

How to edit the lockit	1
How to add localization to the game	3
List of languages supported by UE	7

How to edit the lockit

There are two different ways to add or edit localization. You can either make changes in the lockit on google sheets and download a special script file or directly edit the script file. Let's talk about first one.

To start adding new localization, you will have to make a copy of the lockit which you can find here:

<https://docs.google.com/spreadsheets/d/1itBuYx0Y6cfXwtnPb6C7C1c9fR-1UvWm7Nc0RdXREc8/edit?usp=sharing>

Once you have your own copy, it has to be shared with our tech mail phantomdoctrine.tools@gmail.com

Now you can freely edit or translate texts to your chosen language. The rule of thumb here is to change only the 4th column. The script that we provide exports four columns and the 4th one is meant for custom translation. If you change anything else, the script might not work.

When you finish your custom translation, you need to download it as game.archive. For this step we have provided you with a script that will do this job for you. Here is the link for the script

[https://script.google.com/macros/s/AKfycbyT_KCZBGrQKGmbUNmQDAP4rw6uZ32w8PsBBK5o9VVt7cz2idY/exec?ssid=](https://script.google.com/macros/s/AKfycbyT_KCZBGrQKGmbUNmQDAP4rw6uZ32w8PsBBK5o9VVt7cz2idY/exec?ssid=[ID of your lockit]) [ID of your lockit]

Finding your lockit ID is quite simple. It is part of the link after /d/ and ends right before /edit.

  <https://docs.google.com/spreadsheets/d/1itBuYx0Y6cfXwtnPb6C7C1c9fR-1UvWm7Nc0RdXREc8/edit#gid=1643927962>

Keep in mind that the script will only work when the file is shared with our tools mail.

Alternatively, instead of changing the lockit in google sheets, you can just edit it directly in the game.archive file. You can open the game.archive file with any notepad application, however a little more advanced programs are better suited for this purpose than Notepad. For instance Notepad++ is great for this task.

Once you open the game.archive file it should look like this

```
1
2 "FormatVersion": 2,
3 "Namespace": "",
4 "Subnamespaces": [
5   {
6     "Namespace": "TutorialText",
7     "Children": [
8       {
9         "Source": {
10          "Text": "In Infiltration stage, guards will only react if you do something suspicious.\nMove to the indicated position w
11        },
12        "Translation": {
13          "Text": ""
14        },
15        "Key": "tutorial_01"
16      },
17      {
18        "Source": {
19          "Text": "Movement uses up Action Points. END TURN."
20        },
21        "Translation": {
22          "Text": ""
23        },
24        "Key": "tutorial_02"
```

