So here is the tutorial for all things. TUTORIAL ONLY FOR WINDOWS

FILE EXTRACTION

First is the extraction of the files from the .exe, for that we going to use GARbro (https://github.com/morkt/GARbro/releases/download/v1.5.44/GARbro-v1.5.44-setup.exe)

Open GARbro and search your game folder.

ᡖ GARbro				
File View	Help			
$\Theta \Theta$	C:\Program Files (x86)\GAR	Rbro		
Name 🔺		Туре	Size	^
		<dir></dir>		
GameData		<dir></dir>		
ja-JP		<dir></dir>		
ko-KR		<dir></dir>		

Once here, double click the .Ex

	<dir></dir>	
00000011.csv		13582
00000011.lsb		74802
000001A4.csv		772524
000001A4.lsb		4168993
000001A4ok.csv		1156534
akujo.exe		910510737
live.dll		364544
readme.txt	script	2755
save.dat	archive	1880

On almost every game you should see something like this (next image), for now we are going to extract the $/ \checkmark \nu \lor \neg \neg \downarrow$ folder, and depending on the game we are going to extract the 000000xxx.lsb files (usually only the two more heavier because the others don't contain text)

Name 🔺	Туре	Size	
	<dir></dir>		
グラフィック	<dir></dir>		
サウンド	<dir></dir>		
ノベルシステム	<dir></dir>		
0000003.lsb		1533	
00000011.lsb		8155	
000001A4.lsb		338802	
INSTALL.DAT	archive	127	
live.lpb		934	
ゲームメイン.lsb		748	
シーン回想.lsb		715	
メッセージボックス作成.lsb		1918	
メッセージボックス座標.lsb		895	
変数初期化.lsb		517	

So, holding Ctrl and selecting the files, click the right button and select extract.

	ノベルシステム		<dir></dir>	
	0000003.lsb			1533
	00000011.lsb			8155
	00000144.lab			338802
	Open	Enter	archive	127
	Extract	F4		934
	Select files by mask			748
Í.	Assign file type	•		715
	Refresh	F5		1918

Extract the files on your game folder.

Extract from archive		×
Extract files from akujo.exe to D:	e] Akujo no Eikan	
 Extract images 	Save images as as	is ~
✓ Extract audio	Convert audio to comm	non format
	Extract	Cancel

Once done, you should see the files in your game directory, for the next steps you going to need two things Python and the PyLiveMaker API.

PROGRAMS NEEDED

How to install Python(<u>https://www.youtube.com/watch?v=5GzzGYTORo4</u>)

How to install Pip(<u>https://www.youtube.com/watch?v=fJKdIf11GcI</u>) To install pylivemaker, run this command in your terminal: pip install pylivemaker.

CONVERT FILES

Once done, we now can convert the .lsb files into .csv files, to do that first open a terminal on your game folder. You can do this by opening a terminal and using this command.

cd C:\example\directory\of your game (if your game folder is on a different disk than windows, use first your disk name and :. Example: D: and then cd D:\example\directory\of your game)

Or writing cmd on your file browser while you're on your game folder and then pressing enter.

С	cmd	
	cmd	
Noi	nbre	Fecha de modificación
ىر 💼	ベルシステム	18/11/2023 01:48 PM
词 al	cujo.exe	30/06/2023 09:23 AM

Once you open your terminal, and set your game folder path, make sure that it is correct.



After this, we going to convert the .lsb extracted files into .csv files using this command on your terminal

```
Imlsb extractcsv --encoding=utf-8-sig 00000001.lsb 00000001.csv
```

In this case, we use it like this.



and we do this for all the lsb files that we extracted; in this case they are this two.



After this you will have your files on your game folder



RECOMMENDATION: DON'T USE EXCEL. Since I have some problems with the save of the file and the Japanese text doesn't show properly

Original text - We didn't know.

So, I use LibreOffice, but google spreadsheets work as well.

