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## Italian translation

Posted by Emi - 2007/10/10 22:01

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Here's the italian language file for version 0.6 with the most recent updates.  
[http://www.pokerth.net/components/com\\_joomlaboard/uploaded/files/pokerth\\_it.ts](http://www.pokerth.net/components/com_joomlaboard/uploaded/files/pokerth_it.ts)

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## Re:Italian translation

Posted by doitux - 2007/10/12 17:12

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Thx emi.

Added to svn now.

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## Re:Italian translation

Posted by Emi - 2007/10/23 19:04

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Yesterday I've updated the italian language file with the last changes (btw: doitux, do you have received it?).

I have some doubt concerning the game actions ("raise", "call", etc.)...while on the former translations I have translated them in Italian, this time I opted to leave them in English. I made this choice because even in poker tv shows (in italian language) people use the english terms.

How about non-italian language translators? How have you managed this?

Bye  
Emi

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## Re:Italian translation

Posted by doitux - 2007/10/24 00:30

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Hi emi.

I think i have received it. I havent access to all my mails because i`am on vacation now. Will be back at friday, answer mails and manage all your sent translation files.

Can you please tell me at which section you have to translate the game actions? Was it on "mainwindowimpl"?

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## Re:Italian translation

Posted by Emi - 2007/10/24 16:18

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doitux wrote:

Can you please tell me at which section you have to translate the game actions? Was it on "mainwindowimpl"?

Yes, but there are some other strings in "mainWindow" ("auto-check, auto-fold") and "settingsDialog" ("Play game actions sounds like "check", "call", "raise") sections.

I saw that an italian community of poker players is using pokerTH as their official pc game. Maybe I can ask them what they think to be the better way of translation for "raise", "call", etc. :-)

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## Re:Italian translation

Posted by kaimano - 2007/10/25 23:41

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I'm italian and if you explain to me how I can help I would be pleased to improve the translation...

just to say

to raise --> rilanciare

the raise --> rilancio

to call the bet --> vedere la puntata

etc...

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## Re:Italian translation

Posted by Emi - 2007/10/26 00:14

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Hi Kaimano...I know the meaning of call, raise, etc but my question was different: it's better to keep the english words or to translate them? What do you think?

If you want to help me in the translation, download the 0.6 beta version and tell me what do you think about it (e.g. if you see some mistakes) :-)

Ciao,  
Emiliano

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## Re:Italian translation

Posted by heyn - 2007/10/26 01:35

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Hi Italians

I do the Dutch translation, but I haven't done anything for a few weeks (I was doing too many small updates before, I think I'll wait for the string freeze).

Correct me if this is now different, but we still can't translate the actual buttons, can we? This is why I didn't really translate the call/raise/fold verbs, although I think I made them infinitive somewhere (sort of like "callare", maybe).

It's probably too confusing if people have to click raise to be able to rilanciare. Maybe we can ask the devs if we can translate the buttons too (they're wide enough now for translations to fit ;-)).

I'd like to, and I'd also like to translate the small log toolbox now, actually.

Regards,  
heyn

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## Re:Italian translation

Posted by Emi - 2007/10/26 16:35

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heyn wrote:

Correct me if this is now different, but we still can't translate the actual buttons, can we? This is why I didn't really translate the call/raise/fold verbs, although I think I made them infinitive somewhere (sort of like "callare", maybe). It's probably too confusing if people have to click raise to be able to rilanciare.

I agree with you.

Emi

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## Re:Italian translation

Posted by doitux - 2007/10/28 07:01

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heyn wrote:

Maybe we can ask the devs if we can translate the buttons too (they're wide enough now for translations to fit ;-)). I'd like to, and I'd also like to translate the small log toolbox now, actually.

Hi heyn

Sorry but at the moment it is not possible to translate the log's. I think buttons translation (call, check, raise, fold) isn't usefull without log translation.

There are two reasons which prevents log translation.

1. Its really complicate to organize correct word-order for translation strings with variable contents into for all languages.

2. We want to keep the log-files in english. If somebody post a logfile excerpt in russia i cannot really help ;)

So we need to seperate log-file strings from log-message strings in the log-message-box. This could be done but it is one of the last points at todo-list at the moment. I hope you understand this.

BTW: i have sent a mail to all translators at 19.10.2007 with translation request for 0.6 public beta. I have also sent it to the mail-adress you have signed up with here. Have you get this mail? If you want me to send it to another adress please contact me per mail.