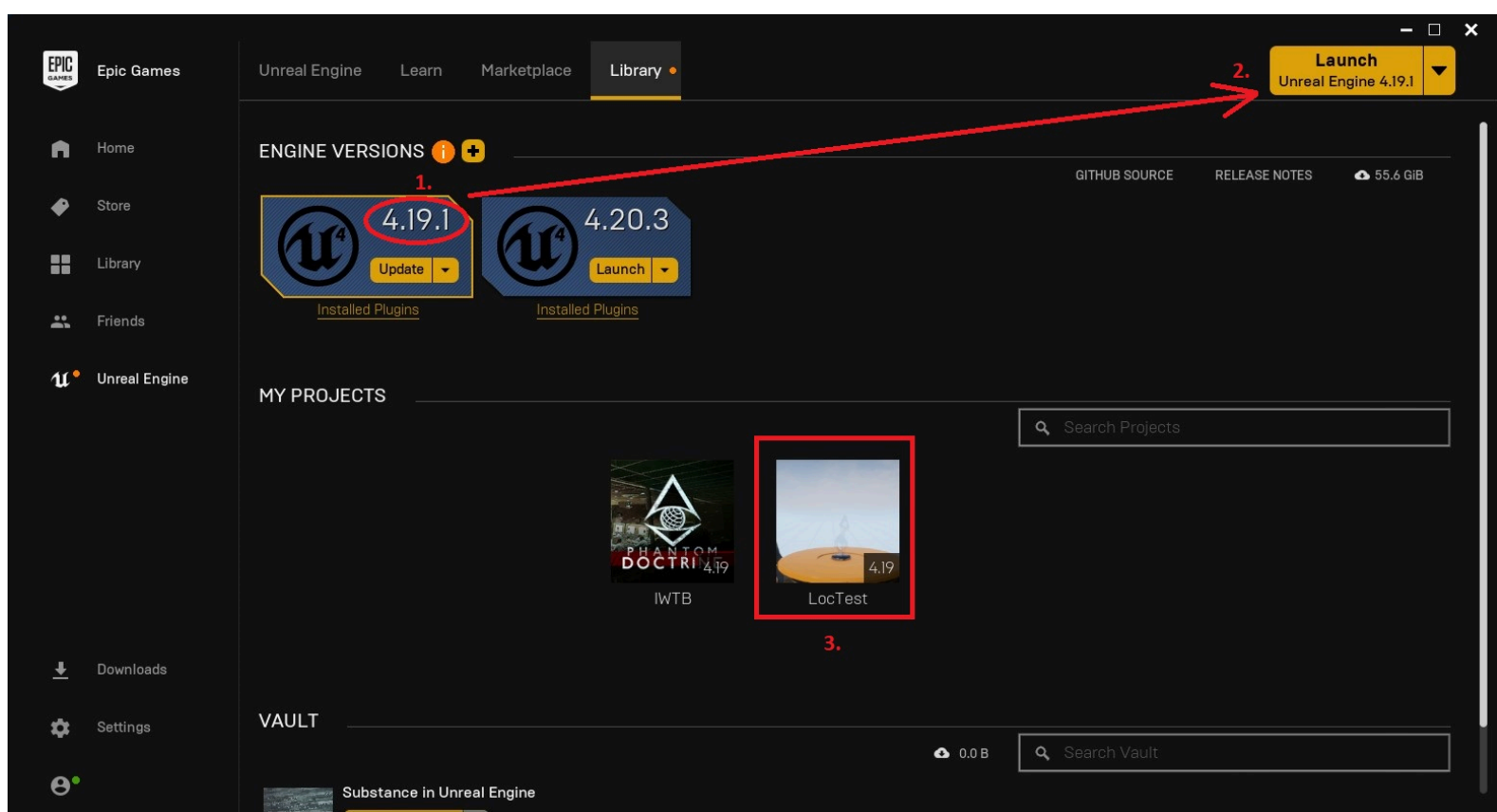
Here you can add custom translation in quotation marks after each 'Text' field. This method is a little harder, since the game.archive file is not separated into sections.

We have separated a special guide for alias localization which can be found here:

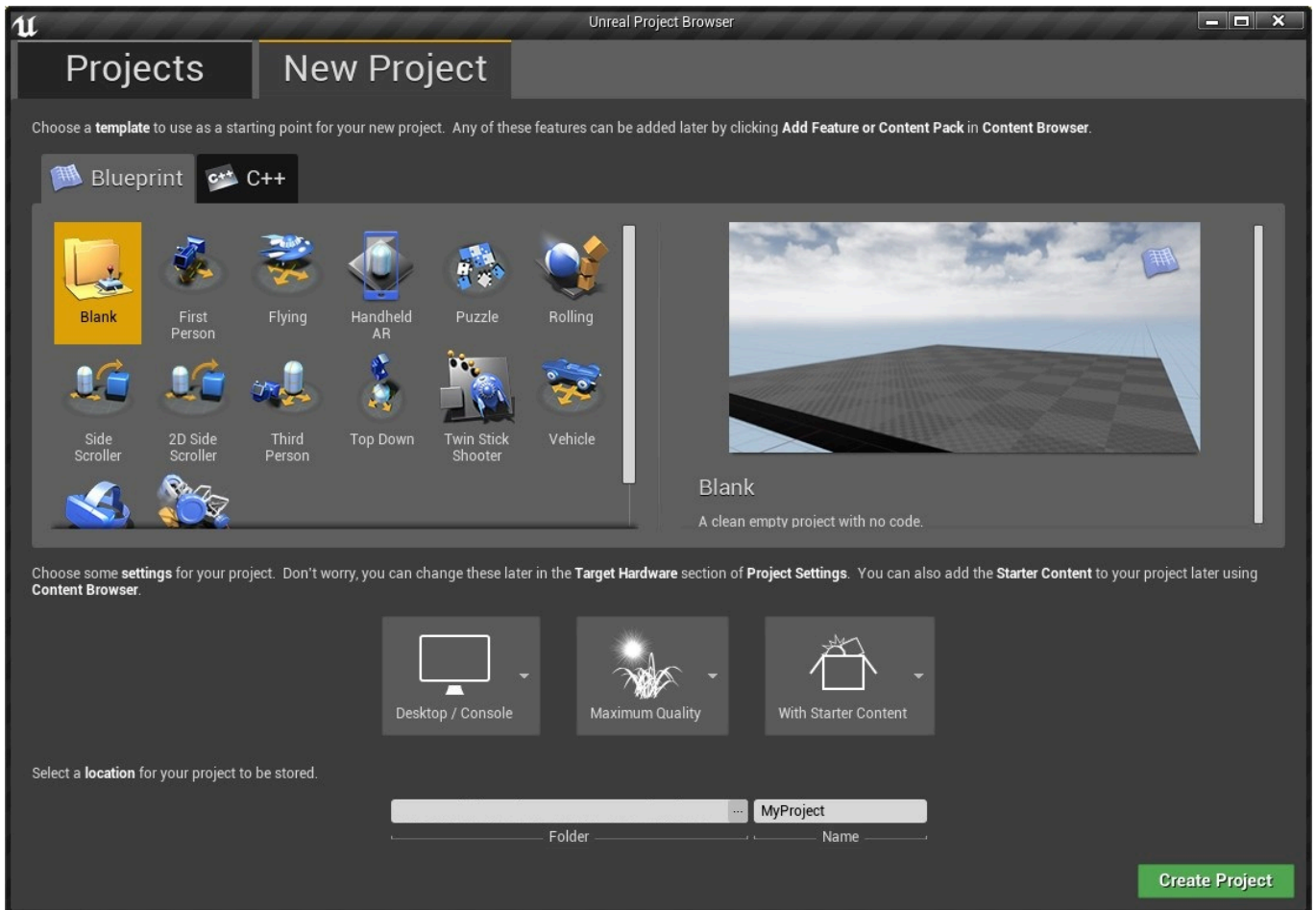
<https://docs.google.com/document/d/1sS381Dd2VIMJDobUaSjiqYNsw1mmhEVOE5-dmoA7QZY/edit?usp=sharing>

How to add localization to the game

Implementing localization to the game is a little more complicated, since it requires downloading Unreal Engine 4.19.x. You can do that via the Epic Games Launcher after setting up an account (<https://www.unrealengine.com/en-US/download>) . Once you have it, proceed to Unreal Engine->Library and download the 4.19.x version. I am currently using 4.19.1, however, any 4.19 version will be fine.



1. Make sure that you have 4.19.x Unreal Engine
2. Choose Launch in the right top corner (once UE is launched, you will see such a window)



3. Create a new project with any name and in any location. Mine was called 'LocTest'

Once you create your new project, you need to download PD_Localization.zip from our Google Drive, here is link for it:

https://drive.google.com/file/d/1I3usqlH_870oBxo8wXF22fqgZt7fzr1_/view?usp=sharing

There, you will find two folders - **Config** and **Content**. Open your project folder and copy those there. If you aren't sure where is your project, you can simply right click on the project's icon and choose 'Show in folder'.

Now proceed to **Config\Localization** and open the file called "**Game.ini**"

In line 'CulturesToGenerate=<LangCode>' replace <LangCode> with the language that you want to implement. The full list of languages supported is available [below](#).

Keep in mind that <langCode> has to be named with the ISO 639 format, so for instance new localization for Magyar would be called 'hu'. You can only add custom localizations for languages that are supported by Unreal Engine. Unreal supports 700+ different languages and dialects, so most popular languages can be used. For the purpose of this guide, I will change <LangCode> into hu, so my line is 'CulturesToGenerate=hu'.

The next step is to create a folder called the same way as your <LangCode> in **\Content\Localization\Game** and paste your **Game.archive** file there. **REMINDER:** Game archive is the file, that you created via our script at the beginning of this guide.

