



MOD TEXTTOOL

Prerequisites

- Previous knowledge of working with Quest Tool is preferable.

Introduction

In this guide, we'll look at Mod TextTool.

Overview

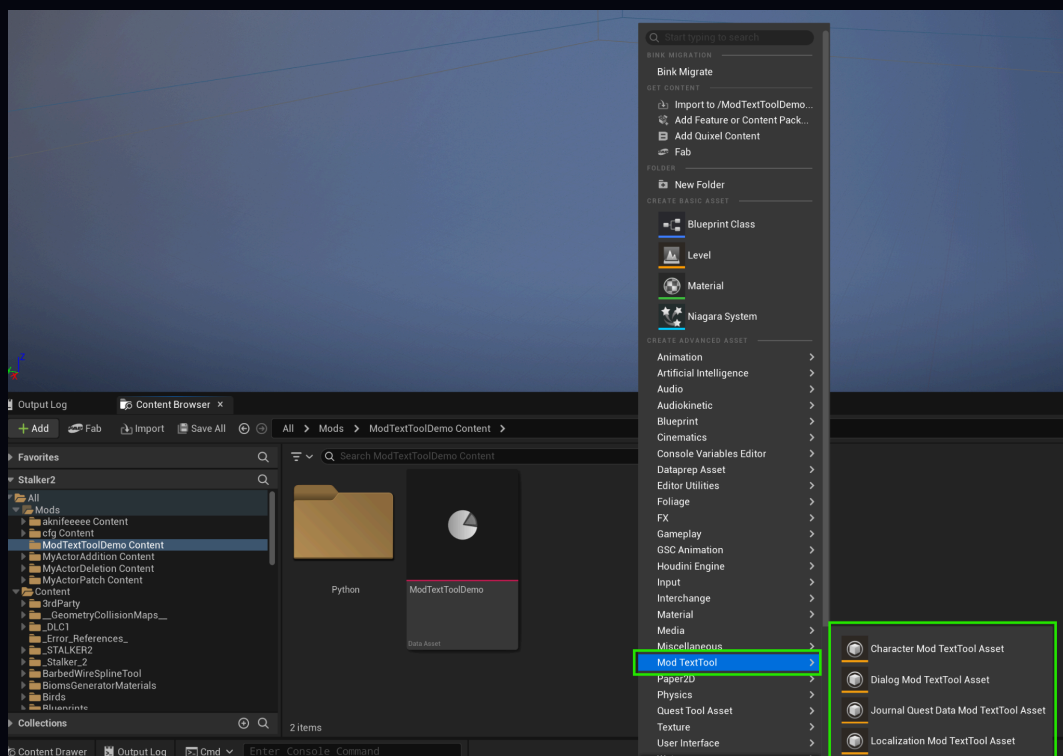
Mod TextTool is a system to add new localized texts to the game as well as override existing vanilla ones.

Here are the main principles on how the tool works:

1. The *Stalker2\Content\TextToolBackup\TextDatabase.json* file contains all of the vanilla localized texts and is read by Zone Kit at startup.
2. The processed texts are added to the global text database from the processed file.
3. When a Mod TextTool refresh is triggered, e.g., switching to a mod or refreshing manually using the UI, Mod TextTool assets are processed by Zone Kit.
4. All valid texts are added to the global text database from the processed assets.
5. The texts in the global text database are available for other systems, e.g., Quest Tool and its assets.
6. If a mod contains Mod TextTool assets with valid localized texts, a localization database asset is generated based on the contained localized texts and is packaged into the mod.

7. The packaged localization database is later read at the game's runtime, and the localized texts are added to the game's global text database.

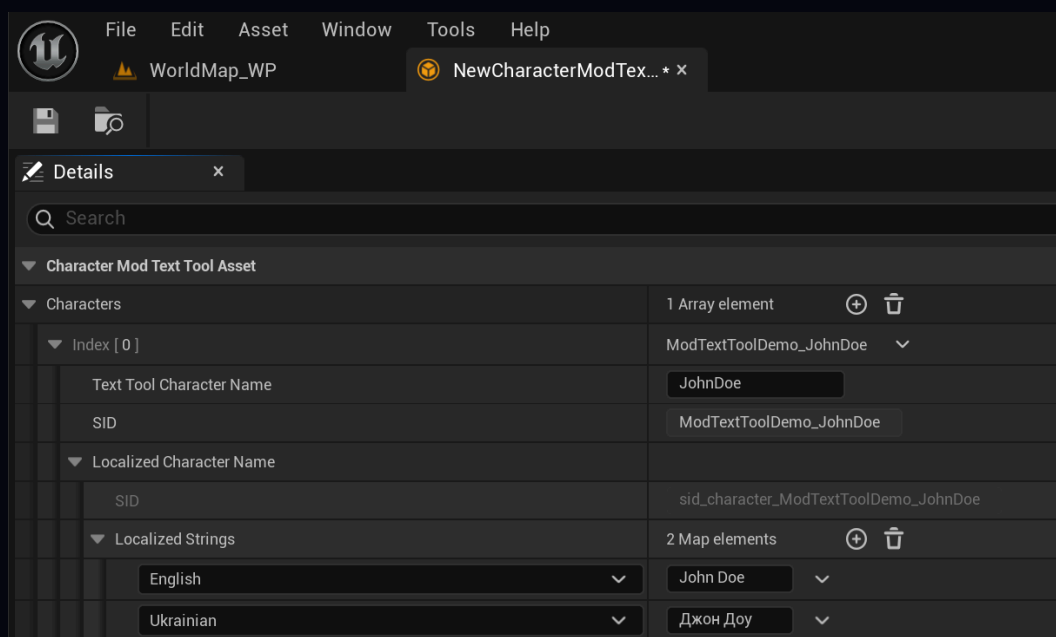
The primary ways to use Mod TextTool are through editor-only assets. You can see and create the available asset types by accessing the Asset Creation Context Menu → Create Advanced Asset → Mod TextTool:



Let's look at each of them in more detail.