If you use LibreOffice when you open the file you will see this msg, only press ok. (yeah, I'm Spanish xd)

Importación de texto - [00	000011.csv]					
Importar						
Conjunto de c <u>a</u> racteres:	Unicode (UTF-8)			~		
Configuración regiona <u>l</u> :	Predeterminado	- Español (Colombia)	~		
Desde la <u>f</u> ila:	1					
Opciones de separador						
○ Anchura <u>f</u> ija		о <u>S</u> ер	arado por			
🗆 <u>T</u> abulador 🛛 🗹 Co	<u>m</u> a 🛛 🗹 Punto y	/ coma 🛛	<u>E</u> spacio (□ Ot <u>r</u> o		
Combinar <u>d</u> elimitad	ores 🗌 Qu <u>i</u> tar	espacios	[Delimitador de	ca <u>d</u> ena:	"
Otras opciones						
Formatear campo entr	ecomillado como	texto 🗆 I	Detectar <u>n</u> ú	imeros especia	les	
Calcular fórmulas						
Campos						
T <u>i</u> po de columna:	~					
Predeterminado		Predeterm	Predeterm	Predetermina	do	
1 ID		Label	Context	Original te	ext	
2 pylm:text:000000	011.lsb:11:0	54		←俺達は知	ロらなかった	
3 pylm:text:000000	011.lsb:11:1	54		【花】「はじめまし	JC。今日t	r6
4 pytm:text:000000	911.lSD:11:2	54		← − − その少女	が何者でる	ある
5 pylm:text:000000	011.1SD.11.3	54		【顧問教師】 /	小石川はノ	(7
7 pylm:text:000000	011.lsb:11:5	54		【花】「一生縣の	19はかつに 会勧論して	.。 冊百日
8 pylm:text:000000	011.lsb:11:6	54		← その少女	に秘められ	
o pvlm:text:000000	011.lsb:11:7	54		₩	ロらたかった	-
Ayuda				<u>A</u> ceptar	<u>C</u> ance	elar

Here you will see everything right and you can save the file normally.

Original text	Translated text
――俺達は知らなかった。	-We didn't know.
【花】 「はじめまして。今日からマネージャーとして入部しました小石川 花です」	[Hana] "Nice to meet you, I'm Koshikawa Hana
――その少女が何者であるのかを。	-We didn't know who that girl really was,
【顧問教師】 「小石川は入学したての1年生だ。まぁ野球の事は詳しくないようなんで、みんな色々教えてやってくれな」	[Advisor Teacher] "Koshikawa is a fresh first-y

From here on, you need only to translate all the lines.

ANOTHER RECOMMENDATION: don't leave line breaks, since it could mess up how the text is shown on the game.

So even the original has it:

【花】 「はじめまして。今日からマネージャーとして入部しました小石川 花です」

Don't leave it on the translation!

[Hana] "Nice to meet you, I'm Koshikawa Hana, and I'll be the manager starting today."

After translating everything use this command to convert the .csv into a .lsb file

Imlsb insertcsv --encoding=utf-8-sig 00000001.lsb 00000001.csv

again, in this case, we use it like this.



So, when you finish translating everything you only must convert all .csv gain into a .lsb file using this command.

And . . . THAT'S ALL!

Well, only for translating the games dialogues, for the menus it's a little more complicated, and for the elections I have no idea lol (for now, as far as I know it is like how the menus are translated)

Well, now lest see how to translate menus!

MENU TRANSLATING

So . . . remember the folder that we extracted before? Well, we going to use it now.

So, open the $/ \vec{n} \nu \nu \nu \tau \tau$ folder that you extracted before, and search this file.



Then open the cmd where this file is and use this command.

```
Imlsb dump ■初期化.lsb > example.txt
```

something like this

\[Msize] Akujo no Eikan translated\/ ベルシステム >lmlsb dump ■初期化.lsb > example.txt

Then open the explample.txt that has been generated on the current folder. You should see something like this:

	example.t	xt × +
File	Edit	View
0	: VarNew	リプレイ対象サウンド 4 "" 0
1	: VarNew	リプレイ対象サウンド_音量 1 0 0
2	: VarNew	リプレイ対象サウンド_名前 4 "" 0
3	: VarNew	↓ メッセージボックス表示 4 "OFF" 0
4	: VarNew	セーブキャプション 4 "" 0
5	: VarNew	画面揺らしリスト 4 "" 0
6	: VarNew	回面揺らしX 1 0
7	: VarNew	画面揺らしY 1 0
8	: VarNew	画面揺らしタイプ 4 0
9	: VarNew	画面揺らしランダム 3 0
10	: VarNew	画面揺らし時間 1 0
11	: VarNew	回面揺らし周期 1 0
12	: VarNew	回面揺らしステップ 1 0
13	: VarNew	回面揺らし減衰X 1 0
14	: VarNew	回面揺らし減衰Y10
15	: VarNew	強制テキストクリア 3 0 0
16	: VarNew	tmpi 1 0
17	: VarNew	tmpd 2 0
18	: VarNew	
20	· VarNew	
20	• VarNew	
21	• VarNew	
23	: VarNew	選択なイムアウト 3 の
24	: VarNew	選択インスタンス数 1 0 0
25	: VarNew	
26	: VarNew	
27	: VarNew	(保存 選択番号 1 0
28	: VarNew	保存 選択状態 3 0
29	: VarNew	保存 選択タイムアウト 3 0
30	: VarNew	保存 プレビュー選択実行中 3 0
31	: VarNew	□ 最終選択値 4 0
32	: VarNew	· 最終選択番号 1 0
33	: VarNew	↓ 最終選択状態 3 Ø
34	: VarNew	
25	• VarNow	保友 入力のどう а а
Ln 70), Col 218	3 of 3,771 characters

