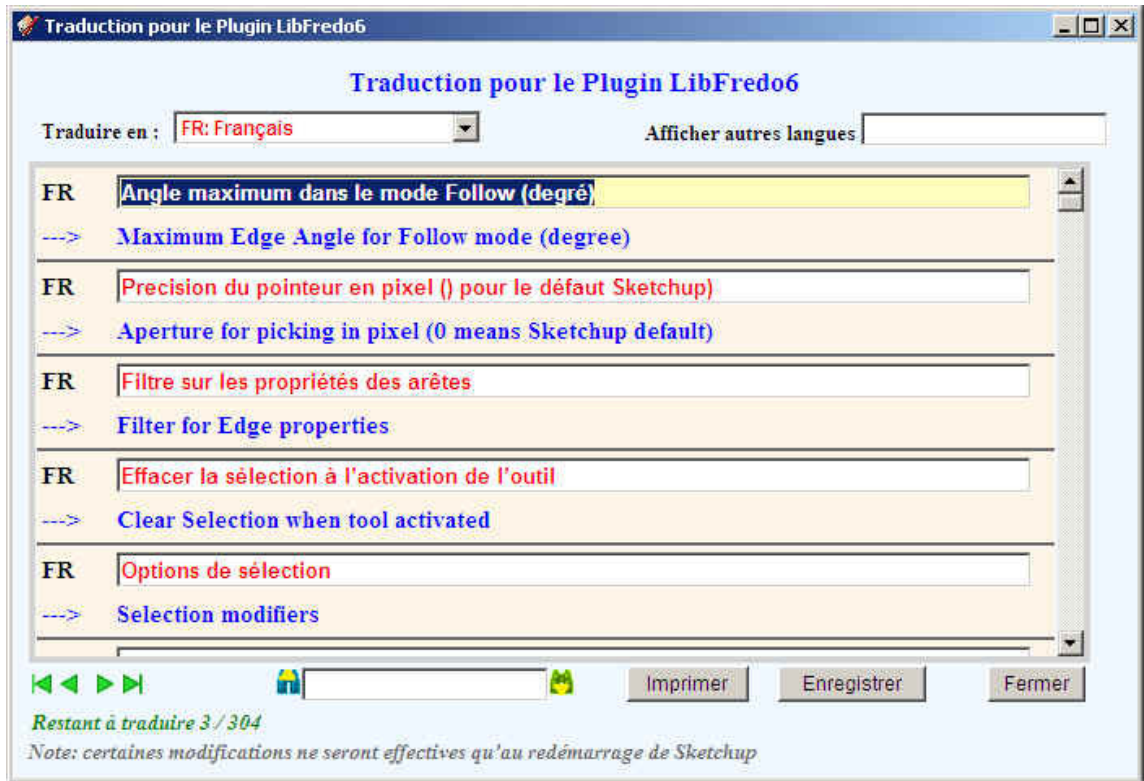
- Languages are designated by their 2-character ISO code. So FR for French, DE for German, ZH for Chinese, etc....
- There is a concept of Default Language (usually English), which is defined in the source code itself (so that there are always valid strings to display). If the translation for a string in a given language is not found, then the plugin will default to this default language.
- The convention for Language File name is <Plugin_name>_XX.lang, where XX is the ISO code of the language. The files must be located in the Plugin subfolder. For instance, the Plugin FreeScale includes a file *FreeScale_FR.lang* in the folder FREESCALE_Dir_10.
- ISO and UTF encoding are supported. Normally, it is possible to translate into Russian, Chinese, Japanese, Korean, etc...
- The translation process is safe. You are not forced to translate everything. And, your contribution to the translation will be preserved across upgrades of the plugin.

The principle is to translate FROM WITHIN the application, via the dialog box “*Language Translation...*”. You must NOT edit the files manually¹.

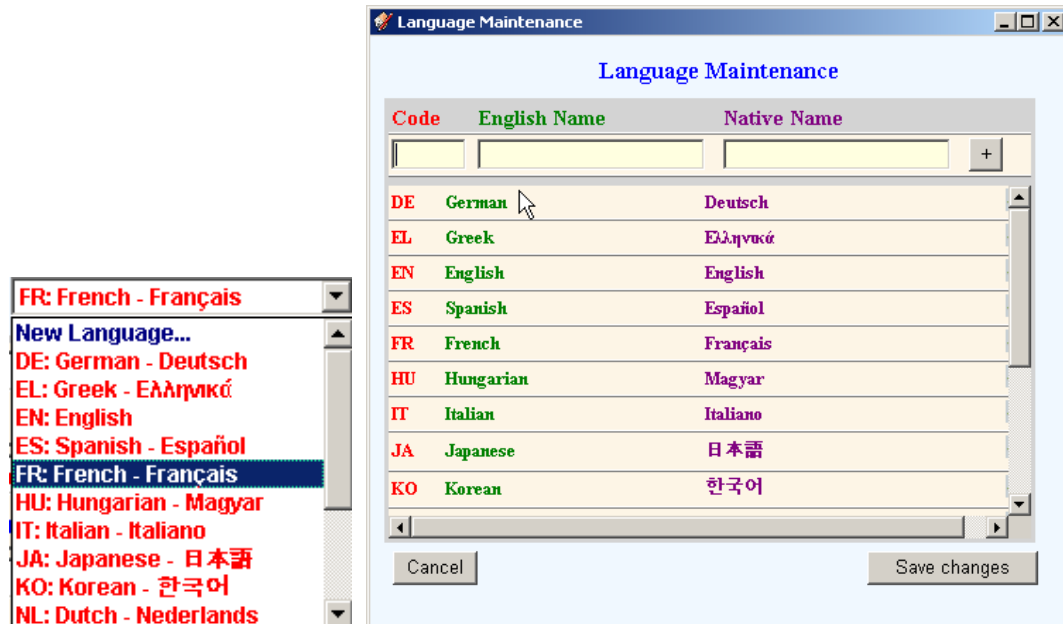
¹ The reason is that the files still keep an ASCII format where all diacritic and double-bytes characters are encoded in a special ASCII format.

1) Using the Translation Dialog Box

Below is the Translation Box for LibFredo6. You normally have one for each plugin that will use LibFredo6.



- **First, select the target language** using the Combo box on the top-left of the dialog box. If your language is not predefined, you can create a new one, by selecting “New Language...”. This will show another dialog box where you can define the new language: ISO code, native name and English name.



- **The Default Language strings are shown in Blue**, with an arrow. You can however show other languages too, if it helps, by typing their ISO codes separated by space in the field on the top right of the dialog box.
- **You have then just to type the translation in the fields.**
 - You do NOT need to put backslash in front of diacritic characters (accentuated). Just type the string *naturally* in your language.
 - You can use single quote (‘).
 - Be careful with angular brace (< and >), because it may interfere with HTML. I would recommend not to use them for the time being.
 - Strings not translated yet are highlighted in Green cells
 - Strings just modified and not saved yet are highlighted in yellow
 - The button “**Save changes**” just do a saving, but does not exit the window. Use the button “**Close**” to exit.

Once you have translated strings (some or all), you can already see some of this translation active in the Plugin. Note however that the full integration of new translation may only take place when you restart Sketchup (in particular for all menu strings and toolbar tooltips).

2) Publishing the Language file

Your effort to translate is valued as a contribution to the Sketchup community. So, what I suggest is to:

- **post the language file .lang on the Sketchucation forum** (Plugin section or language-specific sections) for others to share
- **inform me by PM or on the forum**, so that I can integrate the language in the standard distribution.