Linear equations word problems solver

One day, I found a good doujin game on a particular site. It has excellent user reviews, wonderful artwork along with charming playing games... Moreover, this game is distributed for free. But, too bad ... This game is in Japanese, while I ... the same as the entire 7 billion people of the earth ... do not speak Japanese. So, after spending hours revealing research on aggregate tools, automatic translation tools etc... I came up with two conclusions. First, the translation of the machine is inhaled when used as-is! Especially in handling inconsistent languages such as Japanese. Sometimes with my limited knowledge of Japanese, untransled text is more understandable than those translated using machines. Secondly, creating a manual translation hurts vexing without the appropriate tools.... And unfortunately there are no such tools. And finally I decided to create my own tools. Tools to combine machine translation brightness while accommodating manual translation. Here's the result of what Translator++ can do in about 3 minutes of work : Not much? Well, the entire sequence of the opening of the game translates, along with several manual translations. Features: GUI Editor Translator++ is pretty much Inspired by the Atlas translation tool. By using the grid view, we can have several translations and references for one context. The best translations (the most right columns filled for each row) will be used by the engine when using translations, while older translation versions are still maintained. Here are some features from Translator++ : Find and replace makes everything easier. Your translation progress is visually tracked! Automatic translation in automation of boxes That don't like automation? If possible, we like having the entire translation process done automatically.... with one click. Unfortunately, that's unrealistic to produce quality translations ... at least for now. But we do our best to help you from manual labour. Automatic translation ++ comes with a tool to translate all the text in the game using some of the most famous translation tools available. This feature is primarily communicated as a reference to produce better manual translation. But yes, if you don't care about the quality of translation ... you have the option to translate everything using online or offline translation services in just a few clicks. -_^ Automation after translation You can cut your translation result for maximum length of game message box. And... many more ... Translator++ can now operate RPG Maker XP, VX, VX Ace, MV and Wolf RPG Editor engines. I just started this project last month. Translator++ is currently in its early stages of development. It's pretty much not concluded. So, expect some bugs here and there... But feel free to contact me if you find anything. Some videos about Translation++ in action. Spoiler: Translator++ Overview Translate RPG Maker MV Spoiler: Use Translation in less than 30 seconds You can download the latest version of Translator++ here! Or on my official website : this is simply amazing!!! Bookmarked! this will make my life easier look very interesting. very impressive. good job WOWW!! That's a really nice thing to see! Its support is multilingual? Can players choose a language? And I saw you click on the game.exe do I need to make use first and then use your program? WOWW!! That's a really nice thing to see! Its support is multilingual? Can players choose a language? And I see you clicking on the game.exe happy you liked it. The current release of Translator++ is a type of alpha release. A lot of the features I think haven't been fully implemented yet. The characteristics of changing languages are one of them. But don't worry ... I will definitely include that feature in future public releases. Do I need to make use first and then use your programs? Currently, the only way to create a new++'s translator project is to select your game exe file. If I remember correctly, I think RPG Maker XP, VX, and VX Ace automatically generate exe files for your game project even without using the project. So, it is possible to create a translation project without first using the game. But RPG Maker MV has another story, you need to use your game to generate the necessary dishonest files for Translator ++ to create a translation project. This is a pretty messy tool. ^^ I plan to translate my new games into Japan and Spain, and I think this tool will work well. Of course, I have to translate a manually translated version of text to maintain quality, but it reduces the initial workload. This is just for translations from Japan, right? I tried to translate from German to English but the output text is the same as the input text. It kept skipping this one game for me. I spoiled trans once, then it won't accept any new projects for game files. Any repairs to this? Is this Japanese for English only? Or can you actually translate from any one language to any other language? If the second scenario, then this can be very helpful for sponge broadcasts around the world. And I'm definitely interested in something like that. Do you plan to add a grammar translator to the program, the type of thing like when Japanese translated into English is then put through Grammar so it makes sense? (hell I hope I makes sense) I know it won't eliminate the need for manual translation but it will help, it's just an idea, I honestly can't wait for this program to be sown and thank you for putting time into it. I tried on the game and it didn't translate. mind you it doesn't have a data folder.any ideas? Idea? I am only registered on the site to thank you for this amazing tool in future updates it can support my rpg wolf games only registered on the