

QA Compiler Suite

Complete User Guide

Version 2.0

Windows

Production Ready

Your Complete Guide to QA Localization Workflow

January 2025

Table of Contents

1. Installation	Simple installer setup
2. Workflows Overview	Daily vs Weekly tasks
3. Daily Workflow	Download → QAfolder
4. Weekly Workflow	Move → Generate → Transfer → Build
5. QAfolder Behavior	Never delete, auto-update
6. Generate Datasheets	Create LQA worksheets
7. Transfer QA Files	Auto-merge tester work
8. Build Master Files	Compile + row hiding
9. Folder Structure	Where files go
10. Folder Naming	이름_Category format
11. Troubleshooting	Common issues

1. Installation

Simple Portable Install

Download, extract, and run. **No admin rights needed!**

Step	Action
1	Download <code>QACompiler_Setup.exe</code>
2	Run the installer
3	Select your Perforce drive (F:, D:, E:, etc.)
4	Choose folder (default: same folder as installer)
5	Done! Double-click <code>QACompiler.exe</code> to run

During Installation

```
Select your Perforce drive:
  ○ F: drive (default)
  ○ D: drive
  ○ E: drive
  ○ Other...
```

Requirements

Requirement	Details
Windows	10 or higher
Perforce	Must be synced to your machine

Note: No admin rights needed. No Python required. Portable install.

2. Workflows Overview

The QA Compiler supports two main workflows:

Workflow	Frequency	Purpose
Daily	Every day	Collect tester submissions into QAfolder
Weekly (Friday)	Every Friday	Refresh datasheets and compile masters

DAILY WORKFLOW (Simple)

Download from Redmine → Put into QAfolder/

That's it! Just accumulate work throughout the week.

WEEKLY WORKFLOW (Friday Refresh)

Move QAfolder→OLD → Generate → Transfer → Build

Full refresh with latest game data.

3. Daily Workflow

Every day, collect tester submissions. **Simple!**

Step 1: Download from Redmine

Testers upload their completed QA files to Redmine.

Source	What to Download
Redmine	Tester-submitted QA folders
Format	<code>이름_Category</code> folders

Step 2: Put into QAfolder

Put downloaded folders **directly into** `QAfolder/`. That's it!

Action	Details
Download	Get tester folders from Redmine
Place	Put directly into <code>QAfolder/</code>
Done	Files accumulate throughout the week

Note: Daily workflow does NOT use QAfolderOLD or QAfolderNEW. Those are only for the weekly refresh.

4. Weekly Workflow (Friday Refresh)

Every Friday, refresh the QA files with latest game data.

| Step 1: Move QAfolder to OLD

Move ALL contents from `QAfolder/` to `QAfolderOLD/`.

Action	Details
Move	Everything in <code>QAfolder/</code> → <code>QAfolderOLD/</code>
Result	<code>QAfolder/</code> is now empty
Purpose	Preserve tester work for merging

| Step 2: Generate Fresh Datasheets

Creates fresh LQA worksheets from game XML data.

Action	Details
Click	[Generate Selected] (or select all)
Output	<code>GeneratedDatasheets/</code> folder
Important	Sheets must be freshly generated (< 10 hours old)

| Step 3: Transfer QA Files

The Transfer process will automatically:

1. Check that generated sheets are fresh
2. Create folders in `QAfolderNEW/` matching `QAfolderOLD/`
3. Copy the correct generated sheet for each tester's language

4. Merge OLD tester work with NEW sheets

5. Output combined files to `QAfolder/`

Action	Details
Click	[Transfer QA Files]
Auto-does	Creates QAfolderNEW folders + copies sheets
Output	<code>QAfolder/</code> (merged OLD work + NEW sheets)

| Step 4: Build Master Files

Action	Details
Click	[Build Master Files]
Output	<code>Masterfolder_EN/</code> and <code>Masterfolder_CN/</code>
Includes	Progress tracker (<code>_TRACKER.xlsx</code>)

Weekly Workflow Summary

1. Move QAfolder → OLD → Preserve all tester work
2. Generate Datasheets → Fresh sheets from game XML
3. Transfer QA Files → Auto-populate NEW + merge with OLD
4. Build Master Files → Compile into Master files + Tracker

5. QAfolder Behavior

The `QAfolder/` is the **master collection** of all QA work.

| Tester Languages

Each tester is assigned a language in `languageT0tester_list.txt` :

Language Code	Language	Example
ENG	English	Most testers
ZHO-CN	Chinese (Simplified)	Chinese team

The Transfer process uses this mapping to copy the correct generated datasheet.

