

# LanguageDataExporter

## User Guide

Version 1.0.16

### Language XML to Categorized Excel Converter with VRS-based Story Ordering

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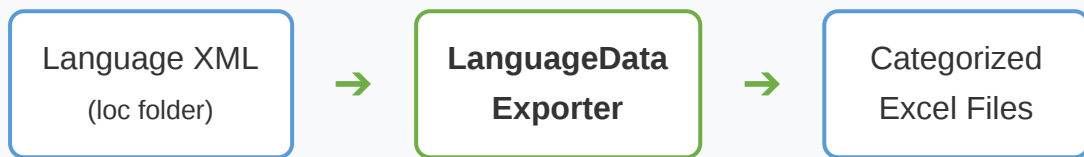
## 1. Quick Start

### 30-Second Workflow

1. Double-click `LanguageDataExporter.exe`

2. Click **Analyze Categories** to see distribution
3. Click **Generate Language Excels** to create files
4. Find output in **GeneratedExcel/** folder

## What It Does



| Feature                    | Description                      | Output                          |
|----------------------------|----------------------------------|---------------------------------|
| <b>Language Export</b>     | Convert XML to categorized Excel | <b>LanguageData_{LANG}.xlsx</b> |
| <b>Word Count Report</b>   | LQA scheduling metrics           | <b>WordCountReport.xlsx</b>     |
| <b>VRS Ordering</b>        | Chronological story order        | Sorted STORY rows               |
| <b>Two-Tier Clustering</b> | STORY + GAME_DATA categories     | Color-coded cells               |

## 2. Installation

### Requirements

| Requirement | Details                        |
|-------------|--------------------------------|
| OS          | Windows 10/11                  |
| Disk Space  | ~50 MB                         |
| Network     | Access to game data folders    |
| Drive       | Perforce sync on D:, E:, or F: |

### Installation Steps

- 1 **Download** - Get `LanguageDataExporter-Setup.exe` from GitHub Releases
- 2 **Run Installer** - Double-click and follow the prompts
- 3 **Configure Drive Letter**

#### Drive Configuration

On first launch, select your Perforce drive letter:

`F:` (Default) - Most common

`D:` or `E:` - Alternative drives

This sets paths to LOC, EXPORT, and VRS folders.

- 4 **Launch** - Double-click `LanguageDataExporter.exe`

### Folder Structure

```
LanguageDataExporter/  
├─ LanguageDataExporter.exe ← Main application  
├─ settings.json ← Your drive configuration  
├─ category_clusters.json ← Category colors/keywords  
├─ GeneratedExcel/ ← Output folder  
│   ├─ LanguageData_ENG.xlsx  
│   ├─ LanguageData_FRE.xlsx  
│   ├─ WordCountReport.xlsx  
│   └─ _Summary.xlsx  
└─ _internal/ ← Python runtime
```

### 3. GUI Mode

Launch by double-clicking `LanguageDataExporter.exe`

#### Interface Layout

LanguageDataExporter

CONFIGURED PATHS

LOC Folder: F:\perforce\...\loc

[OK]

EXPORT Folder: F:\perforce\...\export\_\_

[OK]

Output Folder: GeneratedExcel

[OK]

CATEGORY ANALYSIS

[Analyze Categories]

|           |       |           |
|-----------|-------|-----------|
| Category  | Files | Tier      |
| Sequencer | 340   | STORY     |
| Item      | 340   | GAME_DATA |

EXPORT ACTIONS

[Generate Word Count Report]

[Generate Language Excels]

#### GUI Actions

| Button             | What It Does                            | Output           |
|--------------------|---|------------------|
| Analyze Categories | Scans EXPORT folder, shows distribution | TreeView updated |
|                    |   |                  |

