

Translating Pool of Radiance via GoldBox Companion

This document will outline the process of using the [GoldBox Companion](#) to translate the names of the monsters and game level encounters/events. The process of translation of Pool of Radiance also includes modifications to the game font, the item library, and the binary START.EXE and GAME.OVR files, but this document does not include the process for those modifications. GBC requires a Windows PC to run.

Please consider making a donation to support the GoldBox Companion via the Donate button at the [GoldBox Companion website](#).

Step 1 - Get Pool of Radiance

Download / purchase Pool of Radiance from GoG. The current version at the time of this document is v 1.3.

Step 2 - Get GoldBox Companion

Download and install the GoldBox Companion from the GoldBox Companion. Direct link at the time of this document is <https://gbc.zorbus.net/gbc.zip> Unzip the GBC zip file somewhere on your hard drive.

Step 3 - Open Keyboard Mapper

Open the [PoR Keyboard Mapper](#) web page in a browser window. This sheet will allow you to translate your Cyrillic Russian string into a keyboard-mapped Latin string that can be pasted into GBC.

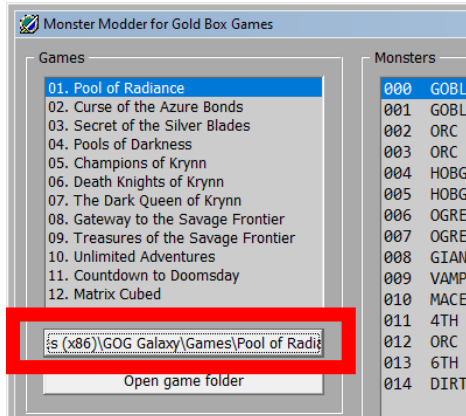
Step 4 - Modify Game Files

Use GBC to modify the game files. Instructions are provided below for modifying monsters and ECLs (game levels).

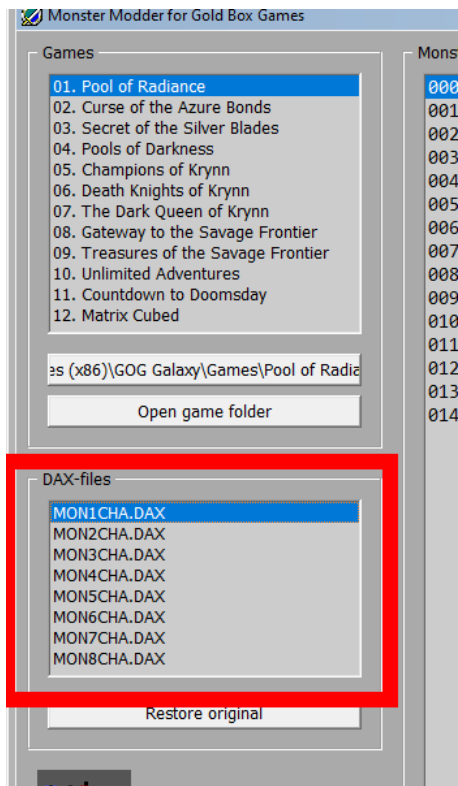
4a) Modifying Monster Names

In the GBC directory, double click the MonsterMod.exe executable to launch the MonsterMod program.

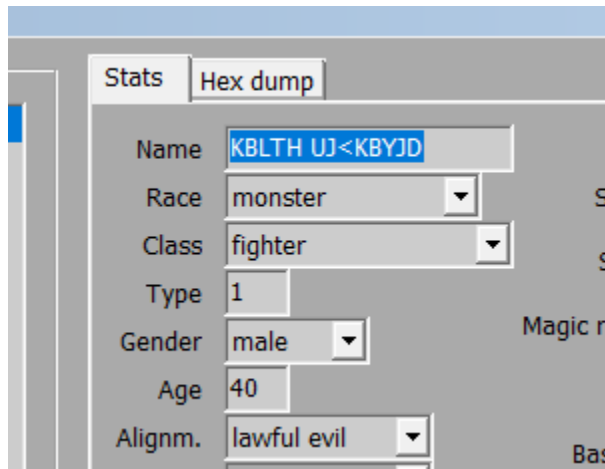
If necessary, click on the button in the upper left hand corner of the window to set your game location directory. This is your POOLRAD directory.



Monsters are stored throughout several .DAX files in the game. Choose the DAX file that you would like to work with by clicking on the “DAX files” list. Note that the list of monsters changes when a different DAX file is selected. It is usually a good idea to work with one DAX file at a time or split DAX files up between translators.