That's almost the end. Open your command prompt (just type cmd) and type this command:

```
<EngineDir>\Engine\Binaries\Win64\UE4Editor.exe  
<ProjectDir>/<ProjectName>.uproject -run=GatherText  
-config=<ProjectDir>\Config\Localization\Game.ini -UNATTENDED
```

The command above might be a little confusing, but here is a quick explanation for it.

<EngineDir>\Engine\Binaries\Win64\UE4Editor.exe is your location for Unreal Engine 4.19. If you installed it in the default location, it should be on the C drive. In my case the Green part is **C:\Program Files\Epic Games\UE_4.19\Engine\Binaries\Win64\UE4Editor.exe** . Keep in mind that if you type it this way, it will not work since there is space in UE direct location, so in such scenarios you have to add " at the beginning and at the end. Here is what I needed to type

"C:\Program Files\Epic Games\UE_4.19\Engine\Binaries\Win64\UE4Editor.exe"

<ProjectDir>/<ProjectName>.uproject the blue part is your project location. If you aren't sure where your project is, just right click on the project icon in the Epic Game Launcher and choose 'Show in folder'. My project is called 'LocTest' and since I created it in the default localization, the path there looks like this

"C:\Users\CFG_Aazr\Documents\Unreal Projects\LocTest\LocTest.uproject"

<ProjectDir>\Config\Localization\Game.ini the last part is just your **Game.ini** location in your project, so it is similar to blue path.

"C:\Users\CFG_Aazr\Documents\Unreal Projects\LocTest\Config\Localization\Game.ini"

Whole formula for me looks this way:

```
"C:\Program Files\Epic Games\UE_4.19\Engine\Binaries\Win64\UE4Editor.exe"  
"C:\Users\CFG_Aazr\Documents\Unreal Projects\LocTest\LocTest.uproject"  
-run=GatherText -config="C:\Users\CFG_Aazr\Documents\Unreal  
Projects\LocTest\Config\Localization\Game.ini" -UNATTENDED
```

This formula will generate a file called **Game.locres** in your **Content\Localization\Game\<LangCode>** folder.

The last step is to copy that file to the game files. You are looking for this path **\PhantomDoctrine\IWTB\Content\Localization\Game**. In folder 'Game' you can see several languages in the ISO 639 format. Create a new folder called the same way as

<LangCode> (in my case it would be hu) and copy the **Game.locres** file directly to that folder. After launching the game you should see your new language on the list.



As you can see, now I can choose Magyar as my game language. Keep in mind that there are languages that are supported by UE, but you will see ???? instead of the language name, however, your localization will work anyway.

List of languages supported by UE

af	de-LU	en-UM	fr-WF	ky-Cyrl-KG	pa-IN	te-IN	io
af-NA	dje	en-US	fr-YT	lag	pa-Guru-IN	teo	iu
af-ZA	dje-NE	en-VC	ga	lag-TZ	pl	teo-KE	jv
agq	dua	en-VG	ga-IE	leet	pl-PL	teo-UG	kg
agq-CM	dua-CM	en-VI	gl	lg	ps	th	kj
ak	dyo	en-VU	gl-ES	lg-UG	ps-AF	th-TH	kr
ak-GH	dyo-SN	en-WS	gsw	lkt	pt	ti	ku
am	dz	en-ZA	gsw-CH	lkt-US	pt-AO	ti-ER	kv
am-ET	dz-BT	en-ZM	gsw-LI	ln	pt-BR	ti-ET	la