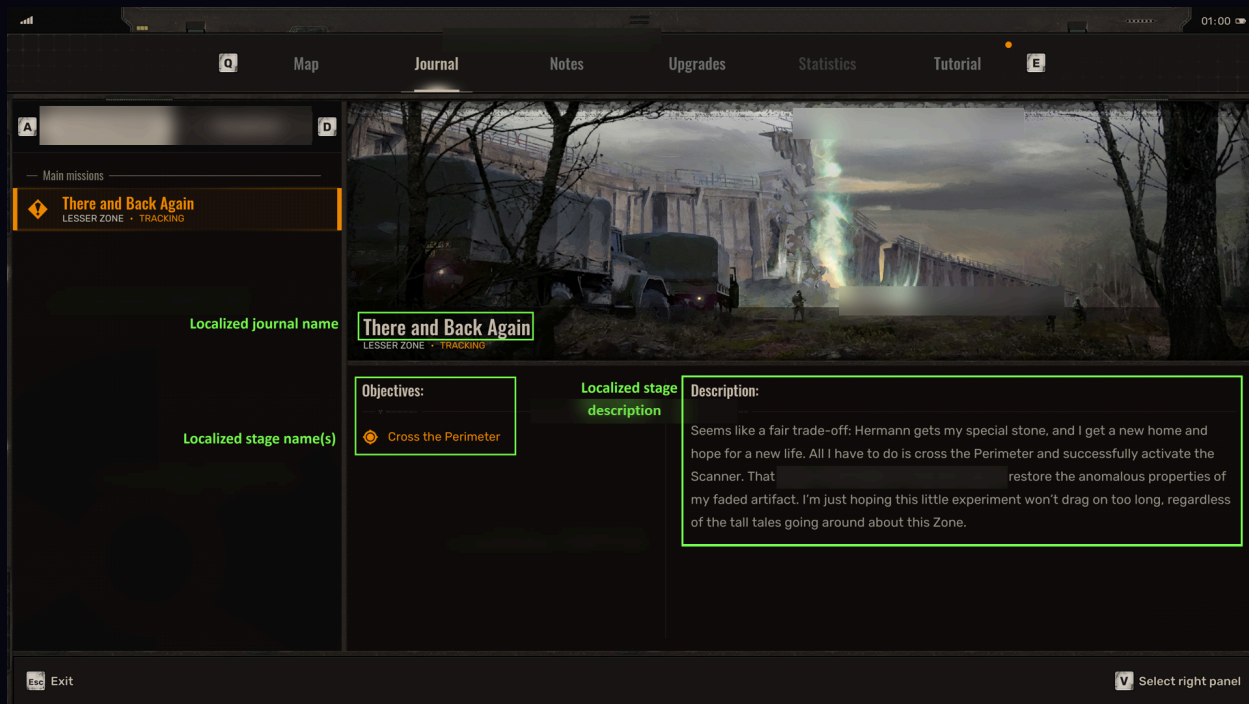
Character Mod TextTool asset

CharacterModTextToolAsset can be used for creating and localizing NPC names:



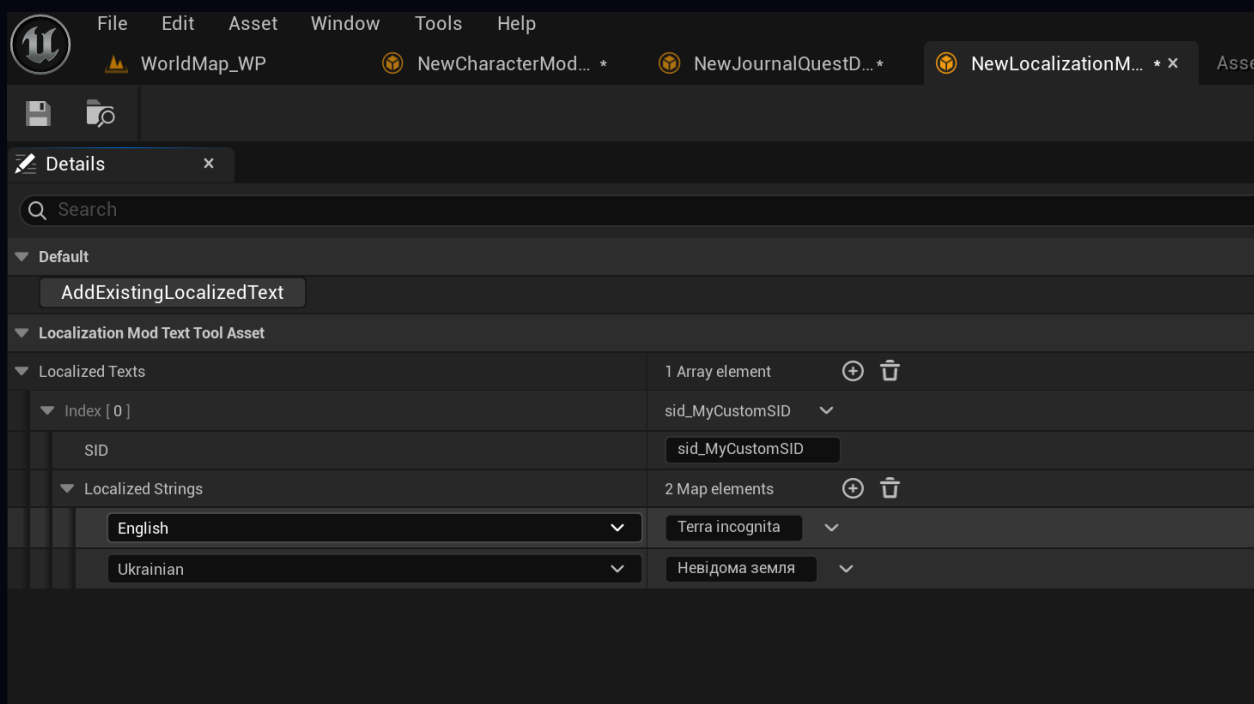
Journal Mod TextTool asset

Here's a reference screenshot for what the fields in the asset correspond to:



