

Tab 1

# BLACK/MATRIX TRANSLATION

## PROJECT

### OBJECTIVES:

The ultimate goal for this project is to create a full translation patch of the saturn version of [Black/Matrix](#), with the possible extension of this to the psx and dreamcast ports afterwards if time permits (uncertain). As with most translation patches for late 90s JRPGs, this will retain its original japanese voice acting and simply alter the in game text while adding subtitles to full motion videos when needed. While I am currently working alone, this is not a project I can undertake entirely by myself. The purpose of this document is to catalog what's needed, what I'm able to do, and hopefully eventually get others on board. Please do keep in mind that I am very new to this and have a lot of learning to do, be patient! I'm trying my best.

### RESOURCES:

- Translation 1 ([youtube](#)) - English translation of the psx port (black/matrix cross)
- Translation 2 ([somethingawful](#)) - Slightly rougher translation of the dreamcast port (black/matrix ad)
- KnightOfDragon Notes ([1](#), [2](#)) - important information on the games technical aspects
- Malenko Explanation ([screenshots](#)) - Malenko's notes on the subject and his attempt to explain how things work to me.

## NOTES:

- While neither translation is 100% complete, they are comprehensive enough to work with for now and get the project started. I have permission from the uploader of the psx version to use his work for this project, however, the dreamcast version may prove useful for comparison's sake.
- The dreamcast and psx versions of this game seem to follow the same script as the saturn version, or very close to it. If time permits, dumping the scripts for all three may be useful in order to document the differences and find out where these versions differ.
- The in game text is indexed by the font itself, which I have made [a full image](#) of via crystallite. A table file will likely need to be made to document the characters, and a program will need to be created in order to dump the script.
- The game's story text is located in scenario.dat with additional text (menus, I believe?) in 1st.bin. This is one aspect I'm unsure of and I'll need to better document this going forward.
- The fmvs in the game use trumotion and there are 20 clips total ([confirmation via shadowmask](#)).
- Text strings in scenario.dat use [this](#) format, with the length of each string of text declared prior to the text itself. This formatting was also documented in the playstation version by Megaflan.
- Scenario.dat is broken up into chunks and according to Knight0fDragon, there is a PSI to start each chunk where bytes 8-B of the header is the length of bytes in the chunk. This is paraphrased directly as it is something I lack an understanding of. Please check [Knight's notes](#) for more information.

- The font file seems to have control codes alongside the usual text. This can be seen in crystaltile and was noted by both Malenko and KnightOfDragon. This is another aspect that I lack proper understanding of.
- In-game text seems to be uncompressed according to Megaflan and KnightOfDragon.

## CHECKLIST:

- Figure out how to create a table for the game's font. This is something that I should be able to figure out with a little help, I'm mainly just confused on how to go about numbering it and how to deal with control codes.
- Of course, there is much more that needs to be done, however, these are the things I believe I should focus on for now in order to get this project off the ground.

Thank you to DragonsOfSaturn, KnightOfDragon, Malenko, Megaflan, Mr. Conan and Shadowmask for giving me some direction and helping to explain things to me.