**Generate Word  
Count Report**

Creates LQA metrics  
report

**WordCountReport.xlsx****Generate  
Language Excels**

Creates all language files

**LanguageData\_\*.xlsx**

## 4. CLI Mode

### Basic Commands

```
# Run with GUI (default)
python main.py

# Run in CLI mode
python main.py --cli

# Process specific languages
python main.py --cli --lang eng,fre,ger

# Generate word count report
python main.py --cli --word-count

# Preview without writing files
python main.py --cli --dry-run

# Show category distribution
python main.py --list-categories
```

### CLI Arguments Reference

| Argument                       | Description                     | Example                        |
|--------------------------------|---------------------------------|--------------------------------|
| <code>--cli</code>             | Run in command-line mode        | <code>--cli</code>             |
| <code>--lang</code>            | Process specific languages      | <code>--lang eng,fre</code>    |
| <code>--word-count</code>      | Include word count report       | <code>--word-count</code>      |
| <code>--word-count-only</code> | Only generate word count report | <code>--word-count-only</code> |
| <code>--dry-run</code>         | Preview without writing         | <code>--dry-run</code>         |

|                                |                            |                                |
|--------------------------------|----------------------------|--------------------------------|
| <code>--list-categories</code> | Show category distribution | <code>--list-categories</code> |
| <code>--output</code>          | Custom output folder       | <code>--output D:\Out</code>   |
| <code>-v</code>                | Enable debug logging       | <code>-v</code>                |



## 5. Category System

### Two-Tier Architecture





LanguageDataExporter uses a two-tier category system:

**TIER 1: STORY** - VRS-ordered chronological content

**TIER 2: GAME\_DATA** - Keyword-based categories

### TIER 1: STORY Categories

**STORY content is sorted chronologically using VoiceRecordingSheet ordering.**

| Category   | Color        | Source Folder                  | Description                    |
|--|--------------|--------------------------------|--------------------------------|
|  <b>Sequencer</b>       | Light Orange | <b>Sequencer/</b>              | Story cutscenes, major moments |
|  <b>AIDialog</b>        | Light Green  | <b>Dialog/AIDialog/</b>        | NPC ambient conversation       |
|  <b>QuestDialog</b>     | Light Green  | <b>Dialog/QuestDialog/</b>     | Quest dialogue trees           |
|  <b>NarrationDialog</b> | Light Green  | <b>Dialog/NarrationDialog/</b> | Tutorial text, narration       |

### TIER 2: GAME\_DATA Categories

**GAME\_DATA uses a two-phase matching algorithm:**

*Phase 1: Priority Keywords (checked FIRST!)*

*Phase 2: Standard Patterns (folder + keywords)*






**Priority Keywords (Override Everything!)**

### Priority keywords in the filename **OVERRIDE** folder location!

Example: `KnowledgeInfo_Item.xml` in Knowledge/ folder → **Item** (not Knowledge!)

| Priority | Keyword                | Category         | Note                      |
|----------|------------------------|------------------|---------------------------|
| 1        | <code>gimmick</code>   | <b>Gimmick</b>   | HIGHEST - wins over all   |
| 2        | <code>item</code>      | <b>Item</b>      | Overrides Knowledge/Quest |
| 3        | <code>quest</code>     | <b>Quest</b>     | Overrides folder matching |
| 4        | <code>skill</code>     | <b>Skill</b>     |                           |
| 5        | <code>character</code> | <b>Character</b> |                           |
| 6        | <code>faction</code>   | <b>Faction</b>   |                           |
| 7        | <code>region</code>    | <b>Region</b>    |                           |

### Standard Patterns (Phase 2)

| Category   | Color        | Folders   | Keywords   |
|--|--------------|---|--|
|  <b>Item</b>      | Light Purple | <code>LookAt/</code> , <code>PatternDescription/</code> | <code>weapon</code> , <code>armor</code>               |
|  <b>Quest</b>     | Light Purple | <code>Quest/</code>                                     | <code>schedule_</code>                                 |
|  <b>Character</b> | Light Peach  | <code>Character/</code> , <code>Npc/</code>             | <code>monster</code> , <code>animal</code>             |
|  <b>Knowledge</b> | Light Purple | <code>Knowledge/</code>                                 | -  |
|  <b>UI</b>        | Light Teal   | <code>Ui/</code>  | <code>localstringinfo</code> , <code>symboltext</code> |

