README

**App Folders**

**Folders:**

1. Data – Contains UI element files
2. Fonts – Contains .otf or .ttf font files referenced in UI element files
3. Engine / ShlocToolsSuite – Developer stuff, I wouldn’t recommend touching these folders.
4. Projects – Full of project data. These projects can be shared with other people. Email a selected project from the Projects folder. Upon reception of the email, have the recipient paste the Project in their Projects folder and it should be recognized upon next app startup.

**Preparing to Import Excel Data**

**UI Settings Excel File Columns:**

* elementname: Unique name of element (such as TextData\_CommonText\_Text\_COMMON\_OK")
* fontsize: Size of font
* width: Width, in pixels, of the UI element
* height: Max number of allowed lines in the UI element
* autobreak: Whether auto-line breaking should be enabled or not (WIP)
* fontname: Name of font to be used. It needs to match the name of the accompanying font file located in the Fonts folder. If no font file exists, the default UE4 font is used.

**Tag Settings Excel File Columns:**

* tag: Tag that indicates to the Line Checker that it should be replaced by the **longeststring** value
* longeststring: The replaced value from the **tag** column

**Note about Fonts**

1. If you don’t select any fonts upon UI settings import, you will eventually need to import fonts into your project. This can be accomplished in 2 ways:
   1. Manually copy/paste the font file into the Projects/MyProjectName/Fonts folder
   2. Go into Manage Project Settings in the Project Home screen and click the “Upload Font File” button.
2. It is NOT recommended to use the Batch Checker or Live Editor if you do not have any/all fonts copied into your current project.