

## **GE for SEA Github Project: FAQ & Instructions for Contributors**

### **FAQ**

#### **A. What is the role of contributors on the Github project?**

Contributors can read through the translation files updated on our official Github and correct any English lines with grammar/spelling errors or misworded sentences, then submit the changes in order for them to be applied back into the game's files.

#### **B. Are there any specific requirements in order to become a contributor?**

You need access to a Github account and some knowledge of how to use the platform in order to submit changes to the files. It goes without saying that proficiency in English and some degree of dedication to the project are also recommended.

#### **C. How does Github work?**

Working with Github involves creating a local copy of our official repository on your computer, from where you can edit the files uploaded. Then, you submit the changes through a pull request, which will be reviewed by us before it is accepted.

#### **D. Is there a minimum level of contribution required?**

Participation in the project is counted on a monthly basis in order to determine the recipients of contributor benefits, however we do not demand a minimum level of contribution.



**E. What are the contributor benefits and how do you decide who gets them?**

Every month, contributors to the project are eligible for special in-game benefits according to their personal degree of participation. The benefits consist of 30,000 iCash and one Grand Contributor Medal (90 Days, INT+1) and will be sent on the last scheduled maintenance of every month to the selected recipients. We consider those who have contributed with sufficient quality and useful edits for the benefits, and this can differ according to individual circumstances.

**F. How do I become a contributor?**

To apply, please send a message to imc\_STAFF at our official Discord server. Contributors will be selected from the applicants according to necessity. Those selected will be added to the #contributors channel/role in our official Discord server.

**G. Are only selected contributors allowed to submit changes or can anyone do it?**

Only contributors who have been added to the #contributors channel/role in the official Discord are allowed to submit pull requests with file changes.

**H. Is there a way to preview what my edits will look like in-game?**

No, currently we do not provide a way to preview edited lines in a test environment.

## Instructions for Contributors

**A. Using Github**

- The repository contains two files for proofreading: full\_kr (original Korean file) and full\_en (English translation file). You are allowed to download and reference full\_kr, but you must only submit changes (pull requests) for full\_en.



- Your submitted changes will be reviewed, merged and applied to the game during a regular maintenance according to the total amount of edited strings and the game's update schedule. The details of this can be discussed in the #contributors Discord channel.
- Please refrain from adding other files to the repository. This is so we can keep it organized.

## **B. Editing and Managing the Files**

- The full\_en file consists of one column with number codes (column A) and one with the corresponding English text (column B). You may only edit the English text in column B. Editing the codes in column A could disrupt the files, making it difficult to apply your submitted changes.
- Make sure to respect the order of {br}, %s, {#FF4848}{//}, and other placeholders within the sentences. Do not switch their order and do not remove them.
- Please keep a backup copy of your edited files, as they could be required if an error occurs.

## **C. Using Discord**

- Discussions about line distribution and contributor coordination, consistency issues and other matters closely related to the management of the project and files should be kept within the #contributors channel.
- If you change your Discord, Github or Granado Espada username/account, and for other personal issues and questions, please contact imc\_STAFF via direct message.

