



Language Editor

Documentation

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Overview

This document pertains to the **Assets Language Editor** an add-on to **Assets Language** for **Unity**.

With it you can more easily edit the text files of your games. It also gives a rough preview of how the modified text would look in-game.

To make file selection easier, the **System.Windows.Forms** DLL available at [DLL-files.com](https://www.dll-files.com/) was added.

Instructions

You can get more information from the Playlist on YouTube:

https://youtube.com/playlist?list=PL5hnfx09yM4JkAyxrZWaFjhO3NMWxP_1F