

How To Translate Game Text

If you are interested in translating the game text in Capitalism Lab into a different language, you may follow the following instructions.

The files that we can translate

Capitalism Lab provides access to files that we can modify as we wish to offer a translation of the game.

These files must each be placed in specific locations in the game.

Here are the detailed names of the files needed and their location for the translation to take place.

1) The files that replace the game files

The files are put back in exactly the same place . Unfortunately, the language pack has to be reinstalled with every game update in order to use the translated version.

- challenge
 - CHALE001.txt
 - CHALE002.txt
- mod
 - ReadMe.txt
- MOD_kit
 - How to use MOD Kit.txt
- music
 - Readme.txt
- scenario
 - Add all the files *****.txt inside the folder
- scenario_dlc
 - Add all the files *****.txt in the sub-folders
- script
 - Add all the files *****.txt inside the folder
- text
 - add all the files inside the folders “guide” and “tips”
- tutorial
 - add all the files tut**.*txt
 - add all the files inside “script”
- wallpaper
 - readme.txt

2) The files that not replace the game files

These are the files that do not need to reinstall the language pack each time the game is updated. They go to the “translate” folder.

You need use all the ***.txt inside the folder “text” folder.

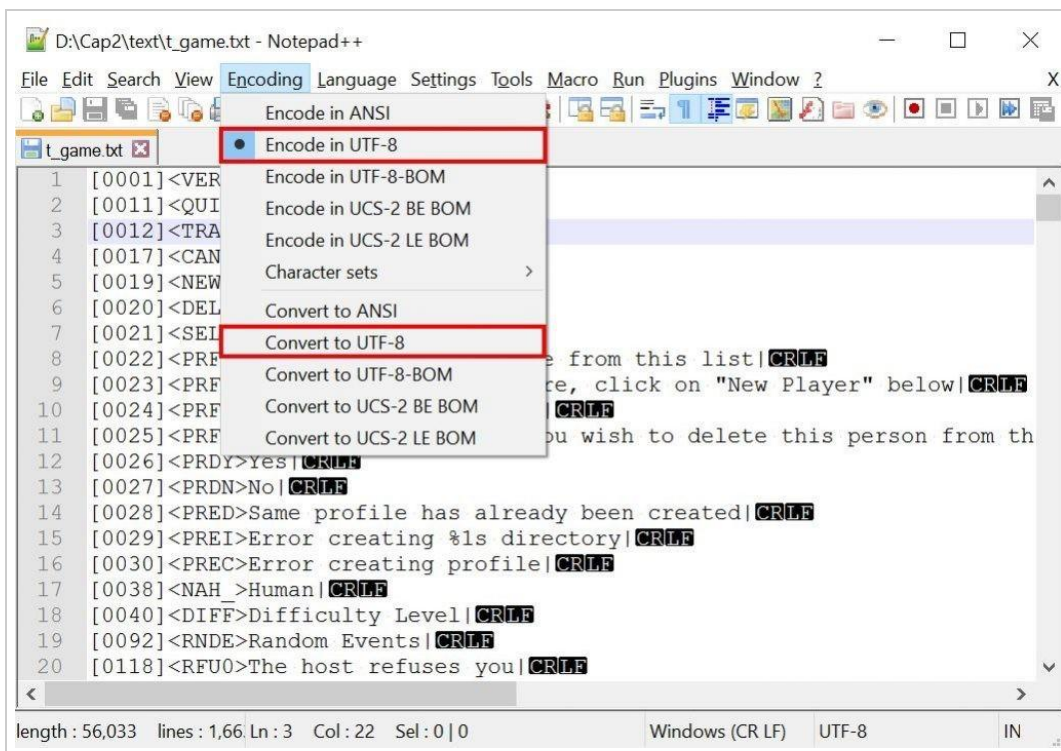
If you want translate it, you have two possibilities :

1) Text Editor and Text Encoding

We recommend using NotePad++ for editing the translation text files.

