Append Languages

Description

Language Appender, as part of the Asset Tool, offers functionality for working with language packs in the context of assets generated with SceneComposer. To use this tool, run AssetTool -append.

For more information about this optional feature refer to the Candera Application Development Tutorial Globalization Support.

Usage

For appending language packs to an asset library file, use the following workflow:

- Generate asset including translatable texts from SceneComposer
- Run `AssetTool -append -a` to append a language pack .lps file to the asset file.

> Globalization license is required for generating assets including translatable texts and using the Globalization feature in Candera applications.

Command line options:

Append the asset at 'inputAssetFilePath' with the compiled language packs from 'languagePackSourcePath' into a new asset at 'outputAssetFilePath':

```
AssetTool -append -a inputAssetFilePath outputAssetFilePath languagePackSourcePath
```

Remove the language pack with code 'languageCode' from the asset at 'inputAssetFilePath' and created a new asset at 'outputAssetFilePath':

```
AssetTool -append -r inputAssetFilePath outputAssetFilePath languageCode
```

Show help:

```
AssetTool -append -h
```

Example

Following is an example how to append language packs to an asset:

1. Input asset: MasterLanguagePack_Asset_Host.bin
2. Output asset: MultiLanguagePack_Asset_Host.bin
3. Language Pack source: MultiLanguagePack_Source.lps

```
AssetTool -append -a MasterLanguagePack_Asset_Host.bin MultiLanguagePack_Asset_Host.bin MultiLar
```

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