

UI - Arabic Implementation thoughts and notes.

Status	IN PRE-PRODUCTION
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This is a 'First-glance thoughts' on implementation of Arabic.

[illegible]

Visual notes and first thoughts :

First and foremost, the implementation of the language is working well. Most letters link properly and the majority of the font is legible.

Launching the game directly from Steam (after changing the language property in Steam settings) is greeted directly with a host of missing LOC strings. The aim was to re-burn the locdb file, however my [SteamCMD](#) is not launching.



Launching the game directly from the build launcher made the text switch to Arabic (unsure of how that happened) after I had already changed the language on Steam.

I can confirm that changing the language on Steam also makes the Cardinal launch from BL change the language.



We have the text partially working in the game, let's review the base layout. I understand that this review should be mainly focused on a back-end implementation perspective, but as it stands the implementation of the Arabic LOC is working at base level and will translate across to However, I feel it is worth making some visual points to illustrate the LOC fails in presentation and consequently translation.

Example 1

Here's a quick side to side view on a quick photoshop mockup I made on how the text should actually be aligned, Arabic runs from left to right, thus headers are expected to do the same.

المهام اليومية 0145 ساعة 95 دقيقة 0

أكمل أي ⓘ

أكمل مباراة في وضع مناوشة أو متعدد اللاعبين أو حملة.

من نقاط الخبرة +002 EXP

✓

المهام اليومية 1125 ساعة 3 دقيقة 1

أكمل أي ⓘ

أكمل مباراة في وضع مناوشة أو متعدد اللاعبين أو حملة.

من نقاط الخبرة +002 EXP

✓

English version for reference (notice how the bold font on the titles have disappeared) :

DAILY QUEST 10H 5M 49S

Complete Any ⓘ

Complete a match in Skirmish, Multiplayer or Campaign.

+200 XP EXP

✓

Example 2

This difference in layout also affects the translation as it goes from **Age IV new in** to **New in Age IV**



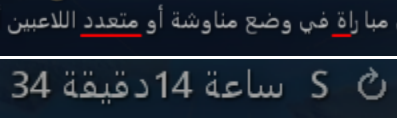
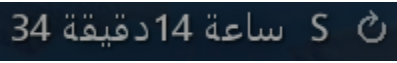
Example 3

Big difference in 'Boldness' of text :



Example 4

Also some major translation problems in here would be :

- the use of English numbers and not Arabic ones 123 vs
- Random S in the top right bar that shows the time left to complete.
- The time bar reads : Hours 59, minute 5410
- **Complete Any** should translate to **Complete Any of** : the Arabic version can translate to complete 'ouch' (as in pain ouch).
- Number order is flipped (+002 experience instead of +200)
- XP : experience points, the Arabic translation means : **From the experience points +002**, instead of **Experience points +200**, the correct typing would be :
- I have no idea what they are trying to translate Skirmish to., this a 1 to 1 google translate which is a big no as context changes words in Arabic.
-  the text goes from feminine to masculine to feminine, very confusing to read.
-  The clock is very broken.

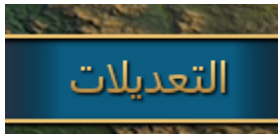
Example 5

Single player is translating to **The solo player** instead of **Play alone**

Multiplayer is translating to **The many players** instead of **Play with people**

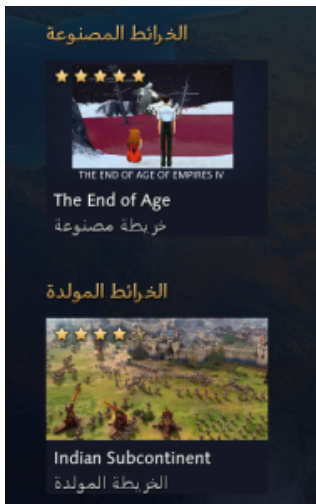


In general the translation seems very dependent on 1 to 1 google translate, an example to that would be :



Mods are being translated to **Modifications** which would make sense on google translate, but this more refers to 'patch' or 'game fixes' that the devs would make. You would need to translate the word Mod to **User Generated Content** to better explain this.

Same applies to the user created maps, as these two headers are read and understood as (Created maps and Birthed maps) respectively.

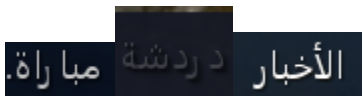


Example 6

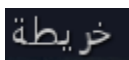
To be on the same page, I will be explaining some minor things in the arabic alphabet :

- R is and Z is basically the only difference between R and Z is a dot ontop of the R.
- There are two versions of the letter T, I will be referring to those as soft T () and hard T ()
- There are three versions of the letter Z, I will be referring to those as Z (), soft Z () and hard Z () – (yes hard Z is basically hard T with a dot ontop don't judge us)
- There are two versions of the letter A, I will be referring to those as AwithHat () and A ()

Both R and Z are almost always clipped on the side, and sometimes it's much more visible than other times.



It seems like the text clustering is struggling with the R specifically



example where the letter () is clipping more through the R.