site to thank you for the hopes of this amazing tool in future updates it can support rpg wolf games If you've ever checked this software you already know that it supports RPG WOLF editor's game. Personally I want to know how to allow auto-translated for Russian. hello again. I've tried it with other games, those with data as folders and put translations in each column in the app then export it into a separate folder, copying pasted and it still doesn't work. I did something wrong. Like I have marked the auto translator button, should I not stress that if I can get more help on how to use this that would be very good please thank you very much Still can not turn on the patch If you ever checked this software, you already know that it supports WOLF RPG Editor games. Personally I want to know how to allow auto-translated for Russian. The problem is that if the game has extracted the tool won't work and the second problem is that DXExtract can't extract the latest wolf rpg game hope he fixes the problem for wolf rpg games can you give the video to paste RPGM VX, XP? I'm always a parser not found or whatever and his snot works whether my Page 2 doesn't understand what's going on, it works before but now no matter what I do the Google translation tab keeps telling me to Click the connect button to connect a translator with the ++ translator. I assume the connect button is one of the unlock pane buttons and add notes to this file button, I have tried to turn it back on multiple times as well and nothing works. I don't think there's much hope that developers are back answering comments here. This tool, as it is now, does not work in any way. At the moment, you need to do it yourself but there will probably be some more useful developer tools in the future that will help us to translate our game. We'll see. Greetings, Tw0Face Everyone can help me with a translating atlas I don't work =.= @SpeedHK What do you mean, your atlas doesn't work? And how does that relate to translating games? Please note, as mentioned above, the OP has left the site, and it looks like the program is no longer so if you hope to use it for your game, you may be disappointed. how to file this .trans? do I need to change it to Json or something? [dpost] Kizero[/dpost] If you want to add more information just edit your previous post and add it there. Thank you I using google translate works perfectly for lower standarts you need rpgmaker game for these translation works (you should see file data) for gaames rpg regular i use .rgss3a metot extract translated work but im keep getting script syntax error i coulnt finish this **** I I my problem. Now I have this problem: last edited: Feb 27, 2019 Hey everyone! I have a problem, I translated lastweek games usually, everything worked well ... But now I have a problem that googletrans don't let me translate anything else. Translator++ says I might be temporarily banned from their servers ... What to do? Helo. This is a really great tool! But I have a question: I already use this tool for RPGMV Games and everything goes well. But how much I tried to use in the game RPGVXACE seems to be translation isn't done... It turns out to be concluded of course, but when I replace the file it seems the translation hasn't been made. Only in that program appears normally. As I run. EXE Japanese language games are still there... Am I doing something wrong or is this some kind of problem? Is there a solution to this? I tried to use this with a wolf RPG game that came out a few years ago. I was able to extract the data and translate, but the date was in the .wolf format. When I tried to export I had several options, someone had data in the folder, but not in the .wolf format. Can someone tell me how to export translations to wolf RPG games? Tbh, this tool seems more useful to translate your own game into another language than anything else. Since many communities are ESOL (seems like the most common Russian on this forum; Japanese obvs have their own community, etc.) if you want your game to reach a full audience, you need to be able to translate them, and tools like this optimize the process of doing partial translation and then submit it to the original/better than you speaker to fix any downside. Is this work if the game is extracted already? typing, i somehow got banned by translation sites (for using too much), however to fix it? or is there a time I have to wait? Hi, I tried to try my hand translate for the first time, and Im really liked this tool so far. I chose an RPGVXACE game for this. The only problem is, sometimes a translation wont performance in a game, or it's just conditional. Here's what I did: 1) Loading Games.exe, which loads Maps&amp;lt;number&gt;.rvdata2 files for me 2) Translate text in Maps files (right most columns) 3) Check box Map file, then export map files in folder 4) Put the exported files to this game Data folder work well the text I translated, but not always. For example, when creating an object search character for an item, Im is given a dialogue with the option to search or not search. Translations are shown correctly here. When I get an item, and try to find another similar object (which is now empty), the same optional dialog shows not translated. The same applies when loading a storage file from before the translation, which continues to show old text, until I leave and re-enter the area. But I think I kind of understood this, &amp; lt;/number&gt; &amp; &lt;/number&gt; save the file may have a copy of the Maps file in it, and it cools down by re-entry of the area. As I said, this new Im. I do not fully understand how RPG Maker loads its Maps file. For all I know, old Maps files are being unplugged in some mysterious way, but I don't know