

Genders in Source 2

Source 2 provides a way to handle multiple gender forms for all the gendered languages supported by Steam in simple sentences. Languages with no genders can ignore this note.

Consider the following example where **returned_hero** variable can be any DOTA 2 hero and **verb_has_returned** is the verb “returned” with a correct declension:

```
"dota_chatwheel_message_ReturnedHero" "{s:returned_hero} {s:verb_has_returned}"
```

Token names ending with "**:n**" (gender sender) must be given a gender (except for languages with no gender). Gender is determined using this coding convention:

Gender	Code
Female	# f #
Male	# m #
Neutral	# n #
Common	# c #
Masculine Personal	# mp #
Masculine Animate	# ma #
Masculine Inanimate	# mi #

Refer to the table below to determine which genders are required for your language.

Example of hero names with their respective genders in French:

```
"returned_hero_mirana:n"      "#|f|#Miranda"
"returned_hero_omniknight:n"   "#|m|#Chevalier"
"returned_hero_morphling:n"    "#|f|#Multiforme"
```

Token names ending with "**:g**" (gender receiver) must provide all the gender variants required for a language, using the same coding convention. For consistency make sure provide the genders in the same order as listed in the table.

Example of verb declension in French:

```
"verb_has_returned:g"        "#|m|#est revenu#|f|#est revenue"
```

As mentioned above, a gender receiver (string with g: suffix) must provide a form for all the gender defined for the language even when not used. For example, a language with male/female/neutral genders and with no use for male for a specific string would still provide the masculine form “xxxxxxxx”:

```
"verb_has_returned:g"        "#|m|#xxxxxxxx#|f|#yyyyyyyy#|n|#zzzzzzz"
```

Language	Number of genders	Gender identifiers	Example
Brazilian	2	# m # Masculine # f # Feminine	"DOTA_Chat_PlayerKilledGood" "{s:PlayerKilledGood} {s:verb_killed}" "PlayerKilledGood_Mirana:n" "# f #Mirana" "PlayerKilledGood_Omniknight:n" "# m #Onitemplário" "verb_killed:g" "# m #foi morto# f #foi morta"
Bulgarian	4	# m # Masculine # f # Feminine # n # Neutral	"dota_chatwheel_message_Victorious_Hero" "{s :the_victorious}{s:returned_hero} has returned" "returned_hero_xxxxxxx:n" "# m #Mirana" "returned_hero_yyyyyyy:n" "# f #Omniknight" "returned_hero_zzzzzzz:n" "# n #Io" "the_victorious:g" "# m #Победният# f #Победната# n #Победното"
Czech	4	# f # Feminine # n # Neutral # ma # Masculine # mi # Masculine animate inanimate	"dota_chatwheel_message_ReturnedHero" "{s:returned_hero} {s:verb_has_returned}" "returned_hero_mirana:n" "# f #Mirana" "returned_hero_omniknight:n" "# ma #Omniknight" "verb_has_returned:g" "# ma #se vrátil# f #se vrátila# mi #se vrátil# n #se vrátilo"
Danish	2	# n # Neutral # c # Common	"dota_chatwheel_message_Victorious_Item" "{s :the_victorious} {s:returned_item} er vendt tilbage" "dota_chatwheel_message_Victorious_Hero" "{s :the_victorious} {s:returned_hero} er vendt tilbage" "returned_item_claymore:n" "# n #Slagsværd" "returned_hero_enchantress:n" "# c #Forførerske" "returned_hero_omniknight:n" "# c #Alvidende Ridder" "the_victorious:g" "# n #Det sejrende# c #Den sejrende"
French	2	# m # Masculine # f # Feminine	"dota_chatwheel_message_ReturnedHero" "{s:returned_hero} {s:verb_has_returned}" "returned_hero_mirana:n" "# f #Miranda" "returned_hero_omniknight:n" "# m #Chevalier" "verb_has_returned:g" "# m #est revenu# f #est revenue"
German	3	# m # Masculine # f # Feminine # n # Neutral	"dota_chatwheel_message_Victorious_Hero" "{s :the_victorious} {s:returned_hero}" "returned_hero_enchantress:n" "# f #Verzauberin" "returned_hero_omniknight:n" "# m #Omniritter" "returned_hero_io:n" "# n #Io" "the_victorious:g" "# m #Der siegreiche # f #Die siegreiche # n #Das siegreiche "

