

I AM OVERBURDENED



Localization



This guide goes through the steps of localizing the game. Keep in mind, that the game has built-in tools to aid translations and new languages can be added to it with ease, but during the process the game could crash. Don't forget to frequently back-up your files!

Currently the game only supports ASCII, Latin-1 and Latin-2 characters. As an example it will not be able to draw Cyrillic or Asian characters. If you want to translate the game to languages with missing characters, please drop me an email and I will do my best to fill the gaps.

Adding a new language:

- * Navigate into the installation folder of the game
- * Enter the "Assets/Strings" sub-folder
- * There you'll find folders named like: "en" (English), "hu-HU" (Hungarian)
- * Copy the folder you want to use as a base for the new translation, e.g.: make copy of "en" and name it "de_test" if you are working on the German locale.
- * Bang, you have another language! Start the game and in the options you can select "de_test". It is the same as English was, but you can modify the text files in this folder to translate items, speech, menus, everything...
- * If you modify something in "de_test" and the game fails to start, than simply delete the "de_test" folder (again back-up your files!) and the game will start with the default language the next time.
- * If loading localization files fails partially, as a fall-back mechanism, the game tries to load the texts from the "en" folder.

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Resx files



All the texts of the game are contained in XML translation files named after a category of in-game objects called "Category.Resx":

- * Trophies: texts for achievements
- * Speech: speech-bubble notification and story texts
- * Slots: inventory slot names
- * Monsters: monster name and description texts
- * MenuLabels: menu entry and menu tool-tip texts
- * Levels: level names
- * Items: item name and description texts
- * Effects: in-game skill texts
- * Buttons: keyboard and gamepad key and button names

Short example from the `Assets/Strings/en/Items.resx` file:

```
<data name="ItemBackpack1">  
  <value>Backpack of lack</value>  
</data>
```

"ItemBackpack1" is the name of the text how the game finds it in the file.

"Backpack of lack" is the actual localized text drawn by the game.

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Tools

There are 3 hidden in-game screens which can help enormously with the localization efforts. You have to edit a setting to be able to activate them:

- * Locate the "Settings.xml" file of the game. You can find it in the installation directory or in:
%APPDATA%\Magic Item Tech\Overburdened
(? \Users\%USERNAME%\AppData\Roaming\Magic Item Tech\Overburdened).
- * Edit the file (again back-up your files!) by changing the value of the "Tools" node to "true" (or by adding the node if it is missing):

```
<Tools>true</Tools>  
</Settings>  
</Object>
```

- * The next time you start the game you can enter the diagnostic screens any time with a key combination!

Each screen shows the localization data of a specific resx file. They show the latest texts loaded from their file and also have color coding for missing text values (red) and for localized texts which don't fit their designated area on the user interface (orange). Any time you can forcefully reload the given file by pressing the "R" key. If reloading fails (e.g.: due to malformed XML) all the entries turn to red and at the bottom of each screen the path of the loaded file changes. These files have the most complex texts and size constraints.

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Tools

Items: Left Ctrl + I

Backpack
Backpack of lack
Picking up an item for the first time (including this one) heals you for 1 point.
+2

Backpack of lack
Being a completionist is a virtue!

ASSETS\STRINGS\ENV\ITEMS.RESX

Monsters: Left Ctrl + B

Wererat
1 2 01-3
4 5

Imbecile pest.
Nothing to worry about...

ASSETS\STRINGS\ENV\MONSTERS.RESX

Speech: Left Ctrl + T

NARRATORINTRO
NARRATORPUNCHLINE
INNKEEPERGREET
INNKEEPERTRAILER
OLDGUY
OLDGUYSTORYPLAYENTER
OLDGUYSTORYPLAYLEAVING
PLAYERSTORYPLAYCANCEL
PLAYERSTORYPLAYLEAVING
STORY1_1
STORY1_2
STORY1_3
STORY2_1
STORY2_2
STORY2_3
DRUNGGUY
TROPHIES

A suspicious-looking artifact hunter walks into a bar...

ASSETS\STRINGS\ENV\SPEECH.RESX