Select the monster whose name you would like to change in the Monsters list. Return to your browser with the PoR keyboard mapper page. Enter the translation of that name into the “Cyrillic Russian” PoR keyboard mapper. Copy the value from the “Latin Mapping” box. Paste that value into the Name field under the Stats tab.

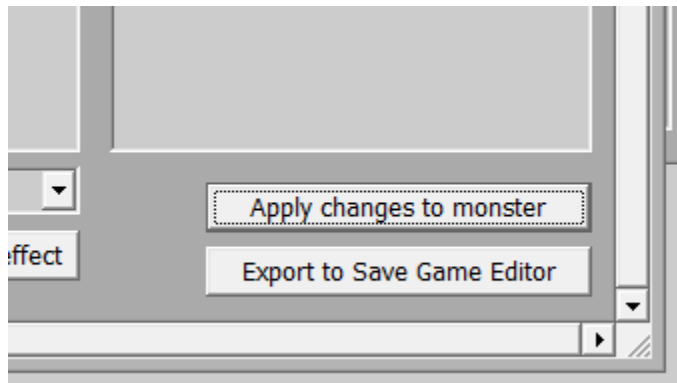


The screenshot shows a window with two tabs: 'Stats' and 'Hex dump'. The 'Stats' tab is active. It contains several fields for editing a monster's attributes:

- Name: KBLTH UJ<KBYJD
- Race: monster
- Class: fighter
- Type: 1
- Gender: male
- Age: 40
- Alignm.: lawful evil

Partial labels for other fields are visible on the right: 'Magic r' and 'Bas'.

Click the “Apply changes to monster” button in the lower right hand corner of the window. The DAX file in your game directory will be updated with each press of the button.

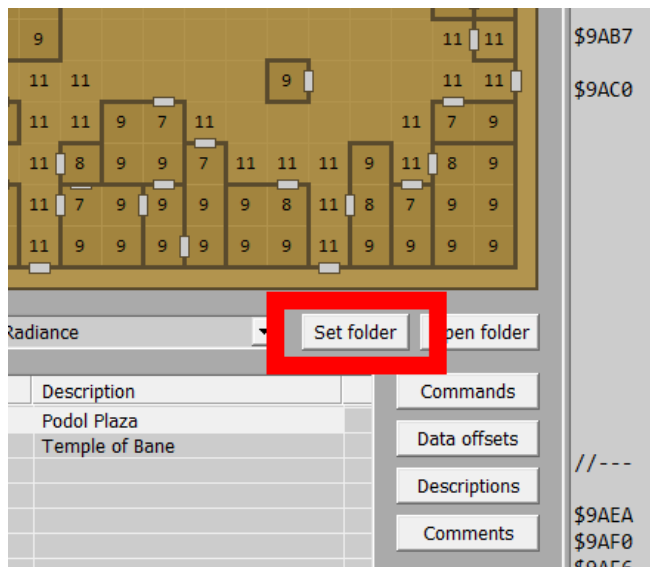


Continue this process until all monsters have been translated.

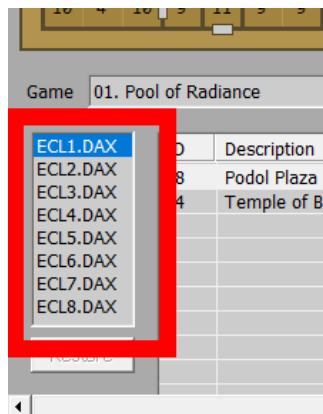
4b) Modifying Levels

In the GBC directory, double click the ECL_Tool.exe executable to launch the ECL_Tool program.