ar	ebu	en-ZW	gu	ln-AO	pt-CV	to	lb
ar-001	ebu-KE	eo	gu-IN	ln-CD	pt-GW	to-TO	li
ar-AE	ee	es	guz	ln-CF	pt-MO	tr	mh
ar-BH	ee-GH	es-419	guz-KE	ln-CG	pt-MZ	tr-CY	mi
ar-DJ	ee-TG	es-AR	gv	lo	pt-PT	tr-TR	mo
ar-DZ	el	es-BO	gv-IM	lo-LA	pt-ST	twq	na
ar-EG	el-CY	es-CL	ha	lt	pt-TL	twq-NE	ng
ar-EH	el-GR	es-CO	ha-Latn	lt-LT	rm	tzm	no
ar-ER	en	es-CR	ha-GH	lu	rm-CH	tzm-Latn	nr
ar-IL	en-001	es-CU	ha-Latn-G H	lu-CD	rn	tzm-MA	nv
ar-IQ	en-150	es-DO	ha-NE	luo	rn-BI	tzm-Latn-M A	ny
ar-JO	en-AG	es-EA	ha-Latn-NE	luo-KE	ro	ug	oc
ar-KM	en-AI	es-EC	ha-NG	luy	ro-MD	ug-Arab	oj
ar-KW	en-AS	es-ES	ha-Latn-N G	luy-KE	ro-RO	ug-CN	os
ar-LB	en-AU	es-GQ	haw	lv	rof	ug-Arab-C N	pi
ar-LY	en-BB	es-GT	haw-US	lv-LV	rof-TZ	uk	qu
ar-MA	en-BE	es-HN	he	mas	ru	uk-UA	sa
ar-MR	en-BM	es-IC	he-IL	mas-KE	ru-BY	ur	sc
ar-OM	en-BS	es-MX	hi	mas-TZ	ru-KG	ur-IN	sd
ar-PS	en-BW	es-NI	hi-IN	mer	ru-KZ	ur-PK	se
ar-QA	en-BZ	es-PA	hr	mer-KE	ru-MD	uz	sm
ar-SA	en-CA	es-PE	hr-BA	mfe	ru-RU	uz-Arab	ss
ar-SD	en-CC	es-PH	hr-HR	mfe-MU	ru-UA	uz-AF	st
ar-SO	en-CK	es-PR	hu	mg	rw	uz-Arab-AF	su
ar-SS	en-CM	es-PY	hu-HU	mg-MG	rw-RW	uz-Cyrl	tg
ar-SY	en-CX	es-SV	hy	mgh	rwk	uz-UZ	tk
ar-TD	en-DG	es-US	hy-AM	mgh-MZ	rwk-TZ	uz-Cyrl-UZ	tl
ar-TN	en-DM	es-UY	id	mgo	saq	uz-Latn	tn
ar-YE	en-ER	es-VE	id-ID	mgo-CM	saq-KE	uz-Latn-UZ	ts
as	en-FJ	et	ig	mk	sbp	vai	tt
as-IN	en-FK	et-EE	ig-NG	mk-MK	sbp-TZ	vai-Latn	tw
asa	en-FM	eu	ii	ml	seh	vai-LR	ty
asa-TZ	en-GB	eu-ES	ii-CN	ml-IN	seh-MZ	vai-Latn-LR	ve
az	en-GD	ewo	is	mn	ses	vai-Vaii	vo

az-Cyrl	en-GG	ewo-CM	is-IS	mn-Cyrl	ses-ML	vai-Vaii-LR	wa
az-AZ	en-GH	fa	it	mn-MN	sg	vi	wo
az-Cyrl-AZ	en-GI	fa-AF	it-CH	mn-Cyrl-M N	sg-CF	vi-VN	xh
az-Latn	en-GM	fa-IR	it-IT	mr	shi	vun	yi
az-Latn-AZ	en-GU	ff	it-SM	mr-IN	shi-Latn	vun-TZ	za
bas	en-GY	ff-SN	ja	ms	shi-MA	xog	en-US-PO SIX
bas-CM	en-HK	fi	ja-JP	ms-Latn	shi-Latn-M A	xog-UG	
be	en-IE	fi-FI	jgo	ms-BN	shi-Tfng	yav	
be-BY	en-IM	fil	jgo-CM	ms-Latn-B N	shi-Tfng-M A	yav-CM	
bem	en-IN	fil-PH	jmc	ms-MY	si	yo	
bem-ZM	en-IO	fo	jmc-TZ	ms-Latn-M Y	si-LK	yo-BJ	
bez	en-JE	fo-FO	ka	ms-SG	sk	yo-NG	
bez-TZ	en-JM	fr	ka-GE	ms-Latn-S G	sk-SK	zgh	
bg	en-KE	fr-BE	kab	mt	sl	zgh-MA	
bg-BG	en-KI	fr-BF	kab-DZ	mt-MT	sl-SI	zh	
bm	en-KN	fr-BI	kam	mua	sn	zh-Hans	
bm-ML	en-KY	fr-BJ	kam-KE	mua-CM	sn-ZW	zh-CN	
bn	en-LC	fr-BL	kde	my	so	zh-Hans-C N	
bn-BD	en-LR	fr-CA	kde-TZ	my-MM	so-DJ	zh-HK	
bn-IN	en-LS	fr-CD	kea	naq	so-ET	zh-Hans-H K	
bo	en-MG	fr-CF	kea-CV	naq-NA	so-KE	zh-MO	
bo-CN	en-MH	fr-CG	khq	nb	so-SO	zh-Hans-M O	
bo-IN	en-MO	fr-CH	khq-ML	nb-NO	sq	zh-SG	
br	en-MP	fr-CI	ki	nb-SJ	sq-AL	zh-Hans-S G	
br-FR	en-MS	fr-CM	ki-KE	nd	sq-MK	zh-Hant	
brx	en-MT	fr-DJ	kk	nd-ZW	sq-XK	zh-Hant-H K	
brx-IN	en-MU	fr-DZ	kk-Cyrl	ne	sr	zh-Hant-M O	
bs	en-MW	fr-FR	kk-KZ	ne-IN	sr-Cyrl	zh-TW	