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## Re:Italian translation

Posted by heyn - 2007/10/29 00:38

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Hi,

I do understand you can't implement everything and the kitchen sink, and I didn't mean it as pushy at it sounded, sorry, I was just thinking out loud I guess.

I also think translating the actual log files is not really a good idea. If you keep those in English, somebody might even write a plugin or program to parse the log file into a "tournament replay" or something like that. But there I go again with the non-essential ideas ;-). It's probably because you've got most of the essential stuff already working.

I've mailed you (about) the translation, your first mail had ended up in the junk, I've got to stop using hotmail, sorry.

Regards,  
heyn

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## Re:Italian translation

Posted by rugby82 - 2007/10/29 01:41

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ciao emiliano...senti sai per caso se esiste una traduzione in italiano del gioco....ed inoltre se è possibile sapere come si fa a giocare in rete (a quale server connettersi).....ciao

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## Re:Italian translation

Posted by Emi - 2007/10/29 16:24

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Hi rugby82, you can download the 0.6b version by going to this url  
[http://sourceforge.net/project/showfiles.php?group\\_id=166634](http://sourceforge.net/project/showfiles.php?group_id=166634)

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This beta version has italian localization and implements an internet game server.

Ciao,  
Emiliano

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## Re:Italian translation

Posted by kaimano - 2007/10/29 17:20

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Emi wrote:

Hi Kaimano...I know the meaning of call, raise, etc but my question was different: it's better to keep the english words or to translate them? What do you think?

If you want to help me in the translation, download the 0.6 beta version and tell me what do you think about it (e.g. if you see some mistakes) :-)

Ciao,  
Emiliano

I think that is the translation is a "good" translation is very useful...if some italian people doesn't like it can use anyway the english version! ;)

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## Re:Italian translation

Posted by Emi - 2007/11/16 18:02

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Doitux, I've just sent you the italian .ts file with recent changes and some minor fixes.

:-)

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## Re:Italian translation

Posted by andy - 2007/12/08 18:27

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Post in italian with translation's suggestions:

ciao, andrebbe fatta qualche modifica nella traduzione dei settaggi, l'infinito non si usa quasi mai in questi casi (e non è stato neppure usato dappertutto).

visualizzare -> visualizza  
mostrare -> mostra  
impostare -> imposta  
utilizzare -> utilizza

sulle impostazioni della partita via internet nella sezione IRC c'è Abilita/Disabilita mentre nei log Attivare/Disattivare, io metterei Attiva (naturalmente vanno uguali).

I log nel menu di sinistra viene chiamato "Registro messaggi", nella attivazione "registro eventi" e tutte le impostazioni parlano di log, io lascerei log da pertutto :)

Come in inglese non c'è una coerenza nell'utilizzo delle maiuscole.

Son modifiche che dovrebbero richiedere 2 minuti :)

ciao!

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## Re:Italian translation

Posted by andy - 2007/12/11 16:44

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Ecco qui la traduzione revisionata :)

Ho modificato ciò che avevo scritto sopra e qualche errore che ho trovato (ad esempio su alcune frasi mancava qualche pezzo di frase tipo: Mostra le proprie carte SOLO al click del mouse). La frase riguardate le dimensioni delle immagini personali l'ho semplificata un po', era piuttosto elaborata e non chiara e arrivando alla seconda riga veniva tagliata.  
[http://www.pokerth.net/components/com\\_joomlboard/uploaded/files/pokerth\\_it-e446c562b4fd8eca3eb13c24638de462.ts](http://www.pokerth.net/components/com_joomlboard/uploaded/files/pokerth_it-e446c562b4fd8eca3eb13c24638de462.ts)

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## Re:Italian translation

Posted by Emi - 2007/12/11 19:19

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Good work, andy! :)

I've seen your posts only today. If you have any other suggestion or idea to improve the translation, feel free to post them here or to modify the .ts by yourself...

Ciao :)  
Emiliano

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## Re:Italian translation

Posted by Emi - 2007/12/11 19:34

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BTW, andy, let me ask you a question about the "lobby". In italian it means "ingresso", and in the former drafts for 0.6 I translated the "lobby-chat" as "chat di ingresso". Afterwards I changed it in "chat prepartita", and the same happened for all occurrences of "lobby". What do you think about this choice?

tnx,  
Emi

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