



RailWorks Localisation

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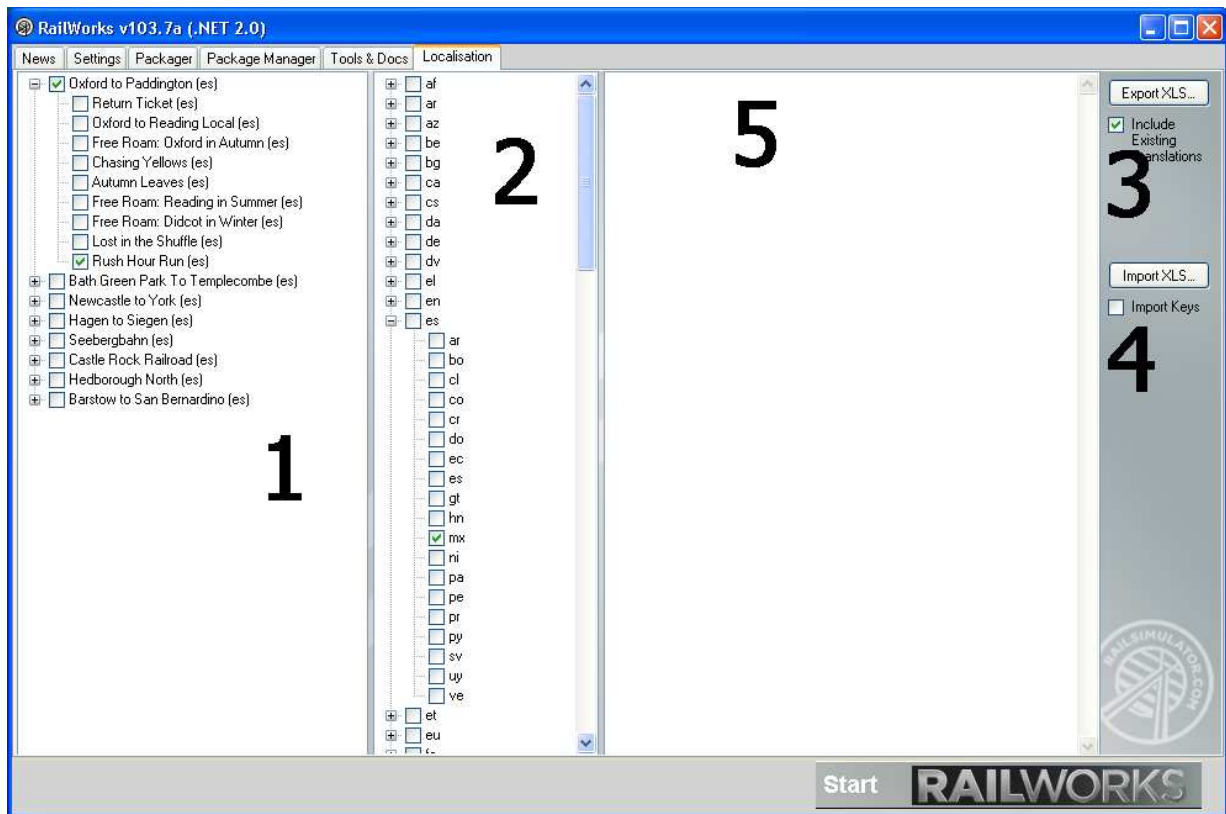
1 Overview

Starting with version v98.2c, RailWorks contains a localisation system making translating RailWorks and content for RailWorks quicker and easier.

There are two elements to localisation within RailWorks. The first is localising the core of the game, which includes the text presented in the front end, the tools and the user interface of the game. The second is localising the content such as routes and scenarios. Both elements are described later in the document.

1.1 Layout

When the RailWorks front end wrapper is launched from Steam, you will notice a localization tab at the top. Clicking this tab opens the localization window where new data can be imported into the simulator or data extracted. This window is divided into a series of panels, which are described below.



1.1.1 Routes/Scenarios panel

When exporting string from game content to an xls spreadsheet, the routes and scenarios which are to be parsed for text are selected.

1.1.2 Locales panel

When exporting content strings to be translated the locales selected are those parsed for in the content for existing translations. In the example above, English(en) and Mexican Spanish(es-MX) are selected. This means a spreadsheet will be generated which contains the existing English and Mexican Spanish language versions of all text strings of the selected content. Similarly, when importing, only the checked locales will be imported. If no locales are ticked, all columns in the spreadsheet will be imported.

