

## Text mapping using property file

Mapping help us to link between dynamic data (input) to elements that appear in the video. Text mapping is linking a property file with a text placeholder.

This short tutorial will show you how to do it:

<https://drive.google.com/file/d/0B4qLI5gLTFu5Vnc0bmozdW1aNU0/view>

Note: On this tutorial the property file is been uploaded to the user assets folder, it can be uploaded to the scene library assets as well.

### Property file

A property file is a text file that have the extension .properties

Editing properties files is done by using any text editor, such as those typically installed on various Operating Systems including Notepad on Windows.

The file store the configurable parameters.

Each line stores a pair of text strings, one storing the value of the parameter (called the key), and the other storing the output that will appear on screen in the format of `key=value`

When saving the file note that the encoding should be UTF-8.

You can see this file as an example:

<https://drive.google.com/file/d/0B4qLI5gLTFu5LWdHWGtob0luRU0/view?usp=sharing>

### Benefits

Text mapping can be helpful in the following cases:

- Can help with manipulating data by creating few files with different output to same input. For example show the next 2 following years using a given year by preparing 2 properties files [1 year forward](#) and [2 years forward](#)
- You want to display on screen only specific text values

### Limitation

The values that can be shown in the text placeholder are limited to the project language that was used when the scene was packed to idm file.

### [The Properties extension](#)

This can be tricky, some times when saving the file the extension (properties) is hidden.

Here is how you show file extension in windows:

<http://www.pcadvisor.co.uk/how-to/software/how-show-or-hide-file-extensions-3341794/>

Here is how you show file extension in Mac:

<http://www.techradar.com/how-to/computing/apple/how-to-show-or-hide-file-extensions-in-mac-os-x-1295830>