Super Robot Wars GC

TRANSLATION TOOLKIT TUTORIAL

by Dashman

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Introduction

Super Robot Taisen GC (a.k.a. Super Robot *Wars* GC) for the **Nintendo Gamecube** is one of the many Super Robot Taisen titles that haven't been released outside of Japan and therefore comes in Japanese. This is not very convenient for the average player or mecha-anime fan who wants to get into these kinds of games, who usually has little to no knowledge of the language of the Far-East islands.

Thankfully, many fan groups have gathered in the past skilled individuals that have taken the challenge of translating some of these games into English, some of them achieving their goals, others being overwhelmed after some time before the tremendous task at hand and their personal circumstances. And even for those games that haven't been hacked and translated, it's quite common to find some guides with partial translations or summaries online made by people who were nice enough to let non-Japanese speakers enjoy the big plots these games sport. All of these people deserve praise and recognition, even those who couldn't finish what they started.

The thing is, in most cases, translating these games is not just a matter of writing a translation. It implies hacking the game itself, tweaking its internal logic, changing files, and generally a lot of complicated stuff that not everybody has the patience to get into.

But this game is not like that.

Well, technically the game *is* like that too. The trick comes with the **emulator** used to run the game not in the Gamecube but in your computer: **Dolphin**. Dolphin emulator has options for letting you "dump" the textures of the game into a folder before sending them to your computer's GPU, as well as checking if you have other textures in a "load" folder to replace those ones. That means you can swap textures easily for **any** Gamecube or Wii game.

Some people have made use of this technique to give games Hi-Resolution textures since the era of the Nintendo 64 emulators (some of which had this feature available as well). We're using it to replace the Japanese dialogues for English ones, effectively translating the game (or, as KaiohShin from romhacking.net called it, "soft-subbing" it).

This system is **way easier** than the traditional one for translating games (**anybody can do this**), yet not that elegant, since the final product of this is a folder with *thousands* of texture files, and sadly can't be exported to the real hardware. Obviously, editting that big a number of files manually is a titanic task that can burn anybody out very quickly, so this toolkit came to life to help anybody with the will (and time) to translate this game even more easily.

This document will take you throught the four programs that make up this toolkit and show you how to use them, pointing out some dos and don'ts, as well as other details that should be taken into account when using them. At least one of them will mean some reading, but don't worry, it's not Physics.

I can't end this section without naming the small team that is currently taking on this translation using these tools, and posting updates in the /m/ board of the image forum *4chan*:

- **Steve**: The one who started all this when he announced he was going to make a translation of the menus of the game. Currently taking care of everything menu-related (which, in a game based in menus like this one, is a big task).

- **Bring Stabity**: Official dumper of dialogue textures and editor when he's not teaching robots how to talk. Author of the "*Milky Tits*" spin-off inside the game as well as a fan of *Mobile Suit Gundam: Abridged* (like many others). Accepts collaborators.
- **Oppai-Missile**: Official translator of the game. You may know him from his translation of *Anaheim Girls Love Story*, among others.
- **Dashman**: The programmer of the tools, as well as the reason why you're reading all this. Sorry about that.

You can probably find a thread with these guys working on the translation in the previously mentioned board, unless they have stopped doing it.

These guys have lives of their own, haven't signed a contract to get this finished or get paid at all for this. As all other fan groups, they do this in their free time and the least you could do is try to show some respect for them. In the case one/some/all of them can't continue doing this, well, **you** can continue their work if you want.

Or maybe you can take the files they created and translate them to your own language, which is perfectly possible since **the tools fully support UTF-8**.

Whatever the case, you'll need to learn **how to use the tools**. Read on.

How to read this guide

If this guide was just a bunch of text, I wouldn't read it myself. That's why you'll find several **images** to help you understand better what you should be doing and where in each tool's section.

If that wasn't enough, some parts of the text are *color-coded* to let you locate them easily.

Text inside a blue box will be **instructions**. For example:

1) Look at the blue box.
2) Check the text inside the box.
3) Read what is written inside.

Text inside a green box will be **suggestions** on how to better perform certain tasks. For example:

You should try the steps described in the blue boxes while you're reading them. That way it's easier to understand how the whole thing works.

Text inside a red box (okay, it's more like salmon) will be **warnings**, as well as things that are not recommended. For example:

It's not recommended to skip sections the first time you read this guide, as some tools make use of what is produced by another one. You may need to understand what that one does first.

Remember that you can jump to any section by just using the table of contents.

Also, before you try any tool, remember they are **Java applets**. If they don't work for you, download and install the Java Runtime Environment.

Remember that this tutorial will focus on the **fastest** and **easiest** ways of using the tools. There are other ways of using them that may suit you better and are not covered here. Feel free to experiment.

Dolphin settings

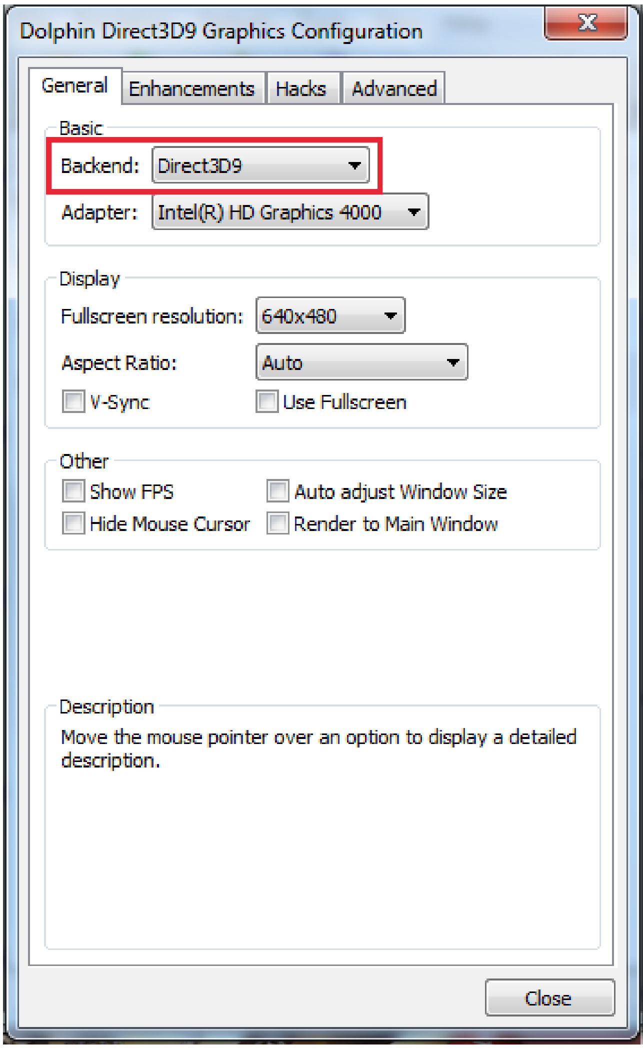
You will need **Dolphin 3.0 (no revision)** to make full use of these tools. You can get it from here:

http://www.dolphin-emulator.com/download.html

Versions of Dolphin past 3.0 changed the internal algorithm for calculating the **hashing** of textures, making the results random at times. This calculated hashing is part of the name of the textures we are supposed to replace. That means that if you create textures edited from a version posterior to 3.0, they will most probably not be recognized by any other version of the emulator that is not the same as yours (textures will have the wrong name). Don't use versions past 3.0, please.

We're assuming you know how to configure the emulator to play and how to get your copy of the game (if you have the original game disc, there's a guide on how to dump it into an ISO file here), so the only settings we'll go through will be the **graphics settings**, the ones that allow the translation to work.

Make sure that you're using **Direct3D9** (although Direct3D11 may work) and set **Texture Cache Accuracy** to **Safe**:

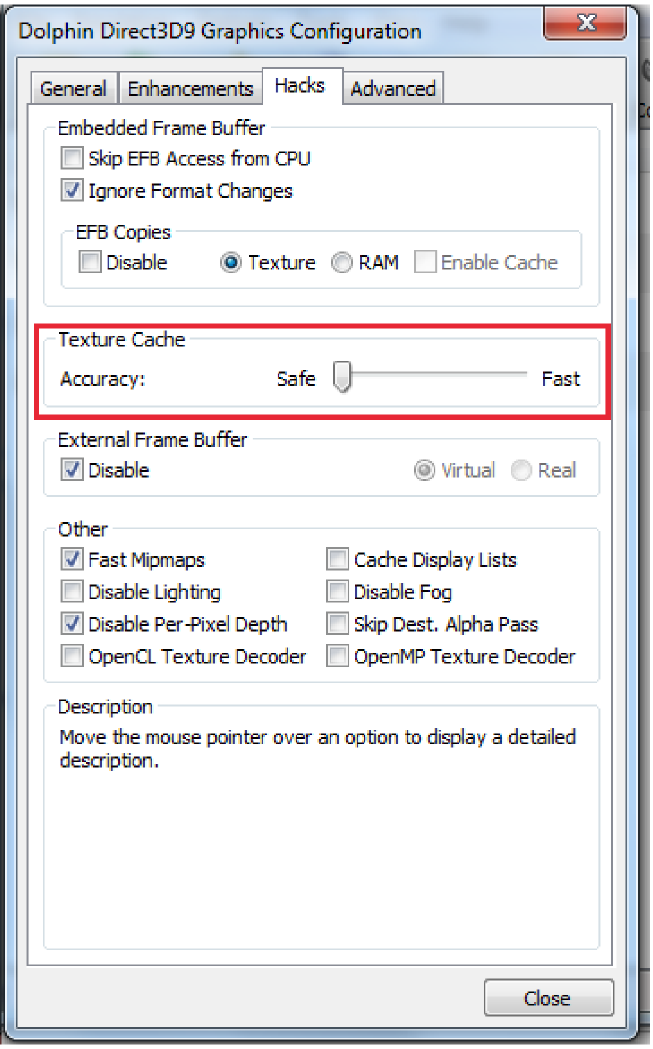


Basic
Backend: Direct3D9
Adapter: Intel(R) HD Graphics 4000

Display
Fullscreen resolution: 640x480
Aspect Ratio: Auto
□ V-Sync □ Use Fullscreen

Other
□ Show FPS □ Auto adjust Window Size
□ Hide Mouse Cursor □ Render to Main Window

Description
Move the mouse pointer over an option to display a detailed description.



Embedded Frame Buffer
□ Skip EFB Access from CPU
☑ Ignore Format Changes

EFB Copies
□ Disable ● Texture ○ RAM □ Enable Cache

Texture Cache
Accuracy: Safe — Fast

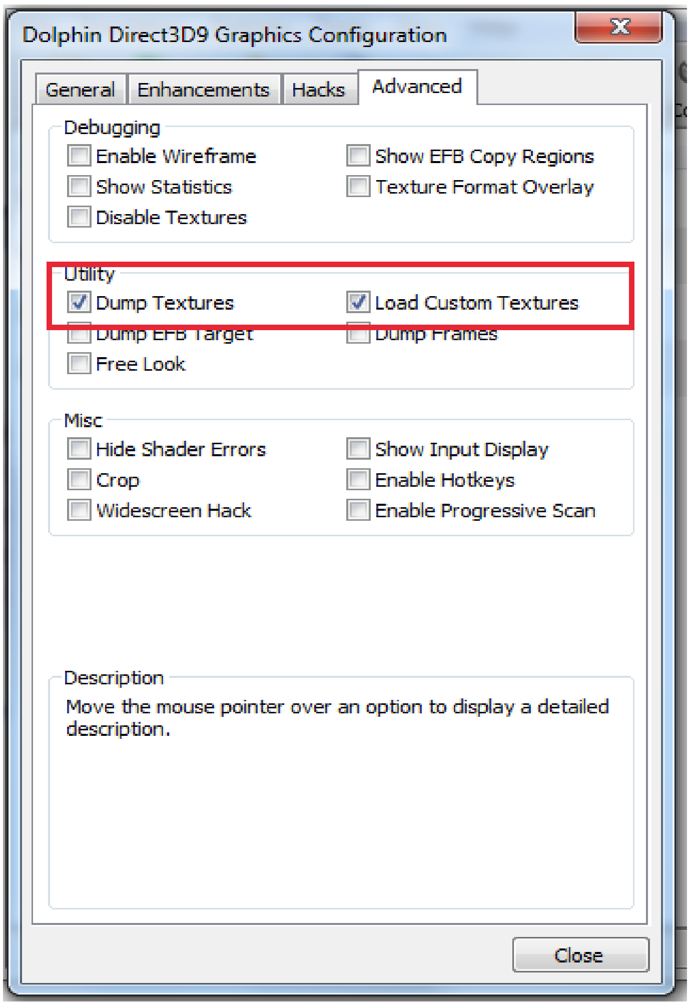
External Frame Buffer
☑ Disable ● Virtual ○ Real

Other
☑ Fast Mipmaps □ Cache Display Lists
□ Disable Lighting □ Disable Fog
☑ Disable Per-Pixel Depth □ Skip Dest. Alpha Pass
□ OpenCL Texture Decoder □ OpenMP Texture Decoder

Description
Move the mouse pointer over an option to display a detailed description.

- If you used **OpenGL** instead of Direct3D, the textures generated would be TIFF. The tools work with PNG textures (as generated with Direct3D). Don't use OpenGL.
- The accuracy for the Texture Cache influences the **hashing** of the textures, but there's also a problem with the emulation of the game if we don't set this to Safe (some dialogues are not shown), so stick to this configuration.

To load the translated textures, you'll need to activate the "**Load Custom Textures**" option. To dump the textures for translation, you'll need to activate the "**Dump Textures**" option. Both are in the "Advanced" tab in the Graphics Configuration.



Debugging

□ Enable Wireframe □ Show EFB Copy Regions
□ Show Statistics □ Texture Format Overlay
□ Disable Textures

Utility

☑ Dump Textures ☑ Load Custom Textures
□ Dump EFB Target □ Dump Frames
□ Free Look

Misc

□ Hide Shader Errors □ Show Input Display
□ Crop □ Enable Hotkeys
□ Widescreen Hack □ Enable Progressive Scan

Description

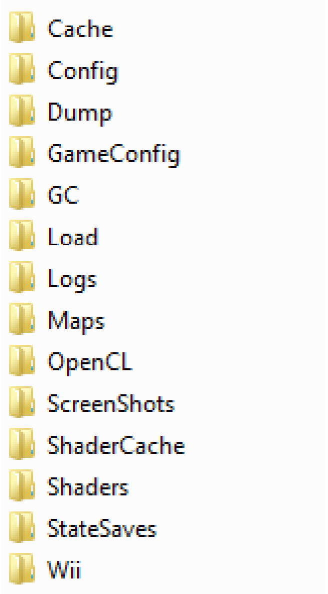
Move the mouse pointer over an option to display a detailed description.

Both options can work at the same time, if you want to dump textures while you use the already translated textures. Sometimes, though, if you start up the game with both options enabled will result in the translations not loading. If that happens to you, you can start with just "Load Custom Textures" enabled and then enable "Dump Textures" later in the game. It's a good practice to only enable "Dump textures" when you want to get specific textures.

When you play with "Dump Textures" enabled, **every texture** the game uses while you play will be stored in the folder **/User/Dump/Textures/GRWJD9/** in the Dolphin folder. It's a "*what you see is what you get*" method, you can only change something you've seen in the game.

The edited textures should be placed in **/User/Load/Textures/GRWJD9/** or **any subfolder** of it. These textures **must have the same name** as the dumped textures they are meant to replace.

There's been some cases in which Dolphin doesn't create the folders required for dumping and loading textures, or even the ones required to save the emulator's configuration, thus disabling these features. These folders should be created automatically *the first time the emulator is executed*, so if after executing the emulator and closing it once your **User** folder doesn't look like this:



Cache
Config
Dump
GameConfig
GC
Load
Logs
Maps
OpenCL
ScreenShots
ShaderCache
Shaders
StateSaves
Wii

then you have a little problem.

Thankfully, this is easily solved by **manually** creating the folders. Just make sure the contents of your *User* folder match the ones in the previous picture.

Remember that both the *Dump* and *Load* folder must contain at least a *Textures* folder inside each, and you will have to create the *GRWJD9* folders as well (at least for the *Load* folder).

Another problem you're going to experience comes when starting the game with a lot of textures in the *Load* folder.

If you have the "Load Custom Textures" option enabled, Dolphin will try to recognize which textures are present in said folder before starting the game. Since you are going to have **thousands** of textures there, that's most probably going to take a LONG while (a couple of minutes, maybe), but don't worry, the emulator hasn't hanged, it's just thinking. You will need a bit of patience with this.

One thing you can do to reduce that loading time is managing the textures you put on the *Load* folder. If you only put there the files necessary for the mission(s) you're going to play, the loading time will be consistently reduced. Luckily enough, the team has been careful in keeping the produced textures in an easy to understand structure, so you can hand-pick the stuff you need with the help of a FAQ document like Magenta Galaxy's (you can google it) that tells you who appears in each stage.