الخرائط المصنوعة

example where the () is spacing a lot more from the R.

حزمة الضبط

حزم الضبط

حزمة الضبط

Same applies for the Z

قراءة المزيد

Extreme example of both clippings present in 'Read more' translation :

سريعة بالسرعة، بالسرعة

Some weird clipping and spacing happening when linking S with R :

عرض المهارة

Big spacing between R in addition with clipping

مهارة التدريب

Big spacing from/to R in the same sentence.

عرض الإنجازات

Big spacing between A and Z :

Some other elements are also being clipped, especially the the hard T :

- Correct preview should be :

الضبط

- Clipping :

سلطنة دلهي نظرة خريطة

الإمبراطورية

The 'holy roman empire' is broken

Another example would be regarding the AwithHat, specifically looking at the hat :

- example of hat being clipped (far right)

أساسيات

- Example of hat showing correctly

أراضيهم

Also it's important to understand the 'Accents in Arabic' :

Similar to French and 'Acute accent : é' which changes the pronunciation of the letter e, there's the same concept in Arabic, but well... on steroids.

Arabic text is completely understandable (however a little more hard to read to non native speaking/reading Arabs) without the accents, so I would personally recommend to completely blast them. Mostly because they are famous to break text completely, and this is present in Cardinal right now :

تعل

should be

تعل

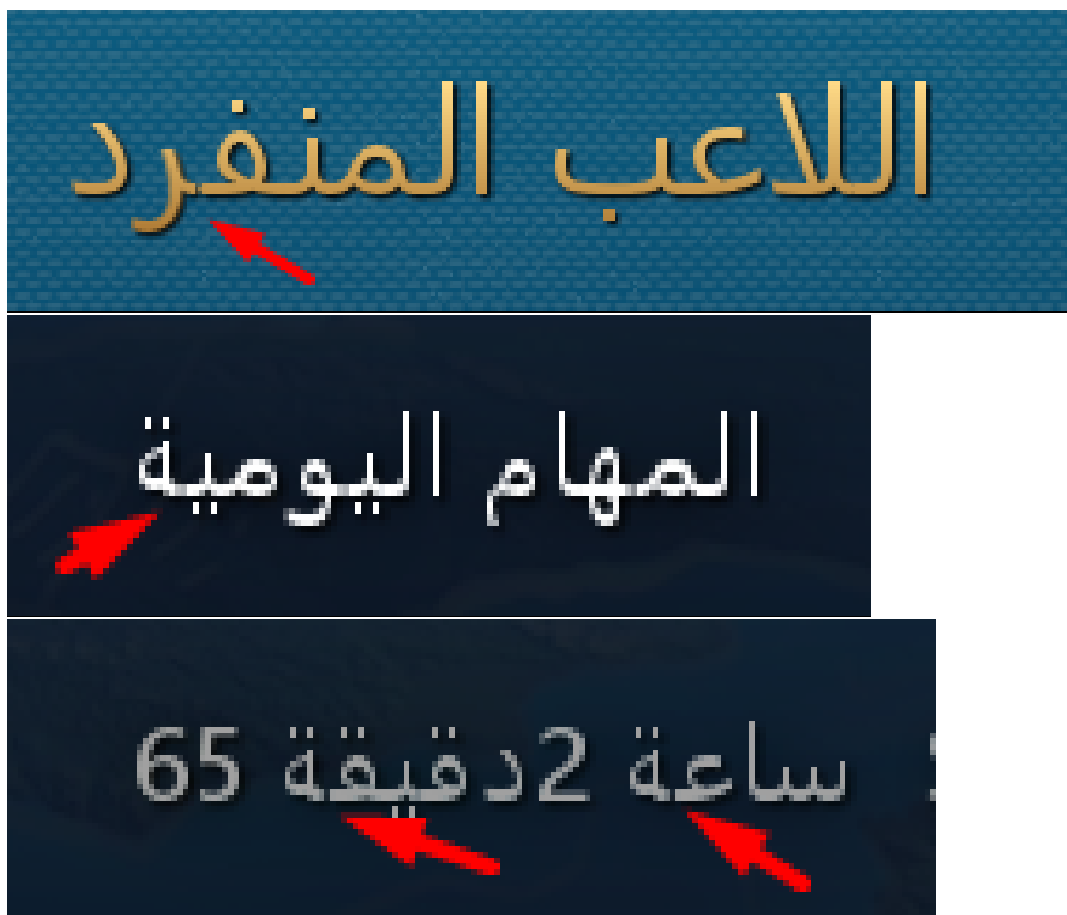
and mind you this is a horrible example as this word makes absolutely no sense and I have no idea what it's attempting to refer to.



I would fix this but I have absolutely no clue what this is trying to say, this translates to : Create friendships(many) not enemy-ships(many) : A with players (accent ?) stay connected Age IV others in.

Example 7

Present gaps in text :



I am unsure whether it is the font size, or the font itself that is making the huge inconsistencies in spacing and clipping, but it's important to note that the



header font
than the sub-header font.

is much, much more clear and consistent