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

Build Your Own Executable

Each user builds their own executable to match their Perforce drive location.

Step	Action
1	**Extract** the QACompilerNEW.zip to a folder
2	**Run** `build_exe.bat`
3	When prompted, **enter your drive letter** (F, D, E, etc.)
4	Wait for build to complete
5	Find executable in `dist\QACompiler\QACompiler.exe`

```
Enter drive letter (F/D/E/etc.) [F]: D
```

Why Build Yourself?

- **Different drives**: Perforce can be on F:, D:, E: etc.
- **Correct paths**: Build process configures paths for YOUR system
- **No manual editing**: Drive selection is automatic

Requirements

Requirement	Details
Python	3.8 or higher
pip	Comes with Python
Perforce	Must be synced to your machine

2. Workflows Overview

The QA Compiler supports two main workflows:

Workflow	Frequency	Purpose
Weekly (Friday Refresh)	Every Friday	Refresh all datasheets with new game data
Daily	Every day	Process tester submissions

WEEKLY WORKFLOW (Friday)

Generate Datasheets → Transfer QA Files → Build Master Files

DAILY WORKFLOW

Download from Redmine → Organize into QAfolderOLD/NEW

3. Weekly Workflow (Friday Refresh)

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

Step 1: Generate Datasheets

Creates fresh LQA worksheets from game XML data.

Action	Details
Click	**[Generate Selected]** (or select specific categories)
Output	`GeneratedDatasheets/` folder
When	Game data has been updated

Step 2: Transfer QA Files

Merges tester work from OLD/NEW folders into QAfolder.

Action	Details
Ensure	`QAfolderOLD/` and `QAfolderNEW/` have tester folders
Click	**[Transfer QA Files]**
Output	`QAfolder/` (combined)

Step 3: Build Master Files

Compiles everything into final master documents.

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

Action	Details
Click	**[Build Master Files]**

4. Daily Workflow

Every day, collect and organize tester submissions.

Step 1: Download from Redmine

Testers upload their QA files to Redmine. Download them daily.

Source	What to Download
Redmine	Tester-submitted QA folders
Format	`이름_Category` folders

Step 2: Organize into Folders

Folder	What Goes Here
`QAfolderOLD/`	**Previous round** - tester's last submitted work
`QAfolderNEW/`	**Current round** - tester's new empty datasheets

Step 3: Run Transfer (When Ready)

Once you have both OLD and NEW files for a category:

1. Click **[Transfer QA Files]**
2. Combined output appears in `QAfolder/`

5. QAfolder Behavior (Important!)

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

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
```

Why This Matters:

- Completed work is preserved until weekly refresh
- No accidental deletions - Transfer only adds/updates
- Incremental updates - Add new categories as testers finish

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/`
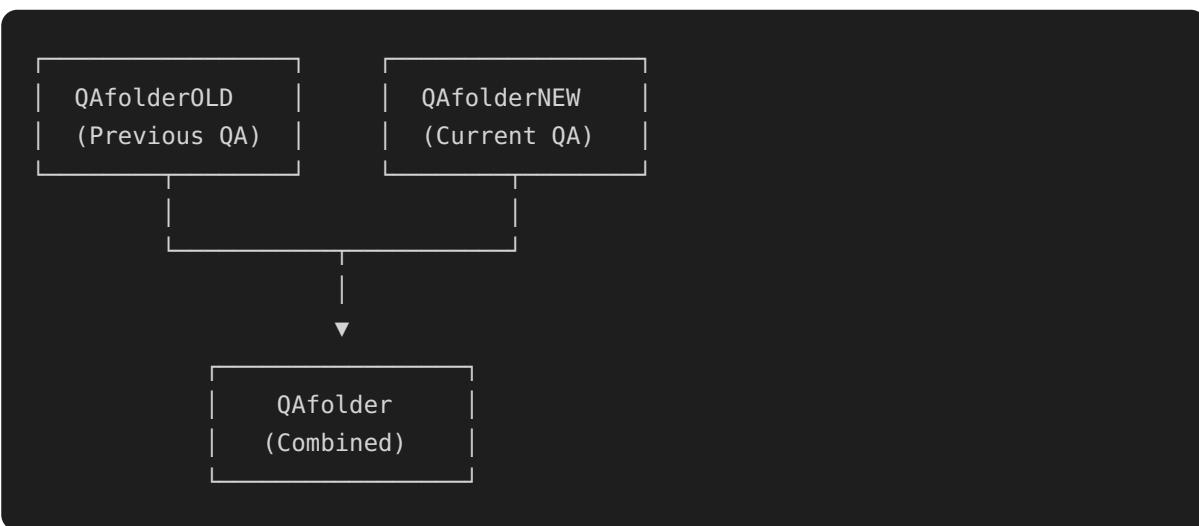
Tester STATUS Options

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

```
  ┌─────────────────┐   ┌─────────────────┐
  │  QAfolderOLD    │   │  QAfolderNEW    │
  │  (Previous QA)  │   │  (Current QA)   │
  └─────────────────┘   └─────────────────┘
          │                     │
          │                     │
          └──────────┬──────────┘
                     │
                     ▼
          ┌─────────────────┐
          │    QAfolder     │
          │   (Combined)    │
          └─────────────────┘
```

How to Use

Step	Action
1	Place OLD tester folders in `QAfolderOLD/`
2	Place NEW tester folders in `QAfolderNEW/`
3	Click **[Transfer QA Files]**
4	Combined output appears in `QAfolder/`

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/            ← Previous round tester files
|     ├── 김민영_Quest/
|     └── 박지훈_Item/
|
├── QAfolderNEW/            ← Current round tester files
|     ├── 김민영_Quest/
|     └── 박지훈_Item/
|
├── QAfolder/              ← Combined (auto-generated)
|     ├── 김민영_Quest/
|     └── 박지훈_Item/
|
├── GeneratedDatasheets/   ← From "Generate Datasheets"
|
├── 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

"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-extract from package

"No datasheets found in GeneratedDatasheets"

Cause: Coverage analysis needs datasheets first.

Solution:

1. Run "Generate Datasheets" first
2. Verify files in `GeneratedDatasheets/`
3. Then run Coverage Analysis

Path errors mentioning wrong drive

Cause: Executable built for different drive.

Solution:

1. Re-run `build_exe.bat`
2. Enter YOUR drive letter when prompted
3. Use the new executable

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

QA Compiler Suite v2.0

Making localization QA easier, one datasheet at a time.