AI GAME TRANSLATION

For many emulators (those which are powered by RetroArch, indicated by "libretro" in their name), you can use this function to automatically translate game screens that are written in a language you cannot read. It can work with non-latin characters too: yes, it's possible now to enjoy those Japanese games you never played before 😉

This is a feature that appeared with Batocera 5.24 when you press simultaneously the `[Hotkey]` + `[R1]` buttons. The game will pause, and after a few seconds, it will overlay your game screen with the translations. You can resume your game using the same button combination.

Configuration is through **Main Menu** > **Games Settings** > **AI Game Translation**

- **Enable AI Service**: 🎚 turn this feature on or off
- **Target Language**: just select the language you want to get the screens translated into. No need to tell which are the source languages, Batocera will autodetect them and figure out on its own.
- **Service URL**: we have partnered with our friends at ZTranslate for a generic API key for all new Batocera users. You can keep this field blank and the default Batocera API key will be used, with a limitation of 50'000 API calls per month. But you can also provide your own API key and fill this **SERVICE URL** field with your own API key using the format: http://ztranslate.net/service?api_key=XXXYYYZZZ. Beware, for the time being only http is supported, **not https** yet.
- **Pause on Translated Screen**: 🎚 do you want to keep the translated screen as an overlay and keep the game going, or do you want to pause the game while the overlaid translated screen is on? `[hotkey]+[R]` to remove the translated screen in both cases.

For best results, make sure you don't enable shaders when using the translation service. Shaders alter game graphics, and OCR solutions work best when you keep the characters displayed as "vanilla" as possible.