

# Adding custom localizations in Hard West



## Readme



### Overview

Custom localization support is a new feature in Hard West that enables players to integrate their own localizations with relative ease. CFG provides a localization template for custom localizations, which, when placed correctly in the hierarchy of the game's files, will be detected automatically by the game.

### Localization package

The localization package is a .zip archive downloadable. The package contains the following:

- **Folder tree** consistent with the game's file structure (to extract according to instructions provided).
- Sample localization files in the .tsv format for the base game. These include:
  - **text** files (any file starting with *texts\_*)
  - **dialogue** file (*dialogs.tsv*)
  - cinematic **subtitles** file (*sm\_subtitles.tsv*)
- Analogous localization files for the Scars of Freedom DLC.
- This readme file in .pdf format.

### Installation

Please follow these instructions to make sure the package installation is trouble free.

1. Download the package.
2. Access your game's local folder.

a. **Steam**

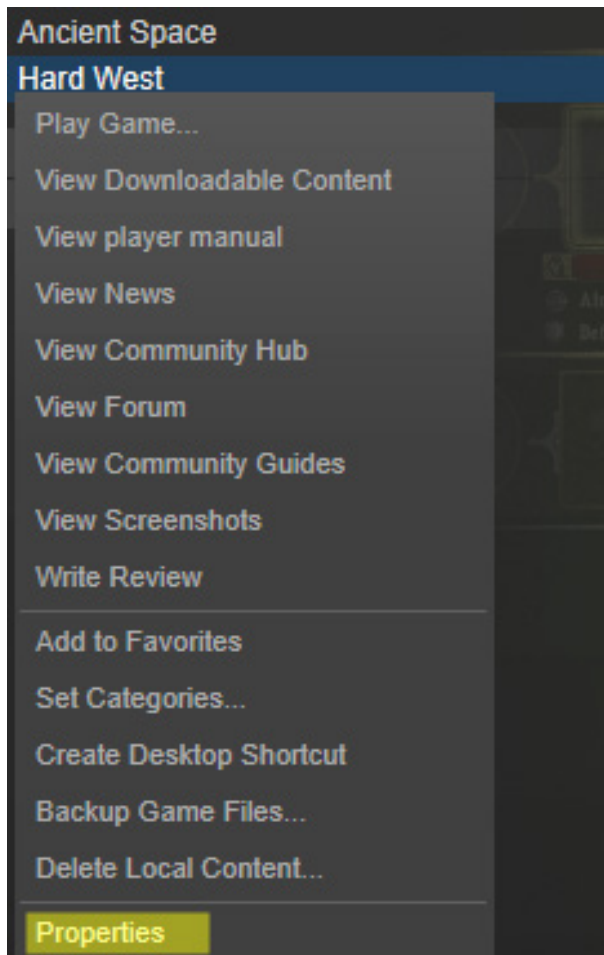
Right-click on Hard West in your games library.



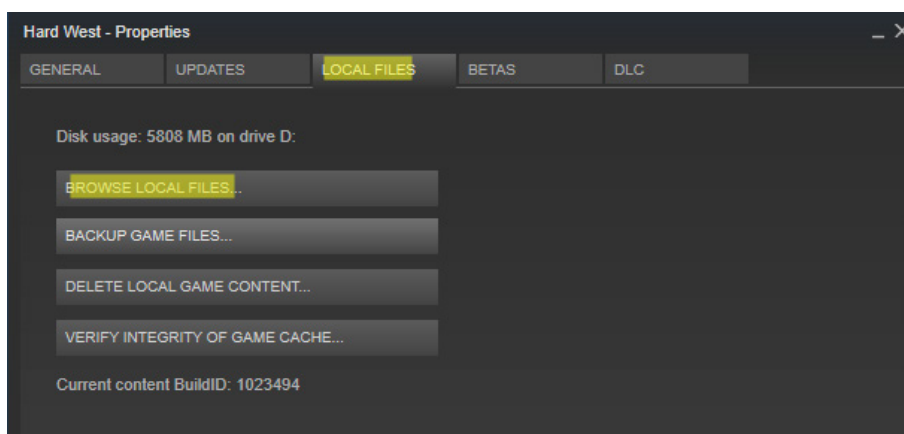
Select 'Properties'



# 1 Installation



From the “Local files” tab, select “Browse Local Files”



Your system will open a new window where the local game files are kept.  
Move on to point 3.

