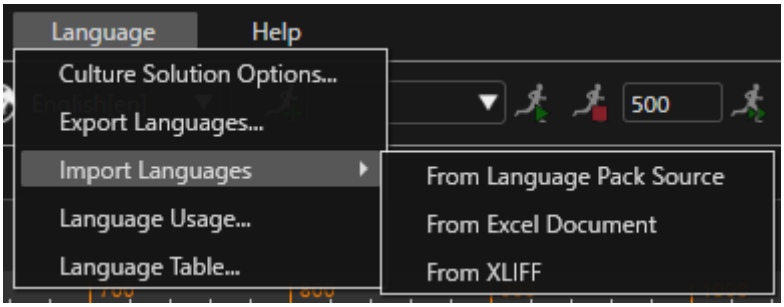
# Import and Export of Language Packs

## Importing Language Data

You can import the solution’s cultures and language tables from a Language Pack Source (.lps), an Excel file (.xlsx/.xls), or an XLIFF file (.xlf). Start the import from [ Language > Import Languages ], choose the source file type, and then select the target file.

> If you choose XLIFF (.xlf), select and import the individual .xlf files prepared for each culture (specify the files for each language/culture separately).

> When importing multiple .xlf files selected at the same time, the Master Text for a given key must exist and be identical across all selected files. If the Master Text differs for the same key, the text from the first selected file replaces the Master Text. For details on Master Text, see item 8 in the Language Table.



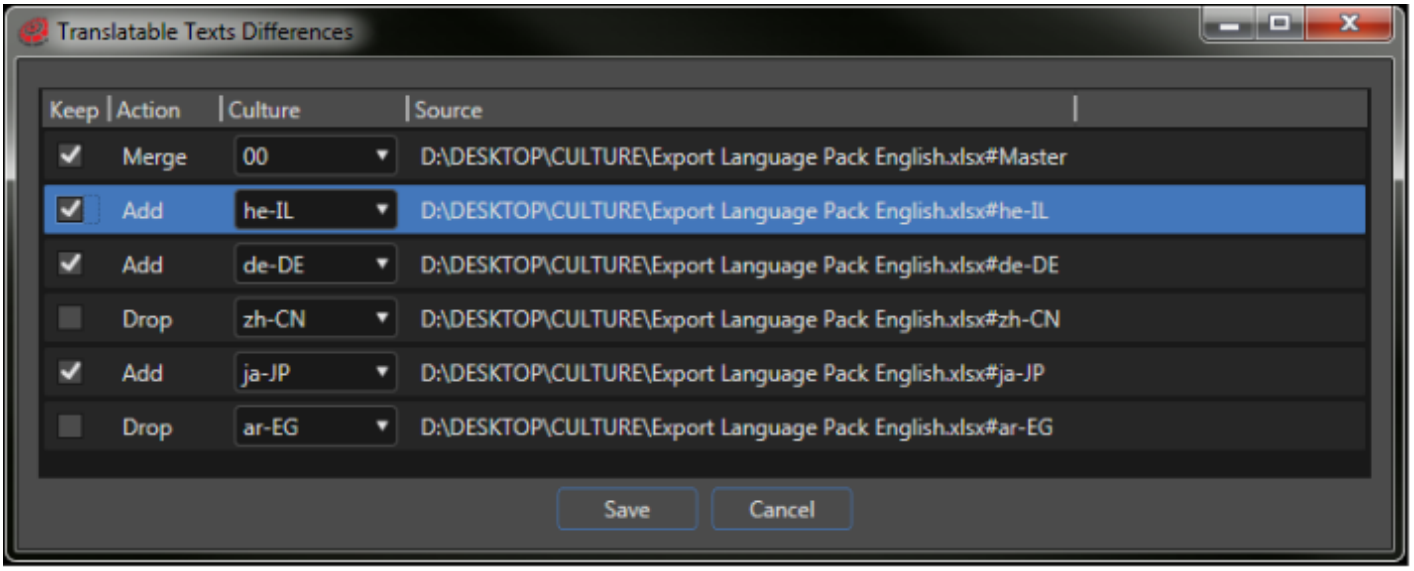

The final step of the language import process is to show the differences between the texts in the import file and the texts in solution. There are three possible actions:

- **Add** : Indicates that the language does not already exist in the solution and will be imported from the file.
- **Merge**: Means that the language already exists in the solution and only the content differs. New texts will be added and already existing texts will be updated.
- **Drop** : When unchecking a language entry in the Translatable Text Differences dialogue, the Action changes automatically from Add/Merge to Drop. If the initial action was *Add*, this means that the language will not be added to the solution. If the initial action was *Merge*, this means its texts will not be updated and new texts from the import files will not

be added to this language in the solution.