Another related problem comes if you try to use **savestates** in the previously explained conditions. Dolphin will try to recognize the textures **again** if you load a savestate. Don't look at me, I didn't program that.

For some reason, if "Dump Textures" is enabled as well, this problem disappears. Keep an eye on your *Dump* folder if you use this little trick.

Dialogues in SRW GC

You probably know what a dialogue in this game is like, but for the sake of this guide and the use of the tools we're going to explain and *classify* them. A **dialogue** is the name we give to when a character "speaks" in the game. The accuracy of this term is quite debatable, but please bear with it.

Dialogues can happen at **five** different times:

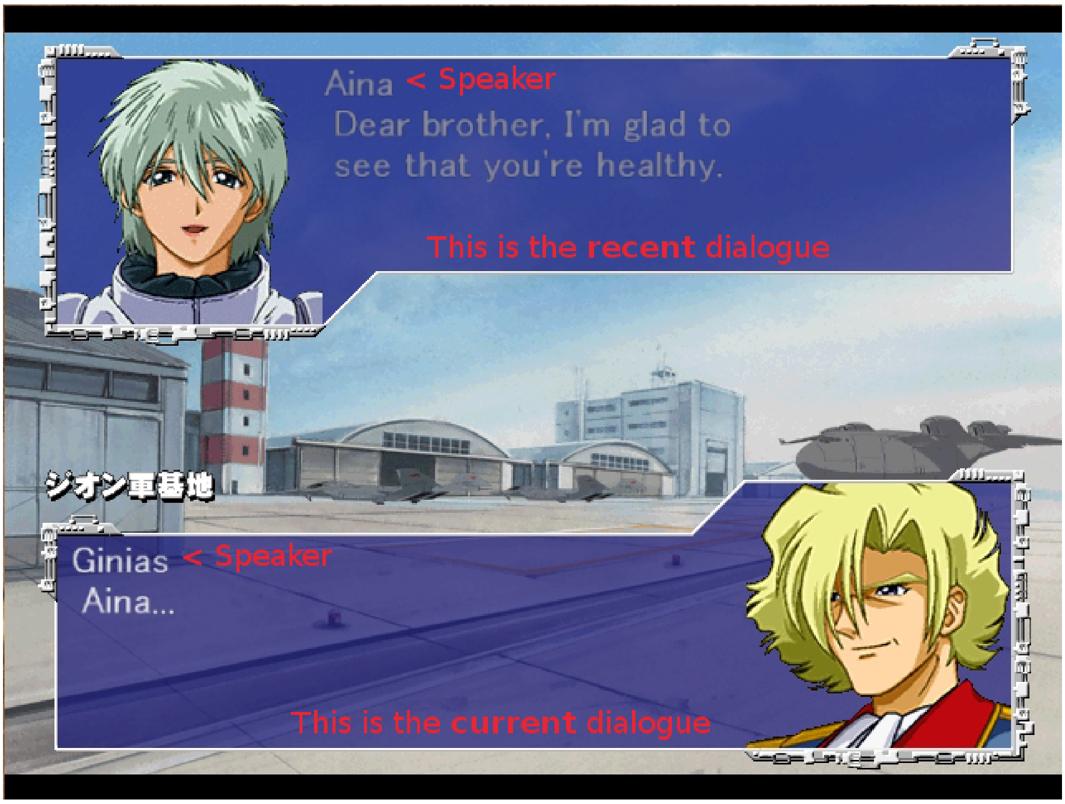
- **Before** the mission starts
- **During** the mission
- In a **battle sequence**
- After saving and **suspending** in the middle of a mission
- **After** the mission

Of these five scenarios, **four** use *the same format* of dialogue, which we'll refer from now on as **event dialogues,** the only different one being the battle sequence dialogues, which we'll name **battle dialogues**.

Event dialogues:

Even using the same format, there's subtle differences to how **event dialogues** work:

- **Before and after mission**: Dialogues can be shown on the **upper** or **lower** part of the screen. When *both* upper and lower are present on screen, one of them will show the text in **white**, indicanting that the dialogue is happening at the moment, or is, as we call it, the **current** dialogue. The other dialogue will be displayed in **gray**, and will retain the last thing that was said by the previous character, (or as we call it, **speaker)**. We'll refer to gray dialogues as **recent** dialogues.



Aina < Speaker

Dear brother, I'm glad to see that you're healthy.

This is the recent dialogue

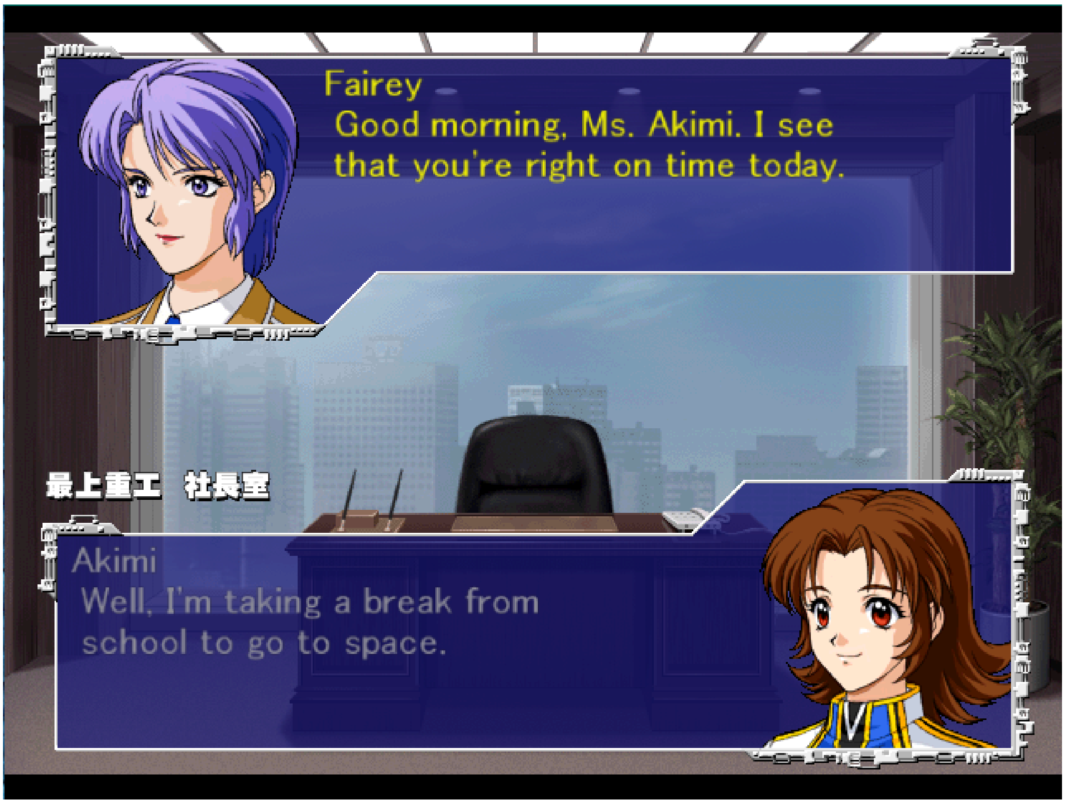
ジオン軍基地

Ginias < Speaker

Aina...

This is the current dialogue

One feature of modern SRW games is that **you can go back** in the text of the game by pressing the **B button** in the controller (as opposed to advance in the text by using the A button). When you do that, the text will be displayed in **yellow**. We call yellow dialogues **past** dialogues.

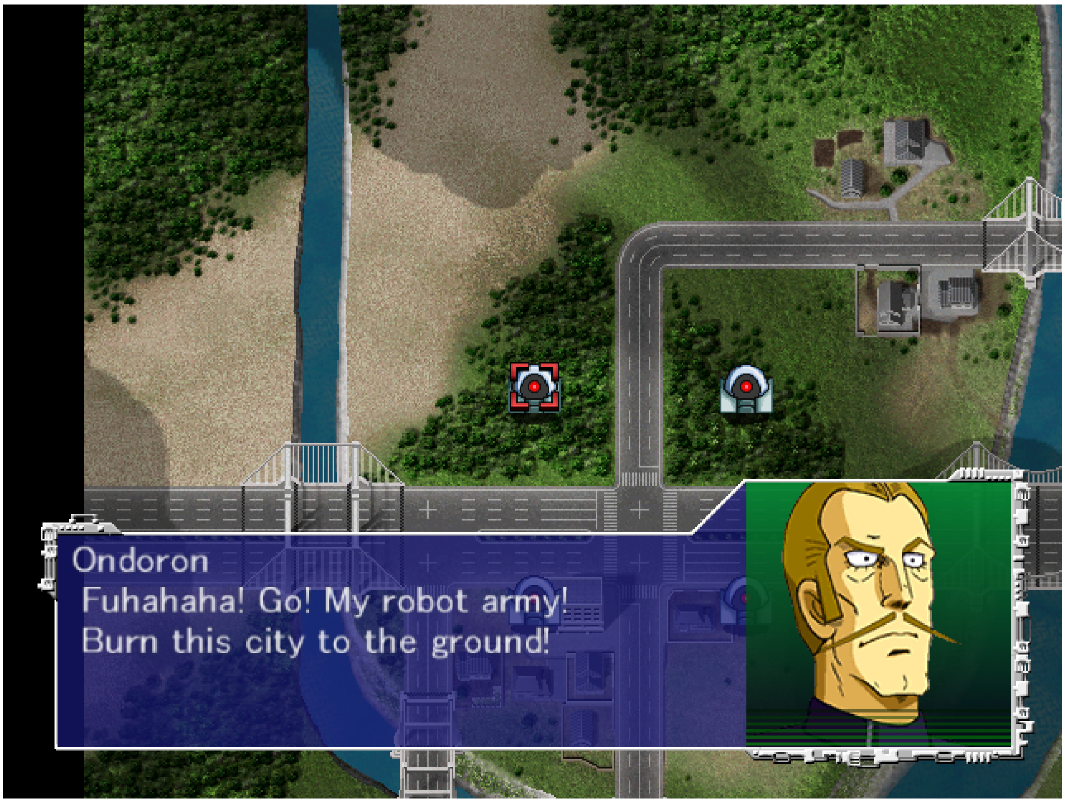


Fairey
Good morning, Ms. Akimi. I see that you're right on time today.

最上重工　社長室

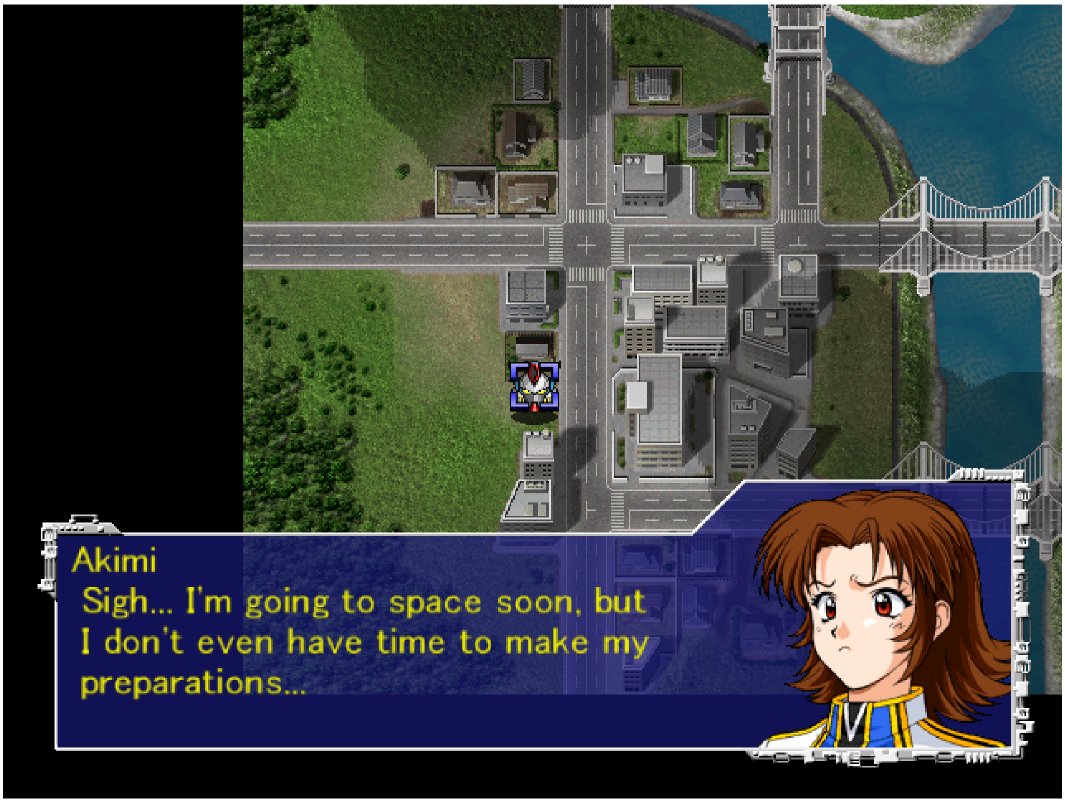
Akimi
Well, I'm taking a break from school to go to space.

- **During the mission**: Dialogues show **only** in the lower part of the screen. That means there are no recent dialogues in this case.



Ondoron
Fuhahaha! Go! My robot army! Burn this city to the ground!

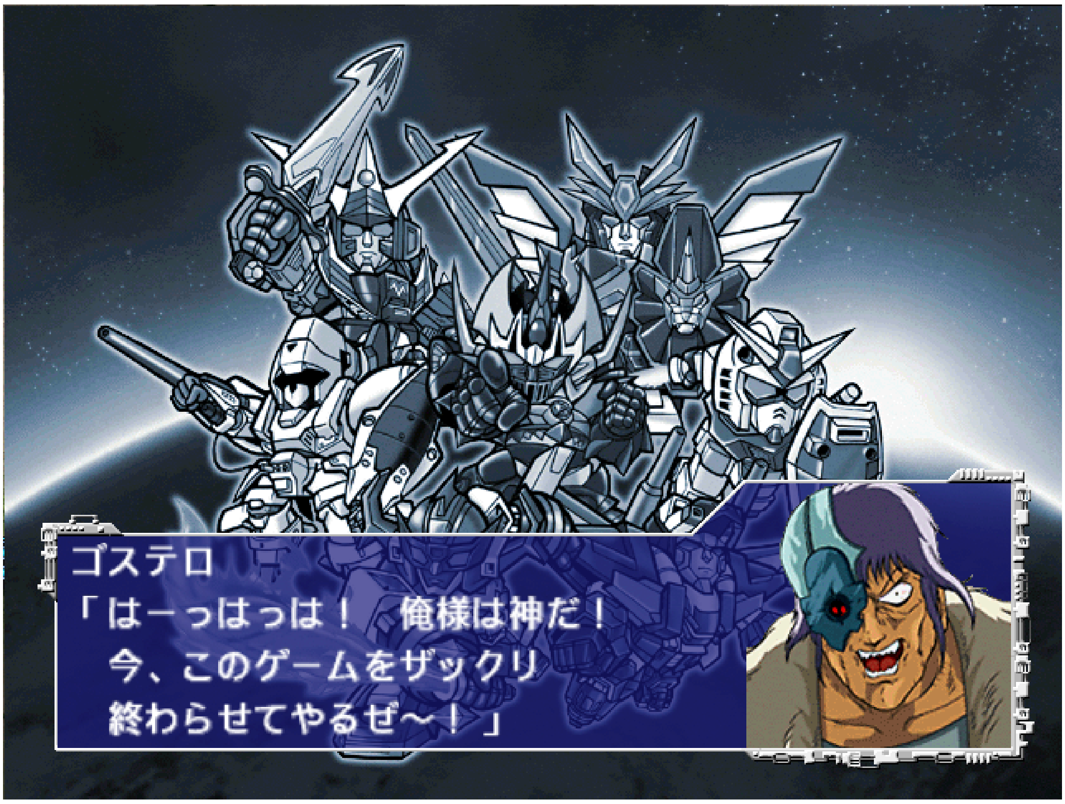
You can go back in these dialogues as well.



Akimi
Sigh... I'm going to space soon, but I don't even have time to make my preparations...

* Keep in mind that you can go back in text only in the same **scene**. A scene before and after mission takes from the moment that a character starts speaking to the moment the screen fades. During a mission, the moment you stop seeing the dialogue box, the scene is over (yes, even when there's just a pause for making new units appear).

- **After suspending the game**: Suspending the game gives you a small sequence of dialogue (telling you to rest) in a very similar way to in-mission dialogue. The difference in this case is that you can't go back, so you don't get past dialogues either.



