

## Xenoscript Editor by HeXPLuS [Xenogears Script Editor]

2.0.0.11

Made in Costa Rica 

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### 1 - INTRODUCTION

The Xenoscript editor is born of the necessity of having a tool that allows the easy edition of the Xenogears scripts dumped by the SadNES city romhackers.

We had thought only make an utility for the Hispanic scene, but we have decided to publish it and let another people use it to edit and translate the scripts files comfortably.

### 2 - HOW TO USE IT

#### Modifying the font file

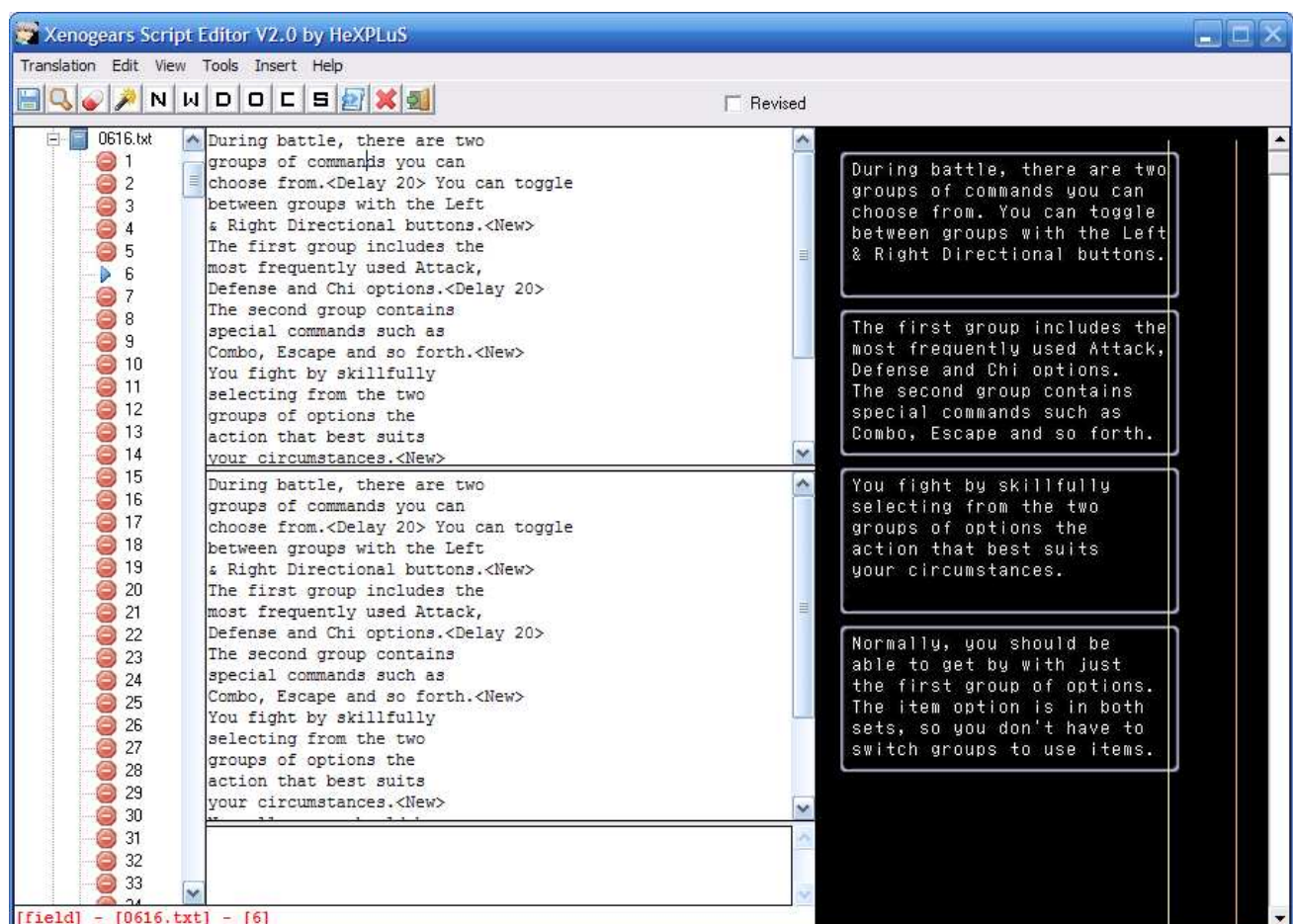
First, you need to modify the font file, the font file is a .bmp file located into the 'font' folder. The image size