| Golden Rules

Rule	Explanation
Never delete manually	Files are managed by Transfer process
Only add/edit	New categories get added, existing ones get updated
Auto-updated	Transfer process handles all merging
Keeps history	Completed categories stay until next refresh

How It Works

Before Transfer:

QAfolder/

- |—— 김민영_Quest/ ← Completed last week, KEEP IT
- |—— 박지훈_Knowledge/ ← Completed last week, KEEP IT
- |—— (empty for new categories)

After Transfer:

QAfolder/

- |—— 김민영_Quest/ ← Still there (untouched)
- |—— 박지훈_Knowledge/ ← Still there (untouched)
- |—— 이수진_Item/ ← NEW - just transferred
- |—— 최영희_Region/ ← NEW - just transferred

6. Generate Datasheets

Purpose: Create fresh LQA worksheets from game XML data.

Category Guide

Category	Contains	Output
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/
System	UI text, menus	(via Skill+Help merge)
Character	NPCs, monsters	Character_LQA_All/
Skill	Player abilities	Skill_LQA_All/
Help	Tutorial, tips	GameAdvice_LQA_All/
Gimmick	Interactive objects	Gimmick_LQA_Output/

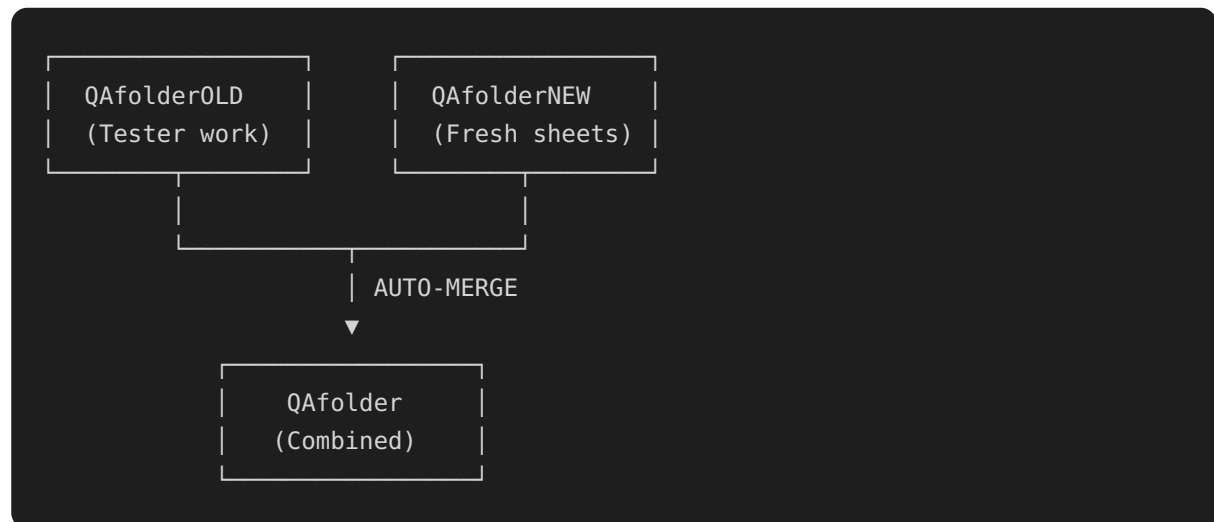
Tester STATUS Options

Status	Meaning	Color
ISSUE	Problem found - needs fix	Red
NO ISSUE	Checked, looks good	Green
BLOCKED	Cannot test	Yellow
KOREAN	Still in Korean	Orange

7. Transfer QA Files

Purpose: Merge tester work from OLD/NEW folders into QAfolder.

| The Flow



| Auto-Population (Helper)

The Transfer process automatically:

1. **Checks freshness** - Generated sheets must be < 10 hours old
2. **Creates folders** - Mirrors QAfolderOLD structure in QAfolderNEW
3. **Copies sheets** - Places correct language sheet for each tester
4. **Merges** - Combines tester work with fresh sheets

