WoWS 'Gun calibers in inches' mod

By Capt_Oveur

Mod info:

- The mod is available in English only. If you install it, the language used by the game client for all displayed texts will be English.
- The mod does not remove or replace the original metric gun or torpedo calibers shown in millimeters or centimeters (you need these metric values for penetration and over-match calculations), just puts them in parentheses, and inserts the caliber sizes in inches in front of them.
- The mod is not code, it will not slow your game down, it's an enhanced compiled translation file.
- The mod is completely legal, and it will not help you win more battles or sink more enemy ships.
- The mod has to be updated every time Wargaming adds or changes any texts displayed in the game, even when the changes got nothing to do with calibers, e.g. new campaigns, collectibles, ships, etc. you name it. (This was a big reason why the previous developers of this mod faced so many difficulties trying to keep the mod up-to-date. I wrote a script to do it; time will tell how it will hold up to all the curve-balls Wargaming will throw at it.).

The recommended way to get the mod is through a mod pack installer, from Aslain or Hakabase.

You can also download the mod from here:

[WoWS Gun calibers in inches mod](#)

Installation: (if you are not using a mod pack installer)

1. Make sure that the version of the mod and the version of the WoWS game client you are running are the same:

   'WoWS Gun calibers in inches **N.N.N.N** vX.zip' works only with game client version **N.N.N.N**

2. Unzip the mod

3. Copy the 'global.mo' file from the mod to the

   '...\World_of_Warships**res_mods\N.N.N.N**\texts\en\LC_MESSAGES'   folder.

Uninstallation:

Delete the 'global.mo' file from the

'...\World_of_Warships**res_mods\N.N.N.N**\texts\en\LC_MESSAGES'   folder.

Note:

The original 'global.mo' file is in the '...\World_of_Warships**res**\texts\en\LC_MESSAGES' folder, do not move it, delete it or change it in any way.