# 2 Installation

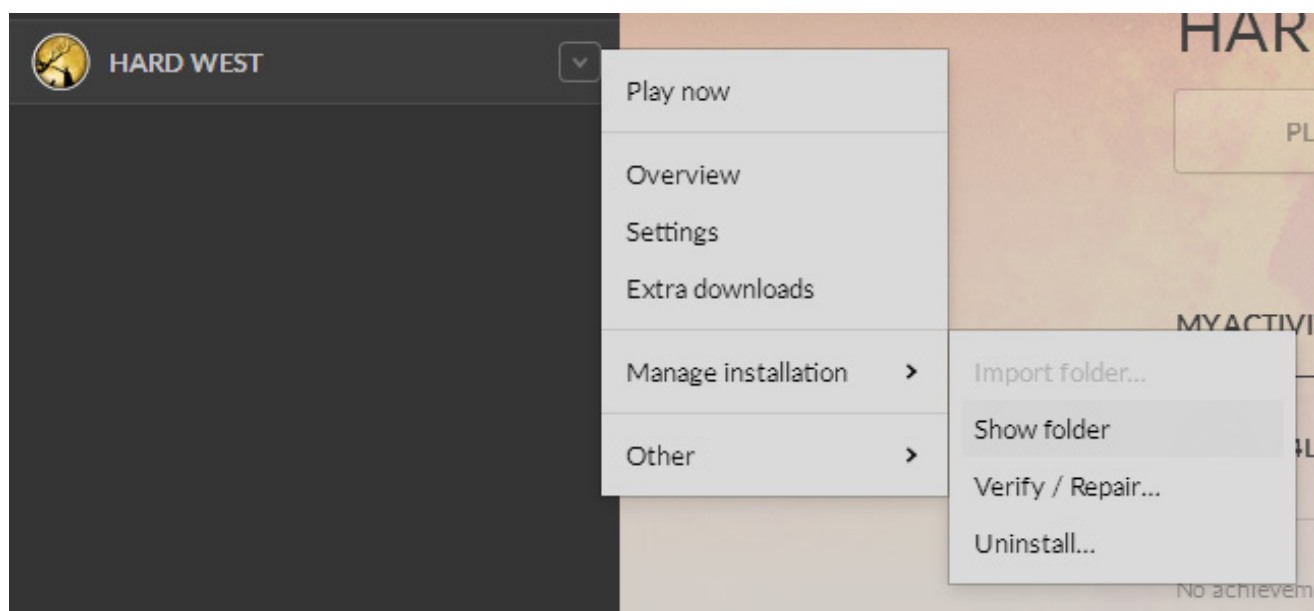
**b. GOG** - Unless using Galaxy, simply go to where your game was installed. By default it's somewhere in C:\Program Files.

If you *are* using Galaxy, there is a more convenient option:

Right-click on your game, or left-click on the down-facing arrow.

Select 'Manage installation' from the dropdown menu.

Select 'Show folder' to access the local files of the game.



Well done!

Regardless of which service you are using, your folder structure should look like this:

_CommonRedist	2016-05-11 10:46	File folder	
Data	2016-05-11 10:49	File folder	
Data_dlc1	2016-05-11 10:50	File folder	
Digital CE content	2016-05-11 10:46	File folder	
HardWest_Data	2016-06-06 11:46	File folder	
build_name	2016-05-11 10:46	TXT File	1 KB
HardWest	2016-05-11 10:46	Application	18,936 KB
steam_api64.dll	2016-05-11 10:47	Application extens...	204 KB
steam_appid	2016-05-11 10:48	TXT File	1 KB














3. Extract the contents of the package to the main folder of the game.
  - a. If your package is in the target folder, you may simply select the “Extract here” option.
  - b. The package will extract and merge its contents with the existing *Data* and *Data\_dlc1* folders. You may be prompted about the merger. You should agree.
  - c. If you extracted the package correctly, your *Data/Texts* and *Data\_dlc1/Texts* folders should contain (each) a new folder called *CustomEnglish*. The new folder contains the sample localization files in the .tsv format.

Name	Date modified	Type	Size
CustomEnglish	2016-06-08 16:03	File folder	
texts_abilities	2016-05-11 10:49	TSV File	30 KB
texts_buffs	2016-05-11 10:49	TSV File	44 KB
texts_characters	2016-05-11 10:49	TSV File	88 KB
texts_credits	2016-05-11 10:49	TSV File	3 KB
texts_debug	2016-05-11 10:49	TSV File	5 KB
texts_general	2016-05-11 10:49	TSV File	4 KB
texts_gui	2016-05-11 10:49	TSV File	111 KB
texts_guilong	2016-05-11 10:49	TSV File	53 KB
texts_items	2016-05-11 10:49	TSV File	49 KB
texts_locations	2016-05-11 10:49	TSV File	28 KB
texts_scenario1	2016-05-11 10:49	TSV File	185 KB
texts_scenario2	2016-05-11 10:49	TSV File	221 KB
texts_scenario3	2016-05-11 10:49	TSV File	200 KB
texts_scenario4	2016-05-11 10:49	TSV File	348 KB
texts_scenario5	2016-05-11 10:49	TSV File	230 KB
texts_scenario6	2016-05-11 10:49	TSV File	230 KB
texts_scenario7	2016-05-11 10:49	TSV File	178 KB
texts_scenario8	2016-05-11 10:49	TSV File	553 KB
texts_shops	2016-05-11 10:49	TSV File	7 KB
texts_temp	2016-05-11 10:49	TSV File	1 KB
texts_weapons	2016-05-11 10:49	TSV File	27 KB



# 4 Installation/ Verification

4. Edit the name of the CustomEnglish folder to suit your needs, e.g. Pirate.
  - a. Note that while you may have multiple custom localization folders in your game files, each name must be unique.

