# Localization instructions for Yandere Simulator

Yandere Simulator, being written for the Unity Engine, uses the NGUI Library in order to render its UI interface, this is the hook used in order to translate the game.

How it works

When a scene starts, all the UILabels of the scene get stored in an array then a monobehaviour is placed in all of them tracking all changes in text to translate them to their equivalent in an other language.

Recommendations

I recommend to keep using UILabel consistently, if you ever need to use something else, then you would have to do some adjustments to the code in order to translate the new label type you want to use, this adjustment shouldn’t be hard to make as long as we can get and set the text.

Also, the system can be edited in order to not have to always track the label by directly integrating it to the scripts.

It is also possible to disable the update of a script when we know the text isn’t going to be updated.

How to use it

The translations use an easy to read and write format based on JSON.

If you had a sentence saying “I will kill you!”

To translate it to French for instance, you would write

“I will kill you!” : “Je vais te tuer !”

In a case of a sentence with variables such as

“Ayano Aishi killed 3 students.”

You can do

“Ayano Aishi killed ${NumberOfVictims} students.”

Or also

“${MurdererName} killed ${NumberOfVictims} students.”

In a case where you want to translate a word in all sentences that contain it, let’s say the word February, you can do

“${Beginning}February${End}”

Now, file wise, the current system is made to have one global translation file and one per scene in order to save performances (by reducing the amount of sentences to iterate everytime) and ram.

It can be changed.

I would recommend to put as much as possible in individual scene files when it is not used in other scenes as it would be a shame to lose some frames due to unused lines