

Game data editor supports storing text data in multiple languages by using [Localizable text](#) attributes.

You can set up your language list in *Project Settings*.

There are two ways to pass localizable text to a third party (e.g. for localization or editing):

- You can export all localizable text data as [XLSX](#) spreadsheet
- You can use special localization format [XLIFF](#) (XML Localisation Interchange File Format)

Export to XLSX

To export your text data as XLSX you need to run [DATA EXPORT](#) with a certain set of parameters:

```
Charon.exe DATA EXPORT --dataBase "c:\my app\gamedata.json" --attributes [LocalizedText] --output "c:\my app\myloc.xlsx" --outputFormat xlsx
```

Use `--attributes [LocalizedText]` parameter to indicate that only the attributes containing localizable text should be exported.

Additional columns may be present in export files. They are required for correct import of localized data later.

When your data is processed (e.g. translated), you can import it using [DATA IMPORT](#) in *SafeUpdate* mode:

```
Charon.exe DATA IMPORT --dataBase "c:\my app\gamedata.json" --input "c:\my app\myloc.xlsx" --inputFormat xlsx --mode SafeUpdate
```

Export to XLIFF

To export your text data as XLIFF you need to run [DATA I18N EXPORT](#) with a certain set of parameters:

```
Charon.exe DATA I18N EXPORT --dataBase "c:\my app\gamedata.json" --sourceLanguage en --targetLanguage fr --output "c:\my app\myloc.xliff" --outputFormat xliff
```

- Use `--outputFormat` parameter to indicate the exact format of exported data. It can be either `xliff`, `xliff1`, or `xliff2`.
- Use `--sourceLanguage` to indicate what language is the 'source' (i.e. the language text is being translated from) for the translation, and `--targetLanguage` to indicate 'target' language (i.e. the language text is being translated to).

Use [DATA I18N LANGUAGES](#) command to see the list of all supported languages.

After processing your data you can import it by using [DATA I18N IMPORT](#) command:

```
Charon.exe DATA I18N IMPORT --dataBase "c:\my app\gamedata.json" --input "c:\my app\myloc.xliff"
```

Related pages

- [Game data localization](#) (Charon)
- [Exporting localizable data](#) (Charon)

- [Importing localizable data \(Charon\)](#)
- [Getting localization language list \(Charon\)](#)