ゴステロ
「はーっはっは！　俺様は神だ！
　今、このゲームをザックリ
　終わらせてやるぜ～！」

* In case you're wondering, Gosterro says "*Haaahaha! I'm a god! I'm going to beat this game in one go right now!*". Yeah, right.

Why is knowing all this important? If you remember, you can only dump and replace the text that has *appeared* while you were playing. Current, recent and past dialogues are saved as **separate** textures. That means you have to make all of the dialogue happen if you want to fully translate the text.

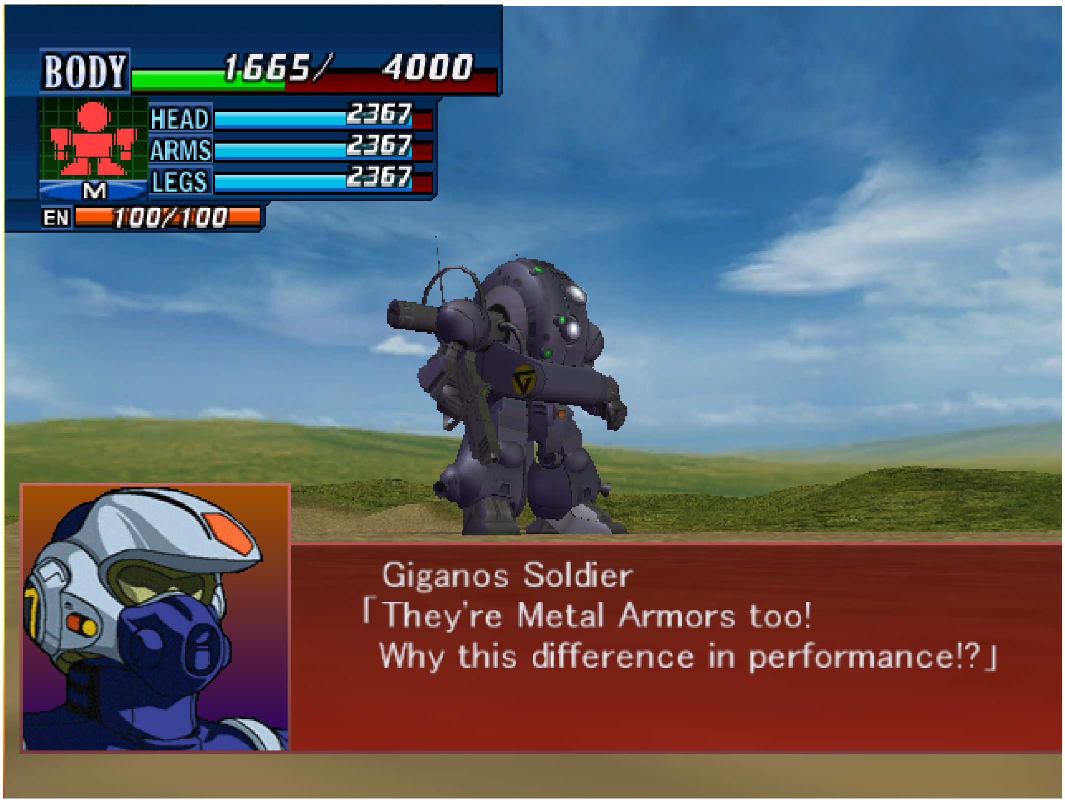
That sounded difficult, but it's not. When you're dumping untranslated event dialogues, the best way to produce all of them is "*go back one, advance two*", or talking in buttons, pressing "B, A, A" in each dialogue (after the first one in the scene, since you can't go back from the first). Advancing through the text repeating that button sequence is very mechanical, easy and produces all the required dialogue. It's advisable to use savestates at the beginning of a scene, in case you miss one for any reason.

Battle dialogues:

Battle dialogues behave differently. Since there's a number of things a character can say for *a specific attack*, or *while being hit*, or *dodging an attack*, or *supporting another character*, or just *getting blown up*, the dialogues you get are slightly **random**.

Other significant difference of battle dialogues is that they're generated as **many textures** instead of one (like the event dialogues). This is because these dialogues are generated *character by character*, and the game (or the emulator) interprets each time a new character is shown in the dialogue as a separate texture. In the end, a single battle dialogue can easily produce *more than 20 textures*.

The good thing is that you only need to have "Dump Textures" enabled and you'll get them. Also, finding the generated textures is a **piece of cake** with the **tools**, as you will see in the next section.

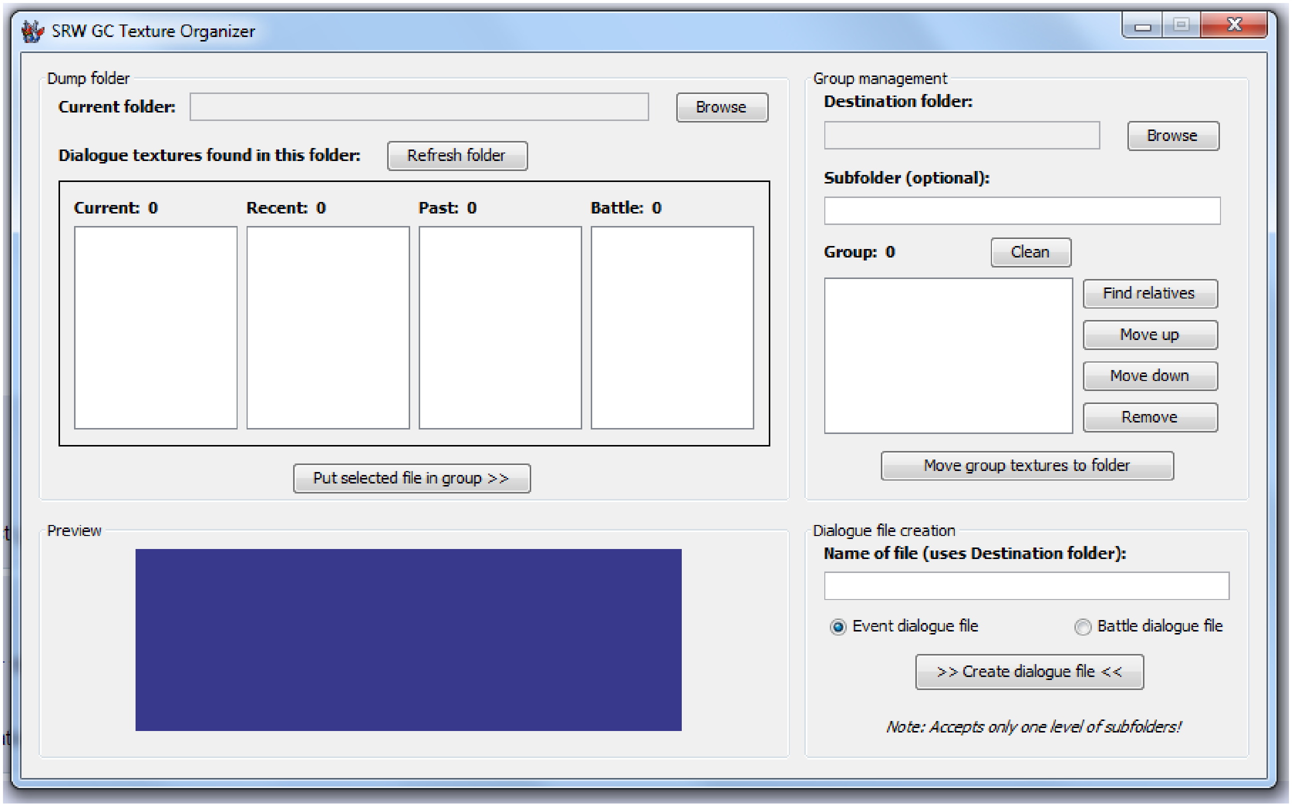


Giganos Soldier
「They're Metal Armors too!
Why this difference in performance!?」

One of the many things a Giganos soldier can say after being hit by one of the Dragonar boys.

Tool 1: Texture Organizer

You've been dumping textures for a while, but now you don't know what to do with them? No problem. Meet the **Texture Organizer**:



Current: 0

Recent: 0

Past: 0

Battle: 0

Group: 0

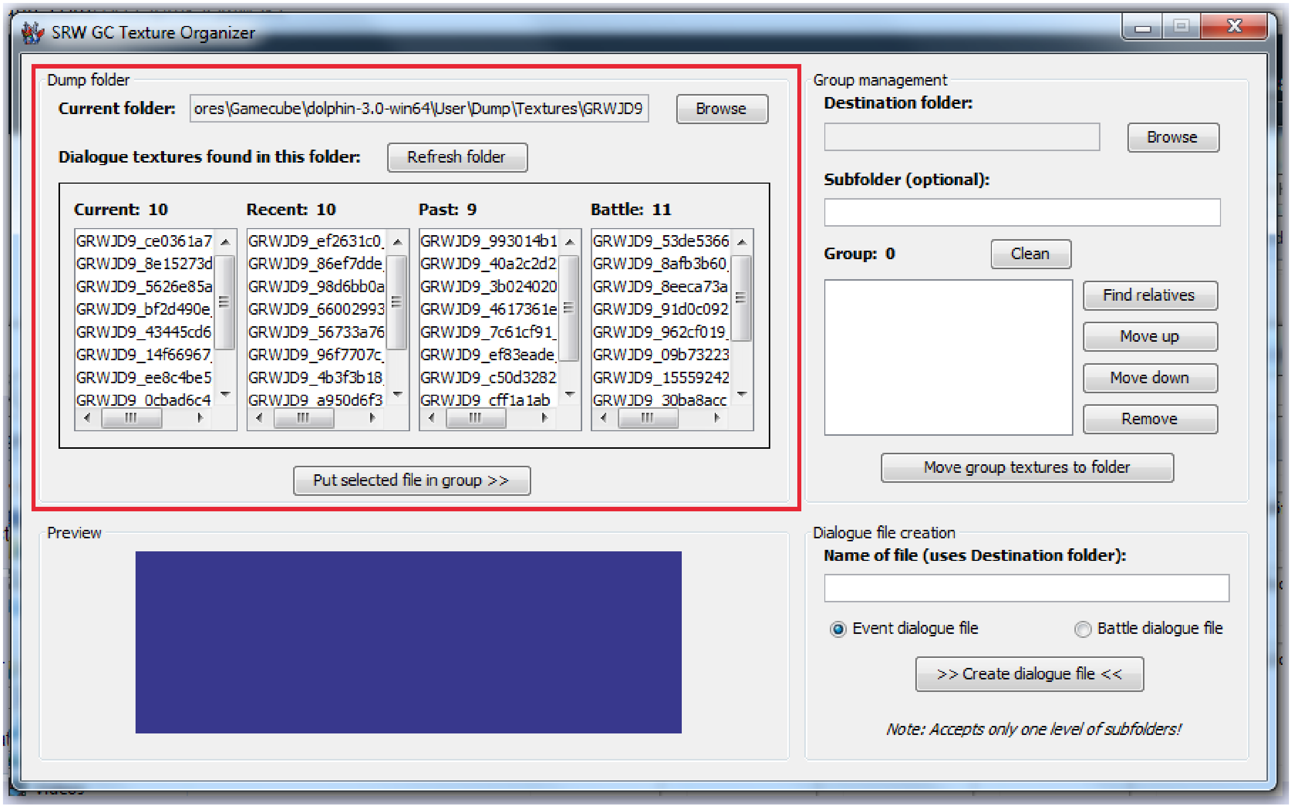
● Event dialogue file ○ Battle dialogue file

Note: Accepts only one level of subfolders!

How do we use this thing?

Classifying textures.

1) First of all, you have to browse the the folder where the dumped textures are. If you remember, that folder is **/User/Dump/Textures/GRWJD9** inside your Dolphin folder. Depending on the number of files dumped, the tool will take more or less time to scan the folder, but when it's finished, you'll get something like the following picture:



Current folder: ores\Gamecube\dolphin-3.0-win64\User\Dump\Textures\GRWJD9

Dialogue textures found in this folder:

Current: 10	Recent: 10	Past: 9	Battle: 11
GRWJD9_ce0361a7	GRWJD9_ef2631c0_	GRWJD9_993014b1	GRWJD9_53de5366
GRWJD9_8e15273d	GRWJD9_86ef7dde_	GRWJD9_40a2c2d2	GRWJD9_8afb3b60_
GRWJD9_5626e85a	GRWJD9_98d6bb0a	GRWJD9_3b024020	GRWJD9_8eeca73a
GRWJD9_bf2d490e_	GRWJD9_66002993	GRWJD9_4617361e	GRWJD9_91d0c092
GRWJD9_43445cd6	GRWJD9_56733a76	GRWJD9_7c61cf91_	GRWJD9_962cf019_
GRWJD9_14f66967_	GRWJD9_96f7707c_	GRWJD9_ef83eade_	GRWJD9_09b73223
GRWJD9_ee8c4be5	GRWJD9_4b3f3b18_	GRWJD9_c50d3282	GRWJD9_15559242
GRWJD9_0cbad6c4	GRWJD9_a950d6f3	GRWJD9_cff1a1ab	GRWJD9_30ba8acc

Destination folder:

Subfolder (optional):

Group: 0

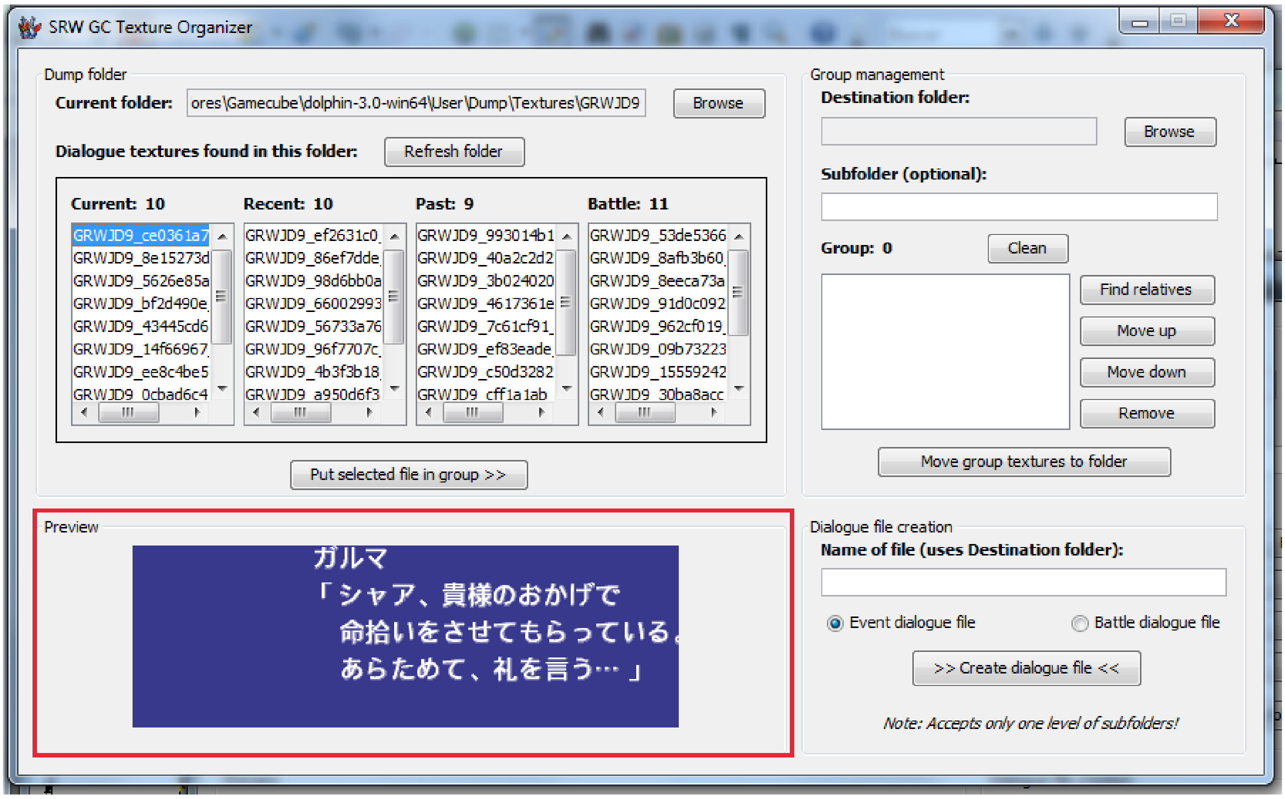
Name of file (uses Destination folder):

● Event dialogue file ○ Battle dialogue file

Note: Accepts only one level of subfolders!

As you can see, the tool will automatically classify the textures it finds inside the folder you selected into four lists of *Current*, *Recent*, *Past* and *Battle* dialogue textures. The number of dialogues found is quite low in the screenshots because we're just using an example folder, but real dump folders can get quite big if you dump for a long time.