is 2048\*11 pixels, each letter occupies 8\*11 pixels, so, if you want to add a letter, you have to calculate the position of this. The position is the Ascii value of this letter multiplied by 8, this way:

-> let us suppose that the letter is 'ç', the ascii value of 'ç' is 135, then  $135 * 8 = 1080$ , 1080 is the first pixel you can use. 1080 to 1088 (8 pixels). Search with mspaint the 1080 position and edit or put the font there.

Second, when you have the font modified, you can use the editor appropriately. Open the editor and search for the script[left] you want to translate to your language.

## IDE



The main window has a script file explorer [left], two textboxes [center] (Translated and original block dialogues), one simulated preview with the original font of the game[right], one space to put your own comments if you want[down], one toolbar[up] and a label [down] to show short messages to you.

This is the main toolbar:



From left to right:

1. Save
2. Search
3. Spell Check
4. Clone
5. N - Insert New Tag
6. W - Insert Wait Tag
7. D - Insert Delay Tag
8. O - Insert Opcode Tag
9. C - Insert Close/End of Block Tags
10. S - Insert Space Tag
11. View translated(or not[blocks]) Script
12. Clean
13. Exit

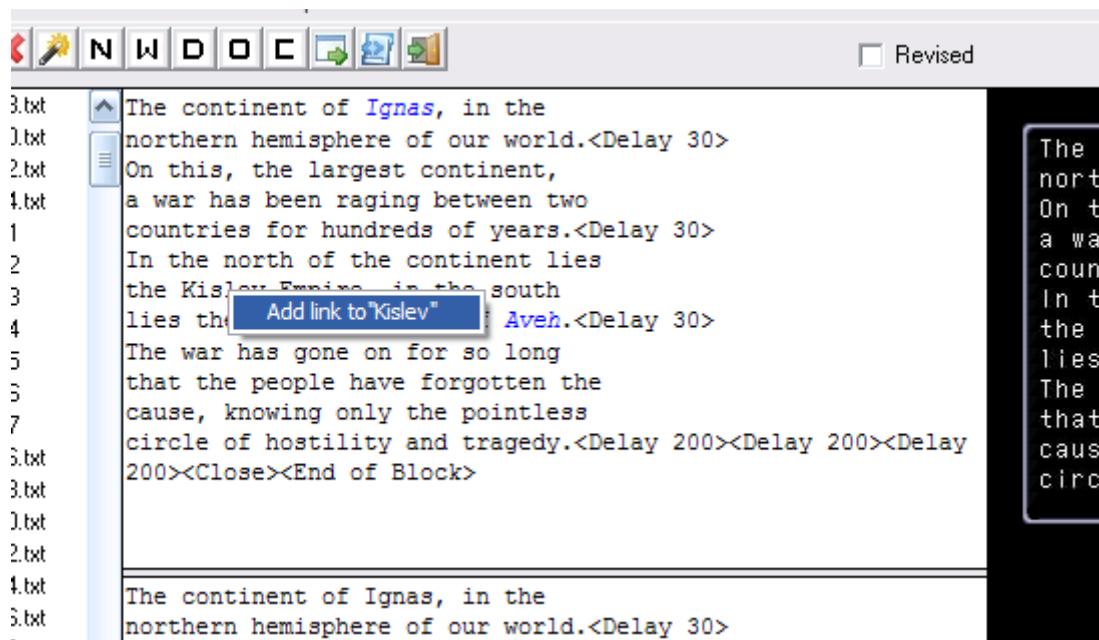
Each one of this buttons are its own menu. I will explain the less obvious ones:

- **Clean button or menu** allow clean the translated script window.
- **Clone button or menu** allow duplicate or copy the original script to the translated textbox.
- **Resize window button or menu** allow resize the window of the field scripts only (for compatibility with Xenolater). To resize a window you must have text into the translated textbox, if you do not have text there, the button won't work.
- **View translated script button or menu** allow view the translated script data. If one or all of the blocks of the script are not translated, the block or blocks that are not translated will be shown. To view the translated script you *have* to be positioned on a block of the script.