NotePad++ is a free editor that can be downloaded from <http://notepad-plus-plus.org/>

Capitalism Lab uses Unicode for its text files. So after you have opened a text file with NotePad++, you must select “Encoding” – “UTF-8” (without BOM) from the menu. (See below)



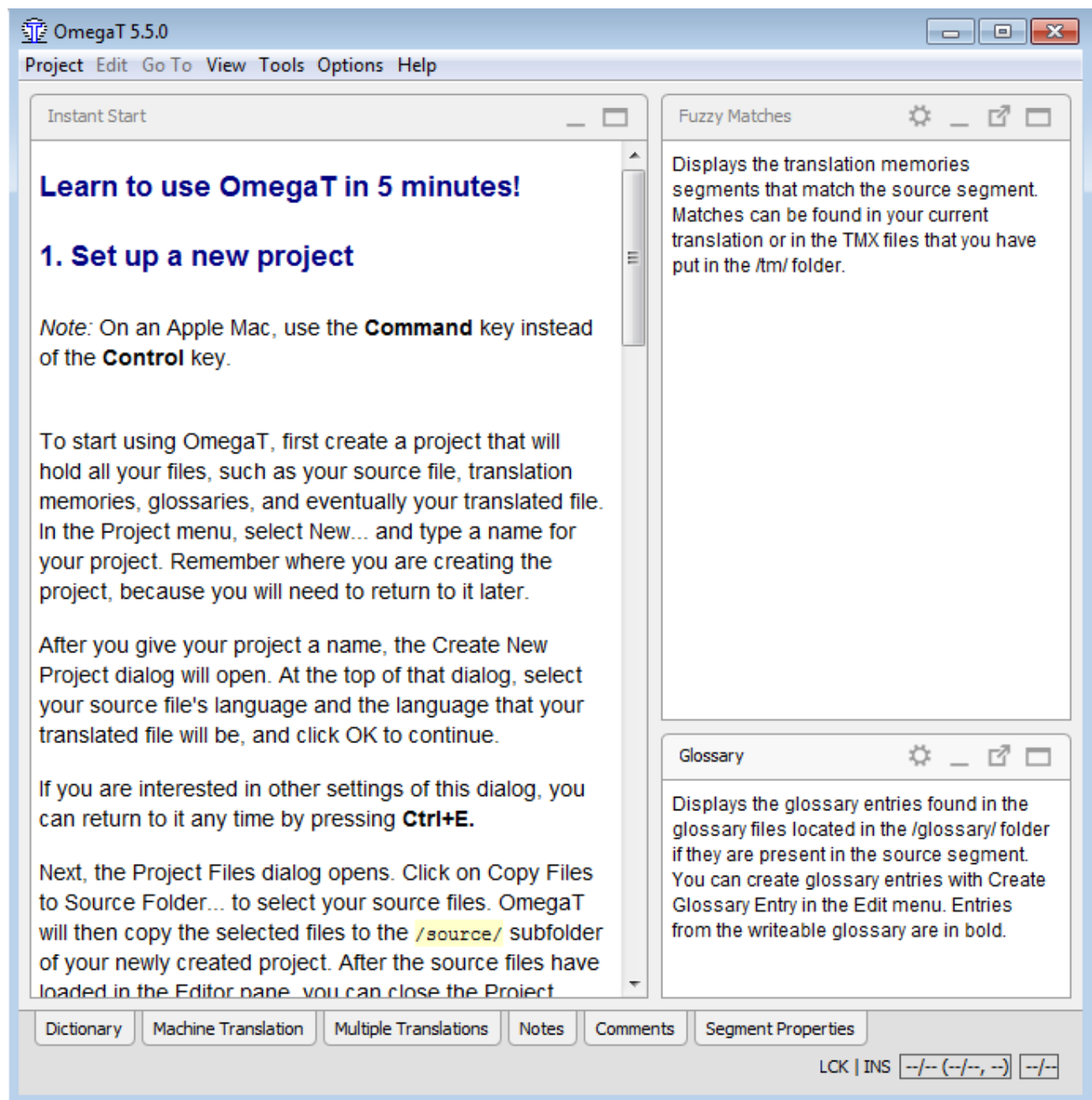
If you have edited the text file using another text editor previously which did not use “UTF-8” (without BOM) encoding, you may now open the text file using NotePad++ and select “Encoding” – “Convert to UTF-8” (without BOM) from the menu.

(Tip: if you found that the first line in your TRANSLATE.TXT file is not translated in the game, it is likely because you forgot to set the Encoding to “UTF-8” (without BOM))

2) OmegaT, CAT software

If you want to translate more easily, you can use OmegaT. It is best to use "latest version" and install “windows with JRE if your OS is in 32 bits and “Windows with 64-bit JRE” if your OS is in 64 bits

