Hi Tim!

Your progress so far is great! I hope you're able to finish the mod. :D

You can edit any in-game text by using the localization process. The instructions below will reference localize/other languages, but you can use the same process to make in-game text to say whatever you'd like. There are also instructions in there for having the text NOT show up, if you'd prefer.

I also found an older thread that lists out what can be done with modding which may help or give you ideas for your mod:

<http://braceyourselfgames.com/forums/viewtopic.php?f=5&t=3070>

In addition, the NecroDancer community has a public Discord chat where a lot of people hang out and discuss the game, if you'd be interested in joining there: <https://discord.gg/0SqK0Wh35ljPKyz1>

Let me know if you have any other questions!

Have a nice day,

Jackie

**Instructions on how to edit in-game text:**

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The folder referenced can be found here: resources/data/languages/example

To fully localize the game, you will need to:

1. Edit all of the images in the /example/gui subfolder to remove the English and add the new translated text

2. Edit all of the images in the /example/mainmenu subfolder to remove the English and add the new translated text

3. Edit all of the images in the /example/text subfolder to remove the English and add the new translated text

4. Edit all of the images in the /example/subtitles subfolder to remove the English and add the new translated text

5. If you need to split the subtitles into more files (because the text is too long to fit on the screen at once) you'll need to edit the subtitles.xml file to refer to the new images, with appropriate start and stop times. To determine when to start + stop, refer to the audio files in the game's /data/music subfolder. The files named cutscene\_\*.ogg contain the audio for the cutscenes.

6. Process the localization.xml file:

- Come up with translated strings corresponding to the text in the "english" tag for each line. This English text is for reference only -- do not replace it. It would be ideal if the translated text could be of approximately the same width (number of characters) as the existing English text, otherwise there may be overlap issues when the text is added to the game.

- Use an image editor to create images containing the translated text. The text should be of the pixel height listed in the "fontPixelHeight" parameter.

- Give each new image a unique name and add the path to that image to the "image" parameter in the localization.xml file

- Add the same path text to the "selectedImage" parameter.

7. Edit the language\_name.png image with 12 pixel high text such that it contains the translated name of the language in question. For example, if French, the language\_name.png file should contain text saying "FRANCAIS"

8. Rename the "example" folder to the appropriate English name of the language. For example, "french".

9. Run the game, go to Options -> Language Options and select the new language. Then test to ensure that the images are working correctly in the game.

You can use image="NONE" to have that text not show up, which might be useful for the multi-line strings like the popups. Also if you want to just keep the English for any string (like perhaps the keyboard keys for some languages) you can just delete that line from the XML.

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On Mon, Aug 1, 2016 at 8:51 PM, Tim T wrote:

Thanks a bunch!   I have one more question  
You said "and any in-game text can be edited."  Where would one go to edit strings of in-game text?

This really is a background project, so I have no idea when it will be done, but here's a screenshot of Zone 2, where we've put most of our work:

(Why that enemy?  Probably because it's the only one that's finished)

On Tue, Jul 26, 2016 at 6:49 PM, Jackie Weaver wrote:

Hi Tim,

Sorry for the late reply! To answer your questions:

- Anything involving LUA is a leftover from very early development, and unfortunately it is unsupported/doesn't work.

- Item sizes cannot be changed.

- **"Can enemies like the blue bat be changed to have four directions?"**No.

- **"Why do enemies like the armored\_skeleton have 8 frames in the XML but only 6 in the sprite?"**

We sometimes reuse sprites for different frames of animation.

- **"How does the game determine which frame to show?  and what's offset?"**

It shows them depending on the percentage "distance" (in time) from the next beat.  Offset is an X/Y offset.  An offset of 1/1 would move the image 1 to the right and 1 down. Some enemies allow changing which frames show but for most it's hard-coded. The offsets should work for every enemy, though. Also, the onFraction/offFraction are a little confusing because they go in reverse time.

**How much can we edit?**

Anything graphical, any sound (music/SFX), and any in-game text can be edited. Cutscenes can also be edited, but since Steam has a limit on how large the Workshop Mod file can be, you'd need to find an alternate way to distribute cutscenes, if you choose to have them for your mod. One option would be to have a download link for your videos in the description of the mod. Keep in mind that anything you edit needs to stay the same file format as the original, or else it won't work (ex: if you alter anything with the sound, it needs to be OGG format).

Everything else is hardcoded: enemy behavior, enemy aggro, etc.

Let me know if you have any other questions. Good luck with your full conversion mod, it sounds awesome! LttP is one of my favorite games, so I'd be really excited to play the mod once it's done. :D

Have a nice day,

Jackie

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Producer/Community Manager

Brace Yourself Games

On Tue, Jul 19, 2016 at 11:39 AM, Tim T wrote:

Jackie,

I did find that, and it's been incredibly helpful.  Sadly, there's not much other modding info online about the game.  
  
Are there any files in the data folder that are not overridden by the mod folder?  We didn't see any effect when we replaced save\_data#####.xml or the <enemy>.lua files in the LUA folder.

Can item sizes be changed?  Unlike enemy sprite sizes, they aren't listed in the XML file.  
  
Could you explain enemy behaviour?  there are a lot of things about it that are confusing.    
  
for example:  
Can enemies like the blue bat that face one direction be changed to have four directions?

Why do enemies like the armored\_skeleton have 8 frames in the XML but only 6 in the sprite?    
Can we write or edit LUA files for enemy behavior?  (none of us actually know how, but it'd be cool to find out)  
How does the game determine which frame to show?  and what's offset?

How much can we really edit and what is hardcoded in the game?  
  
The mod we're making is a LoZ: Link to the Past total conversion that will (hopefully) be done around Christmas.  
  
-Timm

On Mon, Jul 18, 2016 at 3:55 PM, Jackie Weaver  wrote:

Hi!

I'd be happy to help; what kind of questions did you have?

I'm not sure if you've had a chance to look at it or not, but we have a general Workshop FAQ available here, if it helps: <http://necrodancer.com/workshop/>

Thank you,

Jackie

On Sat, Jul 16, 2016 at 3:02 PM, Tim T wrote:

Hello Brace Yourself Games,  
  
I'm working with a couple of other people on a mod for Crypt of the Necrodancer, and we had a few questions about how the games works.  I was wondering if you guys could help us out.  
  
Lots of our interest has been in how necrodancer.xml works and how the game could be changed using it.

Let me know by replying if you'd be willing to help out.  This game rocks!

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