

# PS&L Ireland Engineering

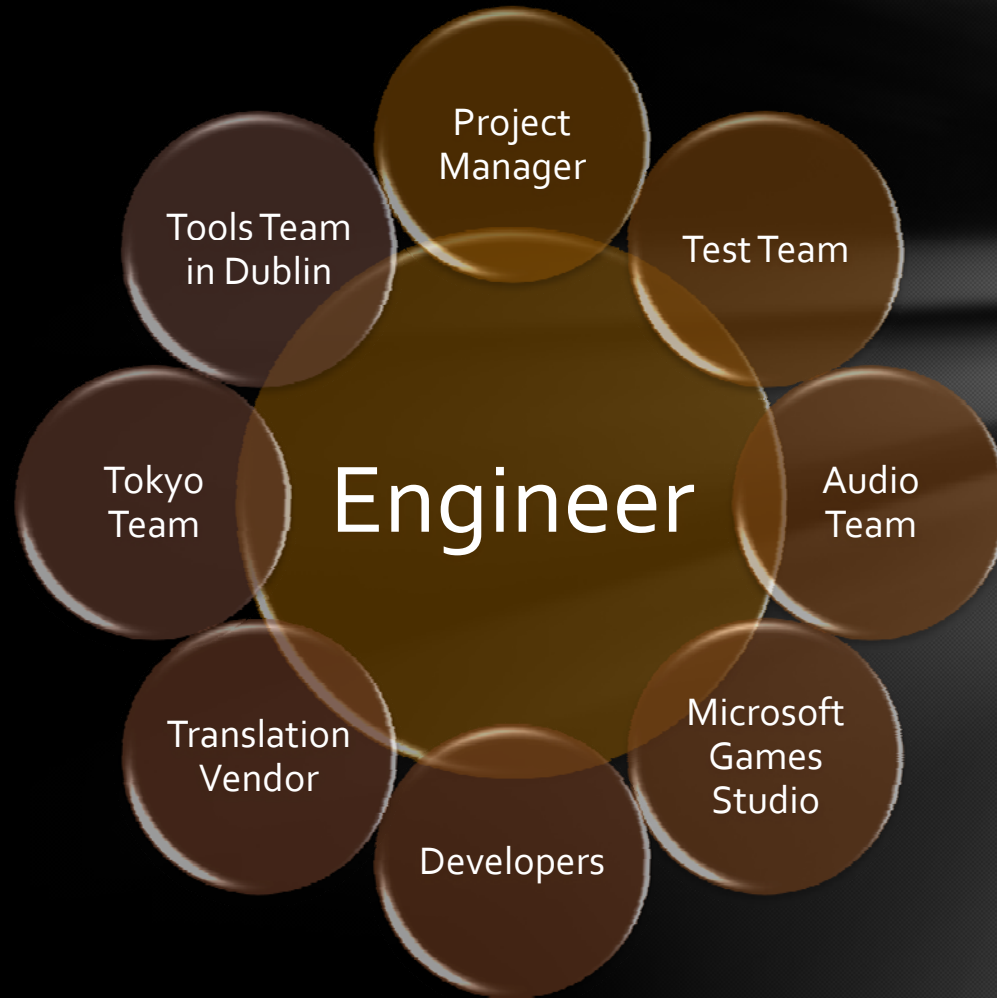
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# Engineering Function

What do Engineers do:

- Responsible for the translation of the in-game content, UI text and VO scripts.
- Make sure that the game is globally developed and localizable.
- Create tools and improve processes.
- Look at new technologies to reduce localization cost.
- Work with all project functions to achieve the common goal of shipping the best localized product in the most efficient manner.

# Engineering Role



# Pre-production

Pre-production is the planning and preparation part of the process, time well spent at this stage will ensure a cost effective and high quality result - includes the following tasks / processes:

- Developer Engagement/Process Improvement.
- Kick-off Meeting with Developers and MGS team.
- Creation of tools.
- Code page and Fonts support.
- Resourcing of files.
- Integration of files, ability to create private builds.
- Keyboard support
- Dynamic UI or expansion of 30%
- Automation of build process.

# Production

Production is the translation, test and release phases of the project.

- Create loc translation kit for vendors.
- EDB creation & break of up files into logical manageable size.
- Translation of UI strings but also VO lines.
- Vendor management, Handoff\Handback, answering queries.
- Creation of localized builds for test.
- Bug fixing.
- Handoff final loc assets for integration into master build.

# Post-Production

Post-production is the phase that follows the release of a project:

- Localization of title updates.
- Localization of demos.
- Localization of downloadable add-ons.
- Post-mortem.

# Software we use...

- Internal:

- LocStudio
  - VSTF/SD/VSS
  - G4WL/Xbox 360 Xdks
- Product Studio  
Visual Studio

- External:

- Photoshop
  - Winrar
- Beyond Compare  
Trados

- Custom:

- Jigsaw
  - Xblaster
  - Parsing Tools
  - Subtitle Creator
- Script\Batch Files  
Xswitch  
Xml Reader  
LocSheriff

# Our challenges...

- Developers know very little about localization, we educate them.
- Text is not resourced in a compatible format.
- Text is not split or logically grouped.
- Codepages are not supported.
- Hardcoded text.
- Concatenation.
- Constant updates.
- Build stability.
- UI not designed correctly.
- Sometimes no access to developers and even builds.

# Our Recommendations...

- Listen to the Loc Engineer recommendations, we don't ask for a lot and it makes a big difference to loc costs in the end.
- Create a UI that allows for some expansion to avoid truncations which leads to bugs/retranslation etc...
- Avoid where possible the use of concatenated sentences where individual sentences are broken in two or more units. What may work in English may not in a localised language due to altered grammar structure.
- Create a flexible/portable build environment where loc Engineers can create private builds for quicker testing/regression, fix verification etc...
- Make sure your content is locked down as much as possible before translation start to avoid costly waste of translation.
- Use a database system/central location to store all your in game strings and VO lines.

# Loc technologies

- Xlip (Xbox Language Interface Pack)
- FontCache
- XlocFormat
- XML Reader and Jigsaw

# Demo

LocStudio

Questions?