

# Localizing the Mod Launcher

The Mod Launcher only ships with English localization. However, it supports being localized via XML files.

You can start creating your own localization of the Mod Launcher by downloading this [template](#), placing it in a "Languages" folder next to the Mod Launcher's executable and editing the `Translation` nodes inside it.

The language can be selected under the Launcher tab of Launcher Settings.

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Created 2 weeks ago by [Loren Goodwin](#)

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