Using ctrl + f on the windows notepad we use the search function and search 'BGM' and press the down arrow till you see something like this.



Remember the number where all this text is, in this case is the 69. Now we can close this file

Return to the cmd window where the file is, and then use this command.

Imlsb edit ■初期化.lsb 69 ←-- 69 = line we want to edit

after this, you should see something like this:

```
Microsoft Windows [Versión 10.0.22631.3447]
(c) Microsoft Corporation. Todos los derechos reservados.
D:\ (Msize] Akujo no Eikan\/ ベルシステム>lmlsb edit ■初期化.lsb 69
69: Catc StringToArray("文字を消す,シナリオ回想,読んだ文章を飛ばす,自動テキスト送り,セーブ,ロード,オプション,読んだ文章を自動的に飛ばす,テキスト速度...,自動テキスト送り時間設定...,フォント選択...,サウンドを再生する,音量調節...,BGM,効果音,

セリフ,MIDI出力ポート選択...,フルスクリーン,ディスプレイモード...,ゲーム終了,タイトル画面に戻る,終了",システムメニュー

項目名, ",")
Editing Calc expression

StringToArray("文字を消す,シナリオ回想,読んだ文章を飛ばす,自動テキスト送り,セーブ,ロード,オプション,読んだ文章を自動的

に飛ばす,テキスト速度...,自動テキスト送り時間設定...,フォント選択...,サウンドを再生する,音量調節...,BGM,効果音,セリフ,MIDI

DI出力ポート選択...,フルスクリーン,ディスプレイモード...,ゲーム終了,タイトル画面に戻る,終了",システムメニュー項目名, ",")
Array variable [システムメニュー項目名]:
```

On the last line where it says *Array variable* exactly this first **DON'T** translate it, just press enter, and this will change.



From now on, you can translate every Array entry, in this case.



And like this for all array entries.

You can use this complete translation as support.



Editing Calc expression StringToArray("Hide textbox,Chat history,Skip mode,Auto mode,Save,Load,Options,Automatically skip read text,Text speed ...,Setting auto text progress time...,Font selection...,Play sound,Adjust volume...,BGM,Sound effect,Lines,Select MIDI output port...,Full screen,Display mode...,Exit game,Return to title screen,Exit game", システムメニュー項目名, ",") Array variable [システムメニュー項目名]: Array entry 0 ["Hide textbox"]: Hide textbox For fonts problems you can either use this solution (works for almost all games)

https://f95zone.to/threads/the-grandeur-of-the-aristocrat-lady-final-m-size.162429/post-10923521

Or you can follow this. (Basically, the same procedure of the menu translating)

Dump the contents of the message box script: Imlsb dump メッセージボックス作成.lsb > msgbox_dump.txt

This will create a text file named msgbox_dump.txt Open it and search for any references of MesNew. In this case there were 3: 8: MesNew "メッセージボックス" "メッセージボックス土台" 250 16.......... 36: MesNew "メッセージボックス" "メッセージボックス土台" 10 10 61: MesNew "メッセージボックス" "メッセージボックス土台" 250 16........

Now execute ImIsb edit 3 times, once for each line where you found the mesNew command: ImIsb edit メッセージボックス作成.Isb 8 ImIsb edit メッセージボックス作成.Isb 36 ImIsb edit メッセージボックス作成.Isb 61

The number at the end being the lines where you found MesNew references.

Each time you execute the command it'll ask you for the new values. Just press enter until you see the very last one which should be: PR_FONTCHANGEABLED [1]:

Input 0 and press enter. Do this for every one of them and you're done!

For more information there is the repo of pylivemaker

https://github.com/pmrowla/pylivemaker

and for any help you can contact me through DM on f95 or on discord darkfire533