

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_PORTUGUESE*###*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:

```
22 E_AIRFAN*###*Tuuletin
```

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:

```
1 Tahoma
2 16
```

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:

TMS - Steam Workshop Uploader 1.4

TANK MECHANIC SIMULATOR

Title:

Upload Directory:

Description:

Preview Image (*.jpg, 512x512px):

Changelog:

Visibility:

Tag:

Status: Waiting for input...

Title	Description	Time	ID
Soviet Helmet	Author: https://sketchf...	29.04.2021 12:23:40	2471176173
M1 Flame Thrower	Author: https://sketchf...	29.04.2021 08:17:14	2471054599
Walther P38	Author: https://sketchf...	29.04.2021 08:15:47	2471038188
Metal Skull	Metal Object modding t...	22.04.2021 19:20:26	2464967636

You need to accept the latest version of the Steam Workshop legal agreement before your item is published:
[Steam Workshop Agreement](#)

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

