

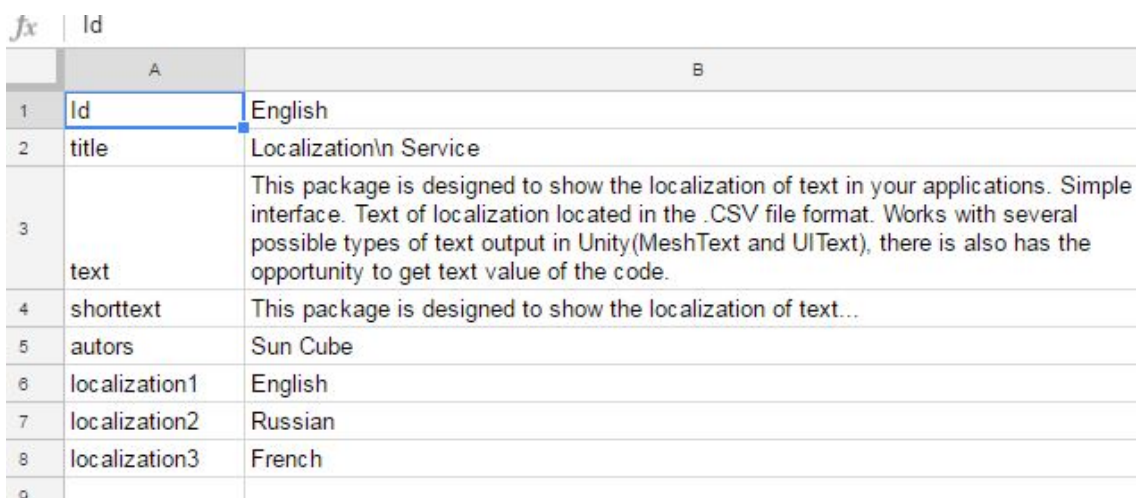
# Localization Service Asset Tutorial

Asset link: <http://u3d.as/miF>

## Integration steps:

- 1) Create a table of localization and export it to a .CSV file

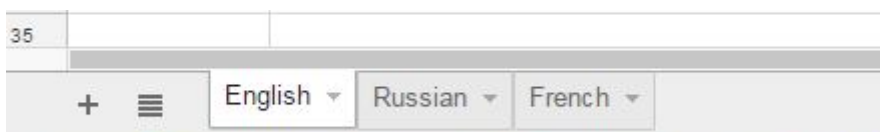
You can use for this google sheets, because all your team can edit this with sync.



The screenshot shows a Google Sheet with a table. The first row has a header 'Id' in column A and 'English' in column B. The second row has 'title' in column A and 'Localization\n Service' in column B. The third row has 'text' in column A and a long paragraph in column B. The fourth row has 'shorttext' in column A and 'This package is designed to show the localization of text...' in column B. The fifth row has 'autors' in column A and 'Sun Cube' in column B. The sixth row has 'localization1' in column A and 'English' in column B. The seventh row has 'localization2' in column A and 'Russian' in column B. The eighth row has 'localization3' in column A and 'French' in column B.

	A	B
1	Id	English
2	title	Localization\n Service
3	text	This package is designed to show the localization of text in your applications. Simple interface. Text of localization located in the .CSV file format. Works with several possible types of text output in Unity(MeshText and UIText), there is also has the opportunity to get text value of the code.
4	shorttext	This package is designed to show the localization of text...
5	autors	Sun Cube
6	localization1	English
7	localization2	Russian
8	localization3	French

Create for each language its own list.



Save and export each localization to file “Localization” .CSV file

- 2) Copy/put the file to the resources (**Resources\Localization**). Rename the file to language name.

!!! Names of languages you can see here ->

<https://docs.unity3d.com/ScriptReference/SystemLanguage.html>

3) LocalizationService is singleton, for use this you need

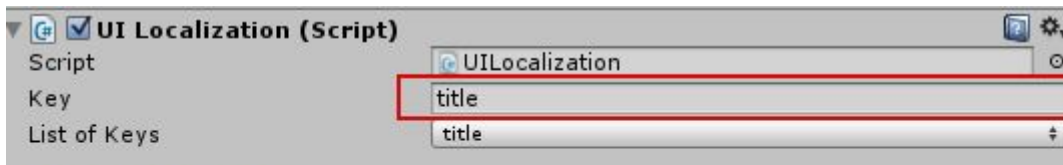
```
LocalizationService.Instance
```

- When it is first started, it get and set system language by **Application.systemLanguage**

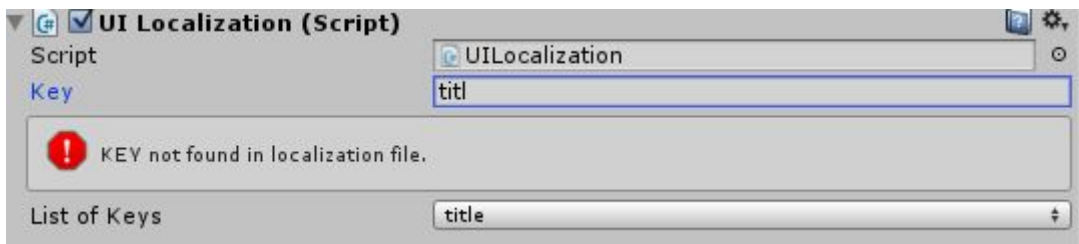
4) Select your text component on the scene(**MeshText** and **UIText**) and add the component **UILocalization**.

5) Specify localization's key

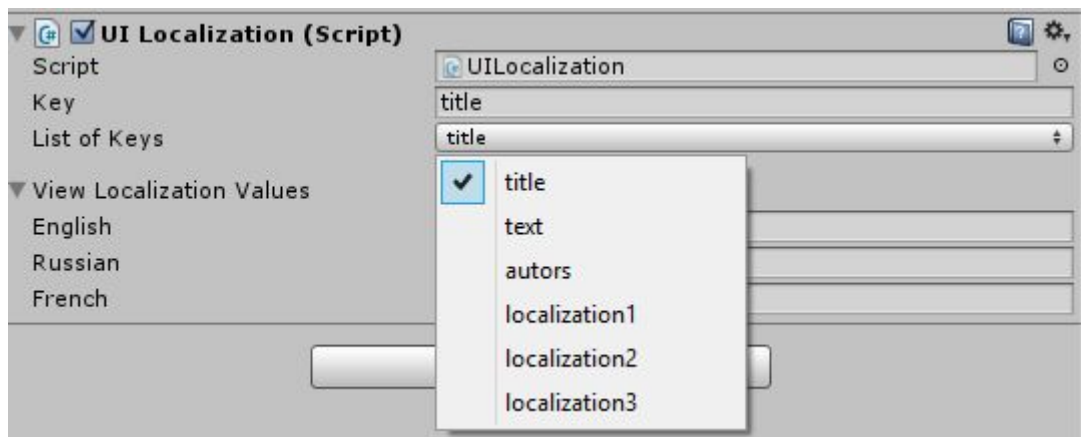
- or write to the Key field



If the entered key does not exist you will get an error. Check that the key in the localization!



- or choose from a list of available keys



## Change the location in the code

```
LocalizationService.Instance.Localization = "English";// localization key
```

## Get the key in the code

```
LocalizationService.Instance.GetTextByKeyWithLocalize("localization1",  
"English")); // for any localizations in file
```

**or**

```
LocalizationService.Instance.GetTextByKeyWithLocalize("localization1"); //  
for current set localization
```