Romanian Online Dialect Atlas: Crișana
RODA TOOLBENCH
Help Text

Overview
The Romanian Online Dialect Atlas (RODA) presents information on dialects of Romanian in the north-west region of Romania, (the region known as Crișana).

With the RODA ToolBench, a user can examine the digitized data, select data, analyze the data, and display the results as maps that can be viewed online or saved as images (.jpg files) for inclusion in other online or hard-copy documents.

There is help text on each display panel. Click on the [?] button at the bottom of the panel.

The transcription system used in the original field work is represented here by a special alphabet that uses images to represent each character in the field notation, and an arrangement of characters that a) adds accents around a base character, b) sometimes superposes one (accented) character above another character, and c) then arranges these complex symbols in a traditional left-to-right notation. The digital data is stored using a notation involving pairs of alpha-numeric characters. For more details, see below.

How to Install
The RODA ToolBench consists of a zip file containing:
- RODA 123.jar (where 123 represents the current release number). This is a ready-to-run Java programme.
- Several directories, including:
  o Icons
  o InterpretiveData
  o NormalData
  o Sound
  o System
  o User
  These directories contain data in files that are needed to run the programme effectively. The User directory is where the user will save output from the programme.

To install the RODA ToolBench, un-zip the RODA123.zip file. It will copy RODA123.jar and the directories to the same directory, which can be any directory of your choice.
- Normally, right-clicking on a zip file will give you the un-zip programme.
In the zip programme, you must chose to “extract” the files. The zip programme may list the RODA files for you, but they are not useable until you complete the “extract”.

How to Use

Click on RODA 123.jar.

- You should see a title page and a progress bar. When the progress bar shows “100%”, you are ready to begin.

Note: It takes a few moment to load the various tabs. When the tabs are loaded, you will see them and be able to use them. However, the RODA font and virtual keyboard may not be finished loading yet. The keyboard will appear on the <Create Data>< Create Searches> tab and the <Interpret Data><Create a Legend Item> tab, when it is ready for use. Meanwhile, you may do other tasks.
How to Customize
You do not need to customize RODA. If you chose to customize it, we strongly suggest you make a copy of the original files before you begin any customization.

Icons

Adding Icons
Add icon image files to the Icons directory.

The icon image should be approximately 12 pixels by 12 pixels. Larger images can be used, but the will take up more space on the maps.

The image can be created by any photo editor. Consider modifying a copy of one of the icon images provided.

Reordering Icons
The existing icon image files have names with numbers at the first (e.g. 001 BlackCircle.jpg, 002 RedCircle.jpg). The number determines the sequence in which icons are added to the legend of an interpretive map.

To permanently alter the sequence, rename the icon files appropriately.
Note: Changing the sequence will change every map you view afterwards, including interpretations you created earlier and now reload. It does not change existing .jpg files, but new .jpg files will have the new arrangement of icons.

Changing the Font Image
You may replace the existing font image (FontImage.jpg. See below.) with a different image. However, it is critical that the image be the same size (in pixels). Also, you cannot add active characters to the blank spaces without recompiling the underlying programme. If you need to do this, please contact the development team for an updated version of MagicKeyboard2.java.

The Transcription System
Here is the image of the virtual keyboard, showing the base characters and accents that are used when data is rendered in the RODA font. (Figure 1.). Generally, users will not need to know how these RODA characters are coded, although the codes are visible in the data files themselves, and in the system before the font and keyboard has completely loaded.

Each character is described by two regular characters (i.e. two ASCII characters), according to the column and row of the RODA character in this image.
• The columns are named by the ASCII character equivalent to the character in the first row, i.e. lowercase “a” to lowercase “z”, and “y”. The last few rows are named “X” (upper case, not lower case), “[“ and “]” and “%”. Note that there is no column for “q”, and that “z" comes before “y”.
• The rows are numbered from 0 to 9. Thus, the RODA font space (in the last column and last row) is coded “%9”. The plain “a” (in the first column and first row) is coded “a0”. Accents are in row 9. Upper case letters are not part of the original transcription system, but are used for rendering ordinary text (such as map titles and glosses) in the RODA font.

![FontImage.jpg](image)

Figure 1:  FontImage.jpg showing the characters of the RODA font.