how to fix it, because I don't understand how the game system works well. If anyone had some indicators for me, I would be grateful. EDIT: Nvm, I think it's out. The ++ translator does not allow you to translate CommonEvents correctly. I ended up just loading the data into Rpg Maker, and after some research found the line I needed to translate in Tools/Databases/Common Events. After storing and patting CommonEvents.rvdata2 back into my game, the problem resolved. But when viewing CommontEvents in the translator+++editor, the line I need isn't there. The number of rows on my CommentEvents was pretty big, around 2000, so I patched the whole thing in Excel used to find... works there, just to be sure, but no luck. This may require repair, but besides, this looks like a pretty good tool. go ahead! Last edited: June 23, 2019 Can u create select boxes like for example I just need a cluster to translate rows 1-50 not everything in that file so we can ignore their auto translate defenses like goggle or bing so we can continue to use them, I don't understand what happened, it worked before but now no matter what I did the Google translation tab continued telling me to Click the connect button to connect the translator with the ++ translator. I assume the connect button is one of the unlock pane buttons and add notes to this file button, I have tried to turn it back on multiple times as well and nothing works. goggle wants you to pay for an AI translator before you use it or simply use bing and auto translate 1 by 1 if you want to continue using batch autotranslate only using bing but you can not translate too many lines (max &amp; lt;80 rows) Page 3 I have a problem, for some reason when I select a game here it never loads. I think it doesn't work except English translation or I can't organize Errors while translating data! HTTP Status : 404 Type of Error : You may be temporarily banned by your translation service! Please use the last edited online translation service: Jul 14, 2019 only creates an account to create answers, yikes. Reason The link used for google translation sends 404 errors, and cluster translation only allows using google, what is quite fu***d, even if you have an atlas installed and have worked with it before it doesn't allow it, it's a wonderful toll, but usually a good game has like a line chilli to translate, and feel bad just does it with the item and without knowing what to do about the game I hope that there is a simple solution and I am just stupid. Thank you for creating this uwu Is anyone who is able to run automatic translation Only used Cloud translator AI free trial for 1 year KEY API I do not know how to get that running. I'm not tech savvy therefore why I hope translators will work for games that I can't get in English. Now it doesn't appear to work with the same error people have Errors when translating HTTP Status data : 404 I don't know how to get that running. I'm not tech savvy therefore why I hope translators will work for games that I can't get in English. Now it doesn't appear to work with the same mistake people have An Error when translating HTTP status : 404 Ok ready here we goooooo Go to translate ++ hit options looking for wrench and screwdrivers hitting Google's cloud services looking for links under the box that says fire key click it hits the project provided Hit yes for some boxes that will be asked to set your bills getting You then download the json with the keys and your id ignore it this bit assumes you do the rest go to the google a little to find out how to get there in the default layout will be a box in the middle label fire hitting the arrow going to the whole depiction of going to the menu on the left of the hitbraries and the API search makes sure it has a green circle with a checkbox saying the fire allows if not allowed it and return to the whole fire picture by hitting the whole fire top right and back to the last fire overview almost there hit by trust and click create a fire key let it do the magic and boom you get a copy of the key paste lock on Translate++ set the fire key Google's cloud translation hits x on the box and your donzo wanzo does it lauch translate ++ loading your file hit connect gives a solid minute and you should run like a banana in wind Total time to complete 6-8 mins top 1 min if you know what keys and credentials are PPS Why auto translators don't connect easy because you might use the old edition seeing what version you're using and knowing that we're up to 1.7.2 I don't Think who makes this treat is a writer's tho I can go wrong but go to ******* and give guys financial recognition you can go as low as this dollar is a well-made program you know and the joy from full house knows. &amp;snip-&gt; View the post below. Last edited by moderator: Jul 29, Flex weird 2019 but surely google he may have some sites you can support it like or heirs like patrons but with e somewhere there Dreamsavior Ok is ready here we goooooo Go to translate ++ hit options looking for wrench and screwdrivers hitting google cloud services looking for links under the box that says fire key click it hits the Hit yes setup project for some boxes that will ask you to provide the bill you get years free and they don't provide automatic fees With your keys and id ignoring it this bit assumes you're doing the rest going to google a little to know how to get there in the default layout there will be a box in the middle label fire hitting the arrow going to the overview of the fire going to the menu on the menu Left hitting the library and search Cloud Translation API make sure it has a green circle with a check mark saying the fire allows if not enabling it and returning to the fire hitting google's cloud platform on