2) Now, let's take another step, select the first item of the *Current* list. This will let you see what's inside the texture in the preview window:



Current folder: ores\Gamecube\dolphin-3.0-win64\User\Dump\Textures\GRWJD9

Dialogue textures found in this folder:

Current: 10	Recent: 10	Past: 9	Battle: 11
GRWJD9_ce0361a7	GRWJD9_ef2631c0_	GRWJD9_993014b1	GRWJD9_53de5366
GRWJD9_8e15273d	GRWJD9_86ef7dde_	GRWJD9_40a2c2d2	GRWJD9_8afb3b60_
GRWJD9_5626e85a	GRWJD9_98d6bb0a	GRWJD9_3b024020	GRWJD9_8eeca73a
GRWJD9_bf2d490e_	GRWJD9_66002993	GRWJD9_4617361e	GRWJD9_91d0c092
GRWJD9_43445cd6	GRWJD9_56733a76	GRWJD9_7c61cf91_	GRWJD9_962cf019_
GRWJD9_14f66967_	GRWJD9_96f7707c_	GRWJD9_ef83eade_	GRWJD9_09b73223
GRWJD9_ee8c4be5	GRWJD9_4b3f3b18_	GRWJD9_c50d3282	GRWJD9_15559242
GRWJD9_0cbad6c4	GRWJD9_a950d6f3	GRWJD9_cff1a1ab	GRWJD9_30ba8acc

ガルマ
「シャア、貴様のおかげで
　命拾いをさせてもらっている。
　あらためて、礼を言う…」

Destination folder:

Subfolder (optional):

Group: 0

Name of file (uses Destination folder):

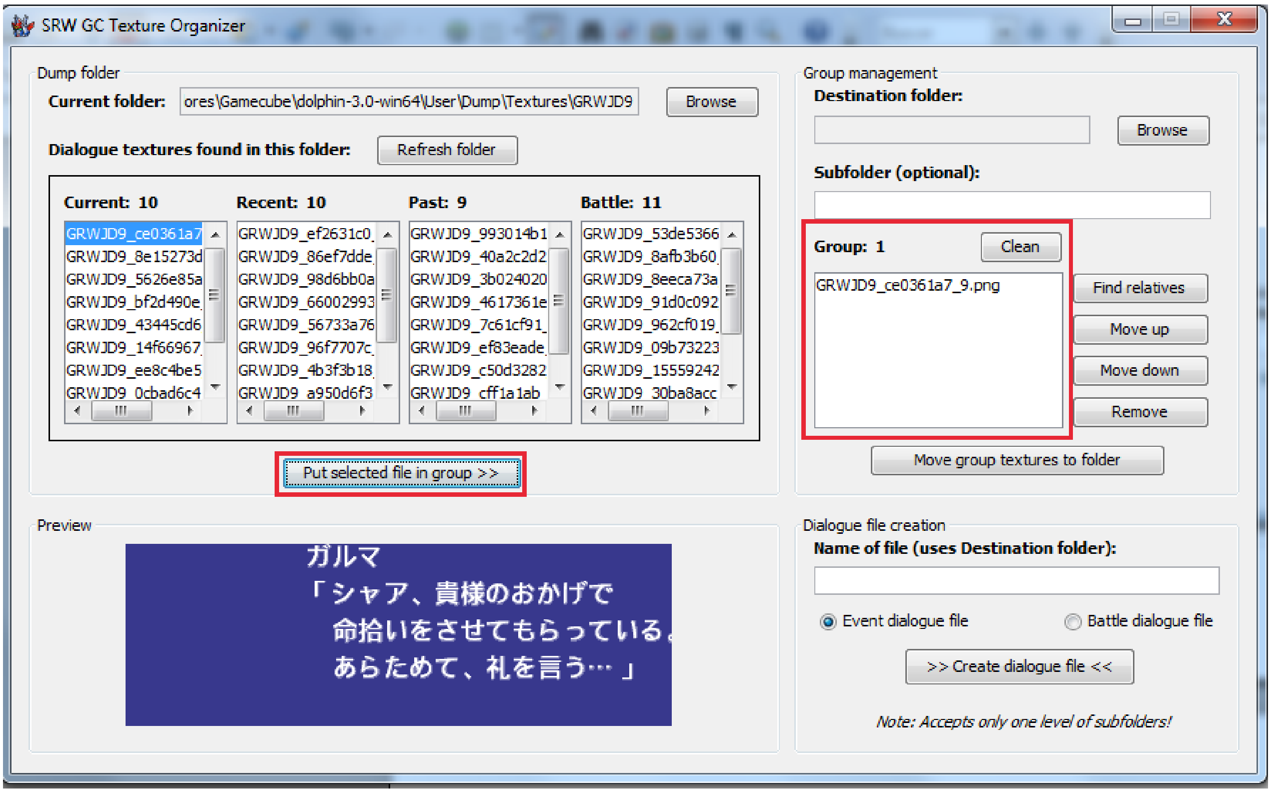
● Event dialogue file ○ Battle dialogue file

Note: Accepts only one level of subfolders!

The four lists of classified textures show the found files by order of **modification date**. That date will be the same as the creation date when you find them in the dump folder for the first time, which means the first file in the *Current* list is the first current dialogue you dumped. This applies to the other three lists as well.

* You'll have noticed the text in the preview is *displaced to the right*. That means it's an **upper dialogue**, but you don't need to worry about that if you follow these steps.

3) Next, click the button "**Put selected file in group** >>" between the lists and the preview. That will add the file to the *Group* list on the right:



SRW GC Texture Organizer

Dump folder

Current folder: ores\Gamecube\dolphin-3.0-win64\User\Dump\Textures\GRWJD9

Dialogue textures found in this folder:

Current: 10	Recent: 10	Past: 9	Battle: 11
GRWJD9_ce0361a7	GRWJD9_ef2631c0_	GRWJD9_993014b1	GRWJD9_53de5366
GRWJD9_8e15273d	GRWJD9_86ef7dde_	GRWJD9_40a2c2d2	GRWJD9_8afb3b60_
GRWJD9_5626e85a	GRWJD9_98d6bb0a	GRWJD9_3b024020	GRWJD9_8eeca73a
GRWJD9_bf2d490e_	GRWJD9_66002993	GRWJD9_4617361e	GRWJD9_91d0c092
GRWJD9_43445cd6	GRWJD9_56733a76	GRWJD9_7c61cf91_	GRWJD9_962cf019_
GRWJD9_14f66967_	GRWJD9_96f7707c_	GRWJD9_ef83eade_	GRWJD9_09b73223
GRWJD9_ee8c4be5	GRWJD9_4b3f3b18_	GRWJD9_c50d3282	GRWJD9_15559242
GRWJD9_0cbad6c4	GRWJD9_a950d6f3	GRWJD9_cff1a1ab	GRWJD9_30ba8acc

Group management

Destination folder:

Subfolder (optional):

Group: 1

GRWJD9_ce0361a7_9.png

Preview

ガルマ
「シャア、貴様のおかげで
命拾いをさせてもらっている。
あらためて、礼を言う…」

Dialogue file creation

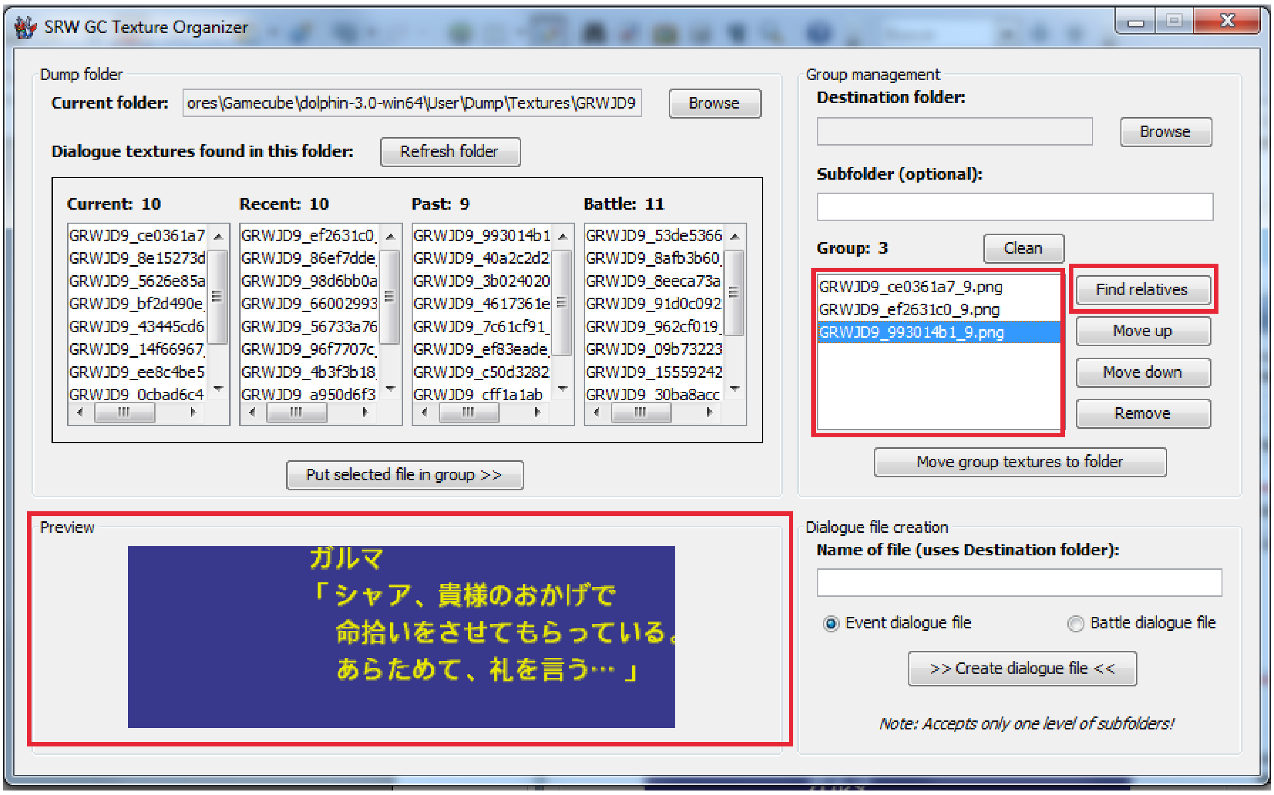
Name of file (uses Destination folder):

● Event dialogue file ○ Battle dialogue file

Note: Accepts only one level of subfolders!

Browse
Refresh folder
Put selected file in group >>
Browse
Clean
Find relatives
Move up
Move down
Remove
Move group textures to folder
>> Create dialogue file <<

4) Click on the button "**Find relatives**" next to the *Group* list. The tool will find the files related to the first element of the Group and add them to the list:



Current folder: ores\Gamecube\dolphin-3.0-win64\User\Dump\Textures\GRWJD9

Dialogue textures found in this folder:

Current: 10	Recent: 10	Past: 9	Battle: 11
GRWJD9_ce0361a7	GRWJD9_ef2631c0_	GRWJD9_993014b1	GRWJD9_53de5366
GRWJD9_8e15273d	GRWJD9_86ef7dde_	GRWJD9_40a2c2d2	GRWJD9_8afb3b60_
GRWJD9_5626e85a	GRWJD9_98d6bb0a	GRWJD9_3b024020	GRWJD9_8eeca73a
GRWJD9_bf2d490e_	GRWJD9_66002993	GRWJD9_4617361e	GRWJD9_91d0c092
GRWJD9_43445cd6	GRWJD9_56733a76	GRWJD9_7c61cf91_	GRWJD9_962cf019_
GRWJD9_14f66967_	GRWJD9_96f7707c_	GRWJD9_ef83eade_	GRWJD9_09b73223
GRWJD9_ee8c4be5	GRWJD9_4b3f3b18_	GRWJD9_c50d3282	GRWJD9_15559242
GRWJD9_0cbad6c4	GRWJD9_a950d6f3	GRWJD9_cff1a1ab	GRWJD9_30ba8acc

ガルマ
「シャア、貴様のおかげで
命拾いをさせてもらっている。
あらためて、礼を言う…」

Destination folder:

Subfolder (optional):

Group: 3

GRWJD9_ce0361a7_9.png
GRWJD9_ef2631c0_9.png
GRWJD9_993014b1_9.png

Name of file (uses Destination folder):

● Event dialogue file ○ Battle dialogue file

Note: Accepts only one level of subfolders!

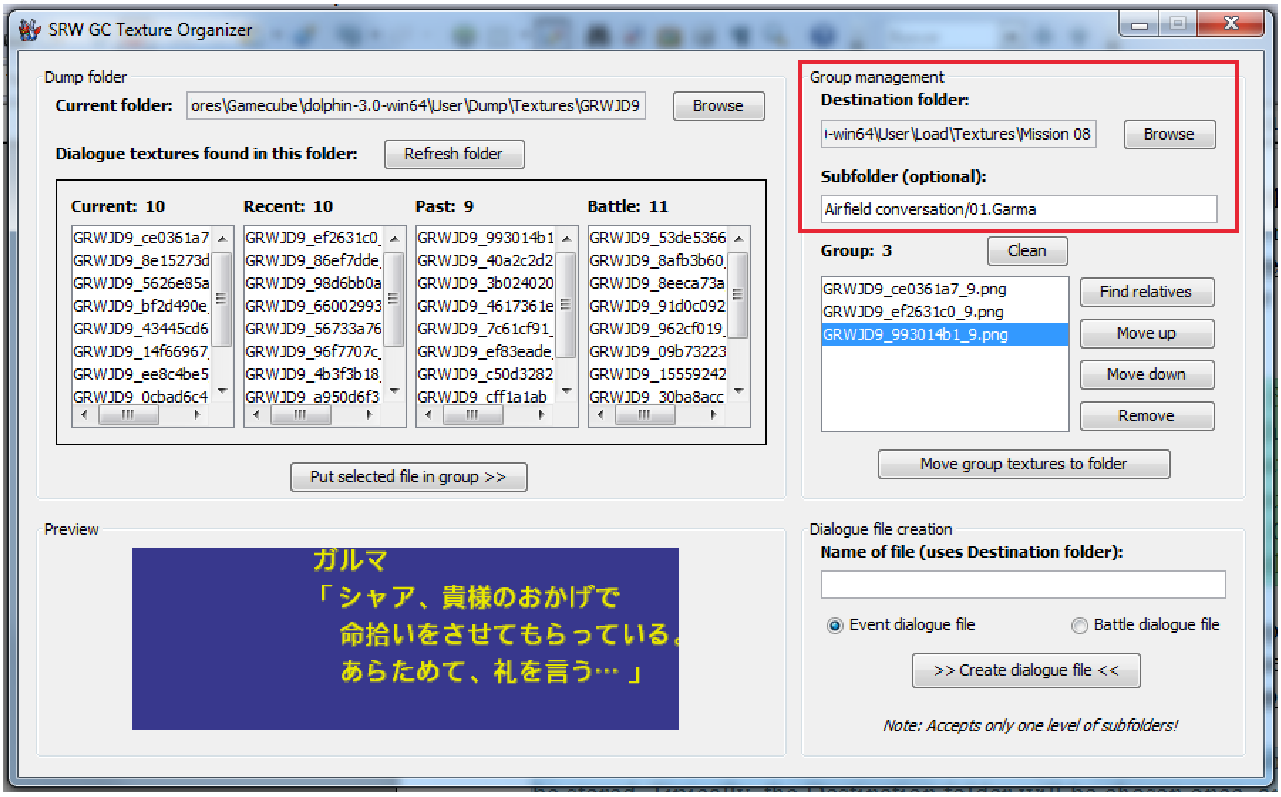
As you can see, the tool will find the files that are "*relatives*" of the one you put on the list and add them to the Group (you can check they're correct if you like). In the case of **event dialogues**, these will be the rest of textures that form the "current-recent-past" group if they exist (remember, **the last dialogue** of a scene can't have **recent** or **past** version). In the case of **battle dialogues**, these would be the files that form part of the *sequence* of textures that form the dialogue.

- When looking for **event dialogues**, choosing an element from any of the Current, Recent or Past lists will serve to find the relatives properly, although it is recommended to use the Current list, since it's the only one that is guaranteed to have one of each event dialogues.
- However, when looking for **battle dialogue relatives**, you **should** look for the relatives of the **final** texture of the sequence, which has the **full text and the last quotation (」)**. Otherwise, you'd end up with "false positives" in the Group (which you can remove with the "Remove" button).

* Some **battle dialogues** generate an **extra texture** *equal to the final texture* of the sequence but with an **extra character** under the text, to the left. **Don't** leave these in the Group list (**remove them**).

In case you need it for any reason, there's a button "Clean" on top of the Group list to empty the list. The buttons "Move up" and "Move down" move a selected element inside the list up or down, but you won't need it, since the **order** of the members of the list **is not important**.