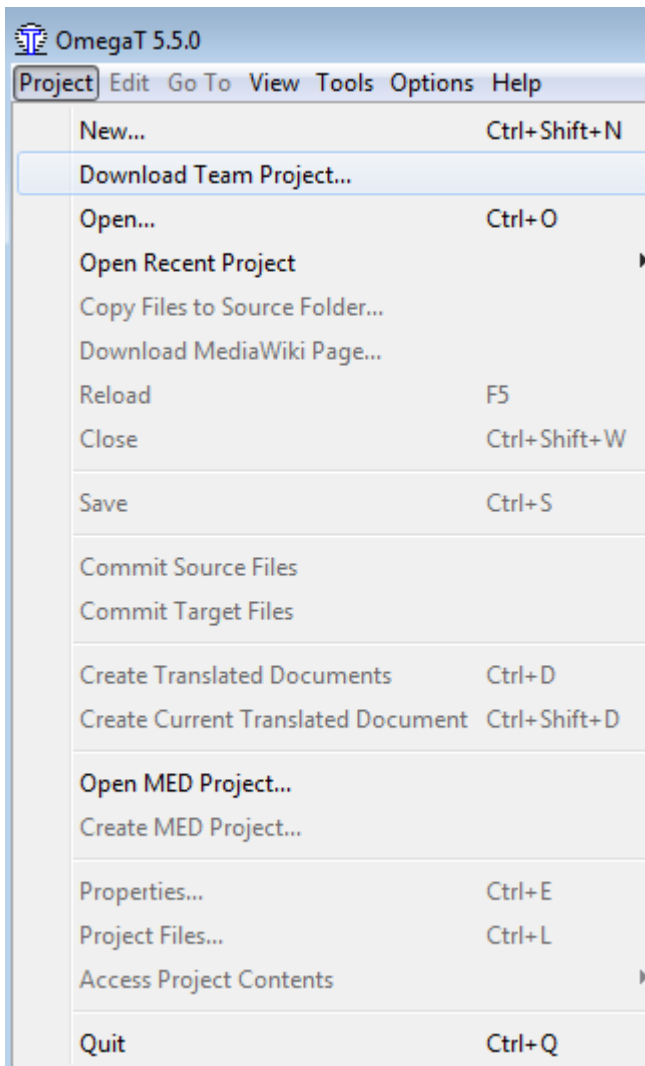
After installing the software, you will be presented with this window.



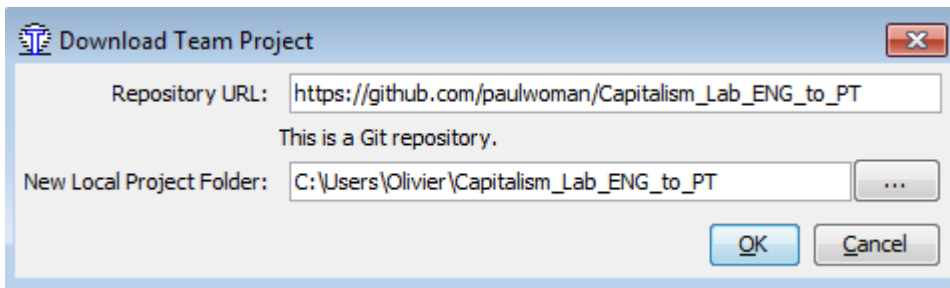
1) Collaboration with paulwoman

Contact paulwoman after creating a nickname on <https://github.com> or <https://gitlab.com>

