



LocaleDetective v0.6

Author

Developed by Steven Yau at WMS UK Uxbridge office using C# with WPF. Also includes XnView and BinkPlayer for preview purposes.

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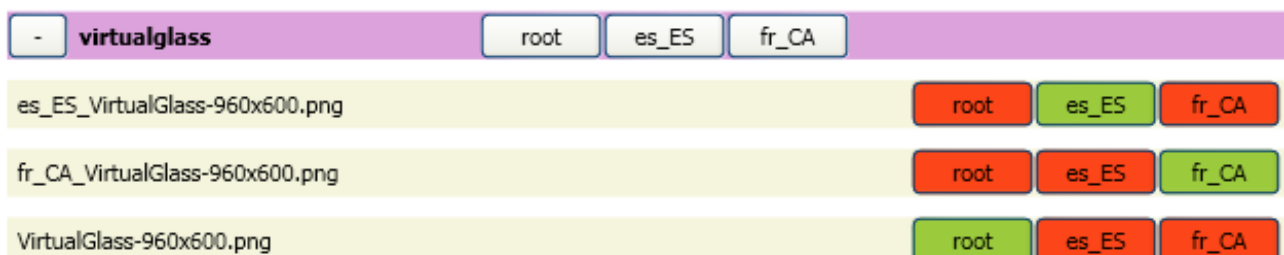
Introduction

LocaleDetective is a small tool to help with the pipeline during the translation stages of project. It provides a overview of the project folder showing all the PNGs, MNGs and BIKs with quick one button access to open Windows Explorer to the folder and one button access to preview the image file in an external tool for closer inspection.

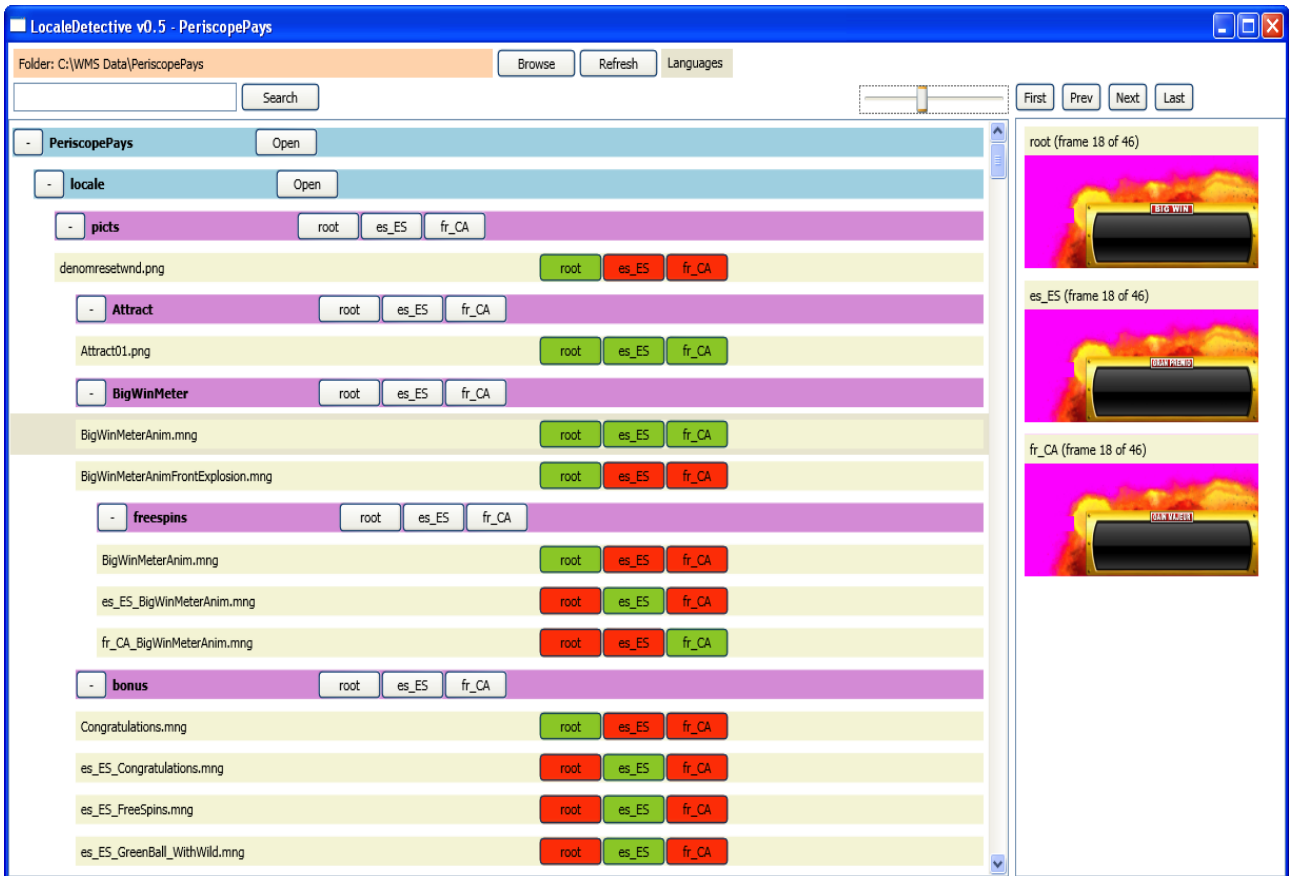
Since v0.5, PNGs and MNGs are loaded in preview pane allowing side by side comparison of the image in different languages.



In the Locale folder, it provides a merged view of all the files and folders in the language folders and as well as provide a status to whether the file exists in the languages you are looking at.