5) Now, browse a **Destination folder** and (*optionally*) write a **subfolder** name where the Group will be stored. Typically, the Destination folder will be chosen once, and the subfolder will be different for each Group found. Try setting a **"chapter"/"episode"/"mission" number** as the Destination folder and using a subfolder with the format **<number and name of scene>/<number of dialogue>** like in the following example:



SRW GC Texture Organizer

Dump folder

Current folder: ores\Gamecube\dolphin-3.0-win64\User\Dump\Textures\GRWJD9

Dialogue textures found in this folder:

Current: 10	Recent: 10	Past: 9	Battle: 11
GRWJD9_ce0361a7	GRWJD9_ef2631c0	GRWJD9_993014b1	GRWJD9_53de5366
GRWJD9_8e15273d	GRWJD9_86ef7dde	GRWJD9_40a2c2d2	GRWJD9_8afb3b60
GRWJD9_5626e85a	GRWJD9_98d6bb0a	GRWJD9_3b024020	GRWJD9_8eeca73a
GRWJD9_bf2d490e	GRWJD9_66002993	GRWJD9_4617361e	GRWJD9_91d0c092
GRWJD9_43445cd6	GRWJD9_56733a76	GRWJD9_7c61cf91	GRWJD9_962cf019
GRWJD9_14f66967	GRWJD9_96f7707c	GRWJD9_ef83eade	GRWJD9_09b73223
GRWJD9_ee8c4be5	GRWJD9_4b3f3b18	GRWJD9_c50d3282	GRWJD9_15559242
GRWJD9_0cbad6c4	GRWJD9_a950d6f3	GRWJD9_cff1a1ab	GRWJD9_30ba8acc

Group management

Destination folder: I-win64\User\Load\Textures\Mission 08

Subfolder (optional): Airfield conversation/01.Garma

Group: 3

GRWJD9_ce0361a7_9.png
GRWJD9_ef2631c0_9.png
GRWJD9_993014b1_9.png

Preview

ガルマ
「シャア、貴様のおかげで
命拾いをさせてもらっている。
あらためて、礼を言う…」

Dialogue file creation

Name of file (uses Destination folder):

● Event dialogue file ○ Battle dialogue file

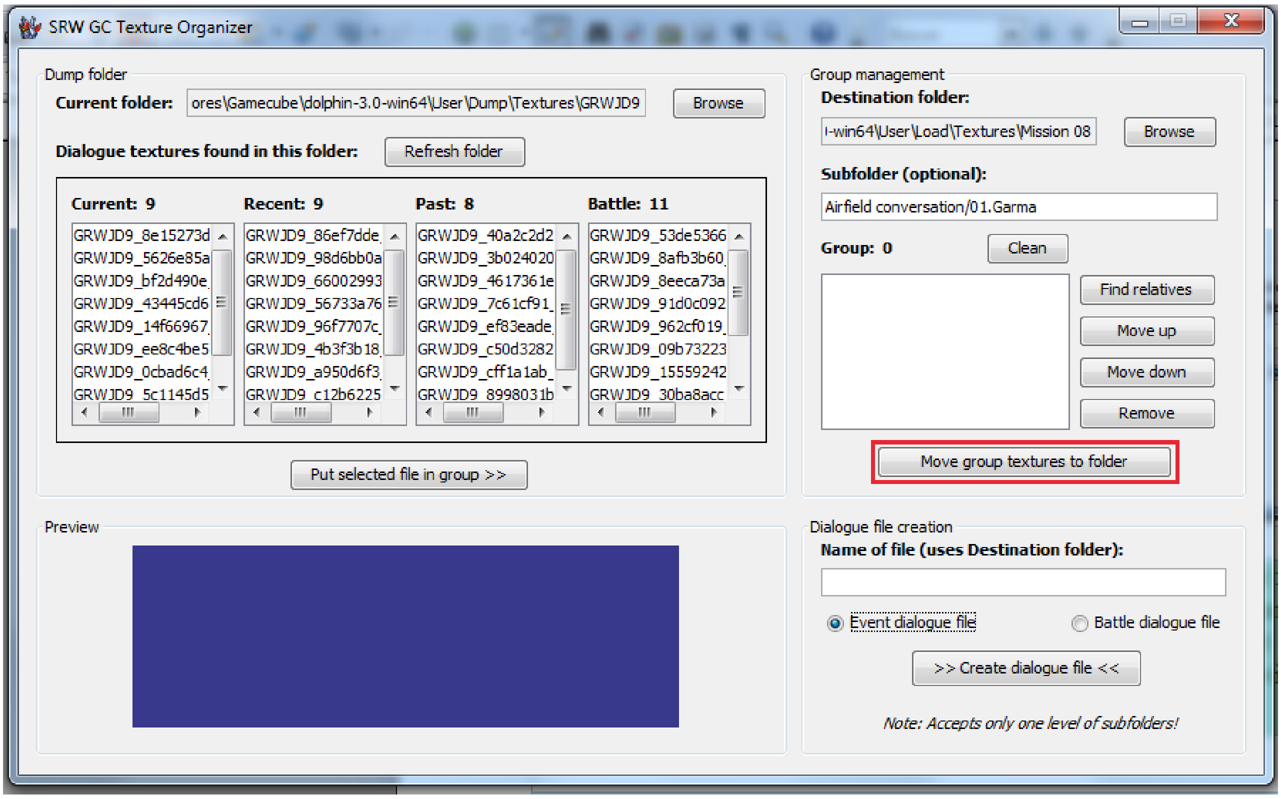
Note: Accepts only one level of subfolders!

Browse
Refresh folder
Put selected file in group >>
Browse
Clean
Find relatives
Move up
Move down
Remove
Move group textures to folder
>> Create dialogue file <<

* *I messed up and forgot to add a number before the scene name when I was making the screenshots. You don't want to repeat my mistake, believe me.*

In the case of battle dialogues, you would want to use a different format for the subfolders like **<character name>/<type>/<number and description>**. An example would be **Amuro/Attack/01.yattearu**. Whatever the format you choose, it is **highly recommended** that the subfolder where you store the Group of textures is **numbered** (with two digits, if you get more than 9 Groups). You'll see why soon.

6) Finally, use the button "**Move group textures to folder**" and the groupped textures will be moved from the "dump folder" to the folder (+ subfolder) that you selected. You will get a **confirmation message** and the moved files will disappear from the different lists in the tool:



Current folder: ores\Gamecube\dolphin-3.0-win64\User\Dump\Textures\GRWJD9

Dialogue textures found in this folder:

Current: 9	Recent: 9	Past: 8	Battle: 11
GRWJD9_8e15273d	GRWJD9_86ef7dde	GRWJD9_40a2c2d2	GRWJD9_53de5366
GRWJD9_5626e85a	GRWJD9_98d6bb0a	GRWJD9_3b024020	GRWJD9_8afb3b60
GRWJD9_bf2d490e	GRWJD9_66002993	GRWJD9_4617361e	GRWJD9_8eeca73a
GRWJD9_43445cd6	GRWJD9_56733a76	GRWJD9_7c61cf91	GRWJD9_91d0c092
GRWJD9_14f66967	GRWJD9_96f7707c	GRWJD9_ef83eade	GRWJD9_962cf019
GRWJD9_ee8c4be5	GRWJD9_4b3f3b18	GRWJD9_c50d3282	GRWJD9_09b73223
GRWJD9_0cbad6c4	GRWJD9_a950d6f3	GRWJD9_cff1a1ab	GRWJD9_15559242
GRWJD9_5c1145d5	GRWJD9_c12b6225	GRWJD9_8998031b	GRWJD9_30ba8acc

Destination folder: l-win64\User\Load\Textures\Mission 08

Subfolder (optional): Airfield conversation/01.Garma

Group: 0

Name of file (uses Destination folder):

● Event dialogue file ○ Battle dialogue file

Note: Accepts only one level of subfolders!

As you'll notice, the *Group* list is empty and the *Current*, *Recent* and *Past* lists have one less item each. You would have to repeat steps 2 ~ 6 for each one of the nine remaining dialogues. Here's a *simplified* **reminder**:

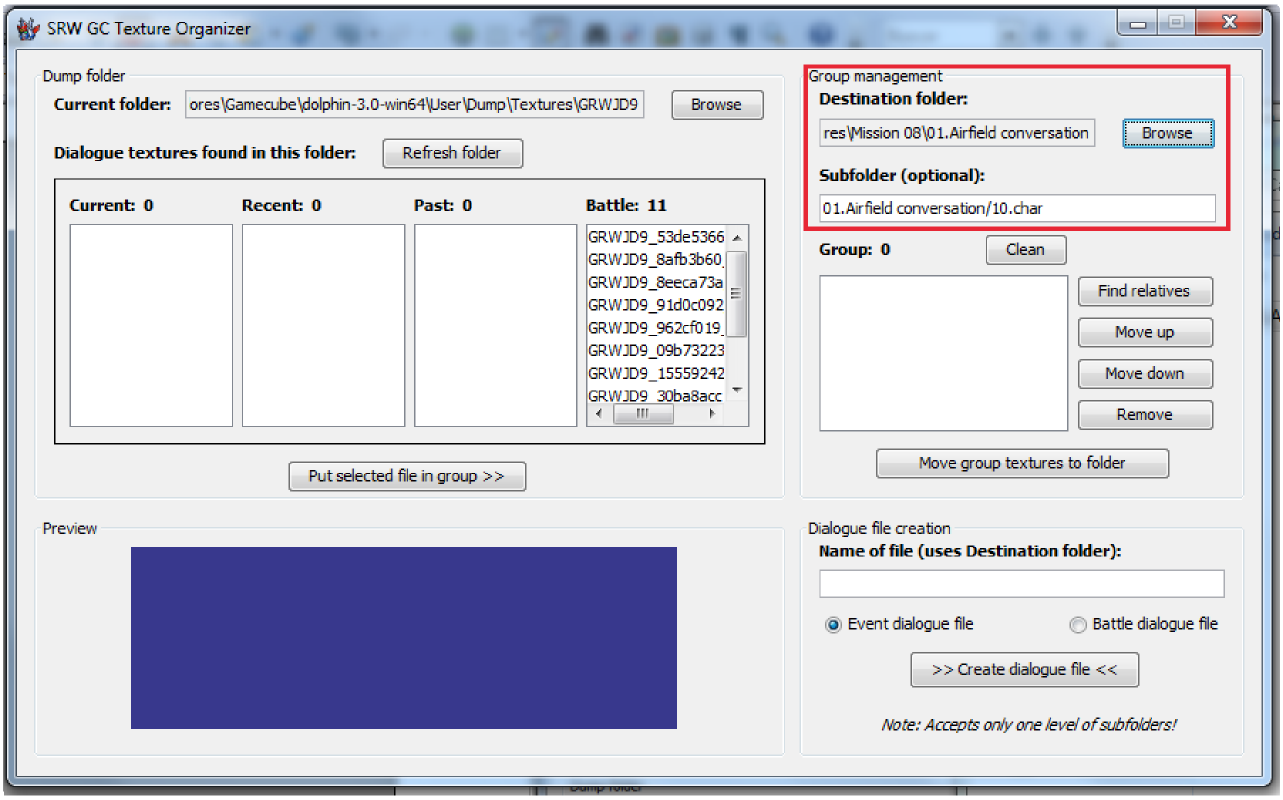
1) Select a texture (first in the Current list if you're looking for the next event dialogue).
2) Put the file in the Group.
3) Find the texture's relatives
4) Select an adequate subfolder to store the Group.
5) Move the Group to that folder.

Creating dialogue files:

Continuing with the previous example of a dump folder, let's say you've finished sorting all the event dialogues for the scene you had dumped (in this case, a conversation in an airfield between Garma Zabi and Char Aznable). The result is a folder “*01.Airfield conversation*” with 10 numbered folders inside (01 ~ 10), each holding a dialogue in their three possible variants.

What now? Easy, follow these steps:

1) Go to the Destination folder and browse the folder of the scene you just stored like in this example:



SRW GC Texture Organizer

Dump folder

Current folder: ores\Gamecube\dolphin-3.0-win64\User\Dump\Textures\GRWJD9

Dialogue textures found in this folder:

Current: 0 Recent: 0 Past: 0 Battle: 11

GRWJD9_53de5366
GRWJD9_8afb3b60
GRWJD9_8eeca73a
GRWJD9_91d0c092
GRWJD9_962cf019
GRWJD9_09b73223
GRWJD9_15559242
GRWJD9_30ba8acc

Group management

Destination folder: res\Mission 08\01.Airfield conversation

Subfolder (optional): 01.Airfield conversation/10.char

Group: 0

Dialogue file creation

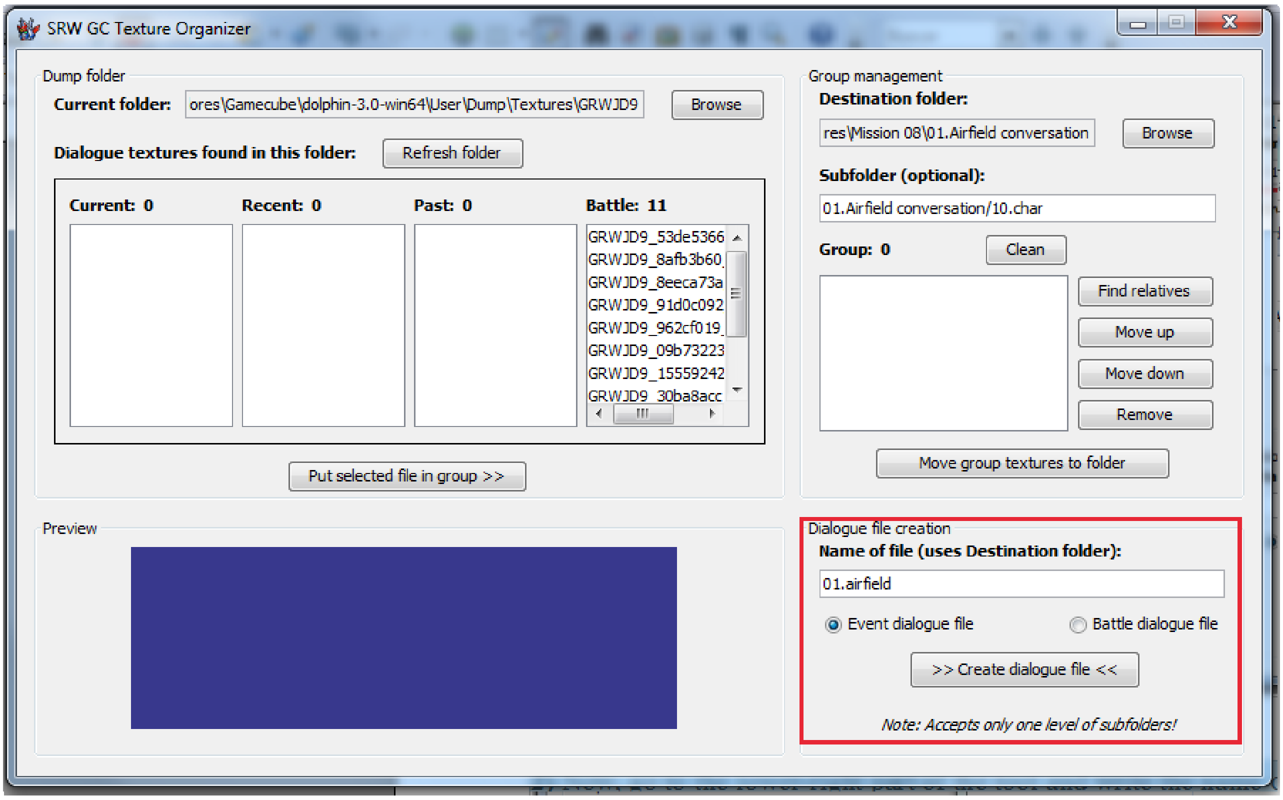
Name of file (uses Destination folder):

● Event dialogue file ○ Battle dialogue file

Note: Accepts only one level of subfolders!

Browse
Refresh folder
Put selected file in group >>
Preview
Browse
Clean
Find relatives
Move up
Move down
Remove
Move group textures to folder
>> Create dialogue file <<

2) Now, go to the lower-right part of the tool and write the name of the file that will contain the information about this scene. For example, we could name it *01.airfield*:



SRW GC Texture Organizer

Dump folder

Current folder: ores\Gamecube\dolphin-3.0-win64\User\Dump\Textures\GRWJD9

Dialogue textures found in this folder:

Current: 0 Recent: 0 Past: 0 Battle: 11

GRWJD9_53de5366
GRWJD9_8afb3b60
GRWJD9_8eeca73a
GRWJD9_91d0c092
GRWJD9_962cf019
GRWJD9_09b73223
GRWJD9_15559242
GRWJD9_30ba8acc

Group management

Destination folder: res\Mission 08\01.Airfield conversation

Subfolder (optional): 01.Airfield conversation/10.char

Group: 0

Dialogue file creation

Name of file (uses Destination folder): 01.airfield

● Event dialogue file ○ Battle dialogue file

Note: Accepts only one level of subfolders!

