

With **Citrine** you can write code in your **native human language**. Citrine supports 112 languages. If you want to create apps and games with Citrine using your native language, the Media Plugin needs to be translated as well. If your language is not yet supported by the Media Plugin, or you think you can provide better translations, feel free to fill in this form and send it to me.

To make sure your translation will work correctly, please follow these **guidelines**:

1. Check that the number of `:` remains the same
2. Every translated phrase must be unique, don't use the same translation multiple times
3. Don't use an existing translation from the core dictionary of the language*
4. Don't use spaces in your translation, you may use a thin space though
5. The order of the arguments, as identified by the `:` must remain the same
6. Don't put two or more `:` next to each other
7. Please, do not use the following symbols in your translation: `{ } () , := ↵`
8. Your translation must not start with a digit
9. Please, do not use quotes in your translation
10. Please, do not use an end-of-line symbol (`.|`) in your translation
11. Please, try to keep the translated phrase under 40 characters (shorter is better)
12. If applicable to your language, keep the casing as-is

* I will check this for you

Note that the code editor is not yet compatible with RTL-languages. You can use other editors though.

You will notice that the Citrine Media functions are quite 'thick'. Each functionality does a lot of 'work' for you. The reasons for this are: you have to write less code, there are fewer translations needed and fewer events/hooks which means fewer GC cycles and faster runtime performance.

A copy of this document in plain text ASCII is available at:

https://github.com/gabordemoij/citrine/blob/master/plugins/media/i18n/en/translation_kit_media.txt

You can also submit your translation as a 'pull request'.

Part 1: Objects

In Citrine, you write a program by sending messages to objects.
The Media Plugin adds the following objects to the world of Citrine.

English phrase	Example translation (Dutch)	Your translation...	Explanation and context
Network	Netwerk		Object representing the Internet and/or local Network
Color	Kleur		Object that represents the concept of a color
Point	Punt		Object that represents a point in space visually
Line	Lijn		Object that represents a visual line between two Points
Image	Plaatje		Object that represents an visual image from a file like PNG or JPEG
Audio	Audio		Object that represents audible data
Sound	Geluid		Object that represents a sound effect
Music	Muziek		Object that represents a piece of music that can be played back
Package	Pakket		Object that

			represents an archive that may contain assets for your app or game
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Part 2: Events

During the execution of your app or game, Citrine will notify you about certain situations by emitting so-called events. You can attach a task to such an event to make the program react to it.

English phrase	Example translation (Dutch)	Your translation...	Explanation and context
step	stap		This event happens at every single step in your app or game
key:	toets:		Key as been pressed and is 'up' again
key down:	toets ingedrukt:		Key is being pressed and is still 'down'
timer:	tijdklok:		An timer alarm set by the programmer has gone off
gamepad down:	gamepad ingedrukt:		A button on a joystick or gamepad is being pressed and is still 'down'
gamepad:	gamepad:		A button on a joystick or gamepad has been pressed and is 'up' again
click	klik		An image has been clicked on or touched

hover:	beweeg over:		An image has been hovered over with the mouse
click x:y:	klik x:y:		There has been a mouse click or touch, the X and Y position is passed
destination:	bestemming:		A moving image has reached its specified destination
collision:	botsing:		An image has collided with another image
event:	gebeurtenis:		Another event has happened

Part 3: Messages

Message can be send to objects to make them do things.

English phrase	Example translation (Dutch)	Your translation...	Explanation and context
screen:	scherm:		If you send this message to the Media object, it will open a window with the specified image or video as a background and start a new app/game-loop.
clipboard	klembord		Retrieves the contents of the

			clipboard (there is also clipboard: to set the contents of the clipboard).
timer:after:	tijdklok:over:		Set a timer that will emit a timer/alarm event after a specified number of seconds.
link:	koppel:		Either connect the currently running program to a package that contains assets (like images, fonts, sounds or videos) or connect a system library or component to communicate with (FFI).
say:	zeg:		Use the pre-configured speech synthesizer to process the specified text.
selected	selectie		Return the selected text in the currently active editable text area.
send:to:	stuur:naar:		Sends an object to another computer over the network, wait for a response and return it. The protocol, method and options should