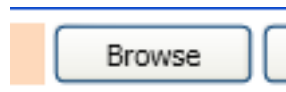


Below is a screenshot of the whole tool.

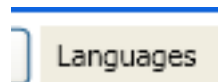


Quick Start

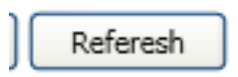
1. Click 'Browse' along the top row. This will open a folder explorer window.



2. Select the game assets root folder and click 'OK'. The game assets root folder is using /gamesrc/GAME_NAME/games/GAME_NAME
3. Click on 'Languages' along the top row and tick the languages you want to check against.



4. Click 'Refresh' along the top row.



5. Profit!

Animation (MNG) Controls

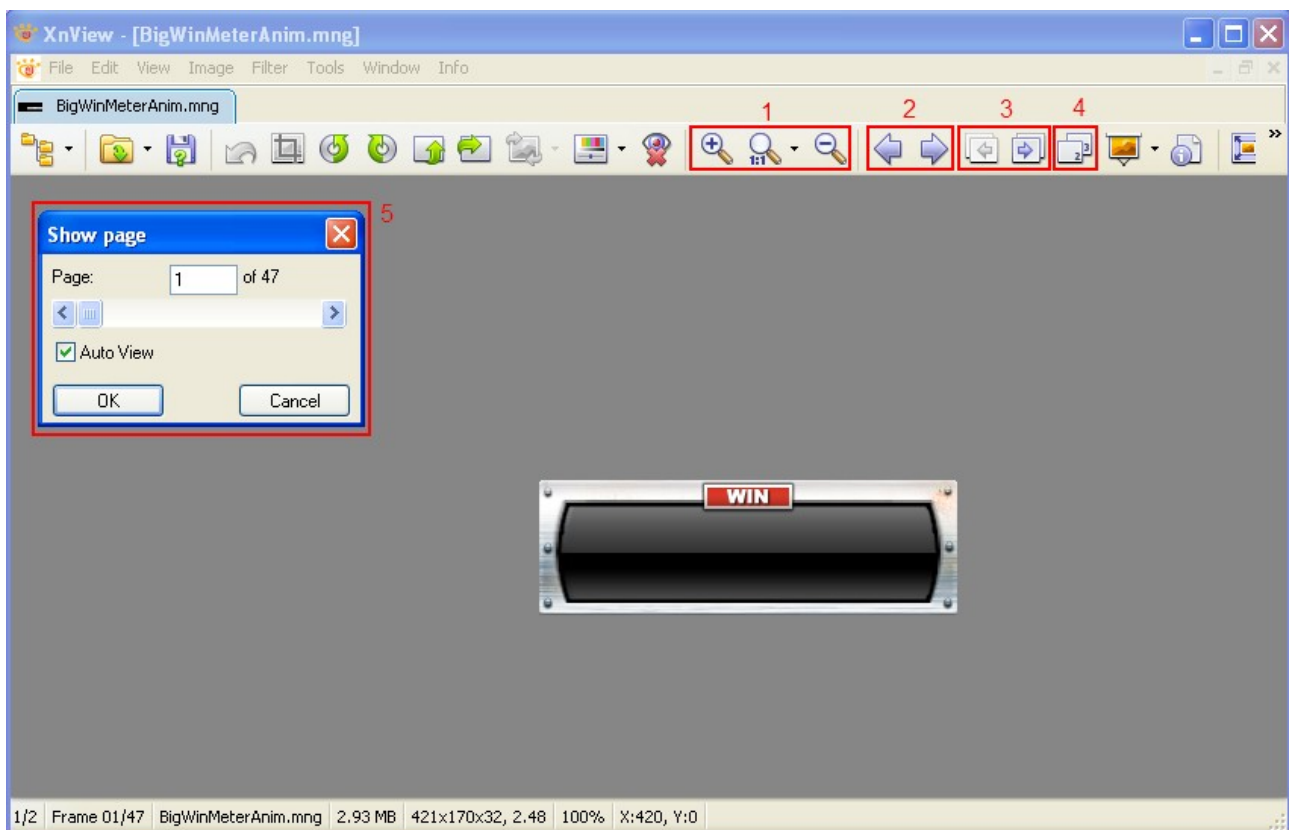
Since v0.5, MNG preview has been added along with some animation controls as shown below.



The slider allows you to scrub through the animation and the buttons for finer control.

XnView Overview

XnView is a portable program that can view both PNGs and MNGs.



1. Zoom controls.
2. Go to the previous or next image in the current folder.
3. If the image is a MNG, these buttons are for the previous and next frame.
4. If the image a MNG, this button brings up the sub window (5) where you can use the slider to change frame.

Change Log

v0.6

- Optimised the MNG preview so it doesn't load the file again when you change frames.

v0.5

- Added MNG preview.
- Added animation controls.

v0.4

- Add preview pane for PNG images.
- Fixed bug with XnView where filenames/filepath with spaces were not passed to the program correctly.

v0.3

- Fixed a few spelling mistakes.
- Fixed the locale folder from being scanned several times.
- Fixed the item listing so it wasn't chopping off the last few entries.

v0.2

- Added filename search.
- Added collapsable folders in the view.
- Assumes that the images are only in the folders 'picts' and 'locale' and also assumes both exists.
- Looking at adding inline mini previews for the images.

v0.1

- First version!
- Assumes that the Locale only contains folders for each language (root, es_ES, fr_CA, etc) and no other files.
- Looking at adding collapsable folders to make for easier scrolling.