The lines title and desc are used to assign a [localisation](https://hoi4.paradoxwikis.com/Localisation" \o "Localisation) key to the event, creating its title and description depending on the current language of the game.

Localisation is defined in the /Hearts of Iron IV/localisation/english/ folder for the English language. It is preferable to use a new file in the folder instead of overwriting any base game files.

The newly-created file will have to end with \_l\_english.yml in its filename (Note that *it is a lowercase L, not an uppercase i*) for it to be loaded properly.

Additionally, *it has to use the UTF-8-BOM text encoding*.

[[Event modding - Hearts of Iron 4 Wiki (paradoxwikis.com)](https://hoi4.paradoxwikis.com/Event_modding)]