Browse
Refresh folder
Put selected file in group >>
Preview
Browse
Clean
Find relatives
Move up
Move down
Remove
Move group textures to folder
>> Create dialogue file <<

3) Since we're sorting event dialogues, we select “Event dialogue file” and push the “Create dialogue file” button.

Congratulations! You just created the file *01.airfield.txt* in the Destination folder!

This file will contain all the information needed to edit each dialogue in the scene and generate a set of textures containing the edited dialogue. Well, not *all*, you'll still need the original files to know what was written in them.

The file will not be used by this tool, but by the next one: the **Dialogue Editor**.

Alternatively, if you had been sorting **battle dialogues**, the process is the same. The only differences would be that (obviously) you have to choose to make a “Battle dialogue file” and the choice of folders.

For example, if you had been dumping Amuro's battle dialogues, you would have a folder *Amuro* with subfolders *Attack*, *Hit*, *Dodge* and the like. Inside *Attack* (for example), you would have the *numbered folders* that contain the classified textures and thus you should set the *Attack* folder as the Destination folder if you wanted to create a dialogue file with those.

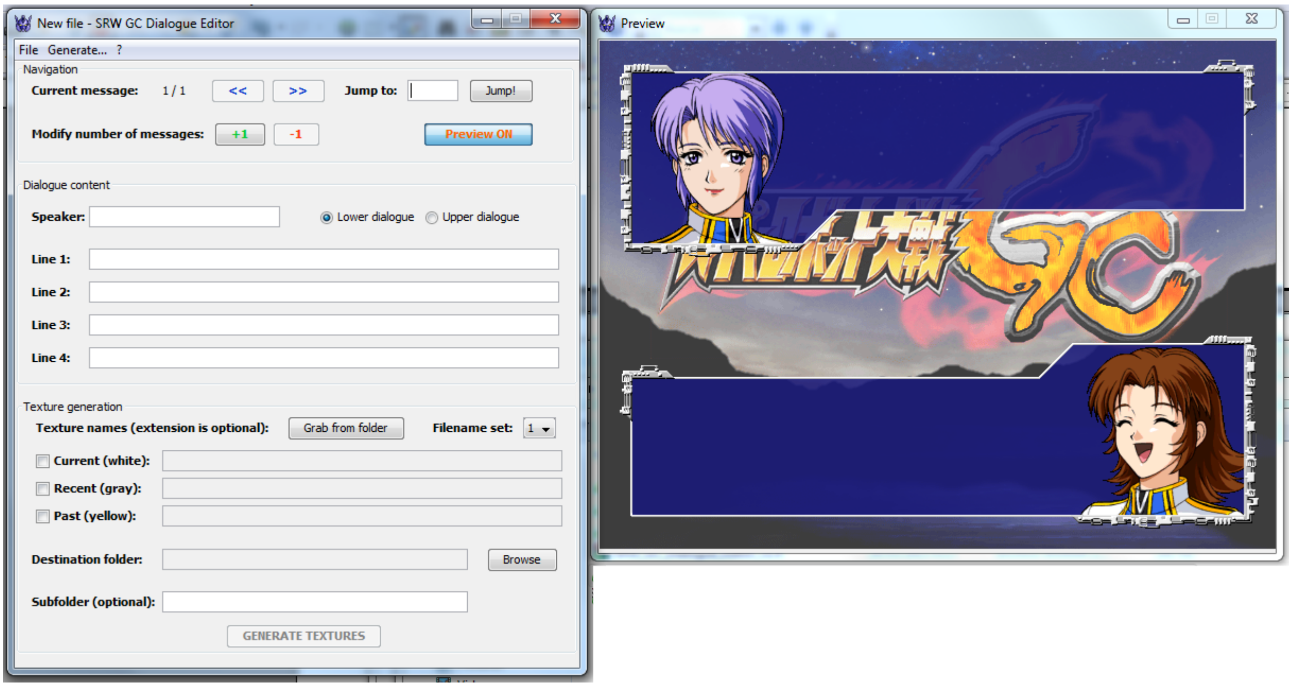
* This is the meaning of that note under the button saying “**Accepts only one level of subfolders!**”. It means that it will find the files **only** in the folders that are direct “children” of the Destination folder.

The **numbering** of these subfolders is important specially for **event dialogues**. The file generated will show dialogues corresponding to the subfolders in **lexicographical order**, and it is way easier to translate a conversation if you're following the events in order.
For **battle dialogues**, it's convenient for quickly finding the original files, at least.

Ideally, the dumping of **event dialogues** and **battle dialogues** should be left to different persons. If you want to advance at a proper speed with the translation, that is.

Tool 2: Dialogue Editor

Now that you have a file with the information of a scene, it's time to translate it. To do that, open the **Dialogue Editor**:

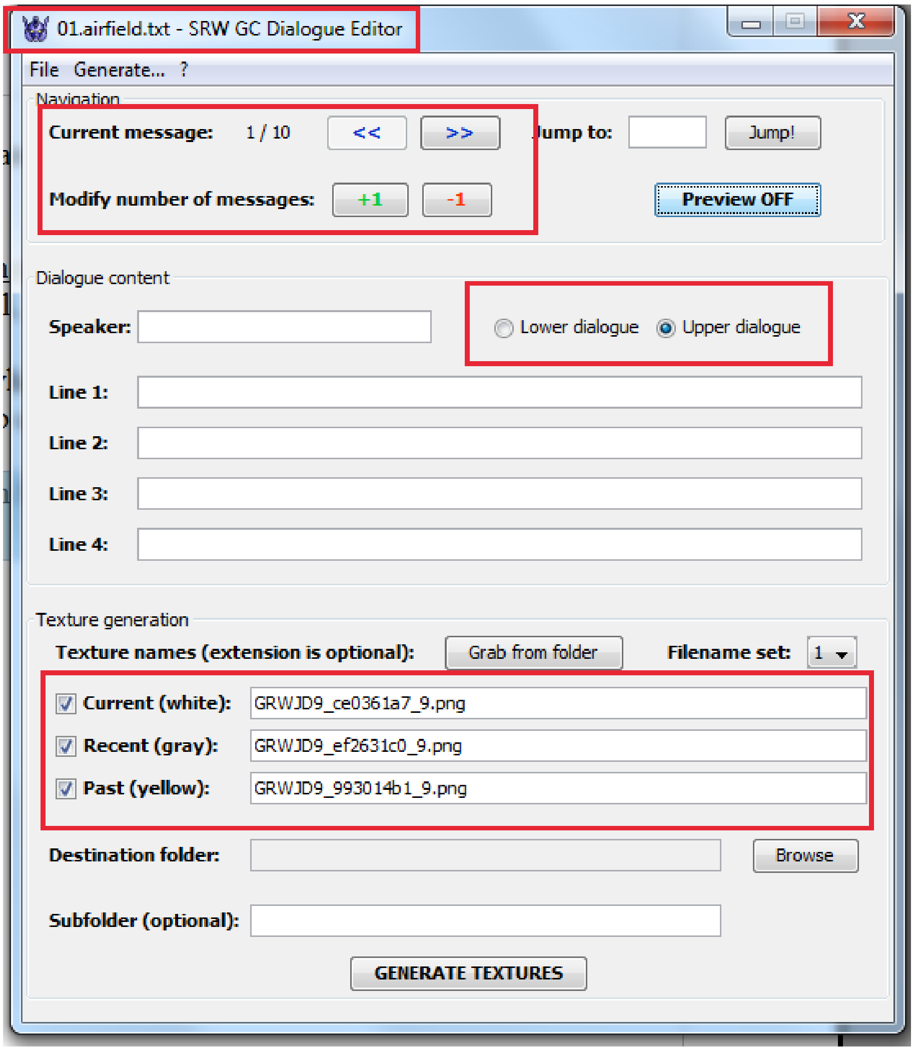


As you can see, this editor consists of two separate windows: the **editor window** to the left and the **preview window** to the right.

The *preview window* is very useful, as it shows how the text will look in the game **while you're writing it**. Keep it visible while you use this tool, you'll realize how it works.

We'll focus our attention to the *editor window*, which is where all the action is. We'll use the file we created in the previous section (*01.airfield.txt*) to continue this guide.

1) Go to the menu and select **File→Open...**, then browse for the file *01.airfield.txt*. The editor window will look like this now:



01.airfield.txt - SRW GC Dialogue Editor

Current message: 1 / 10

Jump to:

Modify number of messages:

Speaker:

○ Lower dialogue ● Upper dialogue

Line 1:

Line 2:

Line 3:

Line 4:

Texture names (extension is optional):

Filename set: 1

☑ Current (white): GRWJD9_ce0361a7_9.png

☑ Recent (gray): GRWJD9_ef2631c0_9.png

☑ Past (yellow): GRWJD9_993014b1_9.png

Destination folder:

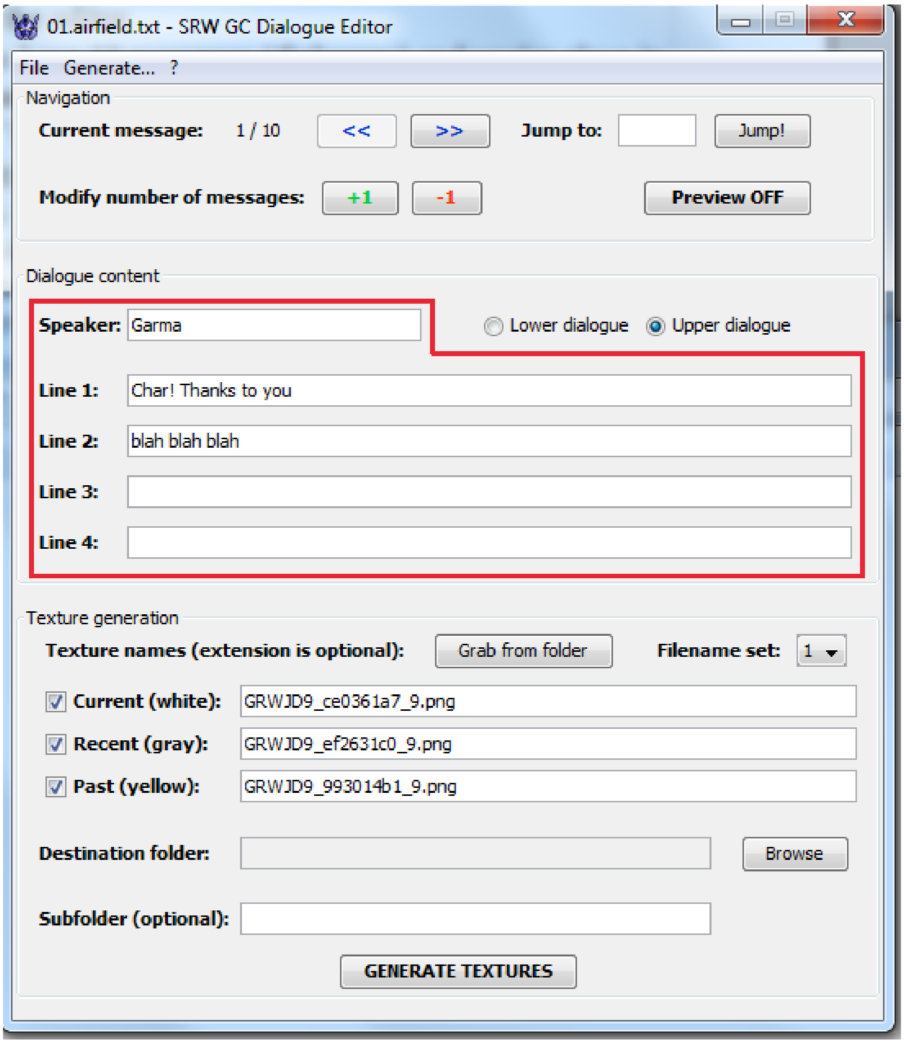
Subfolder (optional):

As you can see, there's been some changes when loading the file. From top to bottom:

- The *name* of the file is now in the *title* of the editor.
- The *Navigation* panel shows now that you have 10 messages (dialogues) and you're placed in the first one. Now that **you have more than one dialogue, you can move through them** with the "<<" and ">>" buttons (or using the **Jump!** button). The "**-1**" button is now activated next to the "**+1**" one, but you **don't** want to mess with those buttons, since the number of dialogues is already correct (these buttons were used at the beginning, when there was no *Texture Organizer*).
- In the *Dialogue content* panel, the *Upper dialogue* radio button has been selected (unselecting the default *Lower dialogue* radio button). This is not gonna happen all the time in the first dialogue, but it shows an important point: the file generated already **knows** which dialogue is up and which is down. That means **you don't have to worry about dialogues being up or down**! (it also means **you shouldn't touch these buttons at all**)
- In the *Texture generation* panel, the filenames of the *original* textures for this dialogue have been loaded. These names **must not** be changed.

If you classified the scene's textures like in the previous section **but** didn't create the txt file, **don't** need to go back to that tool to create it. Instead, go to **File→Create from folder...** in the menu and select *the same folder* you would have selected with the *Texture Organizer* (the *scene* folder). The effect will be the same as if opening a created file, but without creating any txt file (until you save later).

2) Time to **translate** that dialogue! Check the *original textures* in Japanese and write the translation in the *Dialogue content* panel:



Current message: 1 / 10

Jump to:

Modify number of messages:

Speaker: Garma

○ Lower dialogue ● Upper dialogue

Line 1: Char! Thanks to you

Line 2: blah blah blah

Line 3:

Line 4:

Texture names (extension is optional):

Filename set: 1

☑ Current (white): GRWJD9_ce0361a7_9.png

☑ Recent (gray): GRWJD9_ef2631c0_9.png

☑ Past (yellow): GRWJD9_993014b1_9.png

Destination folder:

Subfolder (optional):

** I obviously don't have the skills to translate the dialogues, hopefully you do.*

- If you look at the *preview window*, you'll notice that what you write appears there. Use that for knowing when you're out of space in a line.
- You can move through the fields using TAB and SHIFT + TAB.

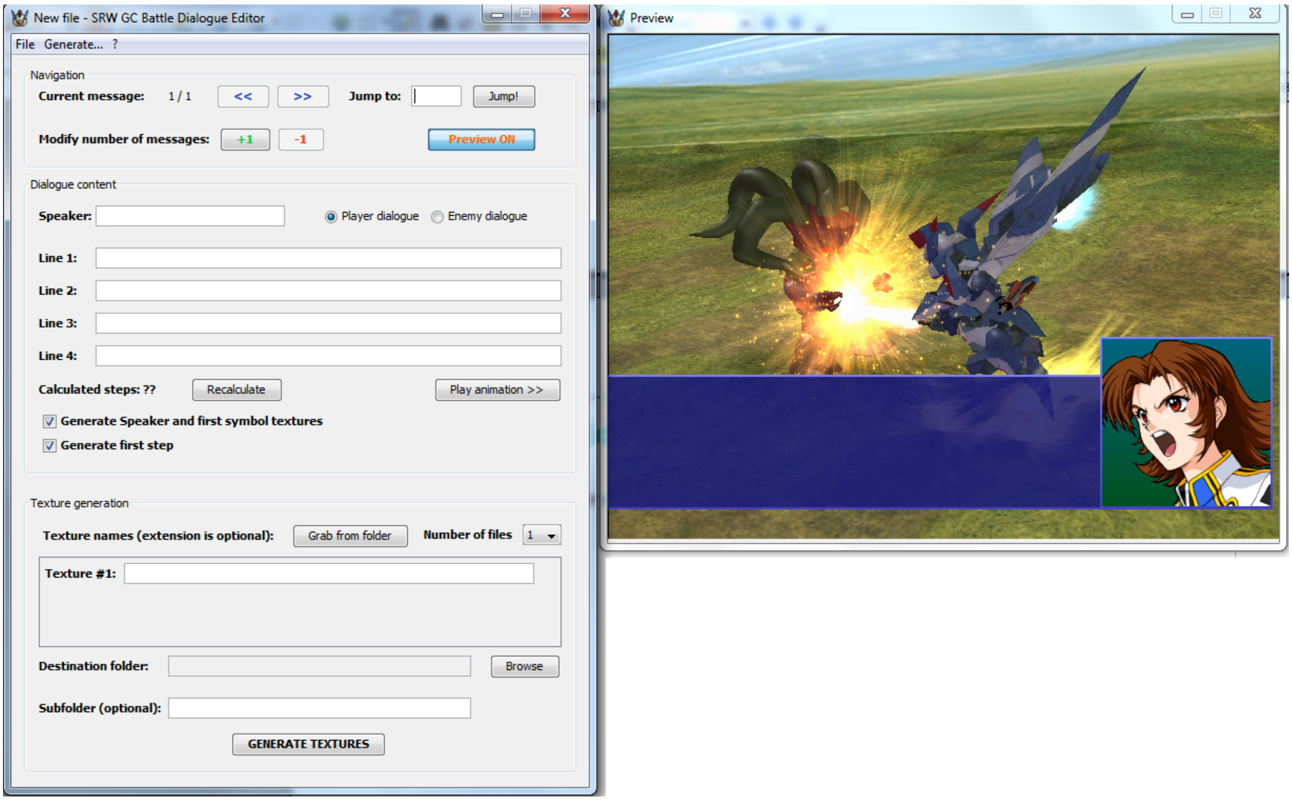
3) Go to the next dialogue with the “>>” button and translate it. Repeat until you've translated all of them.
4) When **all** the dialogues of the scene are translated, browse a **Destination folder** (in the lower part of the editor window). This destination folder should be **/User/Load/Texture/GRWJD9** or a subfolder of it. Preferably one specific to the mission you're translating.
5) **Optionally**, you can assign an *individual* subfolder to every dialogue if you want to keep the generated textures organized. It's not really important though.
6) Go to **Generate...→ALL dialogue textures** in the menu.

