

QA Compiler Suite

User Guide

Version 2.0

Windows

Production Ready

Your Complete Guide to QA Localization Workflow

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1. Getting Started

Installation

Step	Action
1	Download the latest <code>QACompiler.exe</code> package
2	Extract to your preferred location (e.g., <code>C:\Tools\QACompiler\</code>)
3	Double-click <code>QACompiler.exe</code> to launch

Tip

Keep the folder structure intact - don't move files around!

First Launch Checklist

Before using the tool, verify these paths exist on your system:

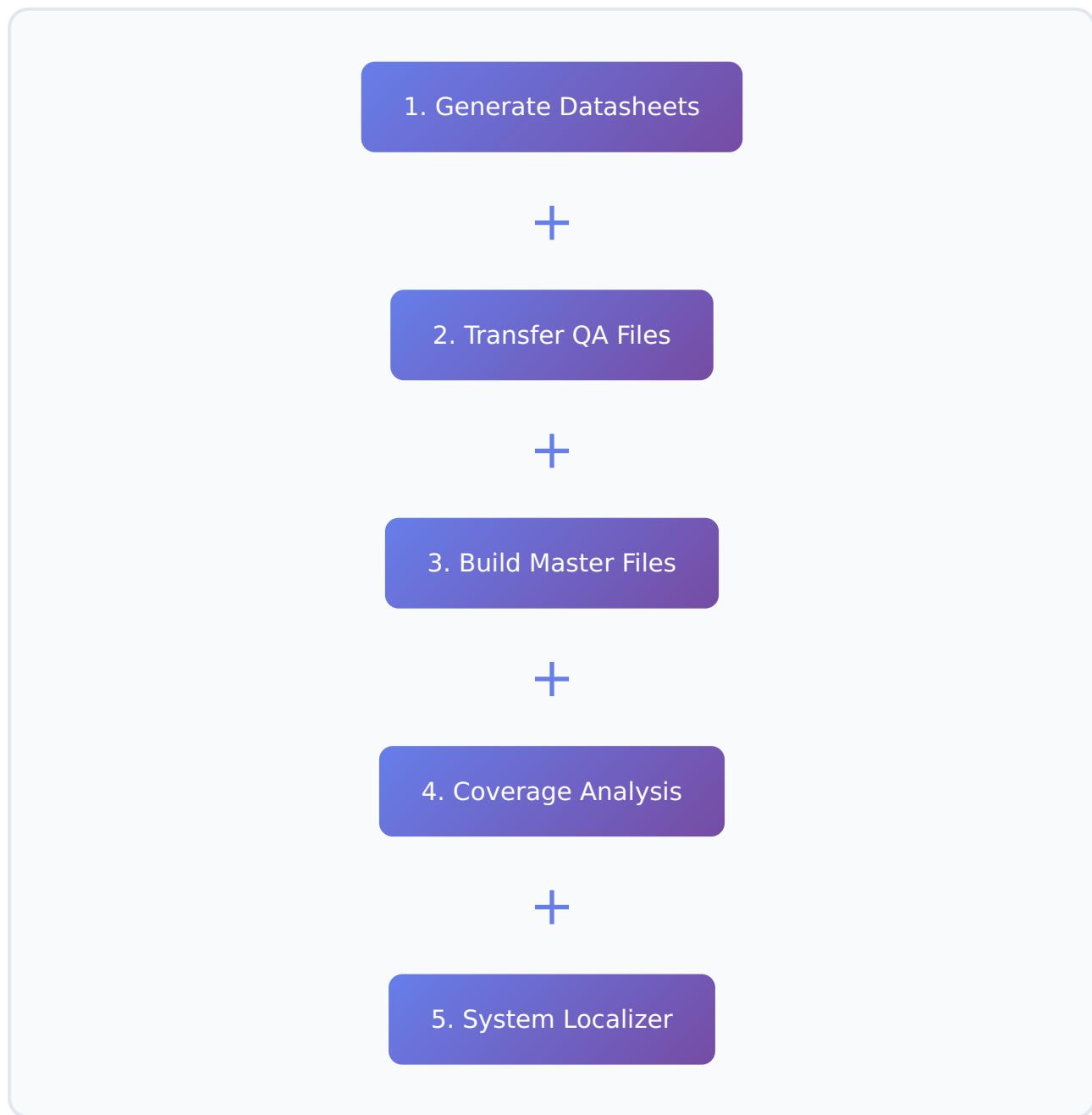
Path	Purpose
<code>F:\perforce\cd\mainline\resource\GameData\StaticInfo\</code>	Game XML data
<code>F:\perforce\cd\mainline\resource\GameData\stringtable\loc\</code>	Language files

Important

Different Drive? If your Perforce is on D: or E: drive, see the "Building for Different Drives" section at the end of this guide.

2. Main Interface

When you launch QA Compiler Suite, you'll see the main interface with 5 sections:



Each section handles a specific part of the QA workflow. The status bar at the bottom shows current operation progress.

3. Generate Datasheets

Purpose: Create fresh LQA worksheets from game XML data for testers to work on.

