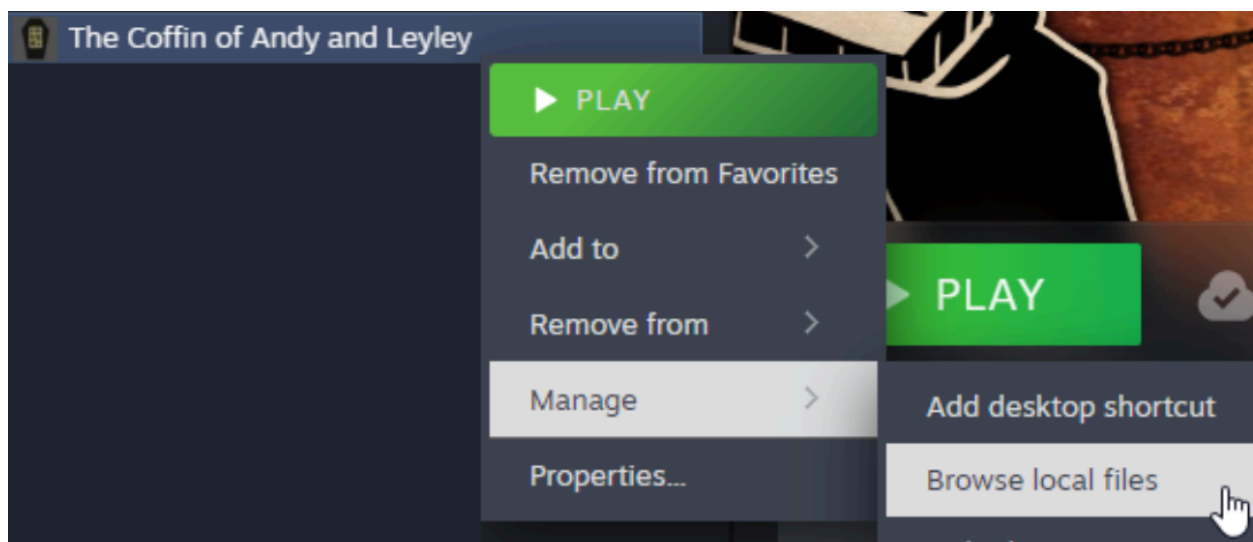# Summary

Translations are done by generating a project folder using the Translator.exe program. It will create the necessary files to provide a translation of the game text, images with text, and also a custom font.

Locating the Tool

1. Navigate to the game folder via Steam.
2. From here navigate through **"www > languages > tool"**.
3. Run the **Translator.exe** program.
4. First time launching may take a moment.

> **NOTE:** By using this tool you are agreeing to the terms of the User Agreement provided as a PDF alongside the tool.
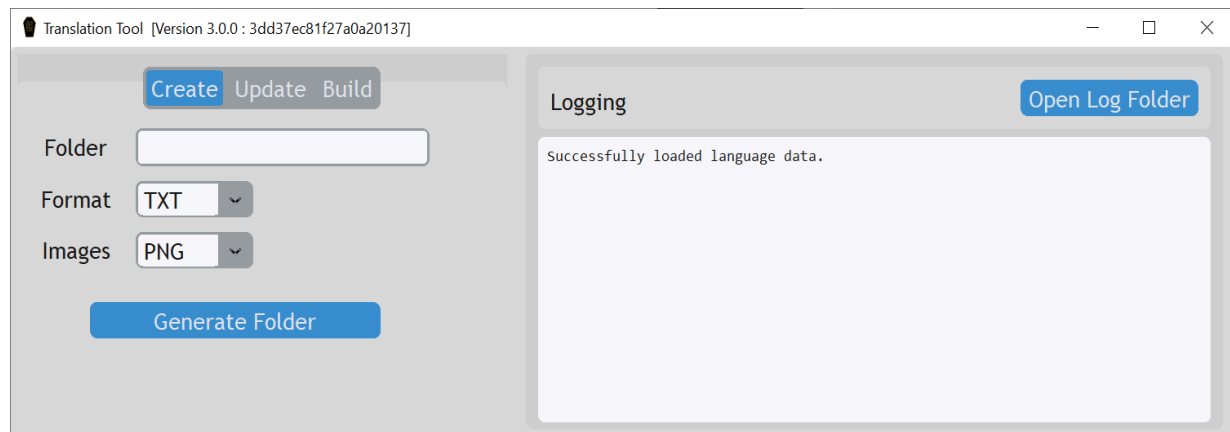
Tool Layout and Features

The first time opening may take a moment, once open, if it can successfully find and load the **Translator.dat** file it will show a window with three tabs and an output area for log information to the right.