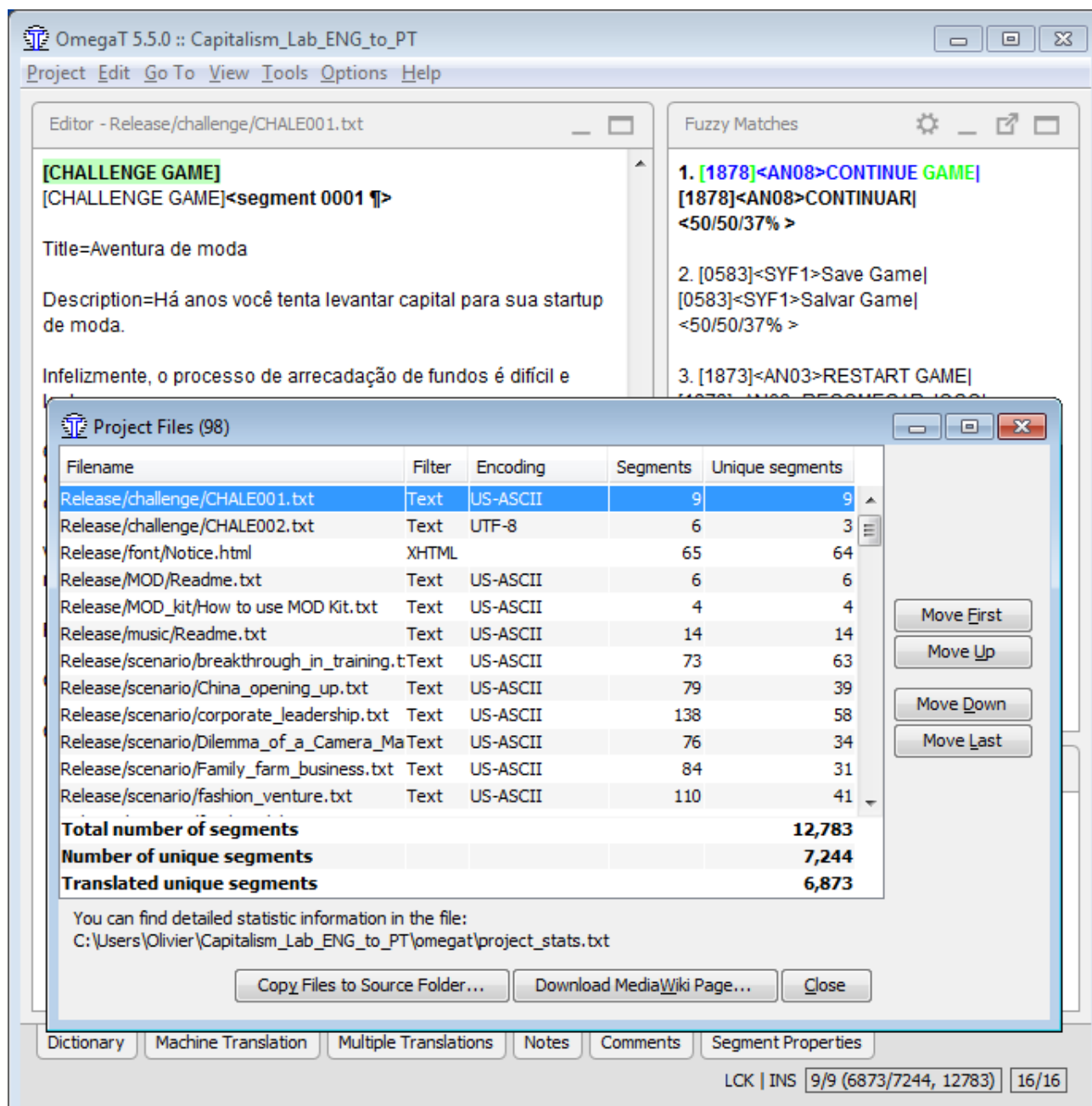
Select “project” and “download team project...”