Generated Sheet Mapping

Category	Folder	ENG File	ZHO-CN File
Quest	QuestData_Map_All/	Quest_LQA_ENG.xlsx	Quest_LQA_ZHO-CN.xlsx
Knowledge	Knowledge_LQA_All/	Knowledge_LQA_ENG.xlsx	Knowledge_LQA_ZHO-CN.xlsx
Item	ItemData_Map_All/	Item_LQA_ENG.xlsx	Item_LQA_ZHO-CN.xlsx
Region	Region_LQA_v3/	Region_LQA_ENG.xlsx	Region_LQA_ZHO-CN.xlsx
Character	Character_LQA_All/	Character_LQA_ENG.xlsx	Character_LQA_ZHO-CN.xlsx
Skill	Skill_LQA_All/	Skill_LQA_ENG.xlsx	Skill_LQA_ZHO-CN.xlsx
Help	GameAdvice_LQA_All/	LQA_GameAdvice_ENG.xlsx	LQA_GameAdvice_ZHO-CN.xlsx
Gimmick	Gimmick_LQA_Output/	Gimmick_LQA_ENG.xlsx	Gimmick_LQA_ZHO-CN.xlsx

8. Build Master Files

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

| Category Merging

Some categories are **merged** into combined master files:

Input Category	Output Master File
Quest	Master_Quest.xlsx
Knowledge	Master_Knowledge.xlsx
Item	Master_Item.xlsx
Region	Master_Region.xlsx
Character	Master_Character.xlsx
Skill	Master_System.xlsx ← merged
Help	Master_System.xlsx ← merged
Gimmick	Master_Item.xlsx ← merged

| Automatic Row Hiding

Rows are automatically hidden based on two status columns:

TESTER STATUS (TESTER_STATUS_{User} - hidden column)

This is the **tester's original status** from their QA work:

Status	Hidden?	Reason
ISSUE	No	Active issue - needs attention
BLOCKED	Yes	Tester couldn't test
KOREAN	Yes	Still in Korean
NO ISSUE	Yes	No problem found

MANAGER STATUS (STATUS_{User} - visible column)

This is the **manager's review status** (dropdown in Master file):

Status	Hidden?	Reason
FIXED	Yes	Issue resolved
NON-ISSUE	Yes	Not actually an issue
REPORTED	No	Reported to dev team
CHECKING	No	Under investigation
(empty)	No	Pending manager review

Summary: Only **ISSUE** rows that haven't been resolved by manager are visible.

9. Folder Structure

```
QACompiler/
├─ QACompiler.exe           ← Main application
├─
├─ QAfolderOLD/             ← Weekly: tester work goes here
│   ├── 김민영_Quest/
│   └─ 박지훈_Item/
├─
├─ QAfolderNEW/             ← Weekly: auto-populated with fresh sheets
│   ├── 김민영_Quest/
│   └─ 박지훈_Item/
├─
├─ QAfolder/                ← Daily: put tester work here
│   ├── 김민영_Quest/
│   └─ 박지훈_Item/
├─
├─ GeneratedDatasheets/     ← From "Generate Datasheets"
│   ├── QuestData_Map_All/
│   ├── Knowledge_LQA_All/
│   └─ ...
├─
├─ Masterfolder_EN/         ← English master output
│   ├── Master_Quest.xlsx
│   ├── _TRACKER.xlsx
│   └─ Images/
├─
└─ Masterfolder_CN/         ← Chinese master output
```

10. Folder Naming Convention

Tester folders must follow this format: 이름_Category

Format	Example	Explanation
이름_Category	김민영_Quest	Name + underscore + Category

Valid Examples

Folder Name	Tester	Category
김민영_Quest	김민영	Quest
박지훈_Item	박지훈	Item
이수진_Knowledge	이수진	Knowledge
최영희_Region	최영희	Region
John_Quest	John	Quest

Valid Categories

Category
Quest
Knowledge
Item
Region
System
Character
Skill
Help
Gimmick

Rules

Rule	Correct	Wrong
Single underscore	김민영_Quest	김_민_영_Quest
Category at end	김민영_Quest	Quest_김민영
Exact category name	김민영_Quest	김민영_quest

11. Troubleshooting

| "Generated sheets too old"

Cause: Sheets are older than 10 hours.

Solution: Run "Generate Datasheets" again before Transfer.

| "Generator modules not yet implemented"

Cause: Generator files missing or import failed.

Solution:

1. Verify all files present
2. Check `generators/` folder exists
3. Re-install from setup

| "No datasheets found"

Cause: Coverage analysis needs datasheets first.

Solution: Run "Generate Datasheets" first, then Coverage Analysis.

| "Folder not recognized"

Cause: Folder name doesn't match `이름_Category` format.

Solution:

1. Check folder name format: `김민영_Quest`
2. Verify category is valid (Quest, Item, etc.)
3. Use single underscore only

| Path errors

Cause: Wrong Perforce drive selected during install.

Solution: Re-run installer and select correct drive.

QA Compiler Suite v2.0

Making localization QA easier, one datasheet at a time.