

## zumo 590/595 - Text Hack Notes

Disclaimer – attempt at your own risk based on your level of confidence. Provides no functional changes – just for fun.

**British English is used for these instructions - copy the appropriate language for your use**

In the US - under Settings > Language > Text Language there is a list of languages available. American English is default.

In the 'Text' folder of the zumo - you will not find a .glx file for American English... so the en\_GB.glx file was hacked.

**First - start by copying the 'en\_GB.glx' file and paste to the same folder – will paste as 'en\_GB - Copy.glx.' to save a copy of the original file.**

Word, Excel and wordpad will not work for editing - the file is not recognized on the zumo after saving.

Use notepad (or download Notepad++ from the web, better all around – highly recommended) to edit the 'en\_GB.glx' file

After opening the file – suggested that the first line of the file be changed.

- From <catalog codepage="utf-8" direction="0" display\_name="British English" file\_version="1.20"
- To <catalog codepage="utf-8" direction="0" display\_name="[hacked] English" file\_version="1.20"
- o Where [hacked] is replaced with whatever you want to have displayed in the list of languages under 'Text Languages' on the zumo

Do need to be careful that any replacement done **does not change** the wording contained in any of the **<entry handle=...> codes** - if changed there, likely the code won't work after.

Changes should only be made to the text contained between the **<visual></visual>** markers - e.g. <visual>tyre</visual> becomes <visual>tire</visual>

The specific codes for (use the 'Find Function' of Notepad++):

- the red 'headline' is: <entry handle="WARNING">
  - o 3<sup>rd</sup> line below – change the word 'WARNING' between the <visual></visual> markers to read as you wish
  - o It will text wrap on the zumo screen – but recommend keeping this to one line
    - you will need to experiment with how many characters will fit
- the paragraph(s) of text between the headline and the button is: <entry handle="WARNING\_TEXT">
  - o 3<sup>rd</sup> line below – change the text between the <visual></visual> markers to read as you wish
  - o It will text wrap on the zumo screen
    - To enter a return character use \n
      - \n\n will do 2 returns – giving a blank line to create paragraphs
      - For example: this line will display on the screen as shown below.\n\nBe sure to not add spaces before or after the double return characters or the spaces will also appear on the screen.

For example: this line will display on the screen as shown below.

Be sure to not add spaces before or after the double return characters or the spaces will also appear on the screen.

- you will need to experiment with how many characters will fit
- the button text is: <entry handle="AGREE">
  - o 3<sup>rd</sup> line below – change the text between the <visual></visual> markers to read as you wish
  - o This will NOT text wrap on the zumo screen
    - you will need to experiment with how many characters will fit

You can search the rest of the file for other text you may want to modify...

For example –

- in the US it's 'Tires' and in British English it's 'Tyres'; 'Fuel' vs 'Petrol'; etc. (this type of change will vary depending on the language file copied to start from).
- Changed, just for fun:
  - o 'Restaurants' to 'Eats'
  - o 'Go Home' to 'Our Place'

And/or, you can change titles to be all capital letters to read easier on the zumo screen

The entry handles are pretty clear as to what text will be changed:

(Note: may need to find related entry handles to make consistent changes – not all are next to each other in the file – use the 'Find & Replace' function in Notepad++ to find all occurrences, and selectively replace those you want changed )

```
<entry handle="FIND_ALL_RESTAURANTS">
  <strings>
    <string default="true">
      <visual>All EATS</visual>
    </string>
  </strings>
  <usage visual="true"/>
</entry>
```

```
<entry handle="FIND_POI_RESTAURANTS">
  <strings>
    <string default="true">
      <visual>EATS</visual>
    </string>
  </strings>
  <usage visual="true"/>
</entry>
```

After completing whatever changes desired – save the file accepting the changes.

Power up the zumo - go to Settings > Language > Text Language

- you should see the selection [hacked] English in addition to any others listed
- select your hacked file

If you made changes other than just the Warning screen text, you can move around various screens and view the changes on the zumo display.

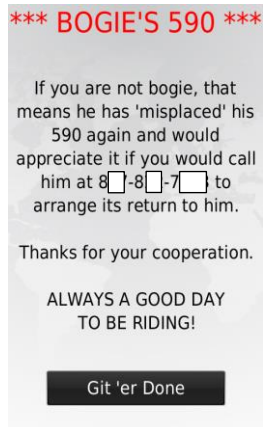
If you only changed the Warning screen text – power off and back on to see the change.

**Be sure to keep a copy of your hacked text file on your PC** – if Garmin updates the language file you used as a base to start from, your hacked version could get overwritten during an update. If the screen suddenly reverts back to the stock warning – you will just need to copy your hacked version back to the proper place on the zumo.

Examples on next page.

FWIW

## 'Warning' Screen re-write



## Note: Everything is CAPS



Some examples of the text file you'll be working with as I've changed them (changes to the above sample screens):

### First line:

```
<catalog codepage="utf-8" direction="0" display_name="bogie's English" file_version="1.20" language="en_GB" pnumber="006-D4798-00">
```

### Warning screen headline:

```
<entry handle="WARNING">
  <strings>
    <string default="true">
      <visual>*** BOGIE'S 590 ***</visual>
    </string>
  </strings>
  <usage visual="true"/>
</entry>
```

### Warning screen button:

```
<entry handle="AGREE">
  <strings>
    <string default="true">
      <visual>Git 'er Done</visual>
    </string>
  </strings>
  <usage visual="true"/>
</entry>
```

### Warning screen body:

```
<entry handle="WARNING_TEXT">
  <strings>
    <string default="true">
      <visual>If you are not bogie, that means he has 'misplaced' his 590 again and would appreciate it if you would call him at 8□-8□-7□ to
      arrange its return to him.\n\nThanks for your cooperation.\n\nALWAYS A GOOD DAY\nTO BE RIDING!</visual>
    </string>
  </strings>
  <usage visual="true"/>
</entry>
```

### Where to screen:

```
<entry handle="MAIN_WHERE_TO">
  <strings>
    <string default="true">
      <visual>WHERE TO?</visual>
    </string>
  </strings>
  <usage visual="true"/>
</entry>
```

```
<entry handle="VOLUME">
  <strings>
    <string default="true">
      <visual>VOLUME</visual>
    </string>
  </strings>
  <usage visual="true"/>
</entry>
```

```
<entry handle="MAIN_VIEW_MAP">
  <strings>
    <string default="true">
      <visual>VIEW MAP</visual>
    </string>
  </strings>
  <usage visual="true"/>
</entry>
```

```
<entry handle="SETTINGS">
  <strings>
    <string default="true">
      <visual>SETTINGS</visual>
    </string>
  </strings>
  <usage visual="true"/>
</entry>
```

```
<entry handle="APPS">
  <strings>
    <string default="true">
      <visual>APPS</visual>
    </string>
  </strings>
  <usage visual="true"/>
</entry>
```

```
<entry handle="STOP">
  <strings>
    <string default="true">
      <visual>STOP</visual>
    </string>
  </strings>
  <usage visual="true"/>
</entry>
```