About other **menus** tasks:

- **Translation/Automatic save:** Allow an automatic save.
- **View/View links:** Allow see the words and its links. Later on I will explain more about this.
- **Tools/Import Script/Original Script:** Import the original script files. That process erase all the data(scripts, comments, and links to words) in the database and put new data in this.
- **Tools/Import Script/Translated Script:** Import the translated script, at the same way of the original script.
- **Tools/Import links File:** Import the links file, I will explain more about this later too.
- **Tools/Export Scripts/Translated Script:** Export the translated script to files.

## Linking words



In the translated script textbox you can do right click over any word you want to add into a links list. The following example shows how to add related words with "Aveh".

Links to word "Aveh"

1st Word

\*2nd Word

\*3rd Word

\*4th word

\*5th word

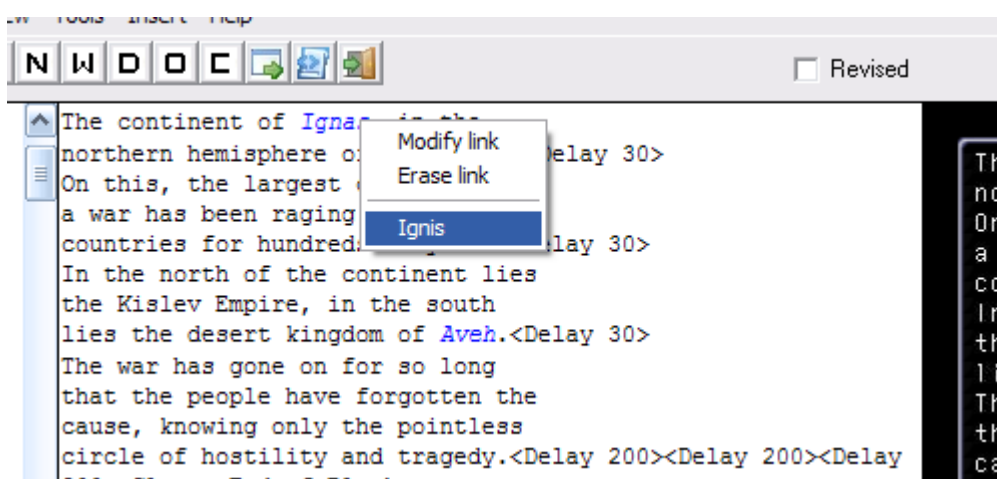
Comment

\* 2 to 5 words and comment optional

Cancel OK

It is useful if you want to use the original Japanese names in your translation. You can put as maximum five (5) associate words to one only word and one comment too.