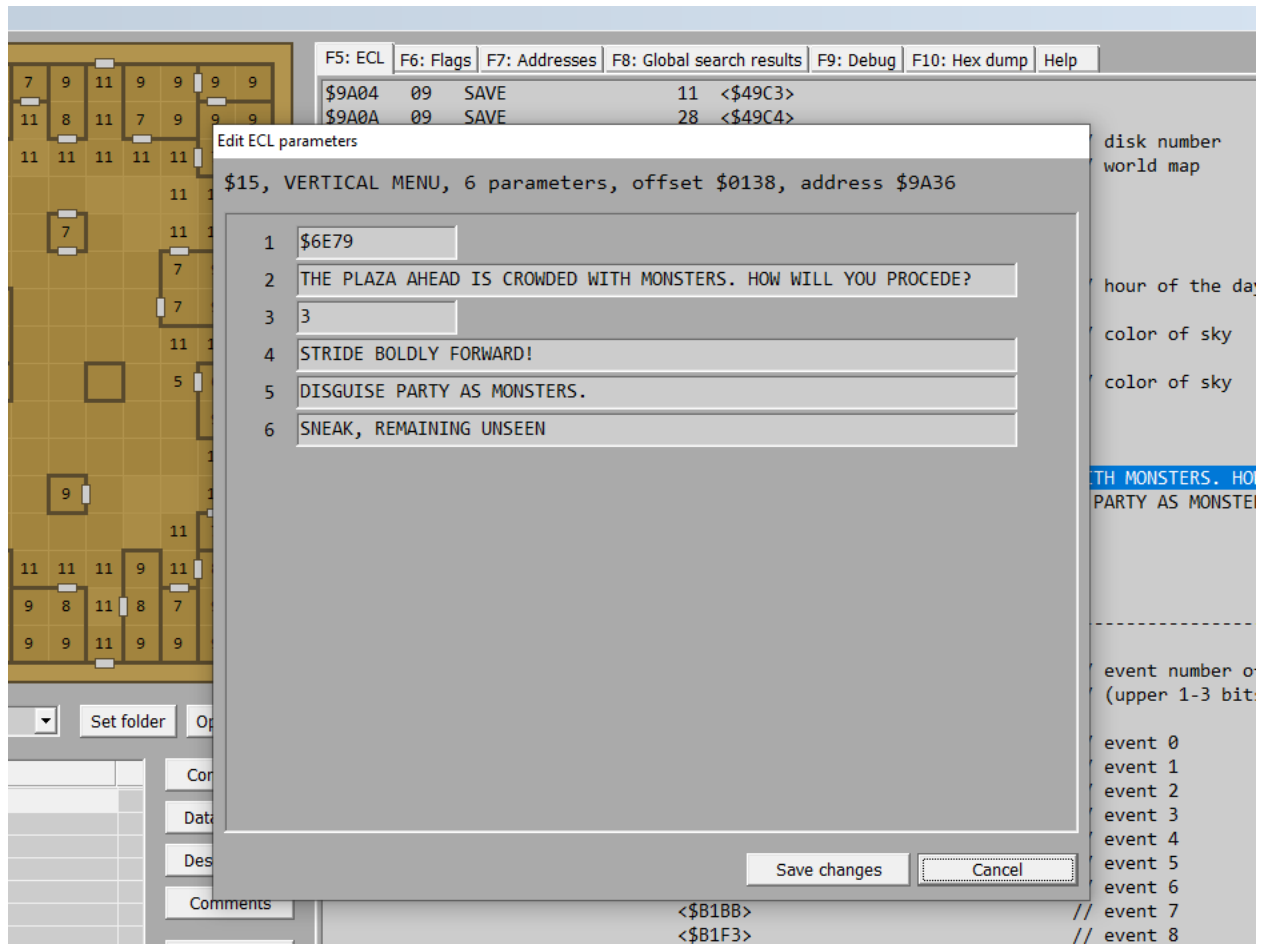
If necessary, click on the “Set folder” button in the left side of the window to set your game location directory. This is your POOLRAD directory.



Level data and text are stored throughout several .DAX files in the game. Choose the DAX file that you would like to work with by clicking on it in the list at the far left side of the window. It is usually a good idea to work with one DAX file at a time or split DAX files up between translators.



Select the ECL tab at the top of the right side of the window or press F5. Press Ctrl+f to search for some of the text that you would like to translate or scroll through the contents of the ECL with the mouse. When you find the text that you would like to replace, double-click on that text. The Edit ECL Parameters window will appear.



Return to your browser with the PoR keyboard mapper page. Enter the translation of that name into the “Cyrillic Russian” PoR keyboard mapper. Copy the value from the “Latin Mapping” box. Paste that value over the text that you would like to replace. Press the Save changes button. The DAX file in your game directory will be updated.

Continue this process until all changes have been made to the DAX file.

Step 5 - Create diff files

To make your changes available for distribution, they must be made into “diff” files that will modify the game files of other users.

Download the patch.zip folder that is available in the https://github.com/grannypron/PoR_L10n repository. It is located in the “downloads” folder at the time of this document. Unzip the patch.zip into the POOLRAD folder of your Pool of Radiance installation. It will create a “patch” subdirectory in the POOLRAD folder. If you have already made changes to game files with

GBC, there should also be a DAX_BACKUPS subdirectory in your POOLRAD folder which will be necessary for patch generation.

Navigate Windows Explorer to the new POOLRAD/patch folder. Open another Windows Explorer window and navigate your POOLRAD directory. For each DAX file that you have changed, drag that DAX file onto the create_patch.bat file that is now found in the POOLRAD/patch folder. A file of the same name, but with an .hdiff extension will be created. This should be submitted as a translation to the team.