**Preliminary method for editing files...**

1. The user or editor should REMOVE the file(s) from the folder '1. Files requiring Correcting' (they need to be removed them from the shared Dropbox folder to avoid more than one person editing the same file) and let me know which file(s) you're working on. UNDER NO CIRCUMSTANCES should you edit a file while still in the Dropbox folder, in case someone else is trying to do the same!

**2.** The file should be placed onto your computer for you to correct

Use a decent text editor, not simply Notepad. The free programme Notepad++ is a good one

NOTE 1 - Avoid using the following characters in text. They are used for coding, and can cause CTD's if used out of place

Forward slash /

Backslash \

Ampersand &

Do not use Enter within the text, as this creates string length errors in the code. If you need a line space, use the proper code

/n at the end of a line of text will create a single line space

/n /n at the end of a line of text will create a double line space

NOTE 2 - In SMS and game news messages, avoid using the single inverted comma ' because it can cause CTD's that are difficult to trace

NOTE 3 - Be extremely careful not to touch the coding either side of the text you're working on

Text is usually between the placeholders <text> and </text> so please ensure they are still complete when you’ve finished the section between them

Unless you're confident with the coding used for LUA, in relationship with text layout, don't change anything, but point it out for further correction down the chain when you submit it

**3.** When finished, precede the filename file with CORRECTED, and put the Original and the Corrected files into the '2. Files requiring Editing and Proofing' folder, and inform me that they are there

**4.** Sword2012 will do the editing and proofing, and will label the file PROOFED. The three files, Original, Corrected, and Proofed will then be put into the ‘Revised Files by aleks1970’ for him to check for coding errors, before he submits them to TB

Guidance on coloured text layout, from aleks1970, as in artefact descriptions, is paraphrased here

<string id="enc\_amk\_recipt\_steel\_kolobok\_text">

<!-- MF minor rewrite, -->

<text>%c[255,255,255,255]Radiation %c[255,255,1,1]+5\n%c[255,255,255,255]Rupture %c[255,1,255,1]+7 %\n \n%c[255,224,224,160]This modification is interesting primarily because it reduces the sensitivity of the skin to rupture. Unfortunately, it is radioactive.\n \nAn artefact "Kolobok" reacted with the anomaly "Springboard".\n%c[255,255,255,255]Time for transmutation %c[255,224,224,160]2 hours Zone\n%c[255,255,255,255]The probability of successful transmutation %c[255,1,255,1]100 %%c[default]</text>

</string>

Text in red denotes an item ID in the game. Do NOT touch this!!!

Text in blue denotes the previous editor’s comments. Please write what you’ve done here, carefully, between the <!-- comments --> placeholders, adding your own initials and the date in the format 09 Dec 15. Here, ‘MF’ are the initials of the previous editor

Text in green, in this case, are the placeholders at the beginning and end of the text. Be very careful not to touch these!

Text in purple sets the colour of the text coming after it

Text in grey sets the text back to the default colour of the script

Code for coloured text should not be changed if the editor does not know the correct code for other colours

FURTHER INFO WILL BE ADDED HERE AS MORE IS LEARNED

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Hope this makes sense...

If there are any problems, or if you delete a file by mistake then please email me at steve90k@yahoo.co.uk and I will replace the old files immediately.

Any other questions or queries please email me or PM me on the steam forums ‘steve2000’.