Managing Language Packs using AssetTool

Overview

AssetTool application can be used to manage language packs for a given asset. *AssetTool* application is located in */cgi_studio_bin/AssetTool/* folder and provides the following functionality:

- Appending a new language pack to an asset
- Removing an existing language pack from an asset

A usage example of *AssetTool* application for managing language packs can be seen in */cgi_studio_player/content/Tutorials/05_Globalization/AppendMultiLanguagePack.bat* script.

Appending a New Language Pack to an Asset

For the example solution, the following command can be called for appending language pack *MultiLanguagePack_Source.lps* to the existing asset *MasterLanguagePack_Asset_Host.bin*:

```
AssetTool.exe -append -a MasterLanguagePack_Asset_Host.bin MultiLanguagePack_Asset_Host.bin Mult
```

This will result in a new generated asset called *MultiLanguagePack_Asset_Host.bin*, which will contain the translation for all languages available in the language pack.

Removing an Existing Language Pack from an Asset

For the example solution, the following command can be called for removing master language, with code "00", from the existing asset *MasterLanguagePack_Asset_Host.bin*:

```
AssetTool.exe -append -r MasterLanguagePack_Asset_Host.bin temp.bin 00
```

This will result in a new generated asset called *temp.bin*, which will no longer contain the translation for the master language pack.

For more details on *AssetTool* application, see *Tool Chain/AssetTool* chapter.

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