




Translating Grandia

TrekkiesUnite118 · Sep 9, 2018

◀ Prev 1 ... 20 21 22



TrekkiesUnite11
8
Member
Joined: **May 12, 2007**
Messages: **218**
Points: **43**


Dec 16, 2019 #421

mistamontiel said: ↕

Ah forgot to edit. I noticed the BIN becomes ISO.. is that something to burn er must remake BIN

You can do either really. If you burn the ISO you need to have a the WAV file for the CD audio and a cue sheet that reflects the image set up. A cue Sheet is included in the patch.

mistamontiel



mistamontiel
New Member
Joined: **Nov 9, 2019**
Messages: **18**
Points: **3**
Age: **30**
Location:
Miami, FL, CUBA
Website:
www.youtube.com

Dec 16, 2019 #422

Ahh I see the included readme so your CUE instructs the ISO+WAV together for ImgBurn

THANK YOU!! n I wonder if free IsoBuster is still limitless

T

themadhaxor
New Member
Joined: **Apr 16, 2019**
Messages: **10**
Points: **3**
Age: **39**

Dec 16, 2019 #423

Also remember that real hardware can cause issues due to laser wear and other factors...just saying...
@TrekkiesUnite118 - loving your work on the Sakura Wars patch and looking forward to the next Grandia release...

mistamontiel



With that out of the way here's what still remains:

- Fix all the voice synchronization issues.
- Fix the alignment issue with "Your Initiative" and "Ambushed!" in the battle screen.
- Determine how to decode and re-encode the FMVs so subtitles can be added.
- Figure out how to add text to areas that are voiced with no text.
- Touch up any translation issues (coffee references, etc.)

dibz, Fandu, nanash1 and 6 others



peido

New Member

Joined: Feb 12, 2019

Messages: 1

Points: 1

Age: 34

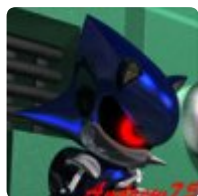
Dec 27, 2019

#427

TrekkiesUnite118 said: ↑

Determine how to decode and re-encode the FMVs so subtitles can be added.

I remember that Dragon Force II also don't have subtitles on the FMVs. I don't think that they ever found a simple way to do it. I don't mind having just a TXT with the translated transcript of what it's being said in the FMVs.



Sunday at 1:16 PM

#428

peido said: ↑

I remember that Dragon Force II also don't have subtitles on the FMVs. I don't think that they ever found a simple way to do it. I don't mind having just a TXT with the translated transcript of what it's being said in the FMVs.

tuxmask75

New Member

Joined: Jan 2, 2010

Messages: 2

Points: 1

There is a Fan translation called Linkle Liver Story that adds subs directly encoded within the FMV.

You can find list with links to contact info for the people who worked on the translation here:



Linkle Liver Story

This is a full translation of Linkle Liver Story, an easy-going adventure game for Sega Saturn. Plea

www.romhacking.net

And I believe this is the official site for the release:



Linkle Liver Story released :)

Surprise-surprise :) After a long silence, I am proud to present the full translation for the partially undercover project. This time it's a...

aishsha.blogspot.com



paul_met

New Member

Joined: Aug 28, 2014

Messages: 111

Points: 18

Age: 36

Location: Belarus

Website:

meduza-team.ucoz.net

Sunday at 1:33 PM

#429

tuxmask75 said:

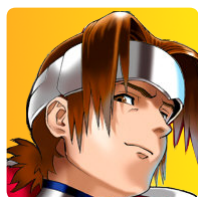
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Click to expand...

Grandia has a different video format than Linkle Liver Story (cinepak).



TrekkiesUnite11

8

Member

Joined: May 12, 2007

Messages: 218

Points: 43

Sunday at 1:42 PM

#430

Yeah, if it was standard cinepak that would have been easy to do. After all I did that for Sakura Wars:

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