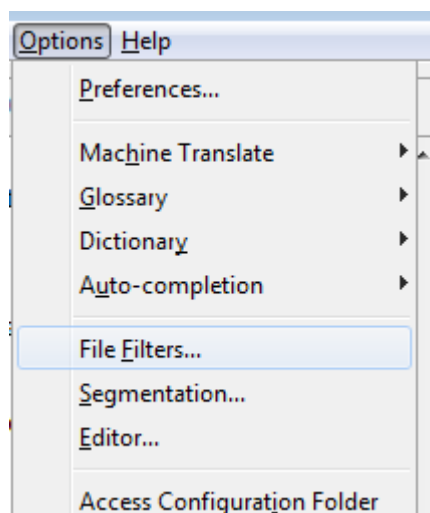
Add the address give by paulwoman



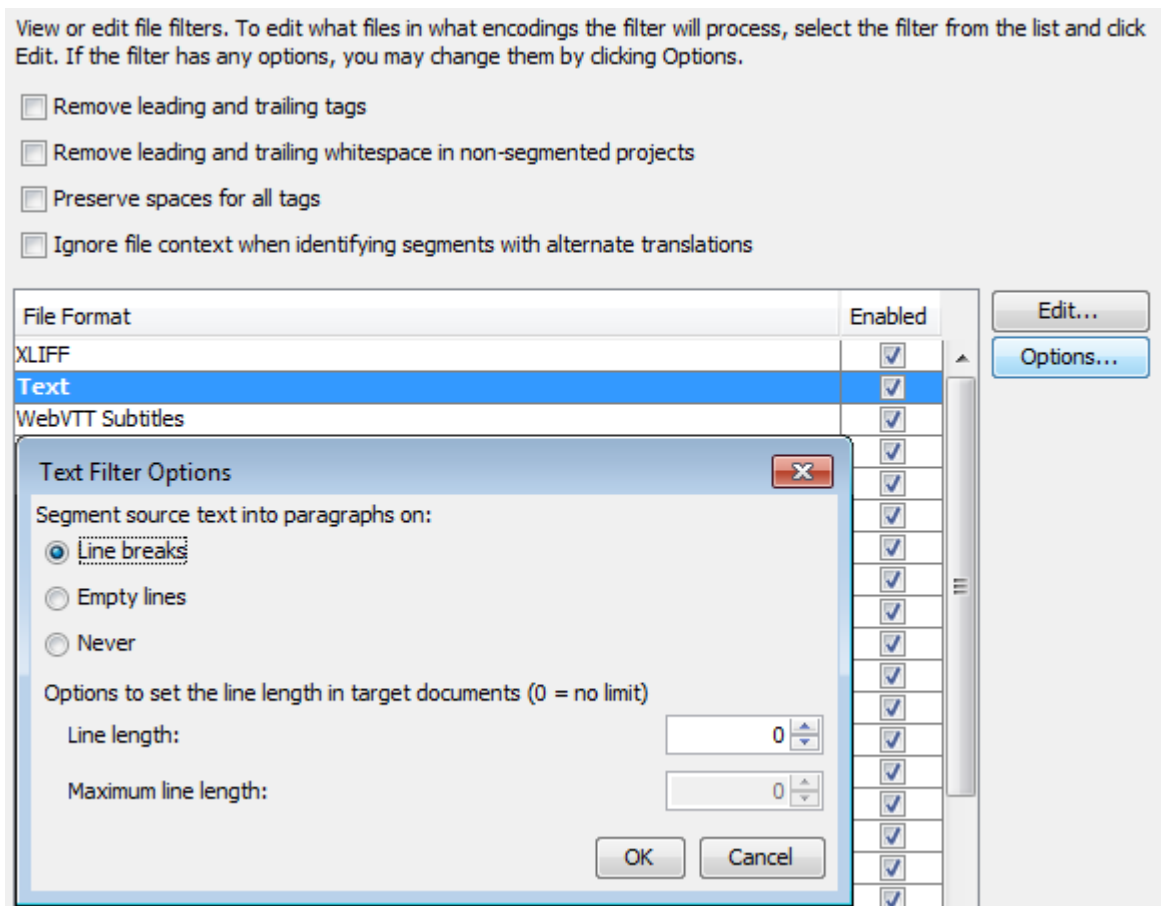
You have now this window



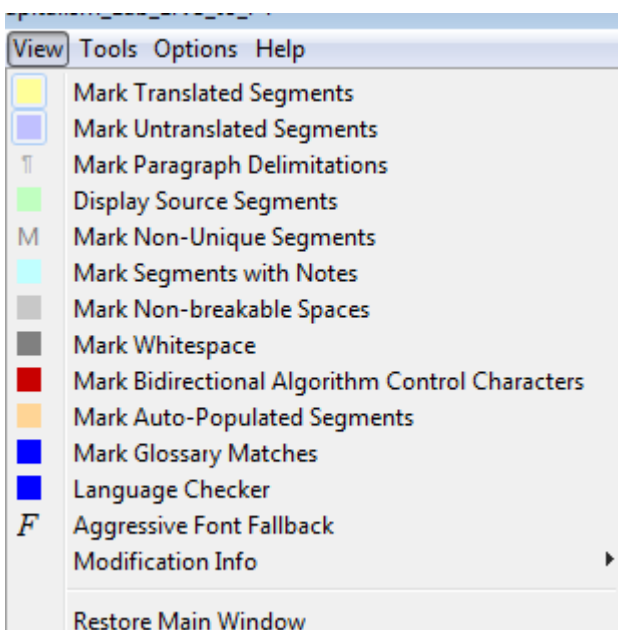
Select "files filters" in the options



Uncheck the first 4 lines, select "text", go to "options" and select "line break".