It is important to note that a scenario using a .lan cannot have the text edited in the Scenario Editor - so don't import 'en' or you will not be able to modify the text in the scenarios.

1.1.3 Export options

Exporting content creates an xls spreadsheet of all text within the selected content for the locales selected. If "Include Existing Translations" is checked then existing .lan files are parsed for existing translations of the selected locales. This option is checked by default.

1.1.4 Import options

Importing an xls spreadsheet adds or modifies translations in the game. This option takes as input an xls spreadsheet and generates the lan files for each locale within the spreadsheet or just the locales ticked in the Locales Panel. This may contain the core game translations or the translations of one or many routes and/or scenarios. If "Import Keys" is checked then lookup Keys are added to the content files to allow localisation lookup in game. This option allows legacy content to be translated. Since this modifies the game content it is recommended that a backup is made first.

If a player plays a scenario in a language for which no translations have been imported then they will receive a warning dialogue.

1.1.5 Output Panel

Output from the localisation tools is shown here, check for errors here. Any problems should be reported to support.

2 Core Localisation

The core strings of RailWorks are localised by importing translations from the spreadsheet RailWorks Translations.xls.

In a default installation of RailWorks this file is located at:

C:\Program Files\Steam\steamapps\common\railworks\Languages\RailWorks Translations.xls.

To add a language, open this file and add an additional column using the country code for the language you are adding. For example, to add translations for Finnish you would add, or use an empty column after the existing languages, titled “fi” in row 1. Translations should then be provided for each piece of text in this column.

The list of country codes is shown on the front end wrapper in the “Localisation” tab under the locales panel.

Once the spreadsheet has been filled out to include new languages or revisions to existing languages they can be imported into the game:

- Navigate to the localisation tab of the RailWorks front end.
- Select the “Import XLS” button and navigate to the RailWorks Translations.xls file.
- Select to “open” the file and the conversion process will begin. The translations in each of the language columns of the spreadsheet will be converted into a new .lan file stored in the Languages directory.
- Once the conversion is complete and any new .lan files are created, the RailWorks front end needs to be closed down and restarted. When restarted any new languages will be selectable from the “Settings” tab on the front end.

3 Localising Content

3.1 Localising Content in versions later than v98.2c

Unlike the core string translations there is no single file which holds all translation data. The content (routes and scenarios) within RailWorks is initially generated using the tools and the editor, this is stored in the various game files and must be exported to a spreadsheet as the first step.

To localise a route or scenario;

- Select one or multiple routes/scenarios under the localisation tab.
- Select the languages you wish to find existing translations for, typically this is the language the content was generated in.
- To export translations from existing .lan files in addition to the legacy languages, existing check the "Include Existing Translations" check box.
- Press the Export XLS button and choose a name and location for the spreadsheet to begin enumerating those strings used in the routes and scenarios.
- The tool will now search all the content within the routes and scenarios selected and create a list of all the text that needs localisation. If existing translations exist these will also be added to the spreadsheet.
- Once completed the tool will have filled a spreadsheet with a complete list of strings that require translation, this table is in the same format as the core string spreadsheet.
- Adding translations is done by filling in the columns of the spreadsheet. To add a new language simply add a column with the the code for the locale as the column header, which in this case must be surrounded by speech marks.
- Once the translations have been added to the spreadsheet for those locales required the spreadsheet can be imported back into the game. This is done by the exact same steps as importing core translations.
- Importing the new translations generates new .lan files within the route and scenario directories.

3.2 Localising legacy content:

Content generated prior to version v98.2c can be localised using the above system, however an additional step is required. Since the content does not include keys for looking up translations these must be generated by the tools and inserted into the route content.

To add keys to existing content, check the "Import Keys" check box when importing your xls spreadsheet. This will add keys into the content you are adding localisation for. Since this alters the content files themselves it is highly recommended that you make a backup prior to this step.

4 Distributing Localisation

Distributing localisation can be done using the RailWorks Packager, the .lan files created by the localisation process can be packaged in an rwp in the same fashion as any other content file. Localisations of the core of RailWorks require the distribution of the locale.lan file stored in the Languages folder.