When to Use

- Starting a new QA cycle
- Game data has been updated
- Need worksheets for specific categories

How to Use

Step	Action
1	Select categories by checking the boxes
2	Click [Generate Selected]
3	Wait for progress bar to complete
4	Find files in GeneratedDatasheets/ folder

Category Guide

Category	Contains	Output Folder
Quest	Main story, faction, daily quests	QuestData_Map_All/
Knowledge	Encyclopedia entries	Knowledge_LQA_All/
Item	Items, equipment, consumables	ItemData_Map_All/
Region	Areas, locations, POIs	Region_LQA_v3/
Character	NPCs, monsters	Character_LQA_All/
Skill	Player abilities	Skill_LQA_All/
Help	Tutorial, tips	GameAdvice_LQA_All/
Gimmick	Interactive objects	Gimmick_LQA_Output/

Output Excel Structure

Each generated file contains these columns:

Column	Description	Editable?
Original (KR)	Korean source text	No
English (ENG)	English translation	No
Translation	Target language text	No
STATUS	Issue status dropdown	Yes
COMMENT	Tester notes	Yes
STRINGID	Unique identifier	No
SCREENSHOT	Screenshot reference	Yes

STATUS Options

Status	Meaning	Visual
ISSUE	Problem found - needs fix	ISSUE
NO ISSUE	Checked, looks good	NO ISSUE
BLOCKED	Cannot test	BLOCKED
KOREAN	Still in Korean	KOREAN

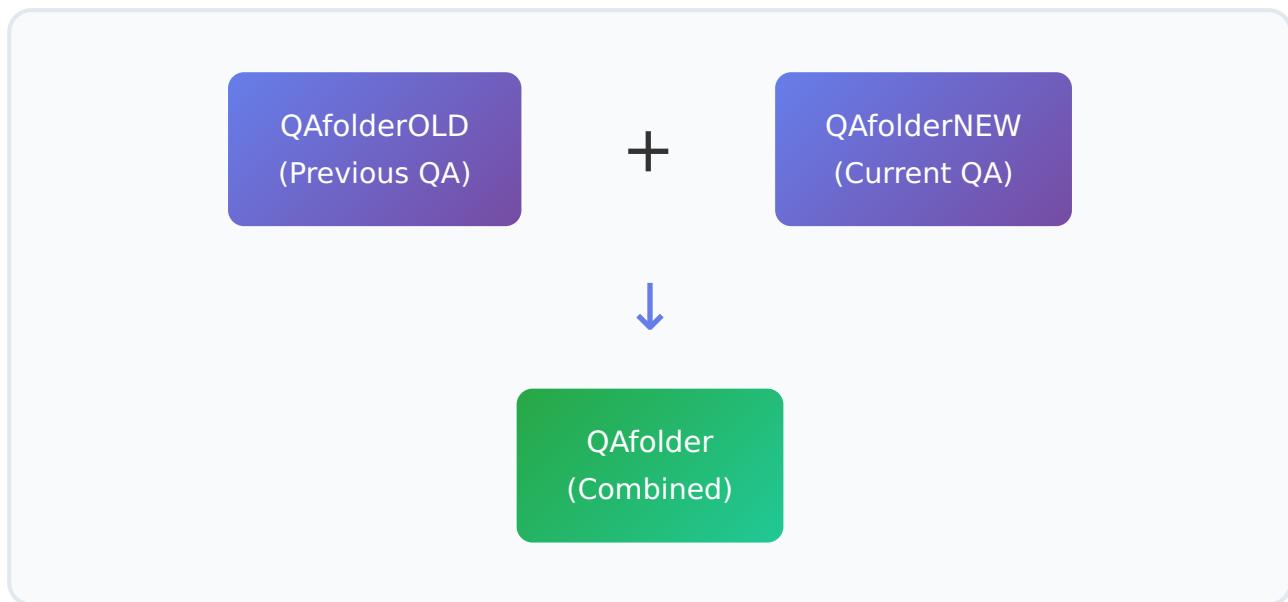
Tip

Use **Select All** then uncheck what you don't need - faster than selecting one by one!

4. Transfer QA Files

Purpose: Merge completed tester work from OLD and NEW folders into the main QAfolder.

The Flow



How to Use

Step	Action
1	Place OLD tester files in QAfolderOLD/
2	Place NEW tester files in QAfolderNEW/
3	Click [Transfer QA Files]
4	Combined files appear in QAfolder/

Important

Files in QAfolder will be overwritten! Backup if needed.

5. Build Master Files

Purpose: Compile all QA files into final master documents with progress tracking.