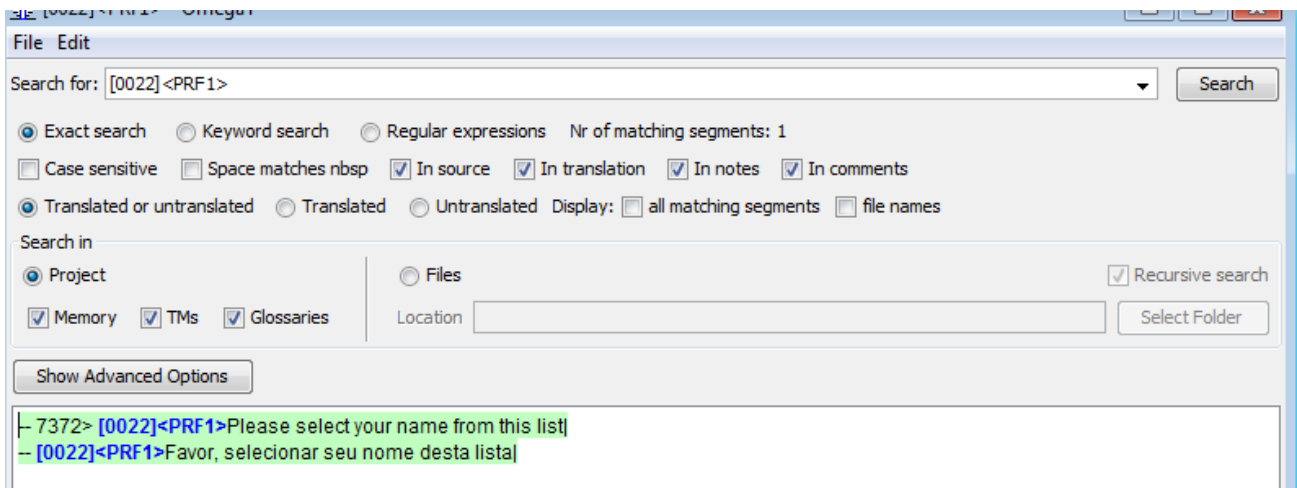
In “view”, select “mark translated segments” and “mark untranslated segments”



Press “CTRL F” and look search

[0022]<PRF1>

If you find something, all is OK



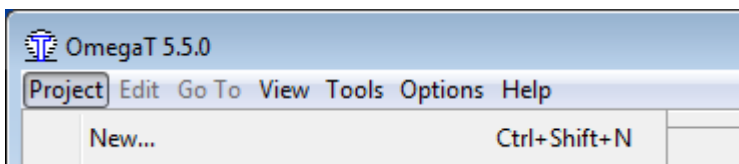
Now, you can translate the files. Attention: a few words need stay in English.

Press CTRL D. The files the files you have translated will be in the "target" folder.

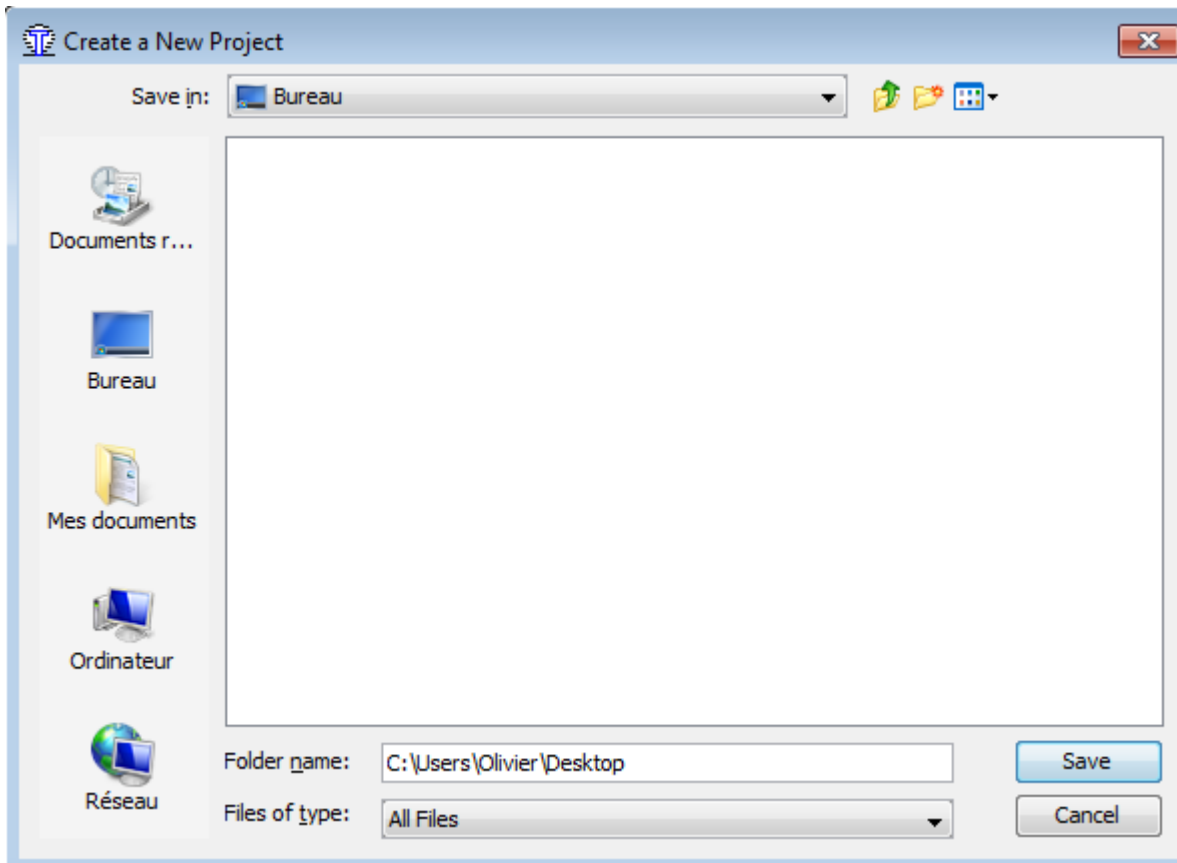
Now, you can test it and copy what's inside "release" or "beta" inside the game.