These three tabs provide the following:

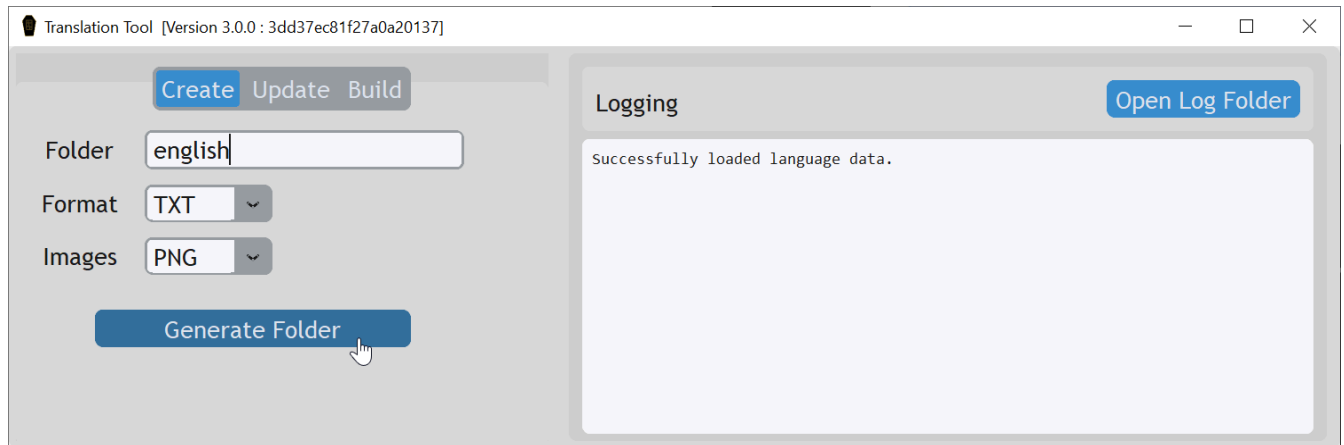| CREATE	Generates a new translation project folder.
UPDATE	Updates an older translation project. New images and lines.
BUILD	An optional feature to compile finished work into a single file.

> **NOTE:** The title bar will have the game version followed by the data hash number. This data hash will be an indicator of if any language data changed by future updates or patches.

Create

The creation tab is for creating new translation projects, and has the following fields:

1. A name for the folder that will be created.
2. The format of the dialogue file. Either TXT or CSV.
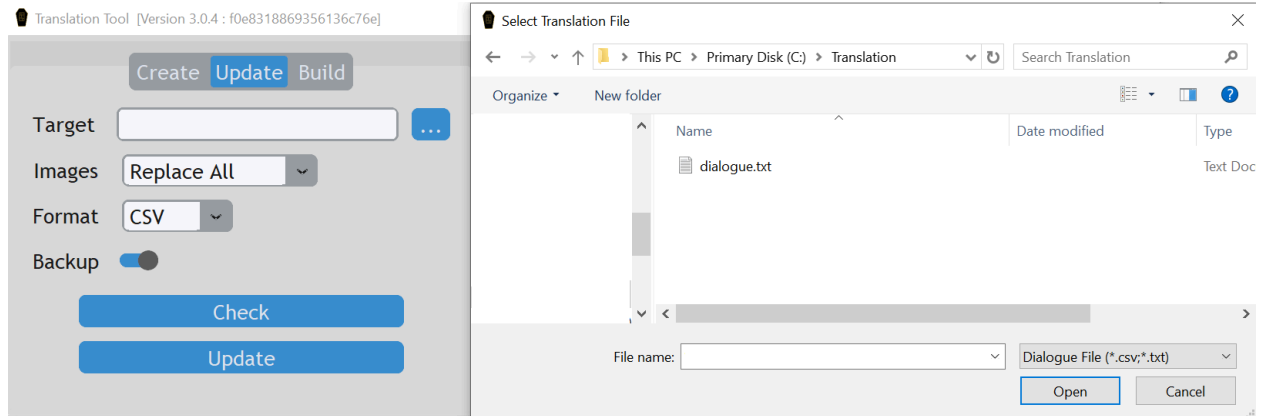3. Whether or not to include the PNGs for images with text.