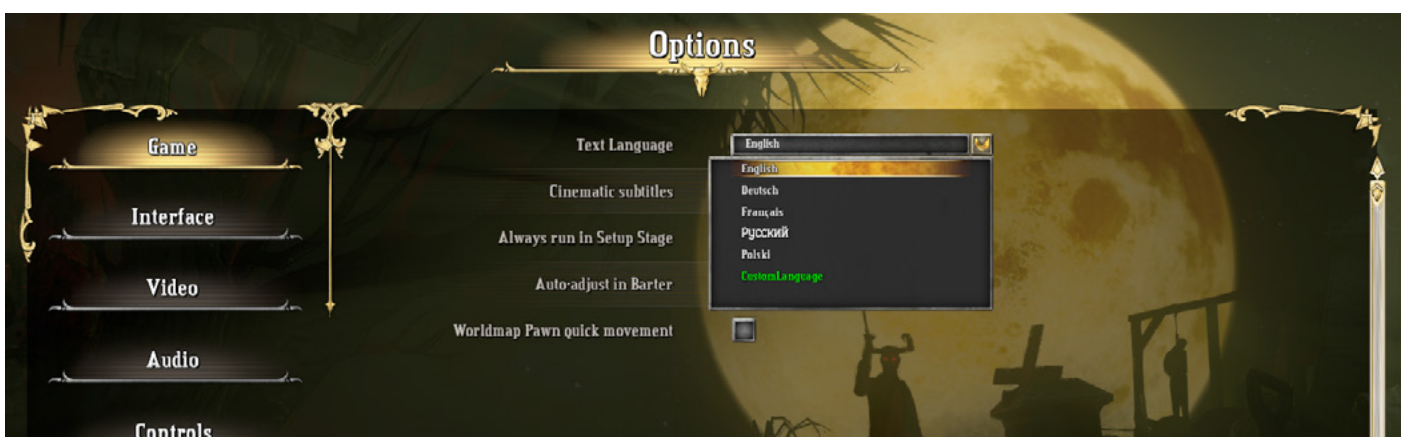
	Finnish	2016-06-08 16:10	File folder	
	Hungarian	2016-06-08 16:10	File folder	
	Hungarian_01	2016-06-08 16:10	File folder	
	Pirate	2016-06-08 16:03	File folder	
	texts_abilities	2016-05-11 10:49	TSV File	30 KB
	texts_buffs	2016-05-11 10:49	TSV File	44 KB
	texts_characters	2016-05-11 10:49	TSV File	88 KB
	texts_credits	2016-05-11 10:49	TSV File	3 KB
	texts_debug	2016-05-11 10:49	TSV File	5 KB
	texts_general	2016-05-11 10:49	TSV File	4 KB
	texts_gui	2016-05-11 10:49	TSV File	111 KB

5. That's it! You can now select your custom language from the Options menu.

## Verification

To verify whether the package was installed correctly, follow these instructions:

- Run the game
- Go to Options / Game
- Look for the "Text language" entry.
- The dropdown list of languages should now contain your new custom localization, marked in green.





# Working with localization files

## Working with localization files

Working from .tsv files

- For convenience of editing, we recommend that you open the files in some sort of spreadsheet editor (e.g. Excel). All major editors should have the option to open .tsv files.
- Once you have the file open, just edit the contents of the “en” column (see fig. 1 below)

	A	B	C
1	text_id	en	format
2			Scenario 1 Characters
3	undead	Warren	
4	undead_desc	Maimed, mutilated and shot to death, you have risen from the grave to avenge your beloved Florence. Your newfound sense of purpose makes you tougher, angrier and more determined than ever.	
5	hired_gun1	Scrawny Kid	
6	hired_gun1_desc	With his meek physiognomy and scrawny physique, the Kid looked like the offspring of a man and a starving cow. What he lacked in strength and endurance he made up for in wickedness and cruelty.	
7	hired_gun2	Old Man Murray	
8	hired_gun2_desc	Old Man Murray worked for the Masked Man until he got caught skimming money. To make an example of him, the Masked Man destroyed Murray's gin business and delivered him to hungry cannibals. Grateful for his rescue, Murray pledged Warren his undying loyalty.	
9	s1_oldjudge_pc	Brandon Scott	
10	s1_oldjudge_pc_desc	Brandon was the scourge of the countryside and a harbinger of endless suffering. A destroyer of dreams and devourer of fortunes, he was the local tax collector.	