> The *Drop* action does not mean that the language will be removed from the solution. The removal of a language can be done from *File > Solution Options* in the *Cultures* tab.

> When you import an XLIFF file, the system automatically synchronizes the target file to `\Solution\Resources\TranslationFiles` under the solution folder. For details, see Automatic Synchronization of XLIFF Translation Files.




# Automatic Synchronization of XLIFF Translation Files

The system automatically synchronizes translation data imported as XLIFF files (.xlf) to the dedicated folder `\Solution\Resources\TranslationFiles` under the solution folder. With this synchronization, the system automatically restores the language table when you reopen the solution.

## Behavior During Import

- If the `\Solution\Resources\TranslationFiles` folder does not exist when you run the import, the system creates it automatically.
- After the import, when you **save** the solution, the system automatically copies the imported .xlf files to the TranslationFiles folder.
- The system converts any .xlf file whose file name does not conform to the ISO language code into the `{languageCode_Id}.xlf` format before saving.
  If you do not perform a **Save**, the system does not copy the files to the TranslationFiles

folder.

## Behavior When Reloading the Solution

- When you reopen the solution, the system automatically reloads all .xlf files in the TranslationFiles folder into the language table.
- The reload also includes any file in the `{ISOCode}.xlf` format that you added to the folder after the previous save.
- You can import multiple .xlf files at the same time (bulk import).

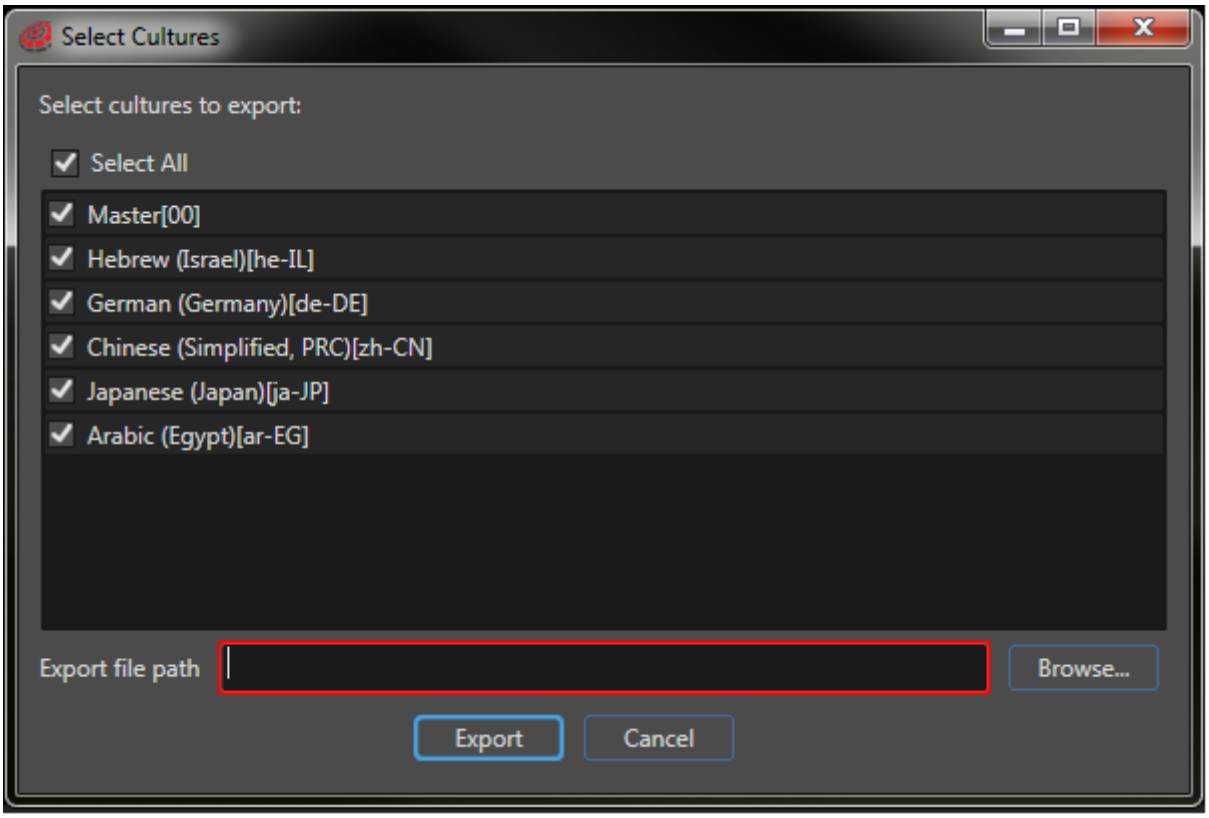
## Synchronization Behavior on Deletion

The behavior when you delete a culture in Scene Composer or an .xlf file in the TranslationFiles folder is as follows.