After providing these choices, press Generate Folder and a folder with the content will be generated in the same folder as the tool. It should open automatically in the file explorer.

Update

> **IMPORTANT:** Any updates to a major new version may be slightly less than 100% successful at recovering or updating content from previous episodes. Any missing or new lines should be reported in the output panel.

The update section provides a way of updating an old translation dialogue file. It can also convert the format from CSV to TXT and back if this is desired. The options are as follows:

1. A target dialogue file. Assign this by clicking the button with ellipses **[...]**
2. Select the **dialogue.txt** or **dialogue.csv** file you'd like to update.
3. Choose how to handle image updates and replacements.
4. Choose the desired dialogue file format.
5. Enable or disable automatic backups.

IMPORTANT: This will overwrite files, so it is recommended to leave the **BACKUP** option enabled when doing updates. This creates a new folder with a timestamp, and old contents.

NOTE: When selecting a file the format will match what is chosen. This can be changed if you want the update output to be in the other format.

After setting these options there are two buttons below. **Check** will not make any changes, but simply report in the logs what kind of changes have taken effect. This is for review purposes.
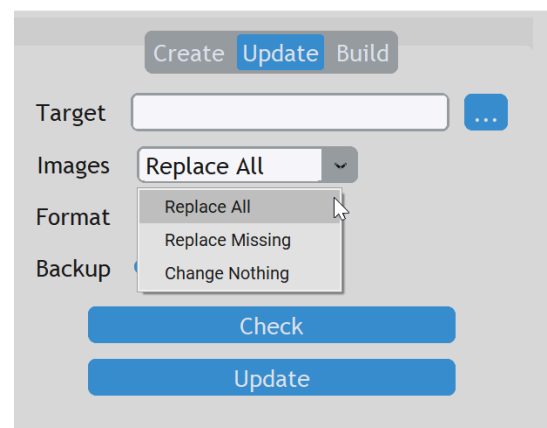
The **Update** button will check the changes and apply them. The logging should give a fairly detailed account of the lines updated, moved, lost, or added. These details can be useful for referencing changed content in newer versions.

Though it cannot intervene to fix layout issues, a check or update can detect and report a number of common errors if it fails to update.

Image Updates / Replacement

There are three options to choose for dealing with image updating.

1. Replace all images with current.
2. Replace only missing images.
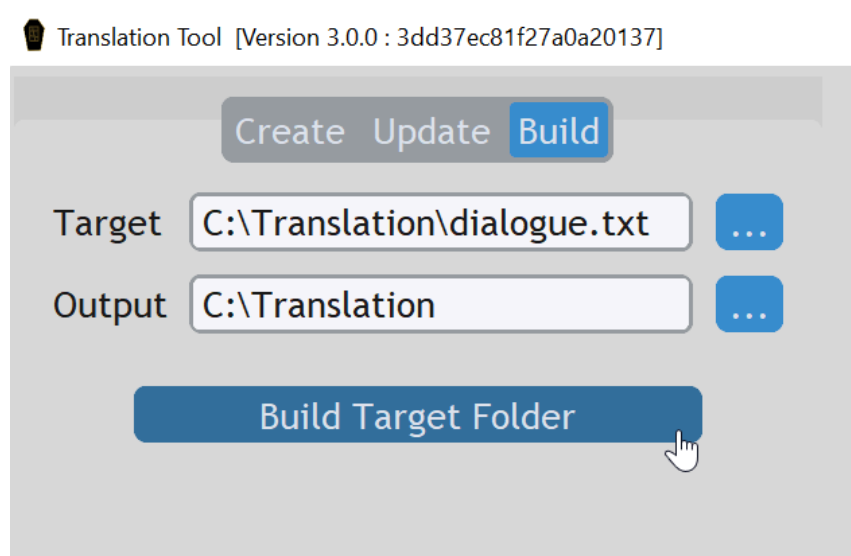3. Leave everything as it is.