2) Use OmegaT by yourself

Select "project" and "new" or press "Ctrl Shift N"



Chose the folder where install the files



Complete this window according to the target language

Create New Project

Please select the language of your source files and the target language you would like to translate to. Here you may also specify custom location of project folders.

Languages

Source Files Language: en-US Source Language Tokenizer: LuceneEnglishTokenizer

Translated Files Language: en-GB Target Language Tokenizer: LuceneEnglishTokenizer

Options

☒ Enable Sentence-level Segmenting Segmentation...

☒ Auto-propagation of Translations File Filters...

☐ Remove Tags Repository Mapping...

External Post-processing Command (Disabled): External Search...

File locations

Source Files Folder: Exclusions... Browse
C:/Users/Olivier/Desktop/test/source/

Translation Memory Folder: Browse
C:/Users/Olivier/Desktop/test/tm/

Glossary Folder: Browse
C:/Users/Olivier/Desktop/test/glossary/

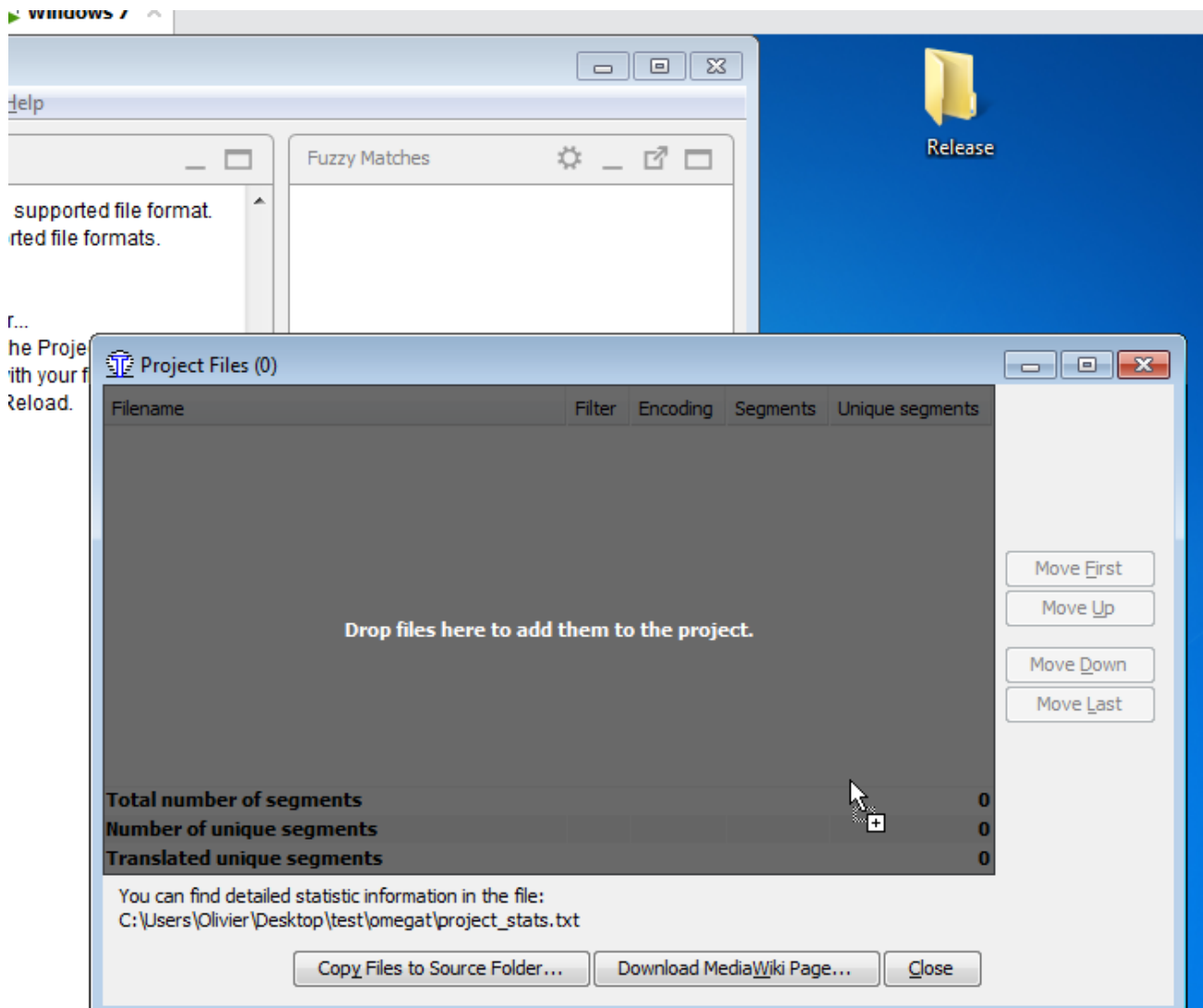
Writeable Glossary File: Browse
C:/Users/Olivier/Desktop/test/glossary/glossary.txt

