



Loxodon Framework Addressable

license	MIT
release	v2.0.0

Developed by Clark

Requires Unity 2018.4 or higher.

This is a Addressable plugin for Loxodon.Framework.

Installation

Install via OpenUPM (recommended)

[OpenUPM](#) can automatically manage dependencies, it is recommended to use it to install the framework.

Requires [nodejs](#)'s npm and openupm-cli, if not installed please install them first.

```
# Install openupm-cli, please ignore if it is already installed.  
npm install -g openupm-cli
```

```
#Go to the root directory of your project  
cd F:/workspace/New Unity Project
```

```
#Install loxodon-framework-addressable  
openupm add com.vovgou.loxodon-framework-addressable
```

Install via Packages/manifest.json

Modify the Packages/manifest.json file in your project, add the third-party repository

"[package.openupm.com](#)"'s configuration and add "com.vovgou.loxodon-framework-addressable" in the "dependencies" node.

Installing the framework in this way does not require nodejs and openm-cli.

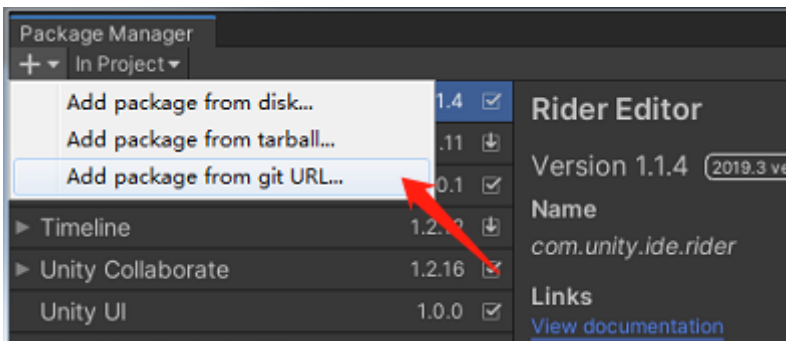
```
{
  "dependencies": {
    ...
    "com.unity.modules.xr": "1.0.0",
    "com.vovgou.loxodon-framework-addressable": "2.0.1"
  },
  "scopedRegistries": [
    {
      "name": "package.openupm.com",
      "url": "https://package.openupm.com",
      "scopes": [
        "com.vovgou",
        "com.openupm"
      ]
    }
  ]
}
```

Install via git URL

After Unity 2019.3.4f1 that support path query parameter of git package. You can add <https://github.com/vovgou/loxodon-framework.git?path=Loxodon.Framework/Assets/LoxodonFramework> to Package Manager

Loxodon.Framework.Addressable depends on Loxodon.Framework, please install Loxodon.Framework first.

- Loxodon.Framework: <https://github.com/vovgou/loxodon-framework.git?path=Loxodon.Framework/Assets/LoxodonFramework>
- Loxodon.Framework.Addressable: <https://github.com/vovgou/loxodon-framework.git?path=Loxodon.Framework.Addressable/Assets/LoxodonFramework/Addressable>

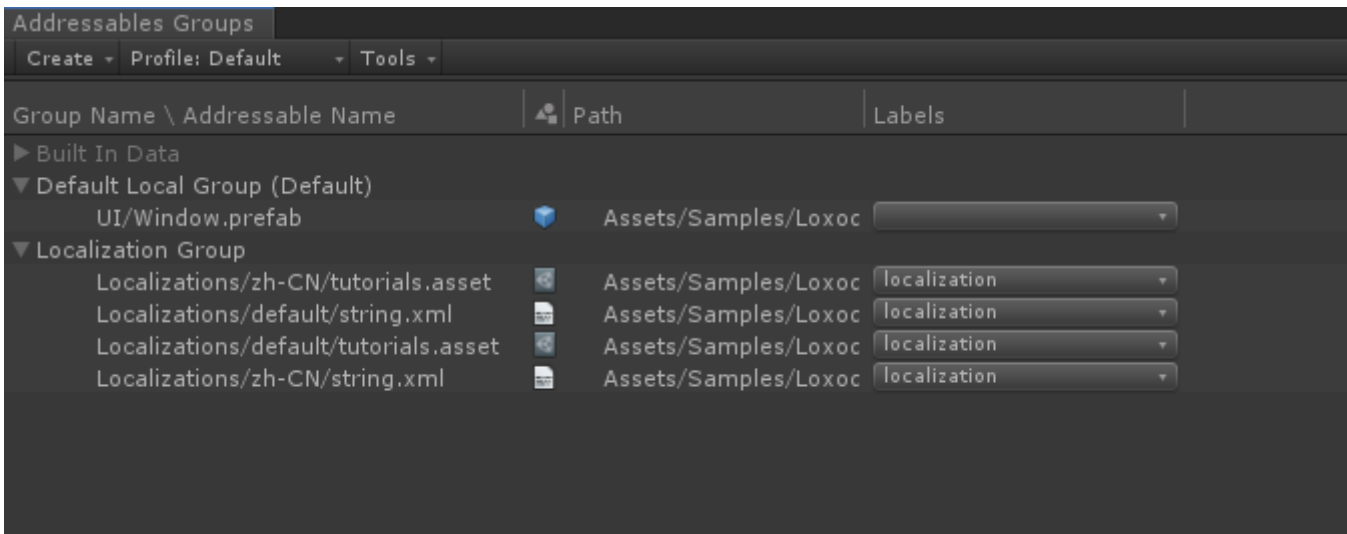


Install via *.unitypackage file

Download Loxodon.Framework.unitypackage and Loxodon.Framework.Addressable.unitypackage, import them into your project.

- [Releases](#)

Examples



Loads localized assets using the Addressable Assets System

```
async void Start()
{
    Localization localization = Localization.Current;
    localization.CultureInfo = CultureInfo.CurrentCulture;

    //Load localized resources from Assetbundles based on asset label.
    await localization.AddDataProvider(new XmlAddressableDataProvider("localization"));

    //Load localized resources from Assetbundles based on asset address.
    string filename = "Localizations/default/tutorials.asset";
    await localization.AddDataProvider(new AddressableLocalizationSourceDataProvider(filename));

    // or

    //Load localized resources from Assetbundles based on asset label and file names.
    //await localization.AddDataProvider(new AddressableLocalizationSourceDataProvider("localiza
    //    new string[] { "tutorials.asset" }));

    string name = localization.GetText("app.name");

    Debug.LogFormat("name:{0}", name);
}
```

Loads the window using the Addressable Assets System

```
async void Start()
{
    IUIViewLocator locator = new AddressableUIViewLocator();
    IWindow window =await locator.LoadWindowAsync<ExampleWindow>("UI/Window.prefab");
    await window.Show();
}
```

Contact Us

Email: yangpc.china@gmail.com

Website: <https://vovgou.github.io/loxodon-framework/>

QQ Group: 622321589

