How to create and activate custom languages and fonts?

- **1.** Create a new directory somewhere (for example on Desktop) and copy there Custom.csv and font.cfg.
- **2.** Open Custom.csv with text editor (for example Notepad or Notepad++), set text encoding to UTF-8.

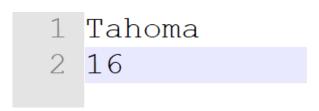
```
1 *###*Custom
 2 Flag*###*Flag-CU
 3 Language*###*Custom
 4 *###*
 5 L ENGLISH*###*English
 6 L POLISH*###*Polski
 7 L SPANISH*###*Espanol
 8 L ITALIAN*###*Italiano
 9 L FRENCH*###*Français
10 L RUSSIAN*###*Russian
11 L GERMAN*###*Deutsch
12 L TURKISH*###*Türkçe
13 L HUNGARIAN*###*Magyar
14 L CZECH*###*Čeština
15 L PORTUGESE*###*Portugues
16 L KOREAN*###*Korean
17 L CHINESE*###*Chinese (simplified)
18 L JAPANESE*###*Japanese
19 E PLACEHOLDER*###*Place holder
20 E ACCESSORYGEARCOVER*###*Accessory gear cover
21 E AIRCLEANER*###*Air cleaner
22 E AIRFAN*###*Air fan
23 E AIRFILTER*###*Air filter
24 E AIRFILTER MOUNT*###*Air filter mount
25 E AIRFILTER OUTER FEIFEL*###*Feifel outer air filter
26 E AIRFILTER EXHAUST*###*Air exhaust
```

3. CSV file has a quite simple structure. First four lines are the header which define language name. You can edit entries underlined in red to set language name, for example for Finnish it should be:

```
1 *###*Finnish
2 Flag*###*Flag-FI
3 Language*###*Finnish
4 *###*
```

Every line has name of key, delimiter (*###*) and value of key. Name of keys shouldn't be edited. You should only edit value of keys (phrases underlined in blue). Replace English words with equivalents from your language, for example:

- **4.** Save changes (make sure text was encoded as UTF-8) and exit from text editor. Change filename of Custom.csv to fit your language name, for example Finnish.csv.
- **5.** Loading of custom font is optional but in many situations is required to properly render text in some languages. If you don't want to use non-standard font in game, delete font.cfg. Otherwise, open this file with text editor. First line defines font name and second line defines font size, for example:



Remember that custom font has to be installed in operating system (visible in C:\Windows\Fonts). In situation when you would like to load external font (for example downloaded from Internet), right click on TTF file, install font, then restart operating system to apply.

6. Now you can share your translation with other players! Just use our SteamWorkshopUploader (Modding Tools / SteamWorkshopSupport), fill mod info (set tag to "Languages") and Create Item:



7. After mod subscription, new language will be visible in game menu:

