



TransTable

Developer Documentation

Neruthes

2024-04-10

1	Introduction	2
1.1	Using CSV for Internationalization	2
1.2	Prioritization	2
1.3	Community Suggestions	3
2	Workflow	4
3	Copyright	5

Chapter 1

Introduction

1.1 Using CSV for Internationalization

In game development, we often use CSV to do internationalization (i18n). For example, Godot official documentation ¹ has explained how CSV-based i18n works.

While Godot official documentation suggests that GNU gettext is a more powerful solution, we at Nekostein often find CSV good enough. Not only because it is simple and straightforward when editing, but also because we use a simple shell script to extract item descriptions for subsequent archiving workflows (PDF, wiki, etc) — if we were to use GNU gettext, this part of work would have been more complicated.

1.2 Prioritization

As a game developer, you may wonder in which regions your game will sell well. If you were to make accurate speculations, your marketing strategy would have been easier, and you would have been able to prioritize affording i18n for certain languages.

As of year 2024, ChatGPT and similar stuff are good at providing translations in batch with acceptable quality. Just tell ChatGPT to append another column for Français in the CSV when you already have English and Deutsch for cross-reference. We at Nekostein are bilingual in English and Mandarin and we find this workflow functioning all right,

¹Section “Importing translations”, Godot Documentation 4.2. (URL)

although we are not experts in Deutsch, Français, or Nihongo.

1.3 Community Suggestions

The quality of machine translations can be suspicious, but we believe that they are helpful in starting a dialogue with players who use the language. It is more convenient to propose a minor modification on the existing translation than to start writing some translation.

Chapter 2

Workflow

The workflow should be like this:

- Clone this repo.
- Configure in `config.json`.
- Put CSV files into `/files` (using shell scripts).
- Run build script `./make.sh www`.
- Get a static website in `/www`.
- Publish the static website.
- Ask a volunteer to edit in the webpage.
- The volunteer gives back a diff list.
- Paste some suggestions into the webpage.
- Get exported CSV text.
- Copy and paste to the local editor.

The user need to do the publishing manually.

Chapter 3

Copyright

TransTable is a free software published with GNU GPL 2.0.