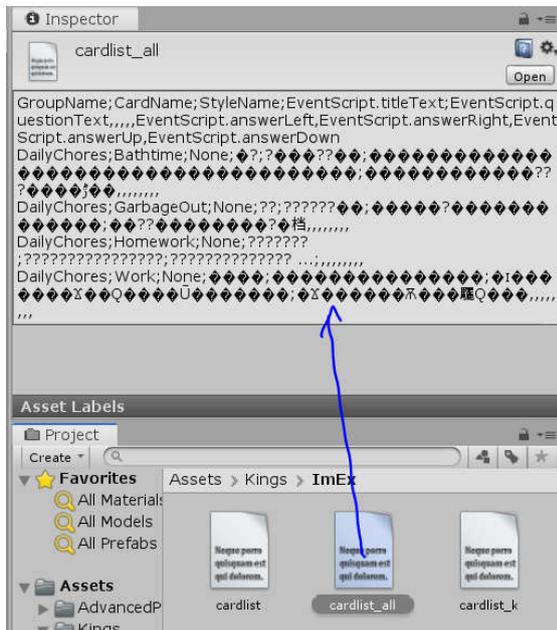


# Issue report for importing \*.csv with extended character sets with KingsImEx into Kings

21.08.2019. Sometimes the import of csv files fails to import. Following are the known main issues. An example file is used, the texts are in different languages. The translations are from the Google translator, therefore I don't know their correctness.

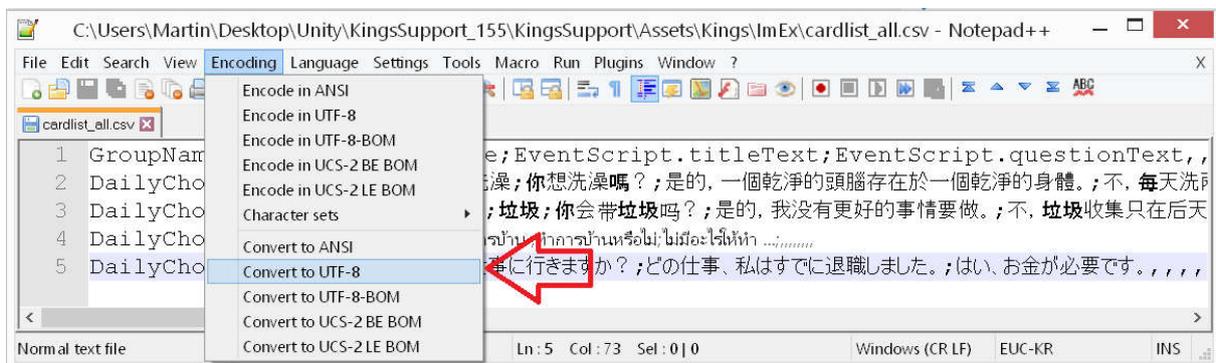
## Issue 1: Unity doesn't understand file encodings besides UTF8

Follow image displays wrong file encoding, Unity encodes the unknown characters with the black question Marks. This is visible in the inspector of Unity, if you click on the csv file.

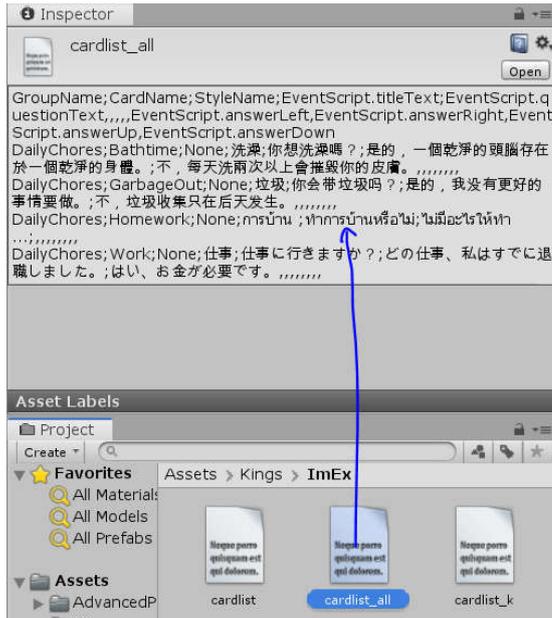


To encode into UTF8 the Software like "Notepad++" can be used. Following this procedure:

- Open the file with Notepad++
- Convert to UTF8, see following image:



- Save and test with Unity (correct version):



The Characters should be now displayed correctly.

## Issue 2: The file shows strange separation characteristics

Depending on the software for editing csv files, sometimes unsupported encoding is inserted. Following example shows such a wrong encoding.