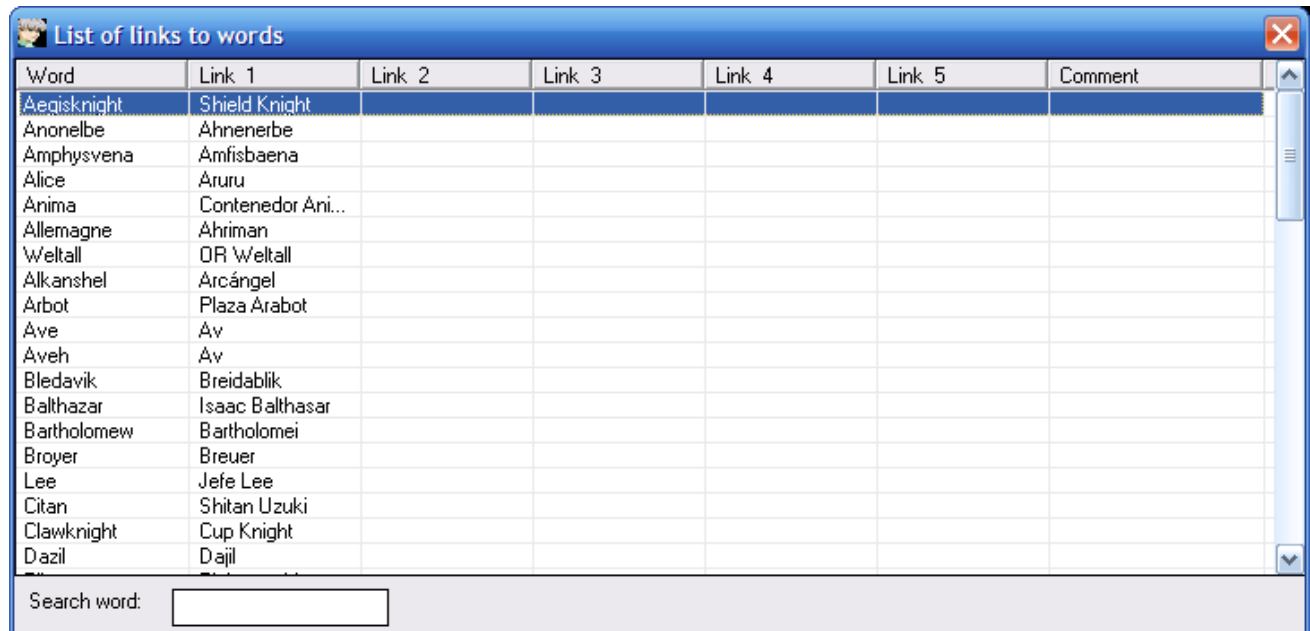
So, when you have added one word, it will be showed in the Translated script at colour blue and you will be able to do right click to select, modify or remove the linked word.



When you select the linked word, the blue word will be changed by the linked word. You can add only **whole** words, is not possible add words separated by spaces.

## Listing links to words

When you have a lot of words in your linked word list, you can access it from the 'View/View links' menu:



Word	Link 1	Link 2	Link 3	Link 4	Link 5	Comment
Aegisknight	Shield Knight					
Anonelbe	Ahnenerbe					
Amphysvena	Amfisbaena					
Alice	Aruru					
Anima	Contenedor Ani...					
Allemagne	Ahriman					
Weltall	OR Weltall					
Alkanshel	Arcángel					
Arbot	Plaza Arbot					
Ave	Av					
Aveh	Av					
Bledavik	Breidablik					
Balthazar	Isaac Balthasar					
Bartholomew	Bartholomei					
Broyer	Breuer					
Lee	Jefe Lee					
Citan	Shitan Uzuki					
Clawknight	Cup Knight					
Dazil	Dajil					

Search word:

In this window you can search for words, click over the word you want, and edit what you want.

## Resizing a window

To resize windows only press Alt+Arrow Key **being in** the translated text box.

Alt + ◀ [Left arrow] : Reduces the width window size.

Alt + ▶ [Right arrow] : Increases the width window size

Alt + ▲ [Up arrow] : Reduces the height window size.

Alt + ▼ [Down arrow] : Increases the height window size.

This feature is **only available** in the field scripts.

## Exporting translated script in order to copy this in Xenolater

There are two ways to export scripts: individual or massive.

