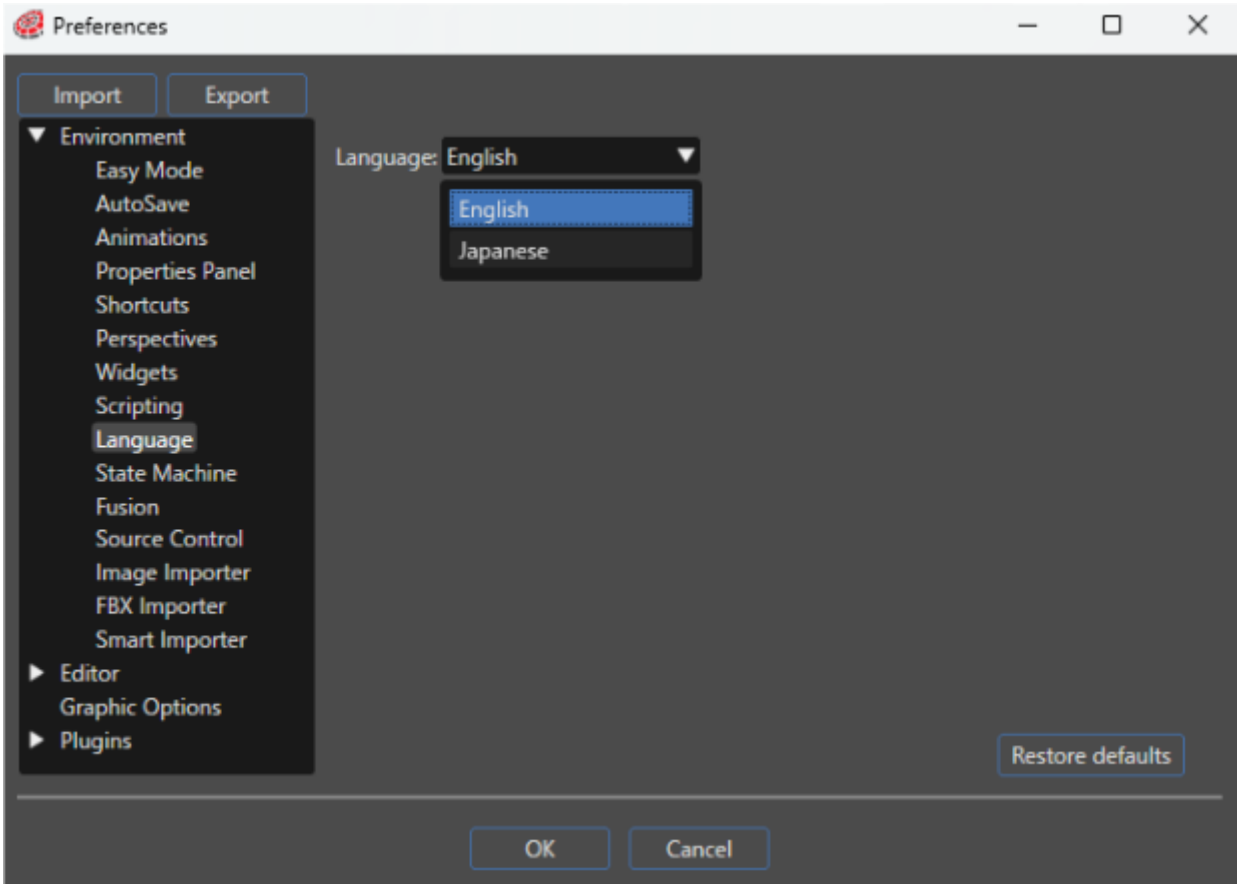
Language

This option allows you to select **English** or **Japanese** as the display language. After choosing a language you must **manually restart Scene Composer** for the interface to switch to the selected language.



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