The lines are mixing `;` and `,` and `,,,,,` to separate the elements. This is **not separable** for the importer. E. g. using only `;` results in the correct first line

```
GroupName;CardName;StyleName;EventScript.titleText;EventScript.questionText;EventScript.answerLeft;EventScript.answerRight;EventScript.answerUp;EventScript.answerDown
```

instead of the wrong line from the file:

```
GroupName;CardName;StyleName;EventScript.titleText;EventScript.questionText,,,,,EventScript.answerLeft;EventScript.answerRight;EventScript.answerUp;EventScript.answerDown
```

The file was partially corrected manually for further testing.

## Issue 3: The file shows strange escape characteristics

Escape characters `"` are supported by KingsImEx. They are used to allow the separator (`:`) to be displayed within a text element. E. g.:

```
Hi";"Escape?" will generate the text : Hi;Escape?
```

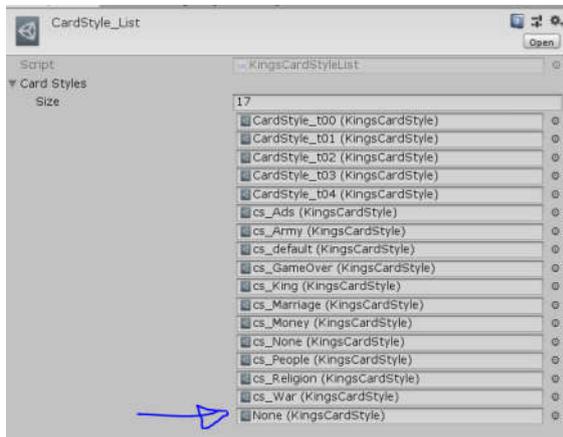
Nevertheless with this known rule it is not possible or KingsImEx to split a line which is completely escaped, like

```
"DailyChores;Work;None;仕事;仕事に行きますか?;どの仕事、私はすでに退職しました。;はい、お金が必要です。;"
```

This will take the marked block as one element (the first element, and this should be a group name).

## Issue 4: The card style "None" is missing

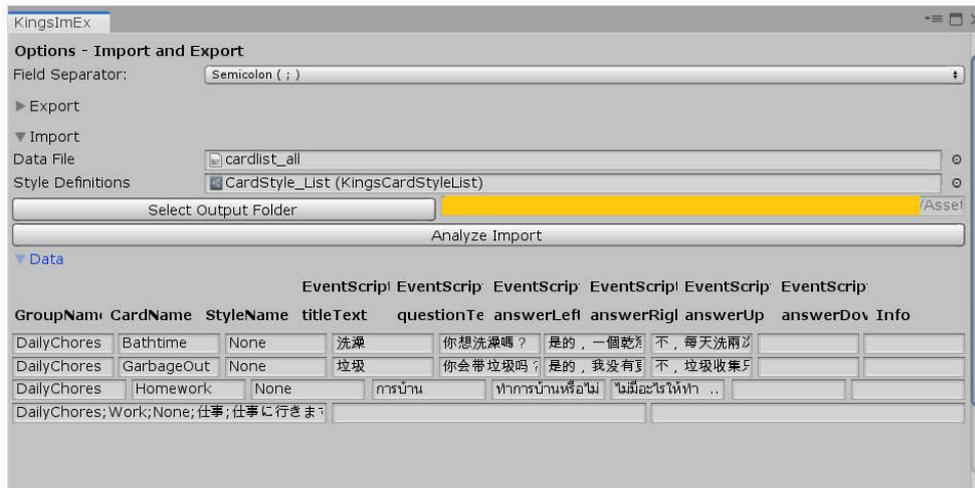
A card style with the name "None" has to be added or the card style has to be renamed in the excel file to an existing style name.



If entries in the csv file are using 4 answers, some different styles for each element seem reasonable.

## Issue 5: Number of entries

KingsImEx supports 9 Entries per line. More or less entries result in a misalignment.



**KingsImEx crashes with more entries. This has to be fixed within the script.**

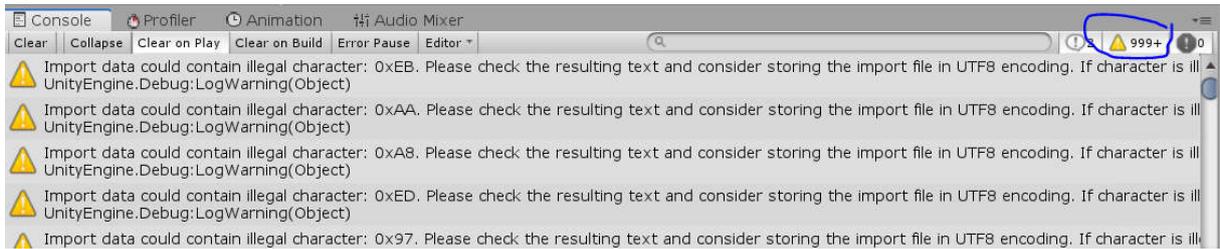
Nevertheless, the file can be adjusted manually (Count and placement of ¶ - Symbols).

note of the editorial

I think MS Excel should export this correct by default.