Build

> **IMPORTANT:** There are no tools provided to reverse a build file. Keep the original project for further fixes and updates. Rebuild as needed.

This feature is optional, as the old methods of distributing translations will still work. A build will compile all the contents into a single file with the extension of **CLD (Coffin Language Data)**. This includes any images or fonts.

Similar to the **Update** options, file system selections are needed:

1. Choose the **Target** dialogue file.
2. Choose an **Output** folder for the **CLD** file.

After pressing the **Build Target Folder**, if the process doesn't encounter any critical errors, it will generate a **CLD** file using the name of the project folder.

> **NOTE:** Make sure the translation data is functional and based on the latest version.

Some advantages to this format:

- Only a single file to distribute.
- The file contents will be inaccessible to most users.
- Most users will also be unable to modify the contents of the file.
- Native format to the game, and most encoding issues can be avoided.

Editing Dialogue Files

> **IMPORTANT:** This is primarily a developer tool, and has very few safeguards and error checking. Care must be taken to adhere to the formats in the TXT and CSV files. Misplaced fields or symbols can drop text or cause crashes.

> **NOTE:** In the English text the quotations (" ") are used stylistically to indicate spoken text. They are not strictly required for the format, and you can safely use an alternative or exclude them if there is no language equivalent.

All along the files there are ID numbers that appear like (**#x86GCl9v**). These are important to preserve, as they are how the game will find the labels and lines you've translated.

The dialogue is also not always in a meaningful order, because of how the maps and content were laid out in game. It might be difficult to follow.

Lastly, there are times when text is duplicated. This is another side effect of the game layout, and these duplicates do have to be translated as well.

```
Example of duplicate IDs and display locations.

#rql709H4 (Narrator)
: The guy will be back for the other cart soon.

#T6WtDWfD (Narrator)
: The guy will be back for the other cart soon.
```

CSV Layout Information

In your new folder you will find a **dialogue.csv** file.

CSV (Comma Separated Values) files are best modified with some type of spreadsheet software.

An advantage of this format is that it also keeps a copy of the original text side by side for reference.

Some disadvantages are that spreadsheet software can take time to become proficient with, and you might also have to make sure that all data is imported and exported correctly. The text should be provided in UTF-8 encoding, and some software requires technical setup for this.

NOTE: Certain older versions of Excel have known issues with this, and will fail to encode as UTF-8 even when applying this option.

Software Notes

Google Sheets

This spreadsheet tool so far has not had any issues with its encoding format.

Microsoft's Excel

Later versions of Excel probably work fine, but haven't been confirmed. Older versions of Excel, such as 2016 have issues exporting CSV as UTF-8 encoding, even when the option is applied.

Libre Office's Calc

When using Calc, during CSV import, be sure to select all cells and set them to Text format. You might get unexpected results with their default cell format.

Translating Info and Config Sections

The first few rows deal with information about the translation itself, and some configuration options.

First Row Set

Language: Name of the language as it should appear in the game.
Font File: The font face to use. See the **Custom Fonts Section** for more info.
Font Size: Default size of the chosen font.

Second Row Set

This row contains three cells for author credits.

	A	B	C
1	Language	Font File	Font Size
2	English	GameFont	28
3			
4	Credit 1	Credit 2	Credit 3
5	(Your Name Here)		

(First and second row set.)

Translating Labels Sections

The next few sections deal with UI labels, actors, item names, and descriptions.

For **CSV** there is a "**Translation**" column for each. This is where the translated text will go. If it is left empty, the game will fallback to what appears in the "**English**" column.