| User Action | System Behavior |
| --- | --- |
| Delete a culture in Scene Composer | The system also automatically deletes the corresponding .xlf file in the TranslationFiles folder (to prevent it from being re-imported on the next reload). |
| Manually delete an .xlf file in the TranslationFiles folder | The cultures in Scene Composer are unaffected, and existing cultures are preserved. |

# Export of Language Pack Sources

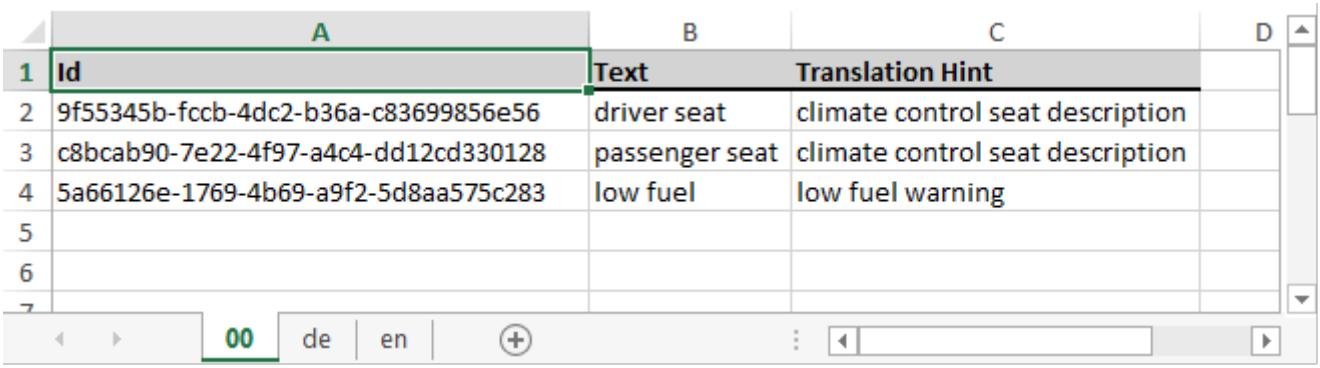
The translatable texts of the current solution can be exported by going to *Language* > *Export Languages...*, which opens the *Select Cultures* dialog.




- The *Select Cultures* dialog allows the choice of which cultures to be exported or not.
- Languages can be exported to a Language Pack Source (.lps), an Excel file (.xlsx/.xls), or an XLIFF file (.xlf).
- Click the *Browse* button to select the *Export file path*, choose the format in the *Save as type* drop down and click *Save*.
- Click the *Export* button to finalize the languages export.

Please note that only the texts that have a correspondent in the master language texts, considering their Id, are included in the export, all the others being ignored. In this case warnings will be added to the Output tab in Scene Composer.

- Exporting languages as Language Pack Source file creates a .LPS file that contains the master language and all the other languages available in the solution. The exported .LPS file can be compiled and appended using the CGI Studio Language Appender.
- When exporting in XLIFF format, a separate .xlf file is generated for each language (culture). The culture identifier is appended to the file name: the Master language is exported as `Languages_00.xlf`, and each language as `Languages_{culture}.xlf` (e.g., `en`, `ja-JP`).
- Exporting languages as Excel document creates an Excel file that contains one sheet for the master language (named Master) and a sheet for each of the other languages in the solution having an identical name with the respective culture (e.g. de-DE, en-US, fr-FR). Each sheet has a header on the first row, with 3 columns: *Id*, *Text*, and *Translation Hint*. The following rows contain the translatable texts.



| | A | B | C | D |
|---|---|---|---|---|
| 1 | **Id** | **Text** | **Translation Hint** | |
| 2 | 9f55345b-fccb-4dc2-b36a-c83699856e56 | driver seat | climate control seat description | |
| 3 | c8bcab90-7e22-4f97-a4c4-dd12cd330128 | passenger seat | climate control seat description | |
| 4 | 5a66126e-1769-4b69-a9f2-5d8aa575c283 | low fuel | low fuel warning | |
| 5 | | | | |
| 6 | | | | |

00 de en

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