*The individual way:*

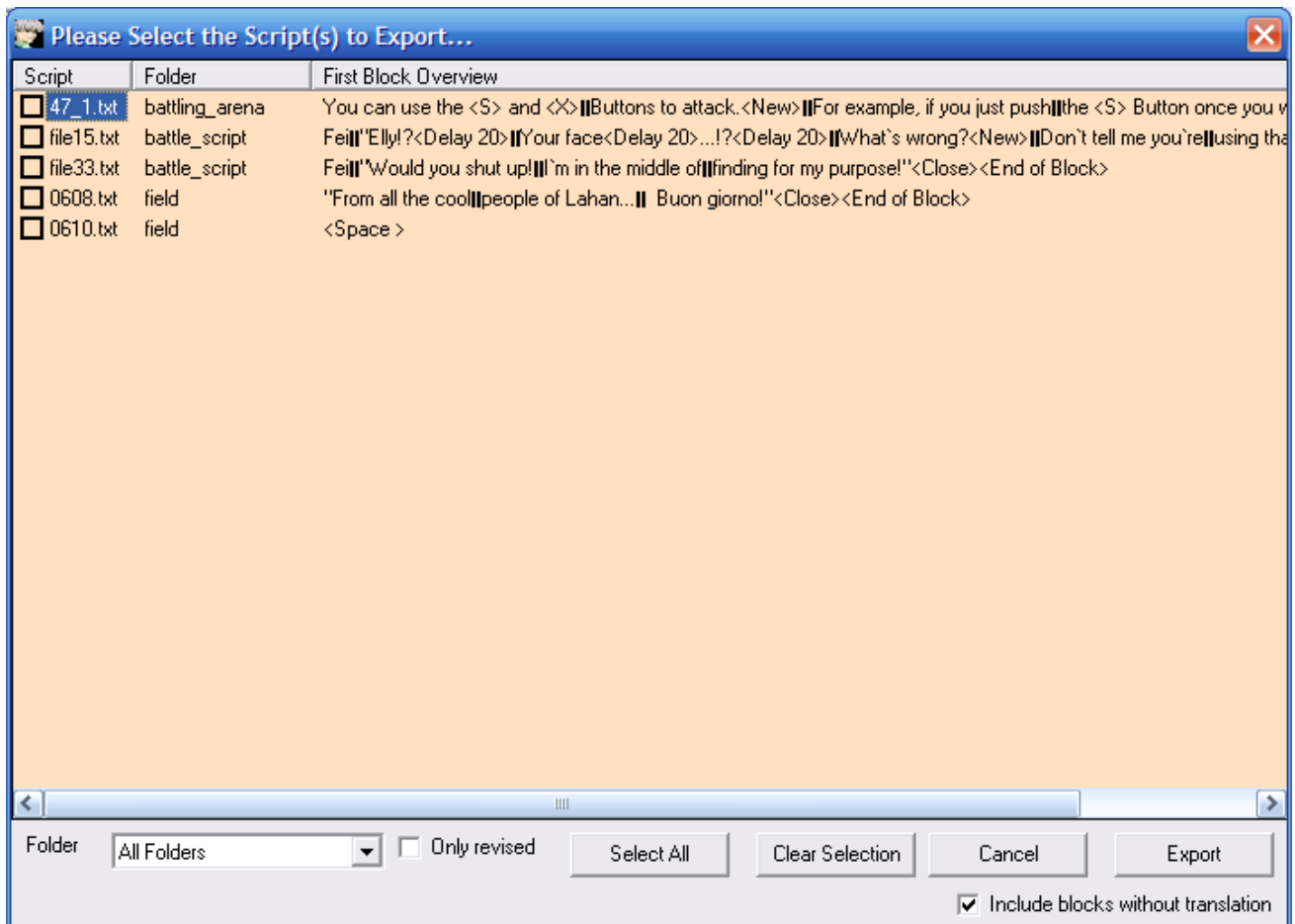
If you have a complete script file translated, you can view/copy it from the *View/View Translated script* menu(**you have to be positioned into a block**):



To copy the translated script only do click on the textbox and the script will be copied to the clipboard, then go to the **Xenolater** and paste on the corresponding file.

*The massive way:*

This way is to export all the translated script to files. It is useful if several people are translating the script, and one of them is the "manager" of the team, and he is importing translated script to be revised. You have to select (checkboxes) the scripts that you want to export.



### 3 - END & Acknowledgments

I want to thank to my friends Magimaster 2 and Wiz, and Stefano too. Thanks for all your suggestions. Questions and suggestions please e-mail to [hexplus@gmail.com](mailto:hexplus@gmail.com)