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## changing the day names

Posted by Sánchez - 2007/01/10 03:36

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Hello:  
I'm trying to change the names of the days into Spanish. I've downloaded the spanish lenguaje pack, and it changes the menu options from rainlendar, but doesn't change the day name nor the month names. How can I achieve this ?

Regards,

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## Re:changing the day names

Posted by Alf - 2007/01/10 05:59

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From the website languagepage:

NOTE If the skin uses bitmaps to draw the months and days, changing the language of the user interface does not affect the calendar on the desktop. To fully localize the application you can download the Shadow4.r2skin-addon which contains localized versions of the bitmaps for the default skin. Note that the file extension must be ".r2skin-addon". If your browser tries to suggest something else (e.g. ".zip") you need to manually change the extension back to its original form.

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## Re:changing the day names

Posted by armagedon - 2007/02/09 17:32

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Hello,

i'm a new user of this really nice little program. Thanks to the designer and to make it free too! Now i'm using the localized french language with version 2.0.2. I download the "shadow4.r2skin-addon" which you mention can get me the months-days in french. I put it in the skin directory but i am not sure what to do next since the bipmaps are still in english. TX

Post edited by: armagedon, at: 2007/02/09 17:32

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## Re:changing the day names

Posted by Alf - 2007/02/09 17:41

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If you did a search in the forum, read the FAQ on the website or the Rainlendar Helpfile, you could have found this:

From the FAQ:

How can I install skins or languages?

To install new skins (.r2skin) you can just drag and drop the file over one of the Rainlendar's windows and it will be installed automatically. In Windows you can install the skin also just by double clicking it.

The languages (.r2lang) can be installed the same way as the new skins (i.e. by double clicking or dropping).

Note that if your web browser tries to suggest a different file extension for the new format skins instead of the ".r2skin" you need to rename the file back to its original form. But do this only if the original file had ".r2skin" extension. Renaming old format skins will not work.

From the Rainlendar Helpfile:

Skins

Windows: Just double click the skin file (.r2skin) and it gets installed automatically. Or drop the file over one of the Rainlendar's windows.

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## Re:changing the day names

Posted by armagedon - 2007/02/09 17:59

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Thanks Alf, ok ok, mea culpa!, i've tried to be too smart and just copy it in the skin directory. It's much more simple. Still the file was .r2skin-addon which is not in the helpfile.;-)  
Btw, shouldn't this file be part of the main distribution as well ? It's not too big.

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## Re:changing the day names

Posted by Alf - 2007/02/09 18:21

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armagedon wrote:

Still the file was .r2skin-addon which is not in the helpfile.;-)

No, but it is explained on the languages page. See my post above here: 'From the website languagepage'...

Btw, shouldn't this file be part of the main distribution as well ? It's not too big.

I think the english interface is the most used one, so distributing all the languages files and the translated skin is a bit overdone. If a user wants Rainlendar in another language, he/she downloads/installs the language file and the translated skin. That's simple.

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## Re:changing the day names

Posted by armagedon - 2007/02/09 18:39

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Got it Alf, but if you're offering a quick button for a localised change and it doesn't get the bitmap file as well, we're screwed. It's beyond most users to skim through help files and forums for the correct translation. The program is so tiny, as the languages packs, that it could include all of them as some programs does, like Skype etc. Just trying to improve the release, it'll be just a bonus for us.

Bye:P

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## Re:changing the day names

Posted by Alf - 2007/02/09 18:50

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armagedon wrote:

Got it Alf, but if you're offering a quick button for a localised change and it doesn't get the bitmap file as well, we're screwed. It's beyond most users to skim through help files and forums for the correct translation. They don't have to, the file is on the same page as the language files.

The program is so tiny, as the languages packs, that it could include all of them as some programs does, like Skype etc. Just trying to improve the release, it'll be just a bonus for us. Well, I'm not the developer of the program, just a heavenly user (and translator) and try to help people here a little bit...

When Rainy reads this, perhaps he can convince you...

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## Re:changing the day names

Posted by Rainy - 2007/02/10 04:35

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Adding the translations to the installation package would double its size (or more importantly the web server's bandwidth requirements) so that's not an option. I can try to make the skin addon's link more visible since a lot of people seem to have problems finding it.

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## Re:changing the day names

Posted by armagedon - 2007/02/10 11:10

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Hi Rainy, first, congrats for your excellent little program, well done. Yes so i do recommend to put this file in the distro. Most, if not all the people like me, and i'm not the first comer in computer, will not read the bottom paragraph and simply

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accept the fact that the calendar does not change. So you're talking about increasing the distro to 5 Mb ? Man, in this age of 25GB HD-movie download, cheap 300 GB hard drives, it's seems so insignificant. I would also include all the languages as well. 10-15 MB is nothing. I don't think it will hit your server that bad. We can then select the needed one during installation. This is not Linux but Windows where it's plug-and-play, not a files hunt or help files, forums skimming like i mention.

Thanks a lot man !

P.S how about an english and international distros like Nvidia ?

Post edited by: armagedon, at: 2007/02/10 11:47

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## Re:changing the day names

Posted by Rainy - 2007/02/10 13:39

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Rainlendar gets about 100k downloads a month so it would mean bandwidth increase from 250 GB to 500 GB per month. And although the server where I have the binaries doesn't have any download limits at the moment this will probably change in the near future so I don't want to increase the bandwidth usage unless I really have to.

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