Instructions

# Download the folder in “Provided folders” corresponding to your language locale. Upload modifications to “Output folder”

I copied the folders generated by the game engine. They contain the translation files.   
Download the folder named after your language locale (FR, SK…) on your machine.  
Modify the files and upload the folder named after your locale, containing the translations, into the “Output folder”

# Files to work on are in the “scripts” folder

The only files you should translate are located in the “scripts” folder. However, you also need to review the “common.rpy” file (see below).

# Review the “common.rpy” translation

The file “common.rpy” is huge and contains character strings involved in the game menus or text, not the actual game dialogues.

I pre-translated it using ai, but please go over it to check.

# Only work on “.rpy” files

Please only work on the files of type .rpy (not the .rpyc)

# Fill empty double quotes in the translation files

The files provide the english dialogue lines after the keyword-***old***-.  
They provide quotes after the keyword -***new***-.   
  
# game/scripts/Scene1/day1.rpy:39

old "Yeah, it’s really peaceful out here. Can’t believe we’ll be staying here for a week!"

new ""

You need to fill the quotes after the keyword -new- with the translation corresponding to the english sentence (old):  
# game/scripts/Scene1/day1.rpy:39

old "Yeah, it’s really peaceful out here. Can’t believe we’ll be staying here for a week!"

new "Ouais, c'est vraiment calme ici. J'arrive pas à croire qu'on va rester ici pendant une semaine!"

Sometimes instead of old and new you get a character role and their dialogue line in green (commented out using “#” character)

# bestfriend "Oh, come on! Let’s drop our bags and meet everyone, you’ll feel better!"

bestfriend ""

FIll the quotes with the translation of the text in quotes in the above line:  
# bestfriend "Oh, come on! Let’s drop our bags and meet everyone, you’ll feel better!"

bestfriend "Oh allez, viens on pose nos affaires et on va rencontrer les autres, tu te sentiras mieux!"

# Keep syntax identical

When a string to translate features special characters, keep those identical. Don’t translate things that are in brackets.

For exemple:  
Don’t use these quotes: “, or if you do, “escape” them using this character: \  
# renpy/common/00preferences.rpy:700

old "Self-voicing would say \"[renpy.display.tts.last]\". Press 'alt+shift+V' to disable."

new "L'auto-narration dirait \"[renpy.display.tts.last]\". Appuyez sur 'alt+shift+V' pour désactiver."

# renpy/common/00updater.rpy:2028

old "[u.version] is available. Do you want to install it?"

new "[u.version] est disponible. Voulez-vous l'installer ?"

# Ask questions in slack

If you have questions, please ask them in slack in a2 channel.  
We will update the translations accordingly for everyone.

# Report issues in “English review file” and notify in slack

Report the english typos in the “English review file”, notify partners in slack so that we can update and correct as soon as possible to generate updated translation files.