**Recommendation**

When changing strings and identifiers, use the Crowdin web pages. **Do not** change the files (e.g.: HtmlBundle.properties) and then upload it to Crowdin because that process has been error-prone to me.

**Process to download Crowdin translations to STEP’s project**

1. Login to Crowdin - <https://crowdin.com/project/step>
2. Click on the “Translations” tab - <https://crowdin.com/project/step/translations>. Click on the “Build” button. I don’t think this step is necessary but, I do it in case the “Build” process is required to download the source files in the next step.
3. Click on the “Sources” tab - <https://crowdin.com/project/step/sources/files>. Click on the “…” (3 dots) at the end of the row for the following files to “Download source”
   1. HtmlBundle
   2. InteractiveBundle
   3. ErrorBundle
   4. SetupBundle
4. Compare the above files downloaded with the ones in the STEP repository (e.g.: HtmlBundle.properties). If there are keys that have been deleted or added, update Crowdin or the files in the STEP repository. If the files or Crowdin was updated, start from step 2 again to ensure Crowdin and the STEP repository have the same message identifiers and English messages.
5. Click on the “Translations” tab - <https://crowdin.com/project/step/translations>. Click on the “Build & Download” button.
6. Create a folder to hold you the download zip file.
7. Under the folder you created, create a subfolder called crowdin and another subfolder called bundle\_out.
8. Extract the zip file. It should create subfolders with language codes (e.g.: aa, ar, es-ES, …). Move the subfolders with names of language codes to the crowdin folder (created in step 7).
9. Run the Python script from step-tools/src/main/resources/Crowdin\_script/cpy\_bundle.py in the STEP repository.
10. The output files in the bundle\_out folder can be copied into the STEP repository at step\step-core\src\main\resources