Find localization mod sample in steam First feudal files (archive could be found in ..\steam\steamapps\common\First Feudal\modsSource\).
Use this sample to create localization mode for First Feudal Team and Community.
Necessarily create a copy of sample by dearchivation of sample archive.
If You damage sample, remove sample archive end restart the game (with Steam) to redownload sample.
First Feudal team will reupload sample when basic localization changes, so new sample archive will appear in mods folder with new date in name.
* use meta.ini to setup mod info settings:
    - publishId: Setups automatically by steam on mod create. Leave this field empty. It's used by mod system on mod update.
    - name: Simple mod name. Should be single word without any special symbols.
    - title: Mod title for steam workshop.
    - description: Mod description for steam workshop.
    - type: Mod type. For localization mods it should have "localization" value.
    - version: Special field for mod versioning. Mod version is saved in game saves, so incompatible saves are marked with corresponding message, but user still can load game.
    - supportedVersion: Supported game version. If game have unsupported version - the mod disables. Use "majorVersion.minorVersion.buildVersion" format. Use "*" to skip version part verification (For example 0.7.* always skips buildVersion part check).
    - checkSaveIncompatible: Flag for mod version check (if "0", mod version wouldn't be saved in game save, so mod version doesn't affect save compatible).
    - changeNote: Change note for mod update.

* Pass preview.png for steam workshop preview.
* Put all mod data files into "data" folder:
    - languages-mod.ini: Contains localization language info. Use next format: "languageKey=languageName". All localization files should be put into "languageKey" folder (for example for "sampleLanguage" language key - "./sampleLanguage" path).
    - ./sampleLanguage/common.ini: Common localization file with most part of localization content. Each row contains localization content in next format: "key"="localizationString". Keep in mind that You should change only "localizationString". ["GroupName"] - groups localization content.
    - ./sampleLanguage/firstname_female.txt: Localized female firstnames (Just random list).
    - ./sampleLanguage/firstname_male.txt: Localized male firstnames (Just random list).
    - ./sampleLanguage/hint.txt: Special help messages that shown on load.
    - ./sampleLanguage/lastname.txt: Localized lastnames (Just random list).
    - ./sampleLanguage/wiki.ini: Wiki localization.