Localization Mod TextTool asset

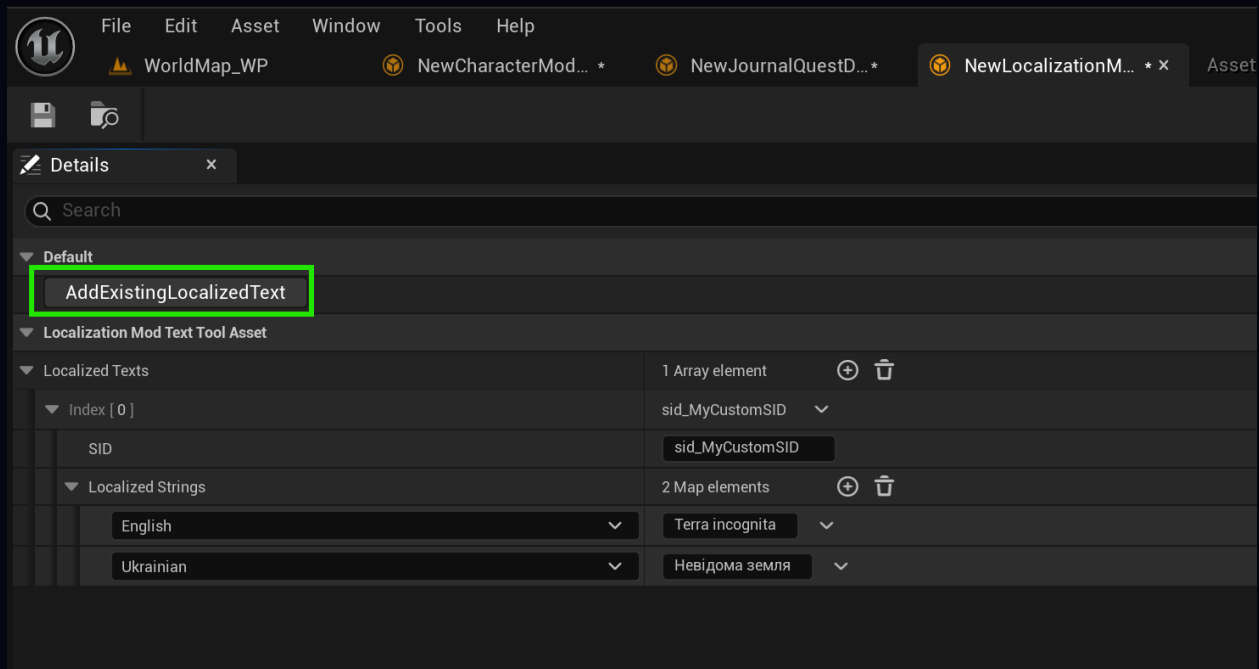
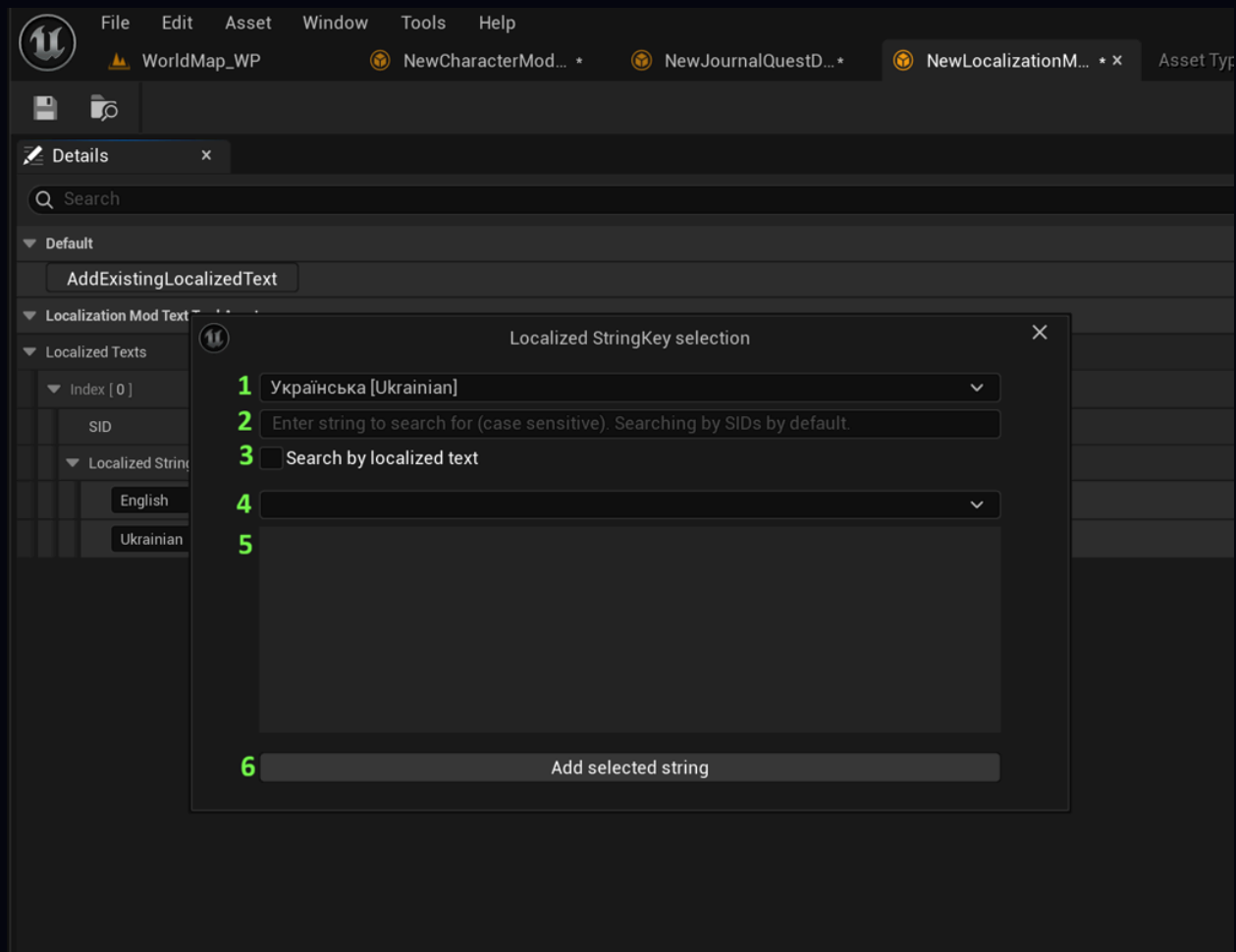
LocalizationModTextToolAsset is a general-purpose asset that can be used directly for adding localized texts:



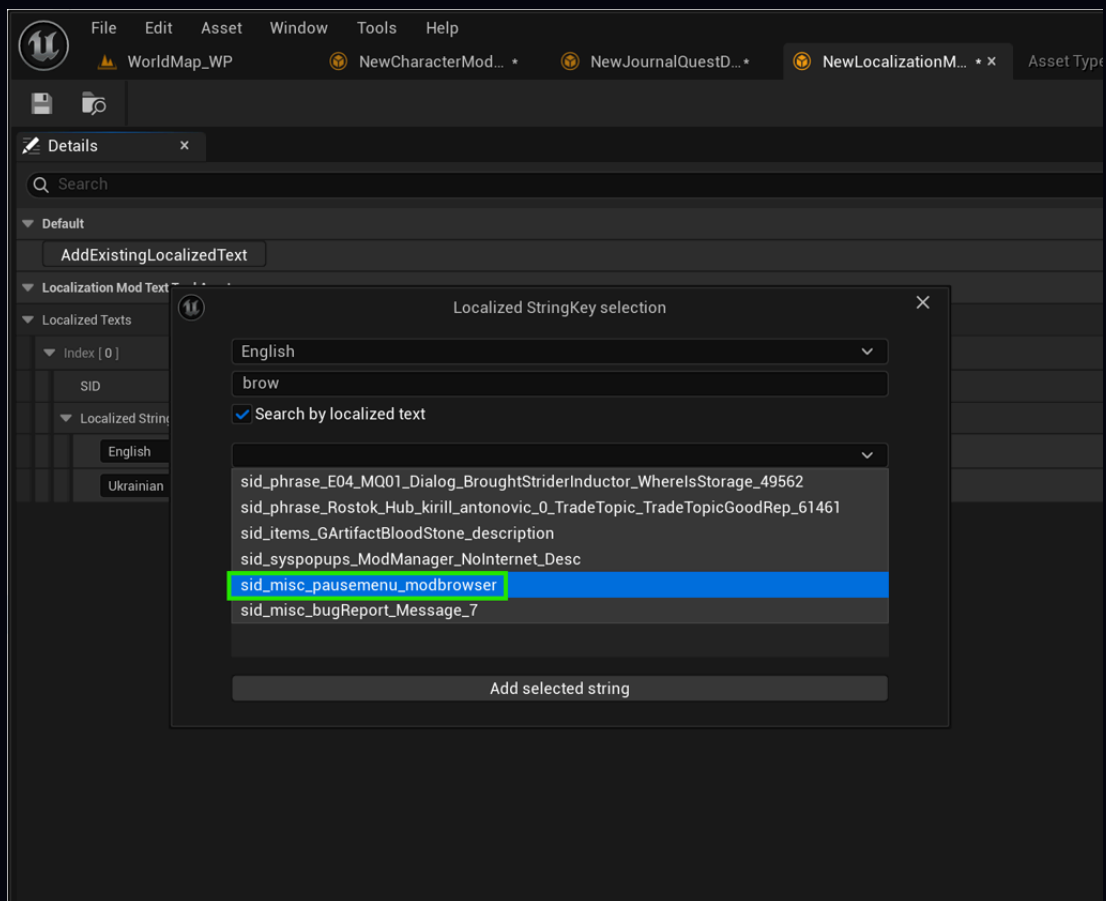
You can also use the `AddExistingLocalizedText` button to find an existing localized string, add it to the asset, and override it with your own localization. The open widget contains the following elements:

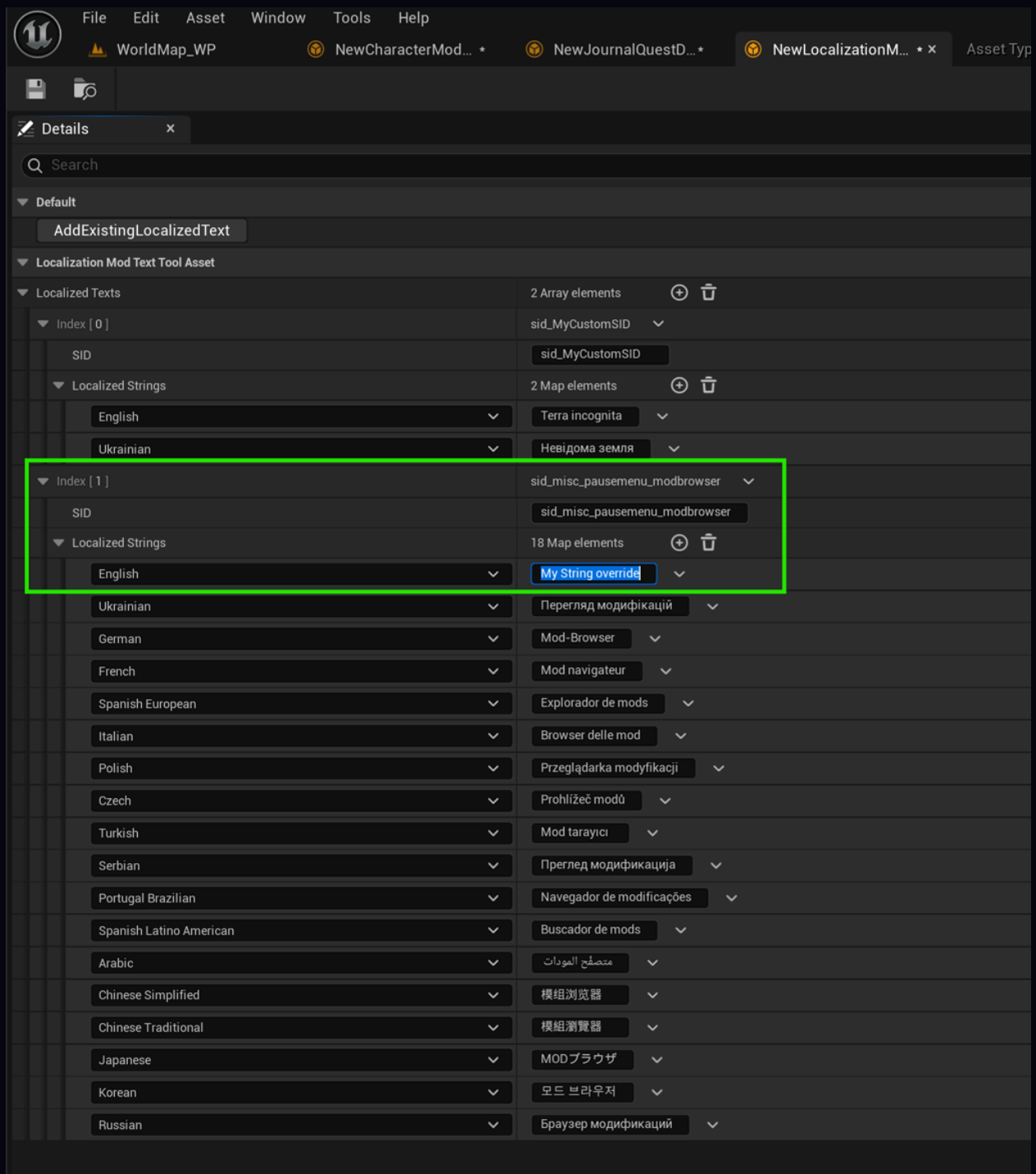
1. A language selection dropdown
2. A main input text box
3. A toggle for searching by localized text instead of the default mode of searching by SIDs (localization keys)