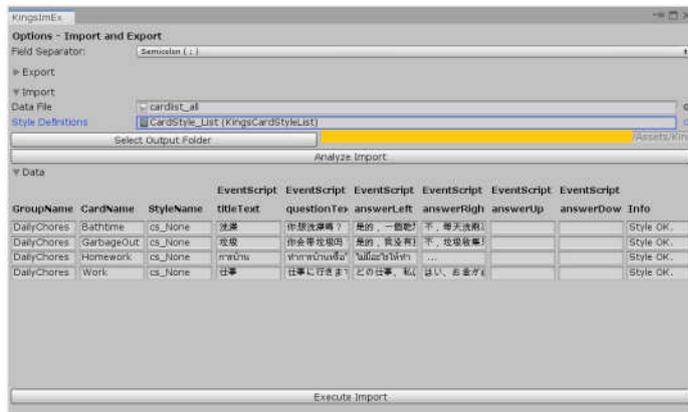
## Issue 6: KingsImEx generates too much warnings for not known characters

Each extended character is unknown and therefore KingsImEx generates a warning for each. **This has to be reduced within the script (TBD)**. See following image:

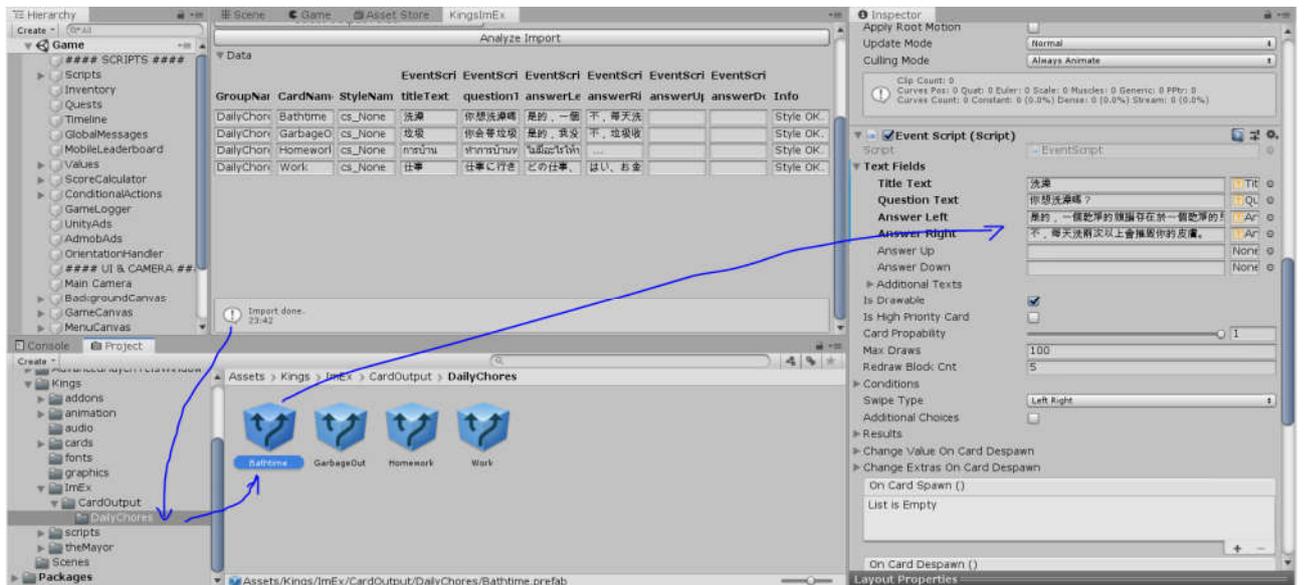


## Result after resolving the issues:

"Execue Import" is now selectable:



Import finishes:



Attachment:

Manually adjusted file example File

GroupName;CardName;StyleName;EventScript.titleText;EventScript.questionText;EventScript.answerLeft;EventScript.answerRight;EventScript.answerUp;EventScript.answerDown

DailyChores;Bathtime;cs\_None;洗澡;你想洗澡嗎?;是的, 一個乾淨的頭腦存在於一個乾淨的身體。;不, 每天洗兩次以上會摧毀你的皮膚。;;

DailyChores;GarbageOut;cs\_None;垃圾;你会帶垃圾嗎?;是的, 我没有更好的事情要做。;不, 垃圾收集只在后天发生。;;

DailyChores;Homework;cs\_None;การบ้าน;ทำการบ้านหรือไม่;ไม่มีอะไรให้ทำ ; ...;;

DailyChores;Work;cs\_None;仕事;仕事に行きますか?;どの仕事、私はすでに退職しました。;はい、お金が必要です。;;