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

1. Steve2000 will translate errors and colloquialise the text in each of the original files, and put the finished file into the folder ‘2. For Sword‘

2. Sword2012 will further colloquialise, systemetise, edit and proof the files, then put them into dated folders within the ‘Working Folder’ in ‘Revised Files by aleks1970’ for him to check for coding errors, before he submits them to TB

Steve and Sword will use Notepad++ as a text editor, and keep each other up to date of when a new version is available

**RULES**

NOTE 1 - Avoid using the following characters within text. They are used for coding, and can cause CTD's if not used carefully

Forward slash /

Backslash \ Used for line spacing

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 LUA code

\n at the end of a line of text will create a single line space. A space is not required either side of it

\n \n at the end of a line of text should create a double line space - this doesn’t work in some text boxes, and you’ll be limited to just one \n A space is not required either side of it – just in between them

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 after you’ve finished the text between them

Sometimes you’ll this. <text>Press ($$ACTION\_USE$$) to close the door</text>

In this case, do not touch the ($$ACTION\_USE$$) code in the middle, just the text either side of it

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

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 here denotes an item ID in the game. Do NOT touch this line!!!

Text in green here denotes the previous editor’s comments. Please add a new similar line under the last one, carefully explaining what you’ve done here, between the left <!-- your comments --> and right placeholders, adding your own name and the date in the format 09 Dec 15. Here, ‘MF’ are the initials of the previous editor

Text in blue, in this case, are the placeholders at the beginning and end of the text. Be very careful not to touch these, and check they are still complete after you’ve finished the line!

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 only be changed if it contains an error, but should not be changed if the editor doesn’t know the correct code for other colours

Text files can be accessed by unpacking the .dbs file within your game. The Unpacker tool is downloadable from Technobacon’s Repository

FURTHER INFO WILL BE ADDED HERE AS MORE IS LEARNED

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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’.