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[Bulk Importer & Exporter Tool](<https://dev.epicgames.com/docs/services/en-US/BulkImporterExporterTool/index.html>)

The Bulk Importer & Exporter tool manages user [statistics](<https://dev.epicgames.com/docs/services/en-US/Interfaces/Stats/index.html>) and [achievements](<https://dev.epicgames.com/docs/services/en-US/Interfaces/Achievements/index.html>) outside of the [Developer Portal](<https://dev.epicgames.com/docs/services/en-US/DevPortal/index.html>) interface.

The tool uses zip archives containing CSV-format data.

The Exporter Tool

- The exporter process creates a zip archive for download.
- The archive contains .csv files of your [stats](<https://dev.epicgames.com/docs/services/en-US/Interfaces/Stats/index.html>) and [achievements](<https://dev.epicgames.com/docs/services/en-US/Interfaces/Achievements/index.html>).
- The export files are human-readable text files with one or more lines containing values separated by commas.

The Importer Tool

- All stats and achievements in the import file archive must pass a validation check.
- After the validation is successful, the EOS platform deletes all of your existing stats and achievements. Then replaces them with the ones found in your imported zip file (including caching any icons).
- Importing data permanently overwrites any previously existing data related to stats or achievements for that deployment. Be smart. Store a local backup of your zip file(s) by exporting your live files from the tool before importing new files.
- Download Epic's [sample archive](https://s3.amazonaws.com/epiccms_epiccms_bucket/DevPortal/N5utjC7EId3rAg/BulkTemplate.zip) as a file template when preparing your own file to import.
- Using the Importer Tool during a live deployment can cause stat and achievement definitions to be incomplete. We recommend limiting importer operations during live deployments. Instead, import your files during maintenance windows to minimize unexpected behaviors.

Importer File Types

Using the Importer Tool requires a zip archive containing the following files:

File Name	Contents
`Stats.csv`	A list of "name and type" pairs that define each stat.
`AchievementDefinitions.csv`	A list of achievement names, along with the stats they reference, if any, and the file names of icons they use.
`AchievementLocalizations.csv`	Achievement locale keys.
One or more .png files	The icons referenced in `AchievementDefinitions.csv`.

CSV File Format Requirements

To ensure that the .csv files you upload will pass the validation check, adhere to the data format for each file and avoid leaving any blank lines. Your CSV file must be [UTF-8 encoded](https://www.w3schools.com/charsets/ref_html_utf8.asp).

Stats.csv File Format

The `Stats.csv` file has two columns for each stat. These are the names of each stat and their aggregation type.

Supported values for the aggregation type are `SUM`, `MIN`, `MAX`, or `LATEST`.

A sample `Stats.csv` file contains the following format:

```
```\nname,aggregationType\nnumTreesChopped,SUM\nlastTreesChopped,LATEST\nmaxTreesChopped,MAX\nminTreesChopped,MIN\nnumAxesUsed,SUM\n```\n
```

See the [Stats Interface](<https://dev.epicgames.com/docs/services/en-US/Interfaces/Stats/index.html>) for more information.

### ## AchievementDefinitions.csv File Format

- The `Achievements.csv` file uses three columns to define each achievement and the requirements for unlocking it.

- The first two columns hold the achievement's internal name and a Boolean value indicating whether the achievement is hidden or not.

- The third column is optional. If empty, the achievement can only be unlocked by an explicit command from the EOS SDK. When visible, the third column contains stat names and thresholds, with the following form `Stat1:Threshold1;Stat2:Threshold2;StatN:ThresholdN`.

Below is a sample `Achievements.csv` file:

```
```\nname,hidden,statThresholds\nachvTutorial,FALSE,\nachvLumberjack,FALSE,numTreesChopped:3\nachvWoodsmen,TRUE,numTreesChopped:100;numAxesUsed:5\n```\n
```

See the [Achievements Interface](<https://dev.epicgames.com/docs/services/en-US/Interfaces/Achievements/index.html>) for help.

AchievementLocalizations.csv File Format

All user-visible information about achievements is subject to localization.

The `AchievementLocalizations.csv` file sets up all of the data the system needs to describe each achievement to users in different locales. The file includes the following values:

- The internal name of the achievement and the locale.
- The title and description when locked and unlocked.
- Its flavor text. [NEED DEFINITION FROM DEVELOPER ON FLAVOR]
- Locked and unlocked icons.

The following sample `AchievementLocalizations.csv` file shows the default (with the second column empty) and German (with "de" in the second column) versions of the same set of achievements:

```
```\nname,locale,lockedTitle,lockedDescription,unlockedTitle,unlockedDescription,flavorText,lockedIcon,unlockedIcon\nachvTutorial,,Intro,Complete the Tutorial,Intro,Completed the Tutorial,Onwards!,locked.png,tutorial.png\nachvTutorial,de,Einführung,SchlieÙe die Einführung ab,Einführung,Die Einführung abgeschlossen,Weiter!,locked.png,tutorial.png\nachvLumberjack,,Lumberjack,Chop 3 trees,Lumberjack,Chopped 3 trees,Timber!,locked.png,lumberjack.png\nachvLumberjack,de,Holzfäller,Fälle drei Bäume,Holzfäller,Drei Bäume gefällt,Holz!,locked.png,lumberjack_de.png\n```\n
```

```
achvWoodsman,,Woodsman,Roam the woods,Woodsman,Travelled the woods and
chopped some trees,,lockedSecret.png,woodsman.png
achvWoodsman,de,Waldmensch,Durschtreife die Walder,Waldmensch,Die
Walder bereist und Baumegefallt,,lockedSecret.png,woodsman.png
` ``
```

The text entered into the Locale column must match the format found in the `tag` column below:

```
| Locale | Tag |
|--|--|
| Arabic | ar |
| Danish | da |
| Dutch | nl |
| English (America) | en-US |
| English (United Kingdom) | en-UK |
| Finnish | fi |
| French | fr |
| German | de |
| Italian | it |
| Japanese | ja |
| Korean | ko |
| Norwegian | no |
| Polish | pl |
| Portuguese (Brazil) | pt-BR |
| Russian | ru |
| Simplified Chinese | zh-CN |
| Spanish (Mexico) | es-MX |
| Spanish (Spain) | es-ES |
| Swedish | se |
| Thai | th |
| Traditional Chinese | zh |
| Turkish | tr |
```

### ## Icon Requirements

- The icons you reference in `AchievementDefinitions.csv` must exist in the zip archive that you send to the back-end service with the Importer Tool.

- All icons must be in `.png` format and saved at the root level of the archive file.

- Icon filenames can't include the following characters or errors will occur: \ { ^ } % ` ] > [ \~ < # | & \$ \@ = ; : + , \? or spaces ' ' .

- As of EOS SDK version 1.8, achievements can share icons with each other if they refer to the same icon image file, which eliminates redundant downloads for end users. Select this feature wherever multiple achievements use the same image; this is common in the case

of "locked" icons for hidden achievements.