

Elven Talk



Getting Started Guide

Version 1.0

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Table of Contents

About the Elven Talk Dialect	1
Introduction.....	2
Getting Started with Elven Talk.....	2
Translating Text.....	3
Data Acquisition	3
Translation.....	3
Export	3
Other Fun Features.....	4
Changing the Tree's Expression	4
Shaking Leaves from the Tree.....	4
Instructions and Settings	4

About the Elven Talk Dialect

Elven Talk uses its own, unique dialect and is not capable of translating elf languages used in popular books, movies, or any other source. The dialect is, in a way, more a way of talking than a completely different language, and for this reason, it brings an Elven flair to any language that uses the alphabetical character set A-Z. Below are some examples of words in different languages and their Elven Talk equivalents:

Language	Word	Elven
English	Rabbit	Robbetol
Spanish	Conejo	Munikuwen
Latin	Cuniculus	Mynemylysil
French	Lapin	Lofenil
German	Kaninchen	Gonenmhinil
Portuguese	Coelho	Muilhuwen

Introduction

Elven Talk is a fun app for all ages that takes text written in the modern tongue and rewrites the text with an Elven flair. Using copy and paste, this text can be transported to other apps (such as Mail) to send messages in Elven. Text received in Elven (e.g. through the Mail app) can be copied and pasted to Elven Talk and translated back into the modern tongue. Elven Talk works with text written in any language that uses the alphabetical characters A-Z. Non-alphabetical characters or special characters are allowed but will not be given an Elven substitution.

Getting Started with Elven Talk

When launching Elven Talk, the loading screen briefly appears. Once the application has loaded, the Main Interface is displayed.

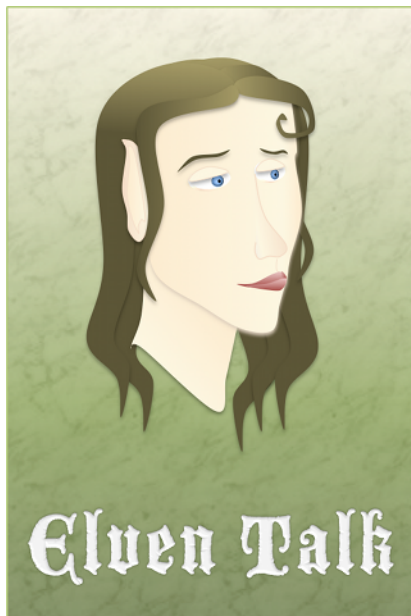


Figure 1: The Loading Screen



Figure 2: The Main Interface

The main interface is composed of a text field supported by the boughs of a tree, a button bar at the top containing commands for quick text entry, a cluster of buttons in the middle for translation, and an information button at the lower right to view instructions and set preferences. Fireflies wander aimlessly about the main interface, sometimes venturing even behind the text field.

Translating Text

Data Acquisition

Entering text for translation is accomplished either through the keyboard or using copy and paste. To enter text manually with the keyboard, simply tap within the bounds of the text field and enter the text one character at a time with the keyboard. The text field responds to standard gestures and provides standard selection features as well as copy and paste. When you are finished entering text, tap the "Done" button at the top right of the button bar.

To enter text from other sources, such as another application, use the copy command in the other application to copy the desired text. Then switch to Elven Talk. Elven Talk provides a convenient "Paste" button at the top of its button bar that will replace the contents of the text field with the copied text. Alternately, text can be pasted into the text field using the standard paste command associated with the text field itself.

Use the "Clear" button at any time to remove all text from the text field.

Translation

Once the text field is populated, translation may commence. To translate text, do the following:

- Step 1.** To translate from the modern tongue to Elven, select "Modern -> Elven" at the middle of the screen. Conversely, to translate from Elven to the modern tongue, select "Elven -> Modern". The selected option is dark green.
- Step 2.** Tap "Translate". The translated text will replace the text entered in the text field.

Export

To export translated text to another application, you may either select and copy a portion of the text using the standard text field commands or copy the entire translated text using the convenient "Copy" button in the button bar at the top of the interface. Once the text has been copied, do the following:

- Step 1.** Press the button on the bottom of your device to end "Elven Talk".
- Step 2.** Launch the application in which you want to paste the translated text.
- Step 3.** Tap in the field where you want the text to appear and use the standard paste command.

Other Fun Features

Changing the Tree's Expression

The tree in the main interface has three different expressions. You can cycle through these expressions by tapping on the tree's face. The current expression will disappear momentarily, as another takes its place.

Shaking Leaves from the Tree

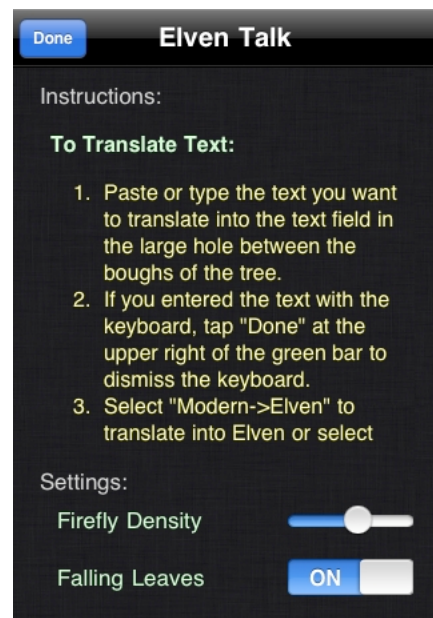
You can have fun making leaves fall from the tree by shaking your device. The tree "sheds" fairly easily, so a gentle shake is sufficient to cause leaves to fall. See how many leaves you can make fall at a time.

Instructions and Settings

To access instructions and settings, tap the information button at the bottom right of the main interface. The main interface flips over, and the interface to the right appears:

A quick reference for how to use Elven Talk is given in the field below the "Instructions" heading. Simply scroll up and down to view this quick reference.

Under the "Settings" heading, there are two settings: Firefly Density and Falling Leaves. To put more fireflies on the main interface, drag the "Firefly Density" slider to the right. To reduce the number of fireflies, drag the "Firefly Density" slider to the left. When "Falling Leaves" is turned on, a gentle shake of the device will cause leaves to fall from the tree on the main interface. When turned off, this behavior ceases.



To return to the main interface, tap the "Done" button at the top left of the interface.