Base characters can have accents in several positions. Using a 3 x 3 square, numbered 1 to 9 from left to right, and top to bottom, the base character sits in the middle (square 5). Accents sit in any of the other positions, and are coded by adding after the code for the base, a “+” and a digit (1 to 4, 6 to 9, but not 5) and the code for the accent. For example, a plain “a” (code “a0”) with a tilde (code “a9”) above it (position 2) would be coded as “a0+2a9”. It is possible to add more than one accent, e.g. “a0+2a9+6p9”.

It is also possible to position a character (a base character with accents) above another character (i.e. to “superpose” one character over another). To do this, we coded the lower character, then added “+0” to indicate “superposition”, and then coded the upper character. e.g. “a0+2a9+0e1+2a9” is an “a” with a tilde over it, and above that, an “e comma” with a tilde over it.
Characters in the last four rows are used for punctuation, and field worker annotations. The symbol at X0 (a question mark with an X behind it) indicates uncertainty in the data.
How to Make an Interpretive Map

Introduction

An Interpretive Map is a RODA map that shows an interpretation of the basic RODA data. You put a symbol in the map legend to represent some feature of the data, and you put that same symbol on the map to show that a location has the feature.

You can:

- Put several different symbols in the legend and on the map
- Put several symbols on one location
- Put the same symbol on a location more than once.

You can also:

- Add a title to the map
- Save the resulting map as a .jpg
- Save your work-in-progress as a .dat file, and load the file again later.
Set Up

1. Click on the tab “Interpret Data”, and the tab “Show Interpretive Map”.

2. Select a base map (i.e. the map with the data you want to interpret) from the drop-down list of maps on the right side.

3. Add a title for the new interpretive map. To add a title, select the Edit Menu, and click on “Set Title”. Or, go the “Create Title or Legend” tab.
4. For each symbol you need, click on “Add new Legend item” on the Edit Menu. Type in the description of the symbol and press Enter. [Sometimes, you may need to mouse click on the screen to redraw the Legend and show the new symbol]. Or, use the “Create Title or Legend” tab to add multiple legend items before returning to the map.
**Data Entry**

1. To see the basic data, click on a location with the left mouse button (“left-click”). The data will appear in the box at the top [While the RODA font is loading, the data appears in its storage form, e.g. “a0b1…”]. When the font is loaded, it appears in its proper form. The location number is also shown (e.g. “196”).

2. To make a symbol be the “active” symbol, left-click on the symbol in the legend.

3. To add a symbol to the map, make it “active”, and then right-click on a location on the map. You can add the active symbol to multiple locations by right-clicking on each location.
4. To change the active symbol, left-click on a new symbol in the legend.
5. To remove a symbol from a location, change the “Add or Delete Mode” to “-“. Then make the symbol be active, and right-click on the location as often as needed.

Starting an New Interpretation
If you have been working on an interpretation, and want to start a new interpretation, you should first save any existing work you want to keep (see section on Saving and Loading).

Then, you can do any of the following:
- On the Edit Menu, select “New Legend”. This will clear the existing legend and any legend items on the map. Now, you may want to select a new data map, and change the title (using Edit Menu. Set Title or Edit Menu. Edit current title).
- On the Edit Menu, select “New Interp’n, Same Legend”. This will clear the legend items on the map, but not change the Legend.
- On the Edit Menu, use “Edit current Legend item”, “Add new Legend item” or “Remove current Legend item” to change the Legend, and then use other functions to change any data points, the title or the associated data map. Save this interpretation under a new file name.

Saving and Loading
You can save your work as a data file. If the work is not yet finished, you can load the data file later and continue working.
1. On the Save Menu, select:
   - “Save interpretation as .dat” to make a data file.
• “Load interpretation from .dat” to load an existing data file.

2. By default, files are saved in the InterpretiveData directory (a subdirectory of the main RODA directory).

Alternatively, you can go to the “Select Interpretive Map” tab, to see a list of maps that are in the InterpretiveData directory.

1. Mouse over a file name to see the title of the map (in RODA font, at the top of the page).
2. Click on the check box beside a file name to load that data file.

Making .jpg Images

You can also save the map as a “.jpg” image. However, you cannot load the image again to do more work. To change the image, use an image editor such as Photoshop.

1. Use the Map Menu to customize the look of the map by including or excluding labels, the title, or the legend.
2. On the Save Menu, select:
   • “Save map as .jpg” to make a .jpg image file.
3. By default, files are saved in the User directory (a subdirectory of the main RODA directory).