4. A search results dropdown for selecting a SID from the filtered results
5. A preview of the selected localized text
6. A button to confirm your choice and add the text to the asset



For example, let's override the Mod browser button in the main menu:





Dialog Mod TextTool asset

DialogModTextToolAsset can be used for creating dialogs between NPCs and/or the player character. It allows new dialogs to become available in the dialog blueprint assets from Quest

Tool:

Details

x

Q

Search

▼ Default

AddCharacterToDialog

▼ Dialog Mod Text Tool Asset

▼ Dialogs

1 Array element

⊕

🗑

▼ Index [0]

ModTextToolDemo_MyLocation_WhatsNewInZone

▼

Text Tool Topic Name

MyLocation_WhatsNewInZone

SID

ModTextToolDemo_MyLocation_WhatsNewInZone

▼ Localized Global WFR

SID

sid_topic_ModTextToolDemo_MyLocation_WhatsNewInZone

▼ Localized Strings

1 Map elements

⊕

🗑

English

▼

What's new in Zone?

▼

▼ Character SIDs

1 Array element

⊕

🗑

Index [0]

PC

▼

▼ Labels

1 Array element

⊕

🗑

▼ Index [0]

ModTextToolDemo_MyLocation_WhatsNewInZone_Dialog

▼

Text Tool Label Name

Dialog

SID

ModTextToolDemo_MyLocation_WhatsNewInZone_Dialog

▼ Localized Label WFR

SID

sid_label_ModTextToolDemo_MyLocation_WhatsNewInZone_Dialog

▼ Localized Strings

1 Map elements

⊕

🗑

English

▼

What's new in Zone?

▼

▼ Phrases

1 Array element

⊕

🗑

▼ Index [0]