Labels	English	Translation
Game	The Coffin of Andy and Leyley	
Item	Item	
File	File	
Save	Save to which file?	
Load	Load which file?	
Menus	Translation	
New Game		
Continue		
Items		

Speakers	English	Translation
t1mR4QYN	TV	
S78FX5bH	Dad	
zrjGb3vm	Guy	
S56hx4v9	Mom	
kJ8dGf8G	Andy	
sGxYg2dt	Dude	
xgHCv69n	Lady	
yMpHZNHf		

Items	English	Translation
Q64WLbpK	Axe	
5YBRwwM	Gun	
tfJBRzjg	Key	
WjQC7gwG	Mop	
yGgkwhg1	Book	
2Zs8gxt9	Face	
4RkFhJtS	Head	

		English	
Q64WLbpK	Axe	CHOPPY CHOP CHOP CHOP!!!!!!!	
5YBRwwM	Gun	PEW PEW PEW!!! Or maybe it's BANG BANG!!	
tfJBRzjg	Key		
WjQC7gwG	Mop	An okay mop.	
yGgkwhg1	Book	BOrING.	
2Zs8gxt9	Face	Kinda ugly.	
4RkFhJtS	Head	Don't lose it.	
10LXXCvh	Meat		

NOTE: Not all item descriptions are used, and the empty entries will work fine as they are.

Translating Dialogue Sections

Game dialogue is contained in **CommonEvents** and **Map** sections. Just like before, enter translations into the Translation columns.

Section	Map007.json		
ID	Source	English	Translation
wGnMzS21	Narrator		
wGnMzS21	Narrator	Got 1 Candle!	
V4mk1WvY	Narrator		
V4mk1WvY	Narrator	Got 2 Candles!	
7j5ZHsXp	Narrator	You have no time to be roaming about now.	

Adding Dialogue Lines

To insert new lines into an existing set of lines, just create new rows below the desired set of lines. Then make sure to copy the ID number associated with those lines.

5N6CxsSQ	Narrator	Ready, set, go!	
hBFNjpkL	Narrator	A bunch of rented movies.	
DRbJFyFb	Narrator	Their due date passed ages ago, but what can you do...	
Y9cJ9092	Andrew	"Hey, Ashley?"	TRANSLATION
Y9cJ9092	Andrew	NEW LINE 1	TRANSLATION
Y9cJ9092	Andrew	NEW LINE 2	TRANSLATION
rK4dD8Z2	Andrew	"If we ever get out of here, you really	

TXT Layout Information

In your new folder you will find a **dialogue.txt** file.

The advantages of a **TXT** (text) file is its simplicity. It can be opened quickly and easily with any text editor of choice. The format is straight forward, and the encoding often never has to be set manually.

A disadvantage to this format is that once original text is replaced, it is gone. In order to reference it later, a copy will need to be kept for comparison.

Info / Config Section

The first three sections are information about the translation, and configuration options.

```
[LANGUAGE]
English

[FONT]
File : GameFont
Size : 28

[CREDITS]
1 : (Name or Leave Blank)
2 : (Name or Leave Blank)
3 : (Name or Leave Blank)
```

With text files, the relevant content is written in English, or has a blank space. To translate, replace that text, or fill in the empty spaces that appear after colons **(:)**. Sections are indicated with headers that use braces, IE: **[SECTION]**.

[LANGUAGE]
Replace "English" with the language name as it would be written natively.

[FONT]
Contains settings for the font face and size. For choosing custom fonts, see the Custom Font Section. The size is the default size for the chosen font. Replace the values that appear to the right of the colon **(:)**.

[CREDITS]
Provides three lines for author credits. Keep the lines as short as possible, the in game menu isn't very wide.

An example of how this might be filled out.

```
[LANGUAGE]
Español

[FONT]
File : MyFont.ttf
Size : 22

[CREDITS]
1 : Author
2 : Editor 1 / Editor 2
3 : Proofreader
```

Label Sections

The next sections are used to translate labels for the UI, actor names, and item names. Here the format is mainly the content type or content ID, followed by the content text written in English. Replace everything that appears after the colons (:), while leaving one space before the content text.

Samples of these sections. Replace text to the right side of the colon.

```
[LABELS]
Game : The Coffin of Andy and Leyley
Item : Item
File : File

[MENUS]
New Game : New Game
Continue : Continue
Items    : Items

[SPEAKERS]
#t1mR4QYN : TV
#S78FX5bH : Dad
#zrjGb3vm : Guy
```

```
[ITEMS]
#Q64WLbpK : Axe
#5YBRrwwM : Gun
#tfJBRzjg : Key
```

Descriptions Section

This section handles item descriptions. It has a format layout similar to the dialogue sections that will follow it. The same applies as the above labels, however the colon **(:)** will appear on a line under the ID and item name. Some descriptions were not used, and appear blank, these will not cause an issue being left empty.