Dictionary Folder: Browse
C:/Users/Olivier/Desktop/test/dictionary/

Translated Files Folder: Browse
C:/Users/Olivier/Desktop/test/target/

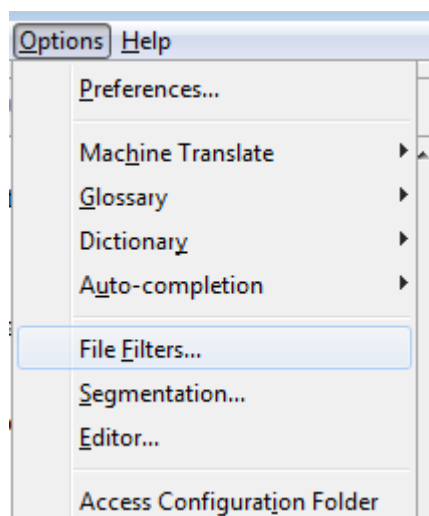
OK Cancel

Add your folder where the files to be translated are located. You can select with the mouse and "drag" the folder to the window



Go to the menus “option” , “files filters

Select “files filters” in the options



Uncheck the first 4 lines, select "text", go to "options" and select "line break".

Now, you can translate the files. Attention: a few words need stay in English.

Press CTRL D. The files the files you have translated will be in the "target" folder.

Now, you can test it and copy what's inside "release" or "beta" inside the game.

Words that are not in the game files

You can do this manually.

Please note that the translation files listed in the above Basic Translation Files section does not cover all in-game text.

You can create an additional file called Translate.TXT with a text editor and follow the syntax described below.

Syntax of Translate.TXT:

```
<Original Text>|  
<Translated Text>|  
~  
<Original Text>|  
<Translated Text>| ~
```

Note:

| – always place this character at the end of each text line

~ – place this character between text blocks

You can use % to represent variables in user translated text.

Example:

The stock price rose from % to %|

Le prix des actions a augmenté de % à %|

“The stock price rose from \$10.00 to \$11.00. “ will be translated into “Le prix des actions a augmenté de \$10.00 à \$11.00”

In other words, you may use % to represent text that need not to be translated, such as company names, person names, product names, prices, and numbers.

Another possibility is use a googlesheet with all the sentence to translate. Please contact paulwoman if you want use it.

Distributing Your Translation Files

To share your Capitalism Lab translation files with other users, you may package all the files under the folders in the same place as explained at the beginning of this document in a zip, a RAR or a exe file and post it on the “Capitalism Lab – Game Text Translation by Users“ forum.

If you want do a .exe by yourself, you can use the language pack <https://www.capitalism2.com/forum/viewtopic.php?f=22&t=7590> and use this script <https://www.capitalism2.com/forum/download/file.php?id=7280>

More information about the modification to do :
<https://www.capitalism2.com/forum/viewtopic.php?p=34577#p34577>

If the target language uses non-alphabetic characters, then you should add these files as well:

Font.txt
<an OpenType Font file in .OTF file extension)

Finally, if you have any questions, you may post them on the “Capitalism Lab – Game Text Translation by Users“ forum.