			be included in the second argument.
digraph:ligature:	digraaf:ligatuur:		The specified combination of characters in the first argument should be replaced with the character or combination of characters in the second argument during editing.
red:green:blue:	rood:groen:blauw:		Create a new color by mixing the specified amounts of red, green and blue. For each color component there is also a message to retrieve the component from an existing color.
transparency:	transparantie:		Set the level of transparency of a color (there is also a message to get the transparency level of a color).
image:	plaatje:		Replace the file source for an image.
controllable:	bestuurbaar:		Make an image controllable by joystick, gamepad and arrow keys. There are several modes:

			<p>0 = not controllable 1 = top-down (or platform if you add gravity) 2 = horizontal (like breakout) 3 = vertical, like pong 4 = radius, like a top-down racing game 5 = first-person shooter style (converts your game to a 3D game) - this option is not available yet 6 = custom</p>
solid:	blokkade:		<p>Toggle solidness of an image (i.e. whether a player can pass through or stand on it).</p>
active:	actief:		<p>Whether the image can emit events.</p>
gravity:	zwaartekracht:		<p>Sets the gravity of the image, this will also affect control, if control mode = 1, then the player will be able to jump. If control mode = 1 and gravity is > 0 but < 1 then the player will swim like a fish or hover like a spaceship (no jumping).</p>

speed:	snelheid:		Sets the moving speed of an image.
friction:	weerstand:		Sets the friction/resistance of the image (slowing down).
animations:	animaties:		If your image contains multiple frames of equal width, set the number of frames here to animate the image. Animation is automatically generated for different directions.
cut:	knip:		Cut the selected text in the editable text area.
editable:	bewerkbaar:		Turn an image into an editable text area.
font:size	lettertype:grootte		Set the font and the font size for an image that contains text or editable text.
color:	kleur:		Set the text color for an image that contains text or editable text.
background color:	achtergrondskleur:		Set the background color of selected text in an image that contains editable text.
draw:color:	teken:kleur:		Draw a series of

			pixels or a series of lines on the image in the specified color.
accelerate:	versnel:		Set the acceleration of an image.
jump height:	springhoogte:		Set how high the player can jump when platform-style control is on.
bounce:	stuiter:		Toggles whether the image will bounce upon hitting another solid object.
play	afspelen		Play a sound effect or a piece of music.
silence	stilte		Stop playing a sound or a piece of music.
rewind	terugspoelen		Restart playing the music from the beginning.
align x:y:	uitlijnen x:y:		Align text in an image on the specified position.
move to x:y:	beweeg naar x:y:		Make the image move to position x and y. Once the image reaches its destination it will emit an event.
from:to:	van:naar:		Draw a line from point A to point B.
width:height:	breedte:hoogte:		Set the width and height of a

			resolution independent camera that follows the player.
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Part 4: Coordinates

By default, coordinates in Citrine Media use X, Y and Z. Where X is the number of pixels from the left, Y is the number of pixels from the bottom (!) and Z is the number of pixels from the in the distance (3D only) measured from the position of the user. Note that Citrine is an 1-indexed language, counters always begin with 1, not 0.

Coordinate	Character or symbol in your language:
X	
Y	
Z	

Part 5: Demo Asset Types

These are file names for the example programs that are shipped with the code editor.

Asset type name	In your language:
image	
button	
background	
player	
font	
sound	

Part 6: Localization tweaks

Citrine uses localized numbers and times. These are already configured in the core dictionary. If you feel the core dictionary contains a mistake, you can submit a request for change [here](#).

Notation	In your language:
1,000.5 (thousand and a half)	
13:15 (quarter past one)	
. (end of line symbol)	
Preferred currency symbol	
Default time zone	
Harfbuzz font script (if any)	