**System\_Misc**Light  
Grey

(default)

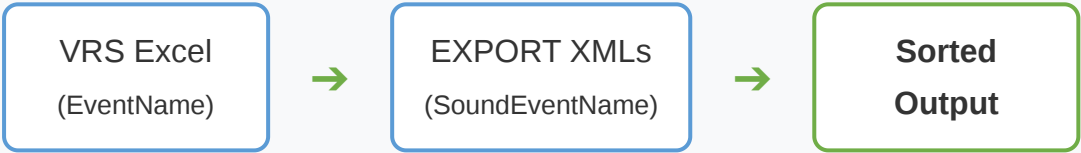
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## 6. VRS Ordering

### What is VRS?

**VoiceRecordingSheet (VRS)** is the master Excel file containing all voiced lines in chronological story order. LanguageDataExporter uses VRS to sort STORY content so LQA reviewers see dialogue in the order players experience it.

### How It Works



| Step | Action                        | Result                           |
|------|-------------------------------|----------------------------------|
| 1    | Load VoiceRecordingSheet.xlsx | Read EventName from Column W     |
| 2    | Scan EXPORT XMLs              | Extract SoundEventName attribute |
| 3    | Match StringID to EventName   | Build ordering map               |
| 4    | Sort STORY entries            | Chronological story order!       |

**Result:** STORY strings appear in Excel in **chronological story order**. LQA reviewers see content as players experience it.

## 7. Word Count Reports

### Report Purpose

| Use Case                 | How It Helps                             |
|--------------------------|--|
| <b>Schedule Work</b>     | Estimate LQA time based on word counts   |
| <b>Track Progress</b>    | Compare counts across languages          |
| <b>Find Untranslated</b> | Identify strings still containing Korean |

### Counting Method

| Language Type       | Method          | Languages   |
|---------------------|-----------------|---|
| <b>European/SEA</b> | Word count      | ENG, FRE, GER, SPA, POR, ITA, RUS, TUR, POL, THA, VIE, IND, MSA |
| <b>CJK</b>          | Character count | JPN, ZHO-CN, ZHO-TW   |

#### Untranslated Detection

A string is marked **untranslated** if the translation still contains Korean characters (Unicode U+AC00-U+D7A3).

Example: "Hello 안녕" → Marked as untranslated

## 8. Output Files

### Language Excel Files

---

**Filename:** `LanguageData_{LANG}.xlsx`

| Column           | Width | Description                           |
|------------------|-------|---------------------------------------|
| <b>StrOrigin</b> | 45    | Korean source text                    |
| <b>Str</b>       | 45    | Translated text                       |
| <b>StringID</b>  | 15    | Unique identifier                     |
| <b>English</b>   | 45    | English reference (EU languages only) |
| <b>Category</b>  | 20    | Color-coded category                  |

**Note:** CJK languages (JPN, ZHO-CN, ZHO-TW) don't include the English column.

## 9. Troubleshooting

| Issue                    | Cause                     | Solution  |
|--------------------------|---------------------------|---|
| <b>Path NOT FOUND</b>    | Wrong drive letter        | Edit <code>settings.json</code> or run <code>drive_replacer.py</code> |
| <b>No language files</b> | LOC folder empty          | Check Perforce sync status  |
| <b>VRS not loaded</b>    | Missing VRS folder        | Verify VRS path in settings   |
| <b>Empty output</b>      | No .loc.xml files         | Check EXPORT folder exists  |
| <b>Wrong category</b>    | Priority keyword conflict | Check filename for keywords   |

### Debug Mode

Run with `-v` flag for detailed logging:

```
python main.py --cli -v
```

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[GitHub Repository](#)