The Build Process

QAfolder
(All QA work)



BUILD PROCESS:

- Merge all tester sheets
- Calculate progress
- Generate DAILY/TOTAL trackers
- Hide completed rows
- Auto-fit columns



Masterfolder_EN
(English)

Masterfolder_CN
(Chinese)

Output Contents

File	Description
Master_Quest.xlsx	All quest QA combined
Master_Knowledge.xlsx	All knowledge QA combined
Master_Item.xlsx	All item QA combined
Master_Region.xlsx	All region QA combined
Master_System.xlsx	Combined Skill + Help
Master_Character.xlsx	All character QA combined
Master_Gimmick.xlsx	All gimmick QA combined
_TRACKER.xlsx	Progress tracking sheets

Progress Tracker Sheets

The `_TRACKER.xlsx` contains:

Sheet	Shows
DAILY	Day-by-day progress per tester
TOTAL	Overall statistics and rankings
_DAILY_DATA	Raw data (hidden)

Automatic Row Hiding

Rows marked with these statuses are **automatically hidden** in master files:

Status	Hidden?
FIXED	YES
NON ISSUE	YES
NON-ISSUE	YES
ISSUE	NO (needs attention)
BLOCKED	NO (needs attention)

Tip

This helps managers focus on remaining issues!

6. Coverage Analysis

Purpose: Calculate how much of the game's text is covered by your datasheets.

When to Use

- After generating datasheets
- To verify translation coverage
- For reporting to stakeholders

How to Use

Step	Action
1	Generate datasheets first (Section 3)
2	Click [Run Coverage Analysis]
3	View summary popup
4	Check GeneratedDatasheets/ for detailed Excel report

Output Report

Creates [Coverage_Report_YYYYMMDD_HHMMSS.xlsx](#) with:

Sheet	Contents
Coverage Report	Strings covered per category
Word Count	Korean + Translation word counts

Understanding Coverage

Coverage = (Strings in Datasheets / Total Strings in Game) x 100%

Example:

Quest: 12,500 / 15,000 = 83.3%

Knowledge: 8,200 / 8,500 = 96.5%

Item: 5,100 / 6,000 = 85.0%

Total: 25,800 / 29,500 = 87.5%

7. System Localizer

Purpose: Create localized versions of System datasheets for ALL languages automatically.

When to Use

- You have a manually-created System Excel file
- Need to generate versions for all languages
- System UI text needs QA across languages

How to Use

Step	Action
1	Click [Localize System Sheet]
2	Select your System Excel file
3	Wait for processing
4	Find output in System_LQA_All/ folder

Output Structure

```
System_LQA_All/
|- System_ENG.xlsx    (English)
|- System_DEU.xlsx    (German)
|- System_FRA.xlsx    (French)
|- System_JPN.xlsx    (Japanese)
|- System_CHT.xlsx    (Chinese Traditional)
|- ... (all supported languages)
```

How Matching Works

The localizer uses a **2-step matching process**:

Step 1: StringID Match (Most accurate)

StringID → Korean → Target Language

Step 2: Text Match (Fallback)

English Text → Korean → Target Language

8. Folder Structure

Application Folders

```
QACompiler/
|- QACompiler.exe           <-- Main application

|- QAfolderOLD/            <-- Put OLD tester files here
|- QAfolderNEW/            <-- Put NEW tester files here
|- QAfolder/                <-- Combined files (auto-generated)

|- GeneratedDatasheets/    <-- Output from "Generate Datasheets"
|   |- QuestData_Map_All/
|   |- Knowledge_LQA_All/
|   |- ItemData_Map_All/
|   +- ...
|
|- Masterfolder_EN/        <-- Output from "Build Master Files"
|   |- Master_Quest.xlsx
|   |- Master_Knowledge.xlsx
|   |- _TRACKER.xlsx
|   +- Images/
|
+- Masterfolder_CN/        <-- Chinese master output
    +- ...
```

File Naming Convention

Pattern	Meaning
Quest_LQA_ENG.xlsx	Quest datasheet, English
Item_LQA_DEU.xlsx	Item datasheet, German
Master_Quest.xlsx	Combined quest master
_TRACKER.xlsx	Progress tracking

9. Troubleshooting

Common Issues

"Generator modules not yet implemented"

Cause: Generator files are missing or import failed.

Solution:

1. Verify all files are present in the installation
2. Check the `generators/` folder exists
3. Re-extract from the original package

"No datasheets found in GeneratedDatasheets"

Cause: Coverage analysis needs datasheets first.

Solution:

1. Run "Generate Datasheets" first (Section 3)
2. Verify files exist in `GeneratedDatasheets/` folder
3. Then run Coverage Analysis

Path errors mentioning F: drive

Cause: Your Perforce is on a different drive.

Solution: See "Building for Different Drives" below.

Excel file is corrupted or won't open

Cause: Process was interrupted during write.

Solution:

1. Delete the corrupted file
2. Run the operation again
3. Don't close the app while progress bar is active

Building for Different Drives

If your Perforce is on **D:** or **E:** drive instead of **F::**

Option 1: Use Build Script (Recommended)

1. Run `build_exe.bat`
2. When prompted, enter your drive letter:
`Enter drive letter (F/D/E/etc.) [F]: D`
3. The executable will be built with correct paths

Option 2: Manual Path Update

Edit `config.py` and change all paths from `F:\` to your drive letter.

QA Compiler Suite v2.0

Making localization QA easier, one datasheet at a time.

Made with Python | Excel Support | Windows Platform