ModTextToolDemo_MyLocation_WhatsNewInZone_Dialog_0

▼

SID

ModTextToolDemo_MyLocation_WhatsNewInZone_Dialog_0

▼ Localized Phrase Text

SID

sid_phrase_ModTextToolDemo_MyLocation_WhatsNewInZone_Dialog_0

▼ Localized Strings

1 Map elements

⊕

🗑

English

▼

Ski's phrase

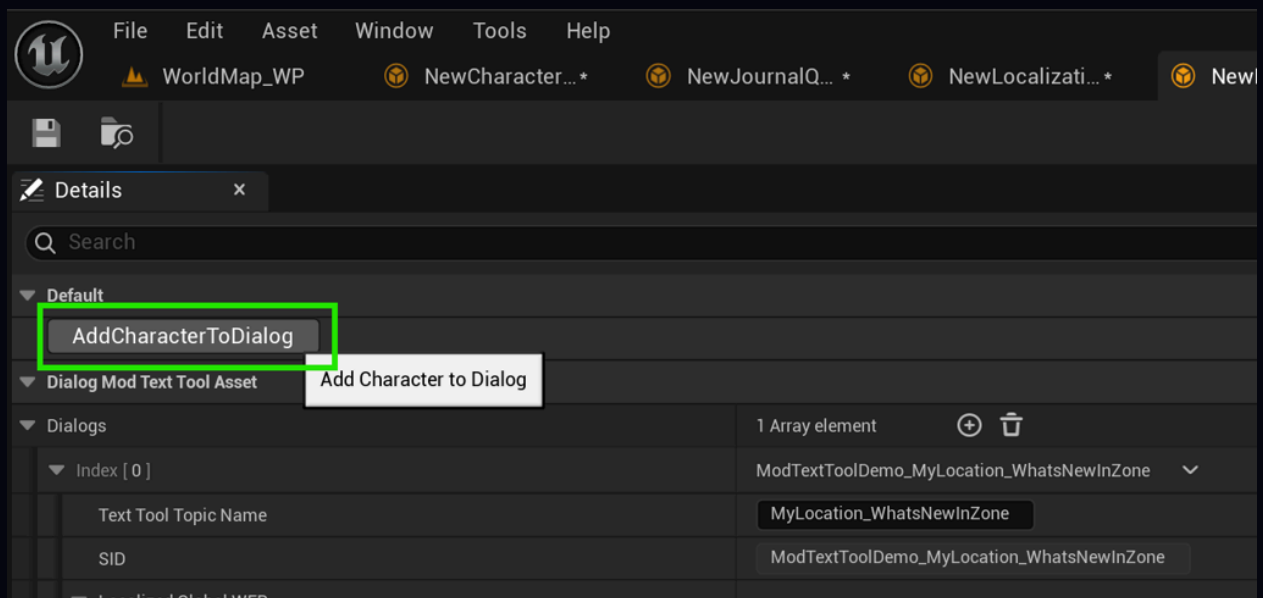
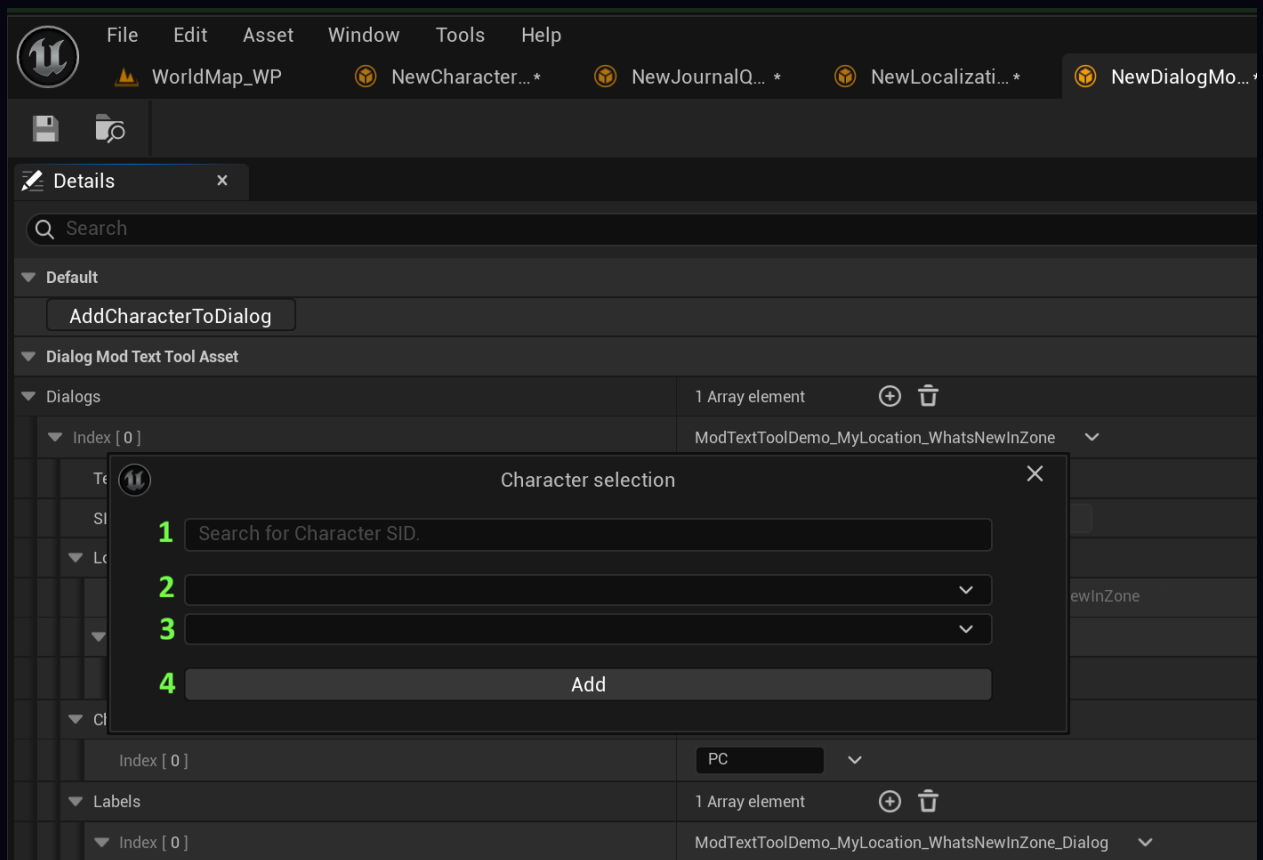
▼

Character SID

PC

You can also use the AddCharacterToDialog button to add a specific character to a dialog topic. The open widget contains the following elements:

1. A main input text box for searching characters by SIDs
2. A search results dropdown for selecting a SID from the filtered results
3. A dialog topic dropdown for selecting the dialog you want the character to be added to
4. A button to confirm your choice and add the character to the dialog



For example, let's add Richter to our dialog:

FileEditAssetWindowToolsHelp

WorldMap_WP

NewCharacter...

NewJournalQ...

NewLocalizati...

NewDialogMo...

Asset

Details

Search

▼ Default

AddCharacterToDialog

▼ Dialog Mod Text Tool Asset

▼ Dialogs

1 Array element

⊕

🗑

▼ Index [0]

ModTextToolDemo_MyLocation_WhatsNewInZone

▼

Text Tool Topic Name

MyLocation_WhatsNewInZone

SID

ModTextToolDemo_MyLocation_WhatsNewInZone

▼ Localized Glob...

SID

▼ Localized St...

English

▼ Character SIDs

Index [0]

▼ Labels

▼ Index [0]