Language	Number of genders	Gender identifiers	Example
Greek	3	# m # Masculine # f # Feminine # n # Neutral	"dota_chatwheel_message_Victorious_Hero" "{s:the_victorious}{s:returned_hero}" "returned_hero_antimage:n" "# m #Αντιμάγος" "returned_hero_lina:n" "# f #Λίνα" "returned_hero_morphling:n" "# n #Morphling" "the_victorious:g" "# m # νικηφόρος ήρωας# f #η νικηφόρος ηρωΐδα# n #το νικηφόρο ηρωάκι"
Italian	2	# m # Masculine # f # Feminine	"dota_chatwheel_message_ReturnedHero" "{s:returned_hero} {s:verb_has_returned}" "returned_hero_mirana:n" "# f #Mirana" "returned_hero_omniknight:n" "# m #Omniknight" "verb_has_returned:g" "# m #è tornato# f #è tornata"
Norwegian	3	# m # Masculine # f # Feminine # n # Neutral	"dota_chatwheel_message_Victorious_Hero" "{s:the_victorious} {s:returned_hero} er tilbake" "returned_hero_antimage:n" "# m #Antimagikeren" "returned_hero_broodmother:n" "# f #Vevdronninga" "returned_hero_faceless_void:n" "# n #Blankansiktet" "the_victorious:g" "# m #Den seirende# f #Den seirende# n #Det seirende"
Polish	5	# f # Feminine # n # Neutral # mp # Masculine personal # ma # Masculine animate # mi # Masculine inanimate	"dota_chatwheel_message_ReturnedHero" "{s:returned_hero} {s:verb_has_returned}" "returned_hero_mirana:n" "# f #Mirana" "returned_hero_omniknight:n" "# mp #Omniknight" "returned_hero_wisp:n" "# n #lo" "verb_has_returned:g" "# f #powróciła# n #powróciło# mp #powrócił# ma #powrócił# mi #powrócił"
Portuguese/Brazil and Portugal	2	# m # Masculine # f # Feminine	"DOTA_Chat_PlayerKilledGood" "{s:PlayerKilledGood} {s:verb_killed}" "PlayerKilledGood_Mirana:n" "# f #Mirana" "PlayerKilledGood_Omniknight:n" "# m #Onitemplário" "verb_killed:g" "# m #foi morto# f #foi morta"
Romanian	2	# m # Masculine # f # Feminine	"DOTA_Chat_HeroCollision" "{s:same_hero} {s:was_chosen_by_both_teams}" "same_hero_mirana:n" "# f #Mirana" "same_hero_omniknight:n" "# m #Omniknight" "{s:was_chosen_by_both_teams}" "# m #a fost ales de ambele echipe# f #a fost aleasă de ambele echipe"

Language	Number of genders	Gender identifiers	Example
Russian	3	# m # Masculine # f # Feminine # n # Neutral	"dota_chatwheel_message_ReturnedHero" "{s:returned_hero} {s:verb_has_returned}" "returned_hero_alchemist:n" "# m #Alchemist" "returned_hero_lina:n" "# f #Lina" "verb_has_returned:g" "# m #вернулся на линию# f #вернулась на линию# n #"
Spanish/Latam	2	# m # Masculine # f # Feminine	"dota_chatwheel_message_ReturnedHero_condemned" "{s:returned_hero} {s:verb_was_condemned}" "returned_hero_mirana:n" "# f #Mirana" "returned_hero_omniknight:n" "# m #Omniknight" "verb_was_condemned:g" "# m #fue condenado# f #fue condenada"
Swedish	2	# n # Neutral # c # Common	"CSGO_item_color" "{s:noun_item} {s:color}" "noun_sticker:g" "# n #klistermärke" "noun_reward:g" "# c #belöning" "adjective_red:g" "# n #Ett rött# c #En röd"
Ukrainian	3	# m # Masculine # f # Feminine # n # Neutral	"dota_chatwheel_message_ReturnedHero" "{s:returned_hero} {s:verb_has_returned}" "returned_hero_mirana:n" "# f #Мірана" "returned_hero_omniknight:n" "# m #Вселицар" "returned_hero_wisp:n" "# n #ло" "verb_has_returned:g" "# m #поворнувся# f #поворнулася# n #поворнулося"
English	N/A	-	
Simplified Chinese	N/A	-	
Traditional Chinese	N/A	-	
Dutch	N/A	-	
Finnish	N/A	-	
Hungarian	N/A	-	
Japanese	N/A	-	
Korean	N/A	-	
Thai	N/A	-	

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Turkish	N/A	-	
Vietnamese	N/A	-	