Some item descriptions. <u>Second example shows a blank description entry</u>.

```
[DESCRIPTIONS]


#Q64WLbpK (Axe)
: CHOPPY CHOP CHOP CHOP!!!!!!!


#tfJBRzjg (Key)
:
```

Dialogue Sections

Game dialogue is contained in CommonEvents and Map sections, and the formatting rules are the same as the item descriptions above. The main difference is that there will be multiple lines following the ID and actor name.

Sample of dialogue lines. One is a single line, another has two lines.

```
[CommonEvents.json]


#hpjNPckX (TV)
: "Good news once again!"


#MT195j9V (TV)
: "Some of you maaaaay have heard from your loved ones, that
: there's been supply shortages in the quarantined households."
```

Adding Dialogue Lines

To insert new lines of dialogue, find the entry where extra dialogue lines are needed. Insert new lines starting with a colon **(:)** and followed by a space. Fill in the additional text that is needed. Make sure there are no gaps between the new lines.

> An example of inserting new lines into existing dialogue.

```
#nYgs9txc (Ashley)
: "Nope! I've decided I'll hold onto
: them! We might need them later."
: NEW LINE ADDED
: ANOTHER ADDED
```

Text Styling - Color and Formatting

There are special formatting tags that are used within the dialogue lines that should be preserved when and where it's possible. Stylized text will appear as follows.

```
"\fi Sigh..... \fr\c[1]"
```

This above example has three formatting commands.

\fi	Format italics.
\fr	Format reset.
\c[1]	Color #1

The line first sets italics, then resets formatting to end that italics. However, reset will remove the text color too. The character's color has to be restored when more text follows.

Formatting Commands

\fi	Italics text.
\fb	Bold text.
\fr	Reset formatting.
\{	Font size increase.
\}	Font size decrease.
\c[#]	Font color number #.

Font Color Numbers

\c[1]	Andrew / Andy
\c[2]	Ashley / Leyley
\c[3]	Dad
\c[4]	TV
\c[5]	??? / Lord Unknown
\c[6]	Mom / Lady / Cultist / Julia
\c[7]	Leader

Image Text Translation Edit

The tool provides the option to extract game images that include text that you might want to translate. <u>These are provided as is, with no clean ups.</u> The folder and file names also must be kept intact for the game to find these edited image replacements.

📁 pictures
📁 system
📁 titles1

All image replacements are **optional**. You do not have to include every image. If there are any you want to exclude, simply delete them.

Custom Fonts

A **"font"** folder is also generated for the translation package. If you decide to include a custom font, it has to be put in this folder, and the name you use in the translation info must match the font name.

If you're not using a custom font, it is also safe to delete the folder.

Built-in Fonts

You can also choose from the following built-in fonts. Just write in one of these names for your choice of font face. (The default font is **GameFont**.)