bs-Cyrl	en-NA	fr-GA	kk-Cyrl-KZ	ne-NP	sr-BA	zh-Hant-TW	
bs-BA	en-NF	fr-GF	kkj	nl	sr-Cyrl-BA	zu	
bs-Cyrl-BA	en-NG	fr-GN	kkj-CM	nl-AW	sr-ME	zu-ZA	
bs-Latn	en-NR	fr-GP	kl	nl-BE	sr-Cyrl-ME	aa	
bs-Latn-BA	en-NU	fr-GQ	kl-GL	nl-BQ	sr-RS	ab	
ca	en-NZ	fr-HT	klm	nl-CW	sr-Cyrl-RS	ae	
ca-AD	en-PG	fr-KM	klm-KE	nl-NL	sr-XK	an	
ca-ES	en-PH	fr-LU	km	nl-SR	sr-Cyrl-XK	av	
ca-FR	en-PK	fr-MA	km-KH	nl-SX	sr-Latn	ay	
ca-IT	en-PN	fr-MC	kn	nmg	sr-Latn-BA	ba	
cgg	en-PR	fr-MF	kn-IN	nmg-CM	sr-Latn-ME	bh	
cgg-UG	en-PW	fr-MG	ko	nn	sr-Latn-RS	bi	
chr	en-RW	fr-ML	ko-KP	nn-NO	sr-Latn-XK	ce	
chr-US	en-SB	fr-MQ	ko-KR	nnh	sv	ch	
cs	en-SC	fr-MR	kok	nnh-CM	sv-AX	co	
cs-CZ	en-SD	fr-MU	kok-IN	nus	sv-FI	cr	
cy	en-SG	fr-NC	ks	nus-SD	sv-SE	cu	
cy-GB	en-SH	fr-NE	ks-Arab	nyn	sw	cv	
da	en-SL	fr-PF	ks-IN	nyn-UG	sw-KE	dv	
da-DK	en-SS	fr-PM	ks-Arab-IN	om	sw-TZ	fj	
da-GL	en-SX	fr-RE	ksb	om-ET	sw-UG	fy	
dav	en-SZ	fr-RW	ksb-TZ	om-KE	swc	gd	
dav-KE	en-TC	fr-SC	ksf	or	swc-CD	gn	
de	en-TK	fr-SN	ksf-CM	or-IN	ta	ho	
de-AT	en-TO	fr-SY	kw	pa	ta-IN	ht	
de-BE	en-TT	fr-TD	kw-GB	pa-Arab	ta-LK	hz	
de-CH	en-TV	fr-TG	ky	pa-PK	ta-MY	ia	
de-DE	en-TZ	fr-TN	ky-Cyrl	pa-Arab-PK	ta-SG	ie	
de-LI	en-UG	fr-VU	ky-KG	pa-Guru	te	ik	