Checksheet Editor

User's Manual

2013/05/21

Version 2.3

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and should be handled accordingly.**

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1 Introduction

This manual describes how to use Checksheet Editor, the tool for creating the checksheets that are submitted to Lotcheck.

Hereafter, a "checksheet" is defined as the HTML formatted file output by Checksheet Editor.

1.1　　Installation and Uninstallation

You do not need to install or uninstall Checksheet Editor.

The files in the package can be used immediately after they have been unzipped. Delete the zipped/archive folder once all the files have been extracted. This tool does not use the Windows registry.

See the `AboutCheckSheetEditor.txt` file in the `document` folder for the system requirements.

1.2　　Checksheet Editor Startup Configuration

You can configure how Checksheet Editor works after launch by editing the `CheckSheetEditor.ini` settings file located in the same folder as the tool itself. See Table 1-1 for a list of the configurable parameters. To use the default values listed below, either omit the parameter from the file entirely or comment out the corresponding line by adding a semicolon (`;`) in front of the parameter.

Table 1-1 Configurable Parameters in CheckSheetEditor.ini

Section	Parameter	Default Value	Description
SETTING	`Model`	(blank)	Abbreviated name for the platform (determines which checksheet templates to use).
	`Language`	`ENG`	Display language setting for Checksheet Editor's user interface.
	`OutputDir`	`output`	Name of the folder to which checksheets are output. Specified as a relative path from the Checksheet Editor directory.
	`KeepPos`	`1`	Flag that indicates whether to store the display position of the Checksheet Editor window upon exit. Specify "`0`" to ignore changes, or "`1`" to save changes.
	`KeepSize`	`1`	Flag that indicates whether to store the size of the Checksheet Editor window upon exit. Specify "`0`" to ignore changes, or "`1`" to save changes.
	`WindowPosX`	`-1`	The X coordinate of the Checksheet Editor's display position. Setting the X coordinate to a negative value causes the window to be displayed at X=0.
	`WindowPosY`	`-1`	The Y coordinate of the Checksheet Editor's display position. Setting the Y coordinate to a negative value

Section	Parameter	Default Value	Description
			causes the window to be displayed at Y=0.
	WindowWidth	-1	Width of the Checksheet Editor window. Setting this to "0" starts the tool with the minimum width.
	WindowHeight	-1	Height of the Checksheet Editor window. Setting this to "0" starts the tool with the minimum height.
Value of Model Parameter (You can specify more than one)	LanguageFile	Language.xml	Name of the file that contains the GUI strings for the selected Checksheet Editor display language. Specify as a relative path from the Checksheet Editor directory.
	PluginDir	plugins	Name of a folder that contains Checksheet Editor plug-ins. Specify as a relative path from the Checksheet Editor directory.
	ClassCodeInit	(blank)	The value displayed for the category part of the Product Code field in the Product Information dialog box.
	FormCodeInit	(blank)	The value displayed for the format code part of the Product Code field in the Product Information dialog box.

1.3   Checksheet Editor Structure

The Checksheet Editor window consists of two frames: an upper frame and a lower frame.

The upper frame contains the bare minimum information necessary to get a feel for the application's specifications, including general information and IDs that are shared across all screens.

The lower frame is laid out to handle multiple entries for a single item according to the specification. It is for parts of the game that have varying content between scenes.

There is a center bar as well as arrow icons between the upper and lower frames for minimizing or changing the frame size. You can change the relative size of the frames by clicking and dragging the center bar. You can minimize the upper frame or the lower frame by clicking the arrow icons to the left and right of the center bar.

Some checksheets only have an upper frame. In this case, the bar and icons to minimize or change the frame size do not display.

Figure 1-1 Center Bar and Arrow Icons for Minimizing and Changing Frame Size

1.4   Precautions

1.4.1   Checksheet Content

Lotcheck determines what items to inspect based on the information you fill into the checksheets. Make sure to open the generated checksheets in a web browser and verify that all the information is correct.

An error will display in the checksheet if there are any problems with it. In this case, take the necessary steps to resolve the error.

1.4.2   Editing Checksheets

Never use another tool to modify checksheets created with Checksheet Editor. Doing so renders them incompatible with Checksheet Editor, and you will be forced to re-enter all the information from the beginning.

See Chapter 3 Editing Checksheets for information about how to modify checksheets.

1.4.3   Submitting Checksheets to Lotcheck

Submit all checksheets created and output with Checksheet Editor to Lotcheck for testing.

You may compress all checksheets into a single archive file or similar format, name the file so that the Product Code and application version are identifiable, and then submit the file to Lotcheck.

2 Creating Checksheets

2.1 Launching Checksheet Editor

Double-click `CheckSheetEditor.exe` to launch the tool.

2.2 Entering Product Information

When you launch Checksheet Editor, the dialog box for entering product information appears. Enter the Product Name, Product Code, and Remaster/Submission Version. You can auto-fill in this information by dragging and dropping a Master Data Submission Sheet created with Master Editor onto this dialog box. The Submission Date field defaults to the current date; change the date as necessary.

Click **OK** to close the dialog box once all items have been completed. Click **Cancel** to exit and cancel input.

Figure 2-1 Product Information Dialog Box

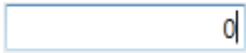## 2.3 Filling in the Program Specifications Checksheet

After closing the Product Information dialog box, the input items for the Program Specifications display. Follow the instructions provided for each item and fill in the sections for all of the features implemented in your application.

Refer to the table below for instructions about how to fill in each type of input control used in the items.

Table 2-1 Methods for Filling in Input Items

Input Type	Appearance in Checksheet Editor	Description
Check Box	☐	Use to select items. When multiple choices appear together, each can be selected or cleared independently.
Radio Button	◉	Use to select a single item. When multiple choices appear together, only one can be selected at a time. When a radio button is selected, you can clear it by right-clicking and choosing **Clear selection** from the shortcut menu.

Input Type	Appearance in Checksheet Editor	Description
Numeric Value	0	Use to enter decimal numbers only. No line breaks can be entered.
Rich Text Field		Use to enter text. No line breaks can be entered.
Multi-Line Rich Text Field		Use to enter text. Line breaks can be entered.
List	Add Del	Use to enter text. No line breaks can be entered. To add an item to the list, enter text in the field at the top of the control, then click the **Add** button. To delete text from the list, select the text in the list window, then click the **Del** button. To reorder the text in the list window, click an item you want to move and drag it higher or lower in the list. To copy items between windows, right-click an item in the list window, and then select **Copy** to copy the selected item. Right-click in another list window and select **Paste** to duplicate the selected item. Multiple items can be selected by pressing the [**Ctrl**] or [**Shift**] keys.

2.4   Filling in the Checksheets

While you are filling in the Program Specifications checksheet, you will see items labeled, "--> See the xxx checksheet." When this item is checked, the input items for the associated checksheet are created in a new tab. Select the displayed tab and follow the instructions to complete each item. Refer to Table 2-1 when completing the fields. If you clear the check for the "--> See the xxx checksheet." item, the associated checksheet tab also disappears. See section 5.5.2 Tab Settings for an additional way to manage multiple checksheet tabs.

Whenever the lower frame of Checksheet Editor is displayed, add additional items as necessary by clicking on the **Add** button in the lower-left corner to input all specifications.

Complete all displayed items, except those that are unnecessary, such as content related to unimplemented specifications. There are also locations where additional fields display when you select a check box or radio button. Make sure that you fill in all of this information as well.

2.5   Outputting Checksheets

When you are done filling in all of the applicable checksheets, click **Submit** > **Output** from the main menu at the top of Checksheet Editor. Specify the output directory and then output the checksheets.

The Error dialog box displays if required items are not complete or if unnecessary items are filled in for any checksheet. Select **Yes** to display the list of errors, and then take the necessary action to correct all errors. Click any of the errors in the list to jump to the corresponding location in the corresponding checksheet.

Contact Nintendo support at support@noa.com if you run into any errors that you cannot resolve.

2.6   Exiting CheckSheet Editor/Saving Your Work

When you are done creating your checksheets or want to save your progress and resume entry at a later date, select **File** > **Save Progress** or press **Ctrl+S** to create a temporary save file (CST file).

Creating a temporary save file allows you to retain and later restore the data entered in the items. For details, see section 3.1 Editing Checksheet Information.

3 Editing Checksheets

3.1   Editing Checksheet Information

You can drag and drop a checksheet HTML or a CST file created with Checksheet Editor onto
`CheckSheetEditor.exe` or its shortcut to launch the tool and restore the content of the input items.
You can also drag and drop multiple checksheets onto `CheckSheetEditor.exe` or its shortcut at
the same time. You can configure Checksheet Editor to load the last CST file that was saved upon
launch in **Display** > **Options**.

You can also select **File** > **Open** or **Load** and select a file, or drag and drop files directly into the tool
after launching it to restore the content of the input items. Be aware that loading content overwrites
the content of all corresponding items.

3.2   Editing Product Information

Select **Submit** > **Product Information** from the main menu to edit the information in the Product
Information dialog box as necessary.

4 Other Issues

4.1   Updates to the Checksheet Editor Package

The latest version of the package (by platform) is always available on [WarioWorld](). Be sure to use the latest version of the package when creating your checksheets.

You can update your existing checksheets and CST files by dragging and dropping them onto the latest version of `CheckSheetEditor.exe` or its shortcut. All of the information that was already filled in will be filled into the new checksheet templates for you. Note, however, that any new items that have been added to the checksheets are left blank. Make sure to fill in the new items as well.

4.2   Creating Localized Checksheets

You can use existing checksheets and CST files to create the checksheets for a localized version of an application. Simply drag and drop these files onto the Checksheet Editor icon or its shortcut. The Product Code and Submission Date fields will not be updated automatically, so you have to modify them by hand. See section 3.2 Editing Product Information for details.

If the localized version of the application has different specifications from the original version, make sure that the information in all checksheets is accurate for the localized version and that all of the necessary items are filled out.

5 Menu Command Reference

5.1   Jump

Jumps to any checksheet input item.