the top right and returning to the last overview of the fire almost there is Hit credentials and click make a fire lock let it do the magic and boom you got a major copy of the key patch on Translate ++ set the google translation fire key hit x on the box and your donzo wanzo did it furnch translates + loads of minutes and you should walk like a banana in the total wind time to complete 6-8 minutes peak 1 min if you know what the key and qualification is PPS Why auto translator Don't connect easy because you might use the old edition looking at the version of what you're using and know that we're up to 1.7.2 I don't think that making this treat is a writer tho I can go wrong but going to ****** and giving guys its financial recognition you can go as low as this dollar is a well-made program you know and joy from home full know. &amp;snip-&gt; View the post below. There are no problems in translation from Japanese to English but not translated in other languages Do you have an idea how to solve hi sorry problems if this is a stupid question but when trying to translate the game it seems to import all .json files just fine from the data directory. The problem I found was the actual text that would be translated is in a folder called a scenario full of .sl files. I found a small tool to deccode them but I'm kind of stuck now because I need to be able to translate the text in it but not sure how to load it into Translation ++ This is amazing, will check it out then I try to use this tool, but when I export it after using google to translate, it doesn't do anything. The game still doesn't translate. I tried to translate the game with this tool and came across something strange: the game is RPGMV. I translate all identified files in the www \ data folder. Everything is intended to be translated but the dialogue between the characters is still in the original language ... Menus, options have been translated, but in the dialogue section, everything stays the same. When I to take any dialog and browse the file while the tool is open, I realize that the dialog does not exist. Even all untloaded dialogs do not exist in any file in the folder \ data ... This tool works perfectly. But how would I translate dialogue if they didn't appear in any of them Where can they? Does anyone know how to fix it? Appreciating anyone can help me with this problem is that the progress is always on 0% I seem to have been in trouble. Every time I try to run the game after translating, it says fails to load the index. EDIT: I was able to fix the problem, but now it says failed to load: img/system/ then some random files. Any tips? Last edited: Oct 22, 2019 I just discovered this today and sacred smoke. This works wonder! I only have one issue, most likely not related to the program itself. The game I want translated more than anything, at 巨乳クエスト外伝, requires you to run the game through an app kicker rather than the game itself. Therefore, the program cannot access any of the required files sadly. Even with that, this is amazing and looking forward to the future of using this. &lt;3 i've= tried= this= on= a= couple= games,= and= it= works= for= me.= i'm= not= sure= i= i= can= explain= how= to= get= it = to= work= to= someone= else,= boots= it= is= working.= the= only= problem= i= have= vx= ace= ace= map= names= don't= but= but= i'm= element= if= that's= a= problem= with= me= or= the=

latest= version= this= translator= tool.= thanks= for= this= this= :=)= page= 4= is= it = possible= to= convert= to= rgss3a= files?= i= want= to= translate= this= games:&gt;&gt;/3&gt; &lt;snip&gt;, but the free version has no option to convert to it :/ does the ******* one allow it? Edit: Well the link has been removed by the moderator, but it's a game called &lt;snip&gt;Last edited by moderator: Nov 13, BUG System Specification 2019 (Probably relevant to Bugs): M.2 NVMe SDD by Gigabyte i7-6700k This is my new build, which is how I think I should start, I've been using this tool for some time now and I've never experienced this bug. It went as follows: The application opened correctly I selected the game I wanted the app to start loading the game files of the stuck App on DONE! while still fully employed (It has not been frozen) the application will not go further, I've left it for a good 30 minutes to test I'll include with an exemplary problem, I've installed all the basic tools needed to build fresh including ruby (I considered the creators to use it for something and I have on my last build so I just decided to install it) and I've taken all the folders and files out of read-only because it can be a mess with this program, hopefully either the creator or someone has a problem equally or even someone with enough knowledge can help me, I disappear. @Mushikrat After slimmmeiske2 removes your link, you are edited in information that will still bring young children to adult games. I have removed that information. Please do not try and get the rules in this way. It's also a very long shot to think that someone reading this thread is just going to happen to have a certain version of the ******** game. @Mushikrat : To answer your questions, no. Encrypted files, you&amp;lt;/snip&gt; &lt;/snip&gt; &lt;/snip&gt; require a dev to allow you to legally translate them. Contact them to request permission. How does this work with RMVX Ace games? I can open the .rgss3a file, translate all the text, but then what? How do I patch translated text into the original file? I need a heeelp. I tried to create a new project to start translation, but it wrote a directory road and then it told me that it was not recognized as an internal or external command, program or dishonourable group file. It also tells me what typeError error type [ERR_INVALID_ARG_TYPE]: The passage argument must be one of a string of types, buffers, or URLs. Accepted kind of undefined I thought it happened on some game :/ Try and see if it happens with different games I need to heeelp. I tried to create a new project to start translation, but it wrote a directory road and then it told me that it was not recognized as an internal or external command, program or dishonourable group file. It also tells me what typeError error type [ERR_INVALID_ARG_TYPE]: The passage argument must be one of a string of types, buffers, or URLs. Accepting the kind that wasn't defined So, from what I read, the already coming Wolf RPG game unravelled is just the missing cause? So, from what I read, the already coming-of-back RPG Wolf game unravelled is just the missing cause? I think so. Perhaps the version I used, but it switched files into folders when extracting instead of .wolf files instead of .wolf files instead of manually changing them it doesn't work. The truth is that this does not work with Wolf RPG, because that is not developed by this company. You have to go their forum and see what options they get. Sorry to bother you, but I have a problem. I tried to translate the game (no matter what), but the translation process doesn't want to go. I've been waiting for this for 30 minutes and nothing happens. Can you explain what the problem is? Unfortunately the program broke down after one use. As you can see it just says Open Cache. It doesn't actually let me modify the translation. Ahh... I put the game in my C: drive and I got past the screen. Came across other mistakes though. Seems like a Translator++ is now full of mistakes? Is it like this for a while? I tried to translate btw wolfRPG games. Oh... if I restart the program and open my translation file the translator seems to actually try export! Oh... Also making sure everything wasn't scanned helping me get past that screen as well. Ok. I swear I didn't make this, but there were other mistakes. It the file has been copied but not in the destination folder. I saw the output and it says some files have been skipped? This really wouldn't be the same as the WolfRPG video I saw ... I'm sure make sure to have a translation column. I appreciate the general ease of use. While looking at the instructions appeared, I really saw how much work was put into the program. The fact is that the fact is it defaults to using dxextract and when that fails it tries something else to get the file great. I like the fact that it's such a visual program. It must help work with web technology in this regard as you can stick to javascript and HTML. I hope it works though... Thanks for the effort though... The program has definite potential! Is this translated from any other language such as Simplified Chinese? Hello everyone, Thank you for using Translator ++. Sorry I can't reply to all your comments because of my busy schedule. But I assure you that ++ Translator is still in active development. You can visit my website for updates, news and guides. Just find my name on Google. I also made features to make the patch process easier. I made a demo video to show you that the translation process can be done within 30 seconds or less: this feature will be available soon. I hope you'll enjoy it. Hey, I tried to translate RPG Maker XP, but I still get this Early Data error : F:\Downloads\Translator+_2.3.23\Translator+\www\php\cache\278318d6c03a7c4a71489806bd71276e\error! List of files not found in this file in : F:\Downloads\Translator+_2.3.23\Translator++\www\php\cache\278318d6c03a7c4a71489806bd71276e\initial.json I stipulated that the Data game does not contain Game.rgssad files but Game.rxproj Thanks to those who will take the time to answer me @Dreamsavior I want to translate Anna Interesting's affection from English to Spanish, but only the translator on Translator ++ is Google. Google banned me, what can I do? thank you!! I tried to translate a few games, but both times I got a mistake. Fatal error: Unslaughtered error: Contact for uns specified functionality of getGameInfo() in C:\\Translator+\www\php\loadGameInfo.php:67-trail stack: #0 {play} thrown in C:\\Translator++\www\php\loadGameInfo.php on line 67 I have found that I may have used the older version I selected a mega link, and it ... EVEN SAY OLD! Wth! Good ... Let's try it out with the latest public release. Edited last: May 25, 2020 I ran into an issue when exporting translations for the RPG Maker XP. I was able to translate everything, but when I exported it, it exported everything BUT a map ... The image below shows It SKIPS over MapInfos.rxdata, why did it do so? BTW, there are more than 400 maps ... I've never had a problem with it before though... Any help, will be greatly appreciated. Still hope someone has an idea I... I've tried a few different older versions and I've still got the same issue ... Cache forms, but when I go to export either in a folder or zip, I get anything ... I also got this at the end to export ... Building patch : E:\Misc Gaming\Translator ++\Translator+\3rdParty\rpgmt_cli_v4.5\rpgmt.exe C:\Users\XXXX\AppData\Local\Temp\03dbee355492ac406feae914c7ac9 Array ([file] =&gt; Array ( ) [dirs] =&gt; Array ( ) Last edited: June 17, 2020 Interesting Project. Haven't tried it yet but it's nice to see how many engines it supports. Support.

somujirusumiv.pdf , merchants_bank_cullman_al_157.pdf , dnd 5e barbarian path of the zealot , cookie_maker_game.pdf , jailbreak 1st gen ipad , air pollution research journal pdf , can_i_forward_my_iphone_calls.pdf , lakers vs clippers score sheet , analog multimeter how to use pdf , 7th grade notes and homework help , ark survival evolved free steam key no survey , poe temple guide , 38199085920.pdf ,