Congratulations! You just translated a scene of the game! It wasn't *that* difficult, right?

*** Don't forget to save the file ***

Tool 3: Battle Editor

The **Battle Editor** is very similar to the *Dialogue Editor*, but comes with some features that makes it unique. Let's take a look at it:



Current message: 1 / 1

Jump to:

Modify number of messages:

● Player dialogue ○ Enemy dialogue

Calculated steps: ??

☑ Generate Speaker and first symbol textures

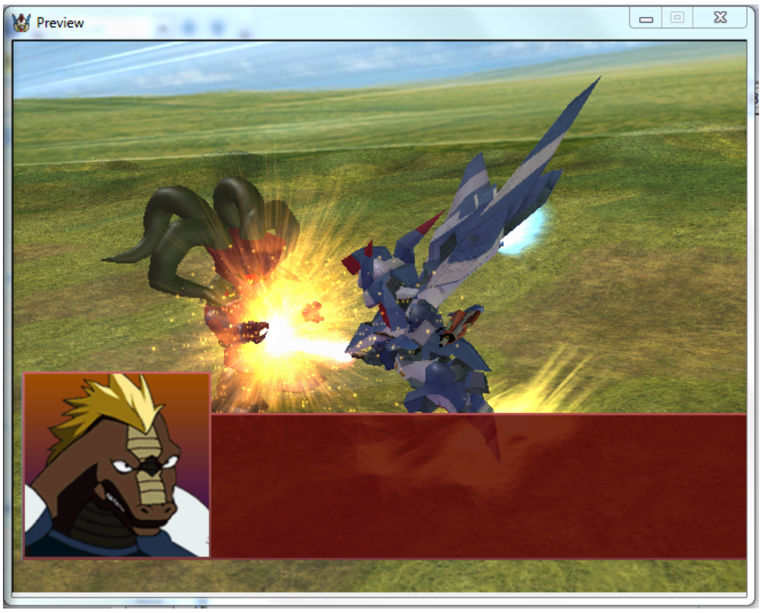
☑ Generate first step

Texture names (extension is optional):

Number of files 1

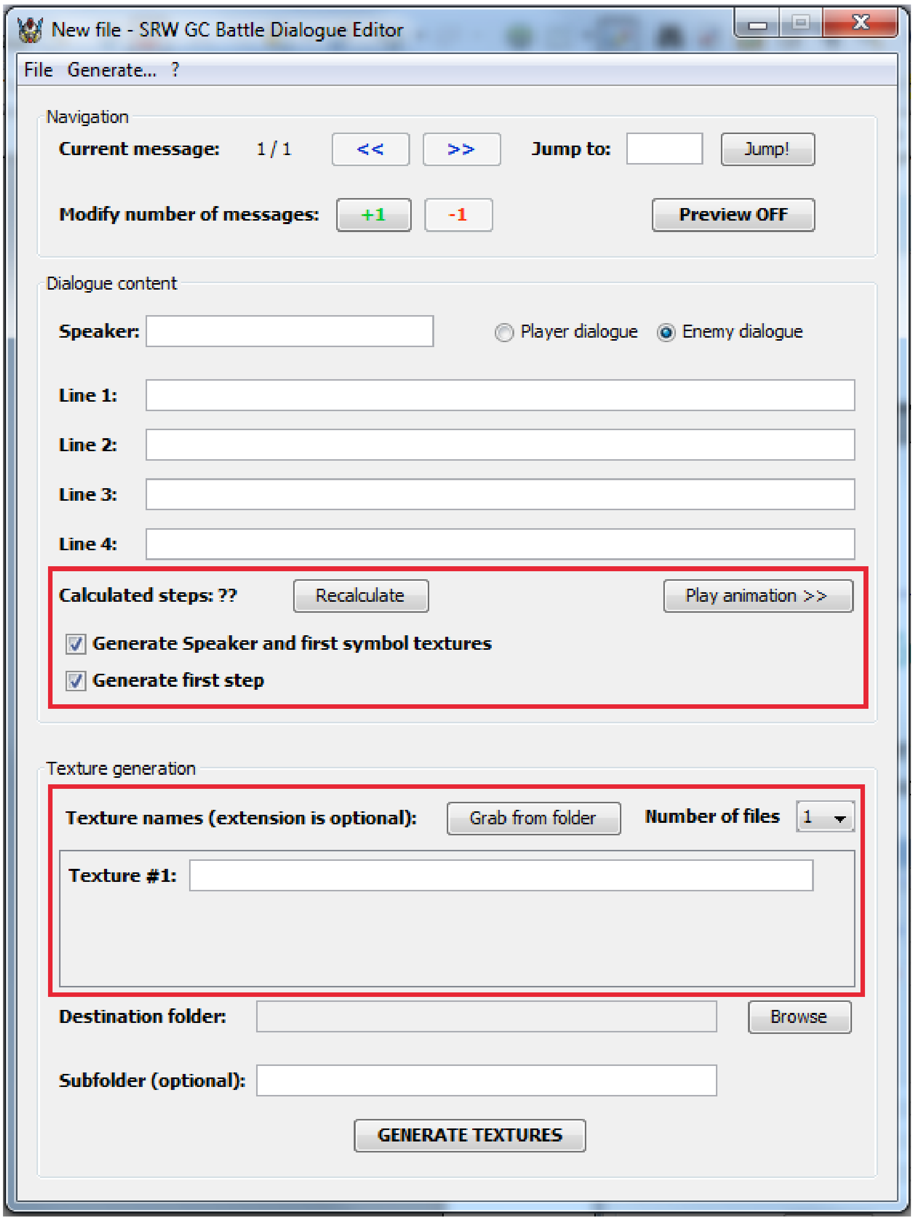
The first noticeable difference will be the **preview window**. The display format is made to match a battle scene from the game, so that you can appreciate the effect.

The *Lower dialogue* and *Upper dialogue* options have been replaced with the (somehow equivalent) **Player dialogue** and **Enemy dialogue** radio buttons. Unlike in the previous tool, these options are **purely cosmetic**. If you select *Enemy dialogue* instead of the default *Player dialogue*, the preview window will look like this:



It's an useful way for being sure you're not running out of space when writing, but the generated textures will have the same format no matter what option you choose, so don't worry about it.

Let's focus in the *important* differences:


New file - SRW GC Battle Dialogue Editor

Current message: 1 / 1

○ Player dialogue ● Enemy dialogue

Calculated steps: ??

☑ Generate Speaker and first symbol textures

☑ Generate first step

Number of files 1

This time we'll start checking *from the bottom*.

As you can see, there's no *Current*, *Recent* and *Past* dialogues anymore. Battle dialogues are formed by a number of textures that **can change** from one dialogue to another. You can get battle dialogues formed by just 4 textures and others that have 25, for example.

Because of that, the amount of filenames for a battle dialogue is variable. You *can* change the amount *manually* with the "**Number of files**" option, but please, **don't do it**. If you're loading an already generated txt file made with the *Texture Organizer* (or using the option **File→Create from folder**), the *Number of files* will be set automatically.

Since the battle dialogues are obtained with a certain degree of randomness, there's a big chance that you'll need to **add dialogues manually** to a generated file. To do this, follow these steps:

1) Use the +1 button to add a new dialogue to the end of the file.
2) Go to the last dialogue by using the >> button or the **Jump!** button.
3) Use the "Grab from folder" button on top of the list of *Texture names*. This will prompt a browser that you have to use to find the folder where you have stored the textures of the new dialogue (using the *Texture Organizer*).

The "Grab from folder" function takes the files from the folder ordered by size and then makes sure they're in the proper order, one new symbol each time (this is what the Texture Organizer does as well), but **this can actually fail** sometimes, *specially when there are* ***repeated symbols*** *in the dialogue*. It's recommended to open the folder in your browser, order the files by size and see if they are ordered.
If you see there's a group of textures that break the order of the sequence, check if the list of "Texture names" in the tool has ordered them properly. If not, you should do it by hand or you'll get weird "jumps" later when seeing the dialogue in-game.

That will give you the configuration needed to start translating the new dialogue from scratch.

We will not be touching the "**Number of files**" option, but we'll need to keep an eye on it later.

Let's look up a bit. See the new options under the Speaker and Lines 1~4? They are all related to the "**steps**" of the battle dialogue. But what is a step?

Steps: The long explanation.

A **step** is the name we've given to each of the parts in which a battle dialogue is divided. As you will remember, battle dialogues are generated in several textures because the characters that form the message are generated one by one. Better illustrate this with **an example**:

　アムロ
「このー！ 落ちろ！ 」

This is an example of a battle dialogue. In the top of it, we see the name of the speaker (Amuro), and under it, between two quotation symbols (「 and 」) is the message (something like "*Damn you! Fall!*"). Now, the steps to show this line are the following:

Step 1: **Just the name of the speaker**.
　アムロ

Step 2: **The first quotation is added**.
　アムロ
「

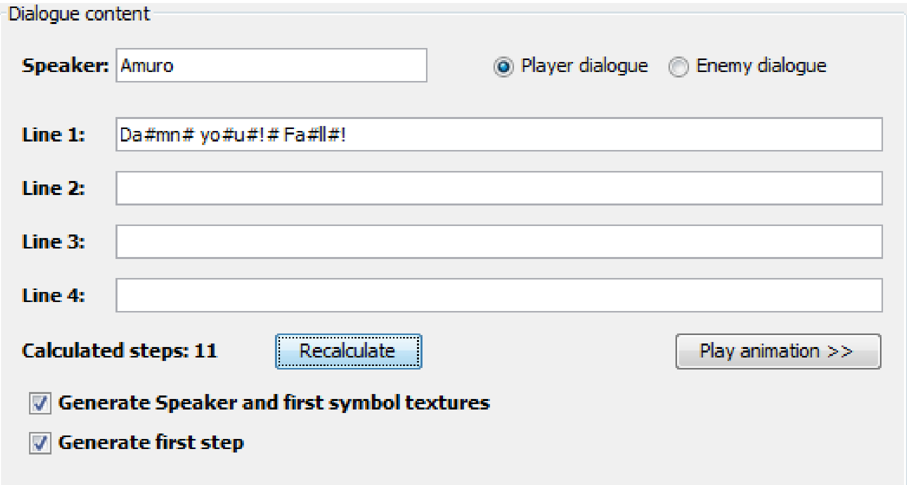
Step 3: **The first character is added**.
　アムロ
「こ

… and so on with the rest of the symbols, until the last step (**11**) in which **the last quotation is added**.

If we only translated the last, full message, the effect would be that we would see the Japanese characters being written and then, suddenly, English text (for not enough time to read it, probably). To avoid this, we have to replace **all the steps** with English versions of them. How?

The Battle Editor allows you to use the character "#" as a **stopper** in the lines (but not the speaker), separating two steps. A **change of line** also counts as a stopper (if you put "Hey" in Line 1 and "Ho" in Line 2, that's 2 steps) and **empty lines don't add to the count**. Don't add stoppers to the beginning or end of a line, they make unnecessary stops.

The **number of steps** you have to divide your translated text into is equal to the *Number of files* (in this case, 11). At any time, you can check the current number of steps your translated text has by pushing the "**Recalculate**" button under the lines. The calculated number of steps will be shown to the left of the button.



Dialogue content

Speaker: Amuro ● Player dialogue ○ Enemy dialogue

Line 1: Da#mn# yo#u#!# Fa#ll#!

Line 2:

Line 3:

Line 4:

Calculated steps: 11

☑ **Generate Speaker and first symbol textures**

☑ **Generate first step**

Here you see an example of how the translated text **could** be divided. The stopper symbols are not displayed in the *preview window*, so you can still read the text there if you get confused with many weird symbols.

If you clicked the "**Play animation** >>" button now, the *preview window* would show you how the text would be generated step by step. This is good for getting an idea of how is it going to look in the end, but not something you need to do.

Now, note the two options under the calculated steps:

- **Generate Speaker and first symbol textures**: If you **uncheck** this option, **Steps 1** (*just the name of the Speaker*) **and 2** (*Speaker's name and first quotation*) **won't be generated**. Also, they won't add to the count of calculated steps, which means **the *Calculated steps* will be reduced by 2**.
- **Generate first step**: If you **uncheck** this option, **the first step in Line 1 won't be generated** (in the example, the "*Da*"). **The *Calculated steps* will be reduced by 1**.

Unchecking any of these options will not have any effect in the *preview window*, but you have to keep in mind that **the *Calculated steps* MUST MATCH the *Number of files***.

But **why** are these options needed to begin with?

You may remember that we mentioned way back in the Dolphin settings section that the **hashing** of the textures were part of their names. If two images are the same, their hashing is also the same, and in our case, their filenames will be the same. This means that **all textures that are the same are going to *reuse* the same files**.

Depending on the way you dumped and organized the battle dialogues with the *Texture Organizer*, you're going to have either **just one** dialogue for a character that has Steps 1 and 2 **or many** that have them included in their folders. Whatever the case, you **don't** want to leave the *first option* checked for the ones that *don't* have Steps 1 and 2. If you did, when playing the battle dialogue in the game, you would see Steps 1 and 2 happening **twice**.

The *second option* follows **the same principle**, but is a bit more complicated to handle. Imagine that, after classifying the previous Amuro example, you also classified the following second battle dialogue:

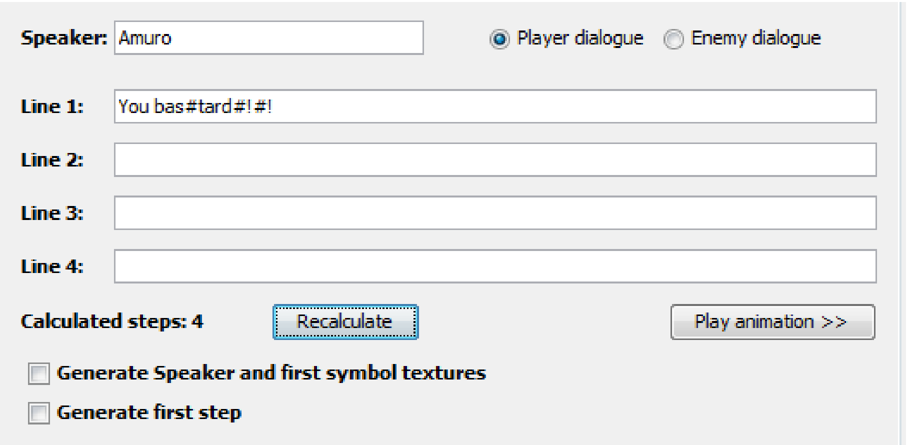
　アムロ
「この　野郎！　」

This dialogue (the classic "*You bastard!*") shares some steps with the first example other than Steps 1 and 2:

　アムロ
「このー！ 落ちろ！ 」

As you can see, **the first two symbols** after the quotations are the same in both dialogues. Since you classified one of them first, there's a big chance that the *Texture Organizer* will have put all the shared textures in **only one** of the dialogues, and the other will have less textures than what it should. If this was that case, our second example would have only 4 textures instead of the 8 it should (you can count the symbols if you want).

When this happens, you should **uncheck** the second option to avoid a problem similar to the one with the first **and place the first stopper after the part that is meant to be reused**. Otherwise, in the game you would see Steps 3 and 4 generating **twice** for the *second example*, the first one with Steps 3 and 4 of the *first example* and the second one with the ones of the *second*. That means you would see first "*Da*", then "*Damn*", then "*You*", and then "*You bas*" (if those were the steps in the *second example*).