## What not to edit

- In order for the game to correctly identify and format the texts, special data columns were added to localization files. **These columns MUST NOT be edited.**
- If you do edit these columns at any time, errors may occur, most notably - text not displaying properly or at all.
- The recommendation is very simple: **avoid altering anything that is NOT in the “en” column**, in any of the localization files.



# Quirks of the translatable text

## Quirks of the translatable text

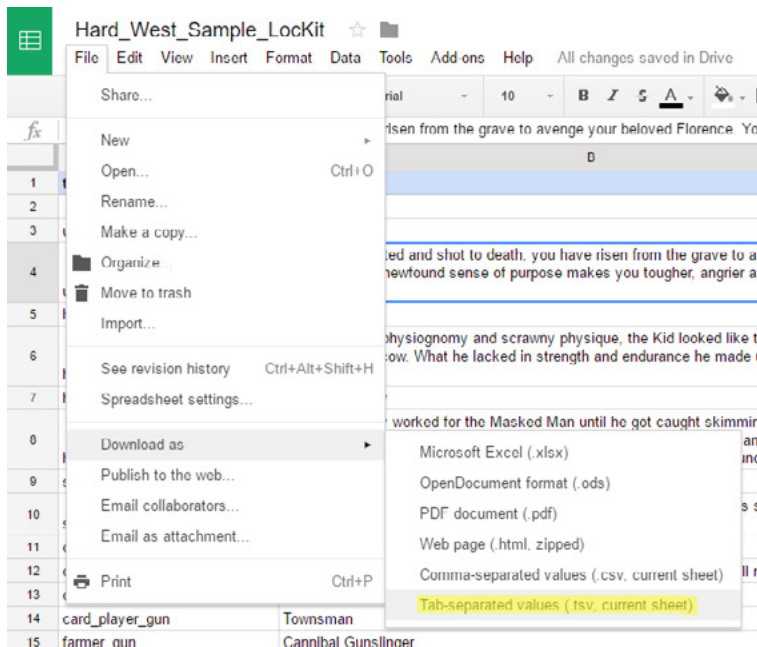
- As is often the case with text files for video games, they contain fragments of code or other non-standard elements.
- As a rule of thumb, these things should be left unaltered.
- Below is a short list of examples with some explanations:
  - **[%0], [%1] etc.** - these are variables. The game may replace these tags with numbers, letters, whole words or a combination thereof. The tag **must not change**. However, you may write around it, e.g.:
    - *([%0] remaining)* in English may be translated to (il en reste [%0]) in French.
  - **<br>** - these are line breaks. They work similarly as in HTML. No need to put spaces around this tag, unless there were spaces around it in source text.
    - **Do not put Excel line breaks (Alt+Enter)** within translated text, as this won't appear as a linebreak in game, and might actually break it.
  - **<1>, </1>** - these are formatting styles. They should be kept as they are, because they change the font, color and size of the text they wrap around.
  - **^** - This is a special purpose level designer tag. Whatever you do, keep it as the first character in the string - nothing should come before this tag.
  - **Trailing spaces** - Sometimes a string contains additional spaces at the end or in the middle of the string. These should be preserved.
    - Unfortunately, they are not indicated in any way, and as far as we know, there is no "show paragraph marks" option in any popular spreadsheet editors.
    - You can edit the existing sample text, rather than replace it, in order to keep track of trailing spaces as you work,
    - or you could try using one of [these workarounds](#) or a solution that is convenient for you.
  - **Composite text** - Some texts are put together from several strings. These strings are usually placed one under another. They are most often various options glued together into a single text paragraph.



# Exporting files/ Support

## Exporting files

- All localization files in Hard West are in the **.tsv (tab-separated values)** format.
  - In Excel, this format is called *Text (tab delimited)* and has the extension .txt, which makes it problematic for the game to digest. However, there is a simple workaround for this issue. Read more about it below.
- The easiest way to integrate your localization back in the game, is to export the files you're working on to .tsv format and **overwrite the sample files** that were provided in the package.
- Exporting files in **Google Sheets**:
  - Go to File / Download as.
  - Pick Tab-separated values (tsv)
  - Either navigate to your local files and overwrite
  - OR save to your default location, then change the file name to the one required and overwrite.



- Exporting in **MS Excel**:
  - Open MS Excel
  - Drag the file you want to edit from the Explorer window into Excel. The file should open.
  - After editing the file, simply hit Save or Ctrl+S (the default hotkey for the Save function) - it will save the .tsv file with the original extension.