ModTextToolDemo_MyLocation_WhatsNewInZone_Dialog

▼

Text Tool Label Name

Dialog

SID

ModTextToolDemo_MyLocation_WhatsNewInZone_Dialog

▼ Localized Label WFR

Character selection

×

rih

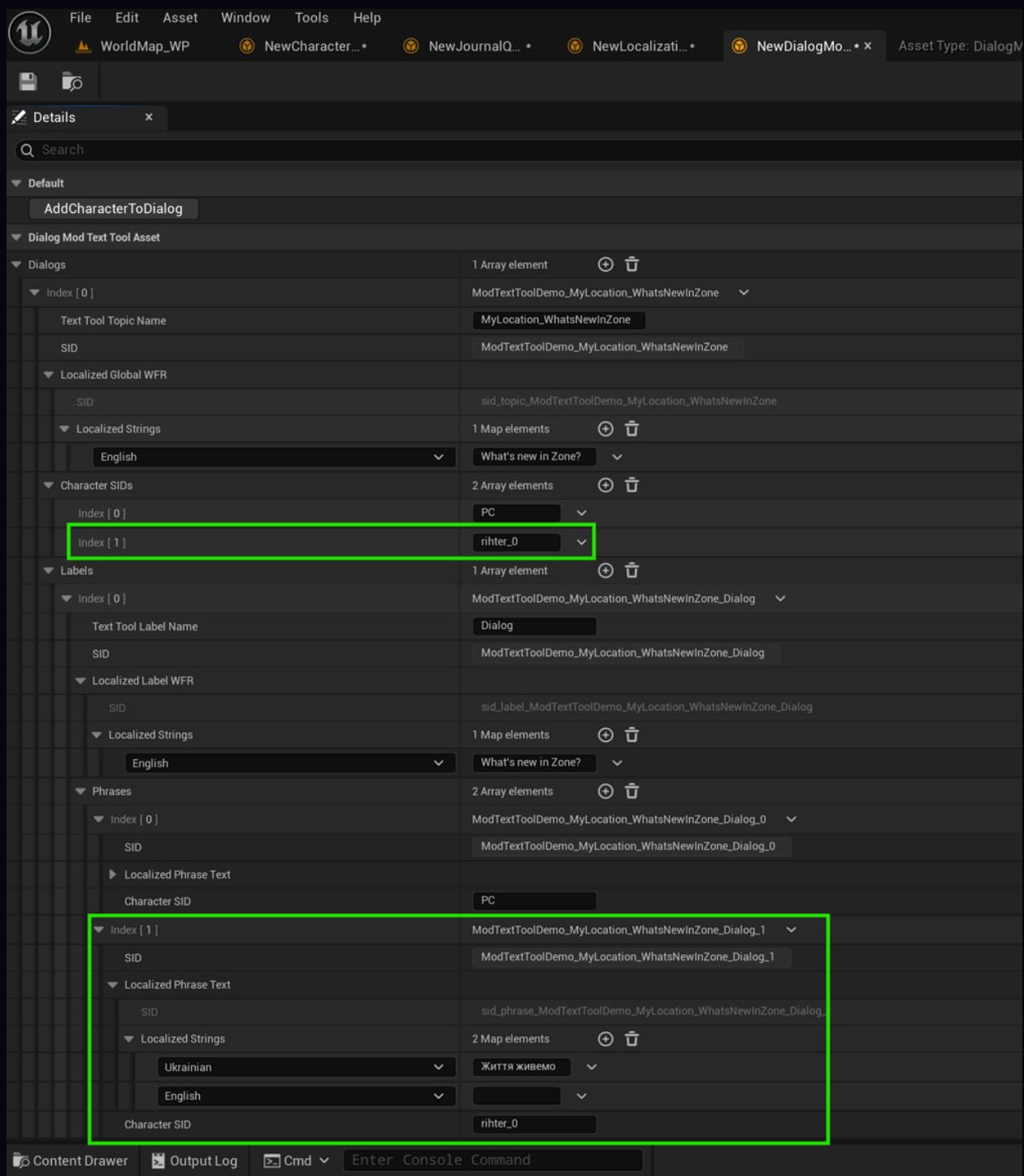
rihter_0

▼

ModTextToolDemo_MyLocation_WhatsNewInZone

▼

Add



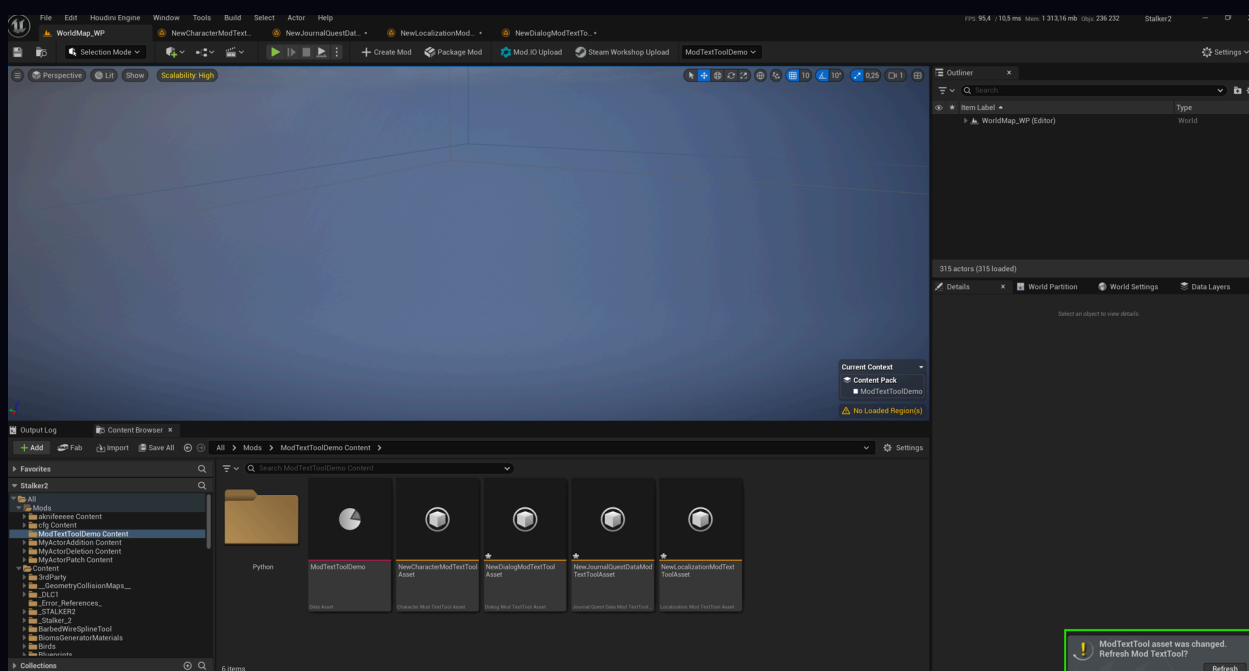
Working with Mod TextTool assets

Let's look at some of the basic rules and principles that are shared between all Mod TextTool assets and when it comes to working with them:

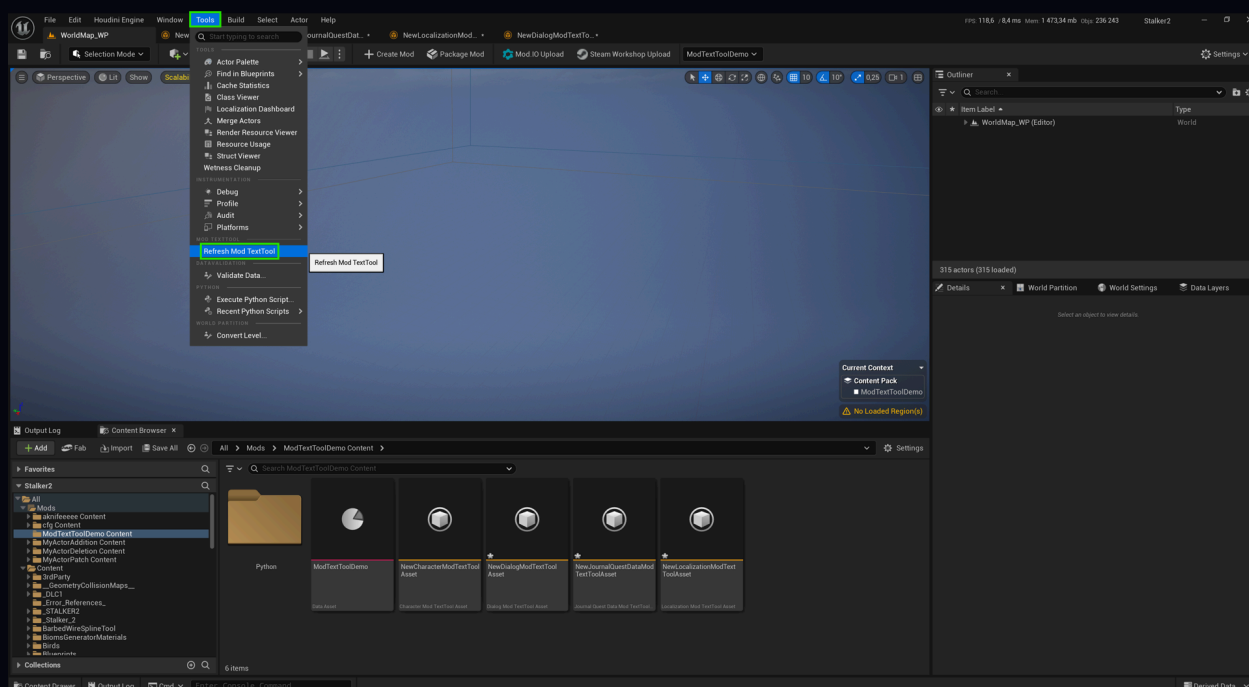
1. Mod TextTool assets are **editor-only**. They are not packaged into mods and serve only as a UI layer for interacting with the global text database and managing the localization of your mods.
2. You can create multiple instances of the same asset type to better organize your work.
3. Most of the fields in the assets are filled automatically based on your input. Usually, you will have to only name the entities – dialogs, characters, etc. – and provide actual localization for different languages.

- If a localized string is not localized for a specific language, the English translation will be used as a fallback.

The most important principle, however, is the fact that data from Mod TextTool assets is not added to the global text database automatically. Instead, whenever you make any changes to the assets and save them, you are prompted to refresh Mod TextTool:



In case you need to manually refresh Mod TextTool, select Tools → Refresh Mod TextTool in the main toolbar:



NOTE

Mod TextTool is automatically refreshed when a mod is (de)selected.

WARNING

If Mod TextTool is not refreshed, newly added or overridden localized texts will not be available in PIE sessions or when working with other assets, e.g., Quest Tool assets.

When refreshing Mod TextTool, LogModTextToolManager prints different messages to the Output Log, which can help you debug issues when working with localization:

Output LogContent Browser

Search LogFilters

[2026.06.11-17.13.37:809][857]LogModTextToolManager: Display: Selecting mod 'ModTextToolDemo'

[2026.06.11-19.08.33:153][153]LogModTextToolManager: Display: Deselecting mod 'ModTextToolDemo'

[2026.06.11-19.08.33:153][153]LogModTextToolManager: Display: Selecting mod 'ModTextToolDemo'

[2026.06.11-19.08.33:251][153]LogModTextToolManager: Display: Created mod localization database with 12 localized texts from 4 ModTextToolAsset assets

[2026.06.11-19.08.33:251][153]LogModTextToolManager: Display: Applying mod localization overrides from 4 cached ModTextToolAsset assets

[2026.06.11-19.08.37:721][566]LogModTextToolManager: Display: Created mod localization database with 12 localized texts from 4 ModTextToolAsset assets

Packaging

When you package a mod, the Mod Localization Database Data Asset is automatically generated. Mod TextTool automatically scans all available Mod TextTool assets in the currently selected mod's Content folder and adds the actual localized texts to the generated asset:

File Edit Asset Window Tools Help

WorldMap_WPNewCharacter...NewJournalQu...NewLocalizati...NewDialogMo...Autogenerated...Asset Type: ModLocalizationDatabaseDataAsset

Details

Search

Mod Localization Database Data Asset

Localization Database12 Map elements

sid_character_ModTextToolDemo_JohnDoe

sid_journal_ModTextToolDemo_QuestAJournal_Name

sid_journal_description_ModTextToolDemo_QuestAJournal_Description_0

sid_journal_stage_ModTextToolDemo_QuestAJournal_GoToSomewhere

sid_journal_stage_ModTextToolDemo_QuestAJournal_DefeatAllMonsters

sid_journal_stage_ModTextToolDemo_QuestAJournal_CollectReward

sid_MyCustomSID

Languages to Localized Strings18 Map elements

Ukrainian

English

German

French

Spanish European

Italian

Polish

Czech

Turkish

Serbian

Portugal Brazilian

Spanish Latino American

Arabic

Chinese Simplified

Chinese Traditional

Japanese

Korean

Russian

sid_misc_pausemenu_modbrowser

sid_topic_ModTextToolDemo_MyLocation_WhatsNewinZone

sid_label_ModTextToolDemo_MyLocation_WhatsNewinZone_Dialog

sid_phrase_ModTextToolDemo_MyLocation_WhatsNewinZone_Dialog_0

sid_phrase_ModTextToolDemo_MyLocation_WhatsNewinZone_Dialog_1

Content DrawerOutput LogCmdEnter Console Command