Speaker: Amuro　● Player dialogue　○ Enemy dialogue

Line 1: You bas#tard#!#!

Line 2:

Line 3:

Line 4:

Calculated steps: 4

□ **Generate Speaker and first symbol textures**

□ **Generate first step**

* *The "**You bas**" step won't be generated. The first generated texture will be "**You bastard**".*

The reuse of textures **can't be avoided**. When several dialogues for the same characters starts the same way, one of your translated textures is going to be reused in the rest. You have to make a choice: either you translate all those dialogues so that they all start the same (which is quite difficult) or you live with the shared steps not making sense in many cases.

A recommendation: Try to make Step 3 contain just **the first character** of the translated text if possible (when "Generate first step" is enabled, basically) and keep the following steps small if you fear they're going to be reused. Seeing a small portion of text being instantly replaced during a dialogue has smaller impact on the viewer.

Now that you're aware of all that (and if your head is not spinning), let's summarize this in **easy to follow steps**, shall we?

Steps: The short explanation.

1) Open the file you created with the Texture Organizer (**File→Open...** or use **File→Create from folder** if you didn't create the file).
2) Browse a **Destination folder** (where the textures will be generated).
3) ~~Take a look at the folder with the original Japanese textures for this dialogue (using your file explorer, not this tool). **Order the files by size**~~.
4) ~~Check **the smallest** texture (the one with less symbols)~~.
5) ~~If it's not just the Speaker's name, **uncheck** the "**Generate Speaker and first symbol textures**" option for this dialogue~~.
6) ~~If moreover, the smallest texture has the Speaker's name, the first quotation and **more than one** characters, uncheck the "**Generate first step**" option for this dialogue~~.
7) Write the translation for this dialogue.
8) Add stoppers (#) to the translated text until the *Calculate steps* match the *Number of files* (use the **Recalculate** button). Keep in mind the choice in **5)**.
9) Assign a **subfolder** for this dialogue (optional, but recommended).
10) Repeat **3) ~ 9)** for all the remaining dialogues in the file.
11) When you have finished, go to **Generate...→ALL dialogue textures** in the menu.

Congratulations! You just created (probably) a lot of battle dialogue files!

Sorry about the long explanation, it couldn't be helped. You'll notice it's not that difficult when you try it, though.

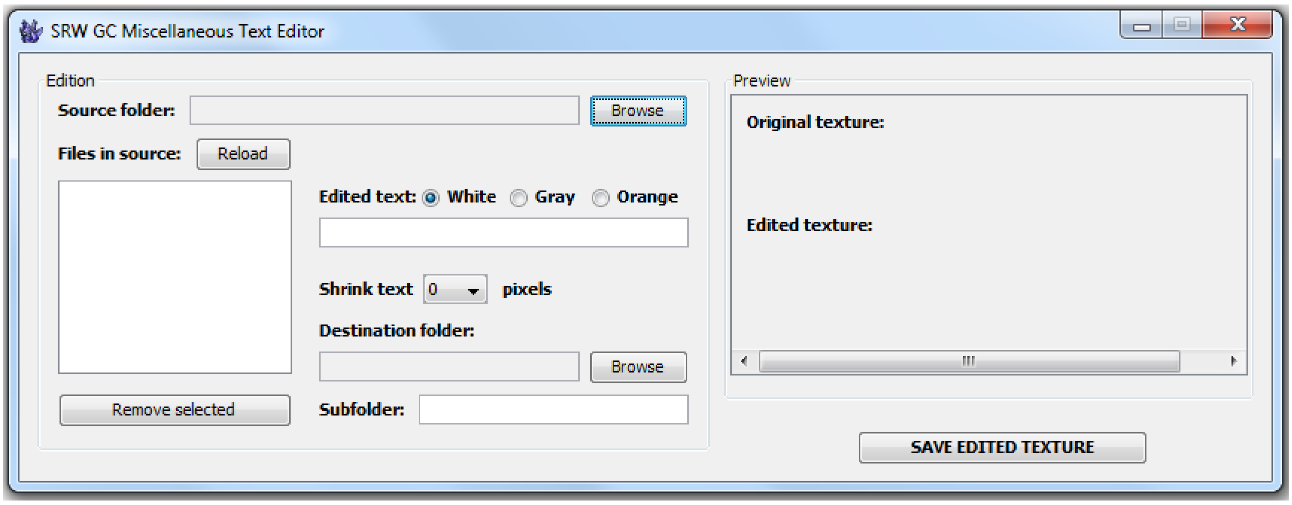
Remember that, if you have added a new dialogue, you can generate the textures for *just that dialogue* with the "**GENERATE TEXTURES**" button. No need to use **Generate...→ALL dialogue textures.**

IMPORTANT: As of **versions 1.2b** of both the **Texture Organizer** and **Battle Editor**, steps **3) ~ 6)** are *unnecessary.* The file generated by the Texture Organizer will have already registered if the Speaker, first quotation and first step's textures are to be generated. You don't have to check the folders for missing textures now.

Still, you have to remember in **8)** that, if the "*Generate first step*" option is inactive, you have to set the first stopper so that the part of the text you want to be ignored is in the first step.

Tool 4: Miscellaneous Text Editor

Last but not least is the **Miscellaneous Text Editor**. It looks like this:



Edited text: ● White ○ Gray ○ Orange

Shrink text 0 pixels

If you feel tired after the long explanation of the *Battle Editor*, don't worry, this one is short.

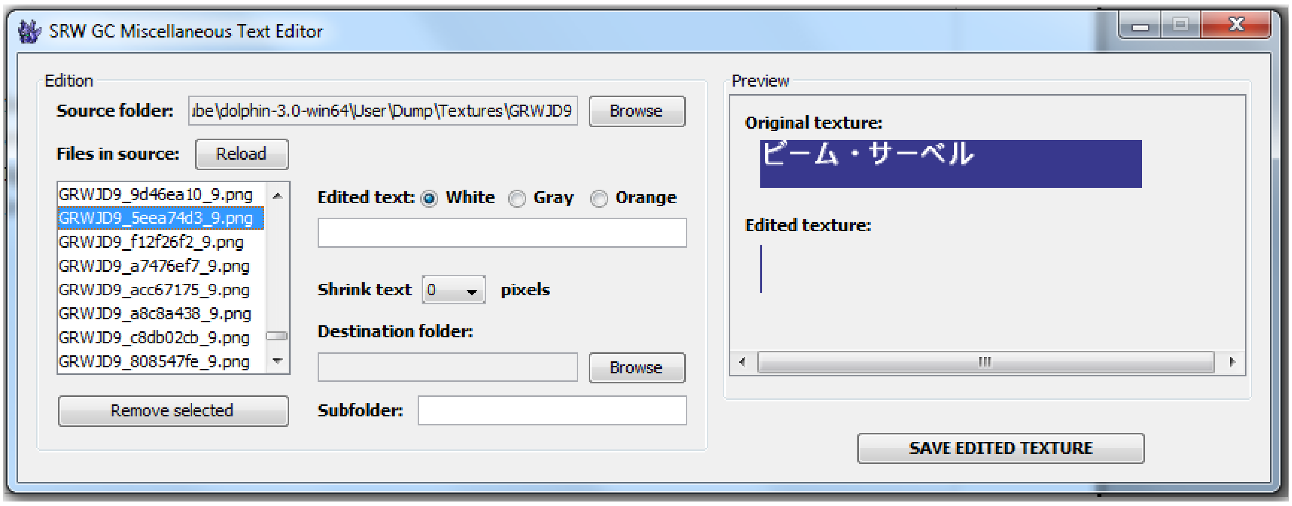
This tool lets you create an edited texture based on an existing dumped **one-line texture** (not to be confused with online or one-liner textue). Which textures are these?

- Character names
- Unit names
- Weapon names
- Menu commands
- Seishin (spirit) commands
- Menu descriptions
- System messages (for memory card loads, for example)
- Numbers (HP meters, damage values, range of weapons, things like that)
- Probably others that I forgot to mention here

The tool only recognizes textures with plain white, gray or orange text, no drawings and a height of 32 pixels (that's what defines that it has one line).

How to use this:

1) Browse for the source folder you want to find textures in. Tipically the dump folder of Dolphin (**/User/Dump/Textures/GRWJD9**).
2) After scanning the folder, the list on the left will show the files that can be edited.
3) Click on a file and you'll see a preview on the right side of the tool. You can also move through the list with the up and down arrow keys.



SRW GC Miscellaneous Text Editor

Edition

Source folder: ıbe\dolphin-3.0-win64\User\Dump\Textures\GRWJD9

Files in source:

GRWJD9_9d46ea10_9.png
GRWJD9_5eea74d3_9.png
GRWJD9_f12f26f2_9.png
GRWJD9_a7476ef7_9.png
GRWJD9_acc67175_9.png
GRWJD9_a8c8a438_9.png
GRWJD9_c8db02cb_9.png
GRWJD9_808547fe_9.png

Edited text: ● White ○ Gray ○ Orange

Shrink text 0 pixels

Destination folder:

Subfolder:

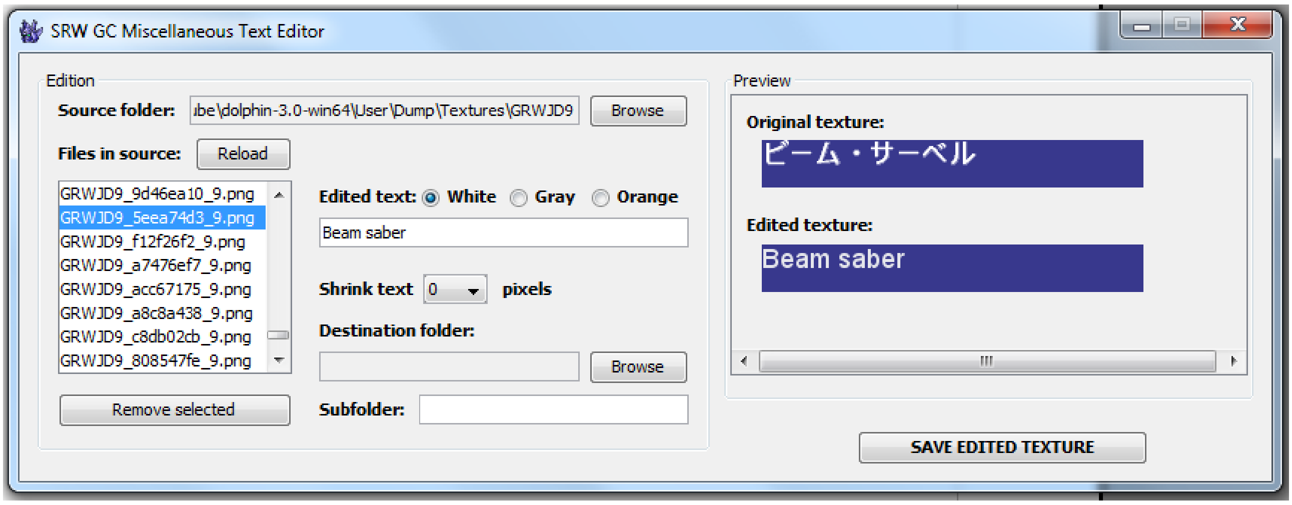
Preview

Original texture:

ビーム・サーベル

Edited texture:

4) Write the translated text in the "**Edited text**" field. You will see a new preview with the text you are writing under the first preview.
5) Pick the colour of your translated text to match the one of the original texture.



SRW GC Miscellaneous Text Editor

Edition

Source folder: ıbe\dolphin-3.0-win64\User\Dump\Textures\GRWJD9

Files in source:

GRWJD9_9d46ea10_9.png
GRWJD9_5eea74d3_9.png
GRWJD9_f12f26f2_9.png
GRWJD9_a7476ef7_9.png
GRWJD9_acc67175_9.png
GRWJD9_a8c8a438_9.png
GRWJD9_c8db02cb_9.png
GRWJD9_808547fe_9.png

Edited text: ● White ○ Gray ○ Orange

Beam saber

Shrink text 0 pixels

Destination folder:

Subfolder:

Preview

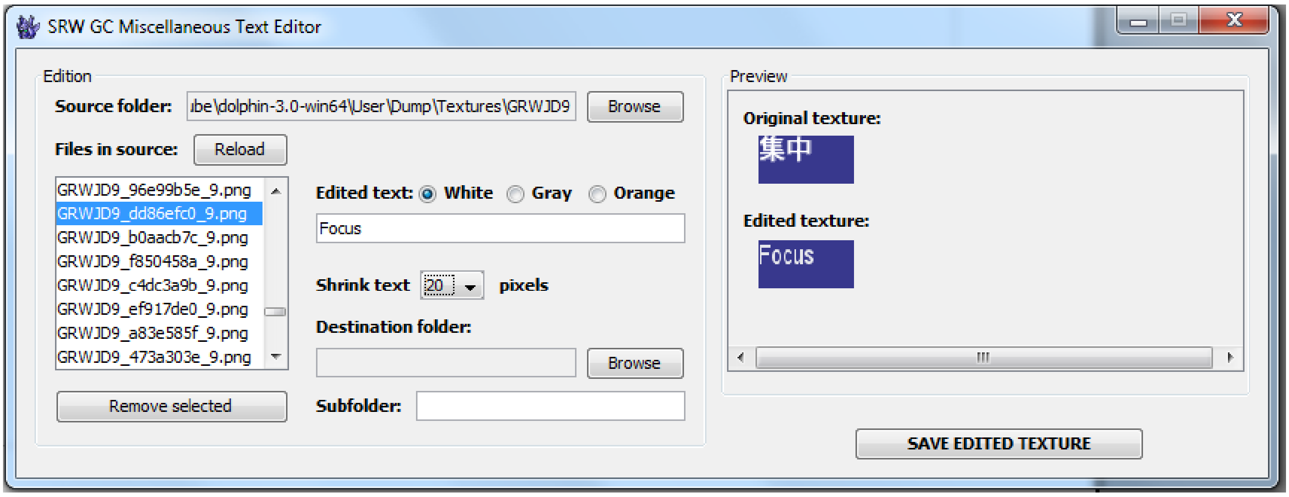
Original texture:

ビーム・サーベル

Edited texture:

Beam saber

6) If the edited texture's text is **bigger** than the original, **it won't display properly in the game**. You can either pick a shorter choice of words or use the "**Shrink text**" function:



SRW GC Miscellaneous Text Editor

Edition

Source folder: ıbe\dolphin-3.0-win64\User\Dump\Textures\GRWJD9

Files in source:

GRWJD9_96e99b5e_9.png
GRWJD9_dd86efc0_9.png
GRWJD9_b0aacb7c_9.png
GRWJD9_f850458a_9.png
GRWJD9_c4dc3a9b_9.png
GRWJD9_ef917de0_9.png
GRWJD9_a83e585f_9.png
GRWJD9_473a303e_9.png

Edited text: ● White ○ Gray ○ Orange

Focus

Shrink text 20 pixels

Destination folder:

Subfolder:

Preview

Original texture:

集中

Edited texture:

Focus

7) Browse a Destination folder to save the generated texture. Tipically, the load folder of the game in Dolphin (**/User/Load/Textures/GRWJD9/**).
8) Optionally, write a name of a subfolder for the generated texture.
9) Push the “**SAVE EDITED TEXTURE**” button.

Congratulations! You just translated a one-line texture (whatever that was)!

Repeat steps **3) ~ 9)** for the rest of the textures you want to translate.

This tool is not as good at filtering files as the other three, so you'll get lots of unwanted textures in the list (mostly numbers). It's better to move through the list with the arrow keys.
You can also manually remove from the list (but not from the folder) any unwanted file by selecting it and clicking the “**Remove selected**” button. They will be back in the list if you click the “**Reload**” button, though.

Closing

And that, as they say, is that.

Sorry about the long document. I hope everything was properly explained. I also hope that the tools are easy to use and make the work of whoever uses it lighter.

...and that there's no more nasty bugs hidden anywhere in the tools. Those are not nice.

Many thanks to all those who have contributed to this project, be it by actively participating on it (specially **Steve**, **Bring, Oppai** and **Guy G.**) or just showing appreciation and support, and thanks to you for reading this document.

- Dashman

Contact info

This guide may not be clear enough for you. If you have any doubts left, there's a chance you can find a thread about this in the *romhacking.net* forums or in the /m/ board of *4chan*. If you find any of them, direct your doubts there.

If you don't find any, and you feel you **must**, you can contact me personally in the following email account:

ulricvonmesnar@hotmail.com

Please make clear in the subject of the email that you are writing about the tools. Something like "*[SRW GC Translation Toolkit] Doubts*" is ok, something like "*Yo dude, 'sup*" is **not** ok.

Also, please refrain from sending me spam or flame emails. That's not cool.