- Dotum
- SimHei
- Heiti TC
- sans-serif
- GameFont
- AppleGothic

Supported Font Types

The framework supports these font extensions.
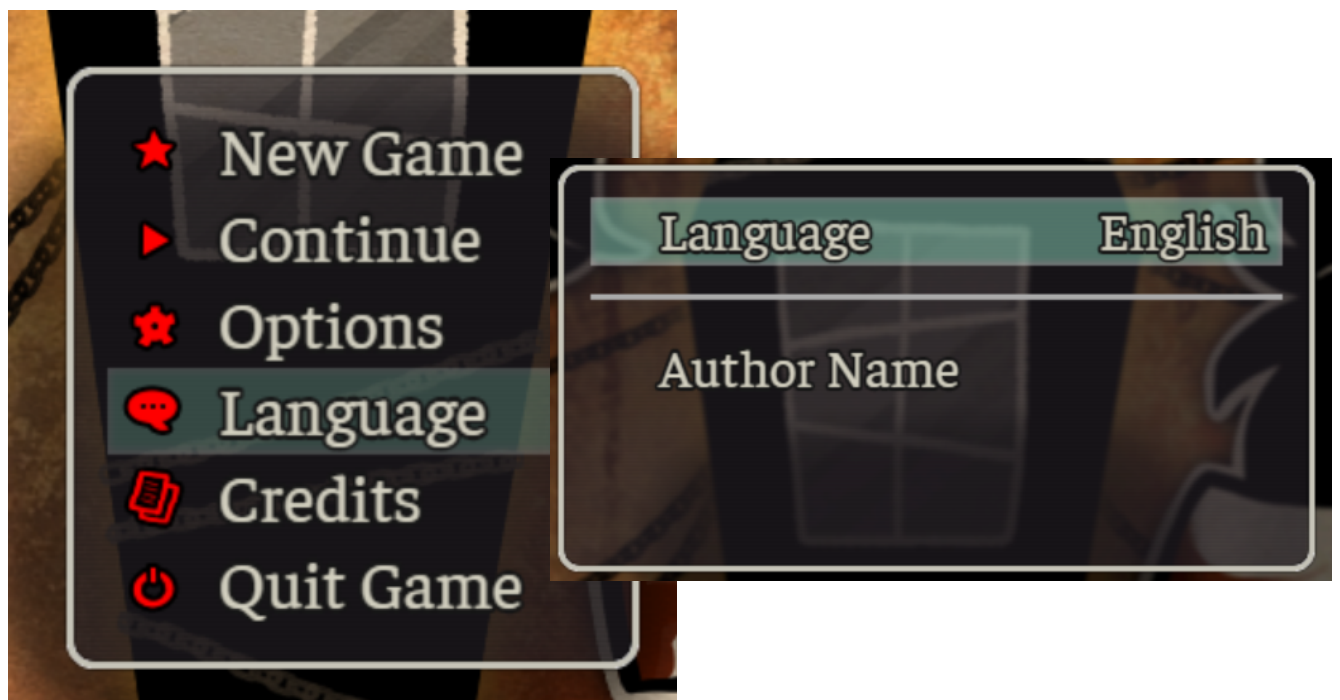
- TTF
- SVG
- OTF
- EOT
- WOFF
- WOFF2

> **NOTE:** It's also recommended that you include any font licensing information along with your package.

Installation

Once you are done with your translations, or if you would like to do some basic testing first, you can install the package by copying the folder to the Game's "**language**" folder.

1. Return to the **Game** folder.
2. Locate the "**www**" folder.
3. Inside is a "**languages**" folder.
4. Copy and paste your folder there.
5. Re-launch the game.

If there are no problems, and it loads successfully, a new menu option should appear with the label "**Languages**". Navigate there, the translation should be displayed in the list with the information it was provided.

Navigate to the translation and exit the menu, <u>no need to press OK / Enter</u>.

All data, images, and fonts are applied when the language is chosen. Press escape to return to the main menu after selecting the desired language.

Distribution

After verifying everything is working, to distribute your translation, simply package the folder and all its contents, or the **CLD** file if you've done a **Build**. It's recommended that a translated set of installation instructions be included as well, and any additional license materials if third party resources are included.

Before using the tool, review the **User Agreement PDF** file that is found in the tool's folder. Using the tool means you've accepted and understood the developer's agreement. Also be sure to clarify the unofficial status wherever the files are hosted.

Our **Translations** forums have a pinned discussion thread if you'd like to share your translation with the official community.

Troubleshooting

This tool is more verbose than the previous, and provides more information about what it is doing, and where it encounters common errors. It may not catch everything.

Logging Information

Most things will provide some logging output. The tool will also generate log files in the data folder. A button to open this folder quickly is provided in the top right corner. These might be helpful for tracking down easy to fix issues.

Missing Translator.dat File

If the tool is ever relocated from the Game folders, it will not be able to find the data it needs to generate packages. If the file hasn't been deleted, and exists next to the tool in a folder, it should detect it. Otherwise it will prompt once to try to locate the file manually.

If the file is otherwise corrupt, it may indicate this. Try reinstalling the game, or verifying the file integrity.

CSV Encoding Problems

If you're running into encoding issues with the CSV file loading into the game. It may be worth trying to Build your project into a CLD file. This tool is more robust at handling different types of encodings from different software, and is more able to convert these files directly into the format used by the Game.

Support

We offer limited support related to critical bugs with the tool on our official forums. More information on how to make a report can be found there.