Click an item in the displayed list to jump to the corresponding item on the corresponding tab in the Checksheet Editor window.

5.2   File

5.2.1   New

Restarts Checksheet Editor and opens a new checksheet project. The **New** option is used when creating a new checksheet project.

5.2.2   Open

Opens a temporary save file (CST).

Note that opening a CST file overwrites the current product information with the product information contained in the CST file.

5.2.3   Load

Loads existing checksheets or CST files. The **Load** command allows you to select multiple files at the same time. **Load** does not overwrite the current product information.

5.2.4   Save Progress

Creates a temporary save file (CST). The **Save Progress** command creates a temporary save data file with the specified name in the specified folder. The extension is `.cst`.

 Note: This command saves the progress for all open checksheets, not just the active one.

5.2.5   Exit

Exits Checksheet Editor. If you have modified the checksheet project, a Confirmation dialog box appears prompting you to create a temporary save file. Select **Yes** to save your work as described in section 5.2.4 Save Progress, or select **No** to discard your changes and exit Checksheet Editor. Select **Cancel** to close the dialog box and return to Checksheet Editor.

5.3   Edit

Cuts, copies, and pastes text in the tool. There are also menu options to redo or undo the last operation or search for text.

5.4   Submit

5.4.1   Product Information

Opens the Product Information dialog box where you enter or modify product information for the application.

The product information consists of: Product Name**,** Product Code, Remaster/Submission version**,** and Submission Dat**e**.

5.4.2   Output

Creates and outputs checksheets based on the input content and product information.

Checksheets are created in the selected folder using a filename with the product code and application version appended. The extension is `.html`.

An Error dialog box displays if there is anything wrong with the information in any of the checksheets. Select **Yes** to display a list of the errors, or select **No** to export the checksheets (they will still contain the errors). Select **Cancel** to close the dialog box and return to Checksheet Editor.

5.5   Display (P)

5.5.1   Options

Sets the display language and configuration options for Checksheet Editor.

Modified settings take effect the next time you launch Checksheet Editor.

5.5.2   Tab Settings

Displays the Tab Settings dialog box where you can individually or batch-select which checksheets to fill in.

The checksheets that are targeted for completion are listed on the left (Used Checksheets), and the checksheets that are not targeted for completion are listed on the right (Unused Checksheets). Click the arrow buttons between the lists to move checksheets back and forth. You can change the order in which checksheets are displayed with the arrow buttons below each list. At this time, you cannot select multiple checksheet templates in these lists at once.

When you click the **OK** button to close the dialog box, the entry items for the checksheets targeted for completion are generated and a tab with each checksheet name is added to the tool.

Checksheets that are selected in the **Tab Settings** dialog box are not linked with items marked as "--> See the xxx checksheet." on the Program Specifications checksheet. Do not use this feature unless you need to generate only specific checksheets.

5.6   Help

Displays the dialog box that includes the Checksheet Editor version and copyright information.

Revision History

Version	Revision Date	Action	Description
2.3	2013/05/21	Added	5.2.1 New 5.2.2 Open
		Changed	Overall Changed the Japanese term for "temporary save file." 1.1 Installation and Uninstallation Added instructions to see another document for information on system requirements. 1.4.1 Checksheet Content Added that an Error dialog box displays if there is anything wrong with the information contained in any of the checksheets. 2.4 Filling in the Checksheets Revised content of this section to be consistent with the new Checksheet Editor behavior where items that cannot be filled in are hidden rather than grayed out. 3.1 Revising the Input Items Added that you can configure Checksheet Editor to open the last CST file that was saved upon launch. 5.2.3 Load Added that this menu item does not overwrite the current product information. 5.5.1 Options Added that you can configure both the display language and Checksheet Editor behavior in this menu.
2.2	2012/06/27	Changed	Table 2-1 Methods for Filling in Input Items Noted that items can be copied and pasted in list windows.
2.1	2012/05/16	Changed	2.2 Filling Out the Product Information Noted that it is possible to load the Master Data Submission Sheet created by the Master Editor.
2.0	2012/03/22	Added	1.3 Checksheet Editor Structure 1.4.1 Checksheet Content 5.1 Jump 5.4.1 Product Information 5.4.2 Output 5.5 View
		Changed	1 Introduction Added the definition for a checksheet. Table 1-1 Configurable Parameters in CheckSheetEditor.ini Moved the "LanguageFile" section. Deleted "SheetPath." 2.4 Filling Out the Checksheets Added that grayed out items cannot be filled in. 2.5 Outputting Checksheets Added that an error dialog box is displayed when input content is inadequate.

Version	Revision Date	Action	Description
		Deleted	3.2 Revising Checksheets Using Temporary Saved Data Combined with 3.1. 5.3.1 Select Checksheets 5.3.2 Export Submission Docs
1.2a	2011/10/07	Changed	Added WarioWorld link.
1.2	2011/02/04	Changed	Added to 2.2 Filling Out the Product Information that the remastered version number is also required.
1.1	2011/01/07	Changed	Added instructions to Table 2-1 on how to clear selected option buttons.
1.0	2010/12/21	—	Initial version.

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