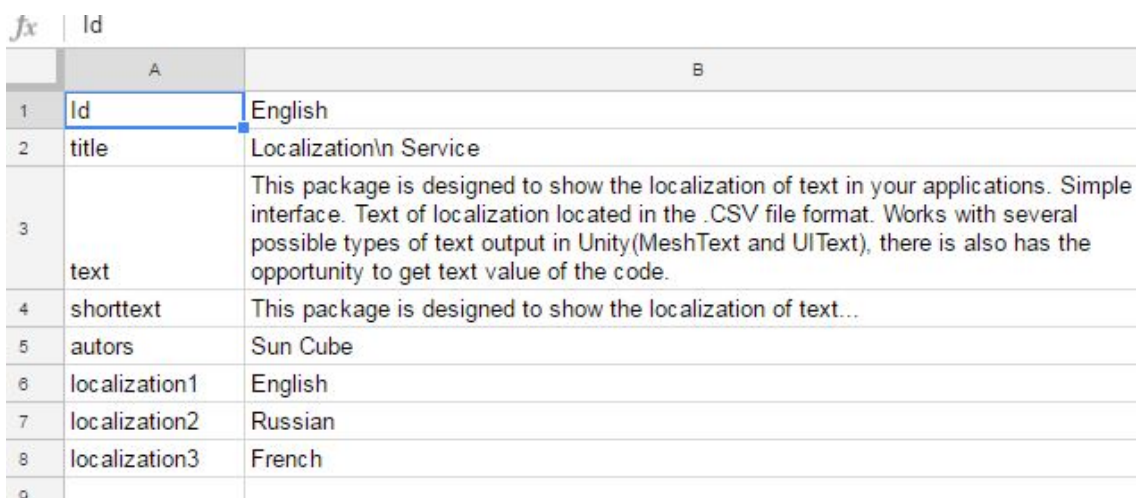# Localization Service Asset Tutorial

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.

Create for each language its own list.
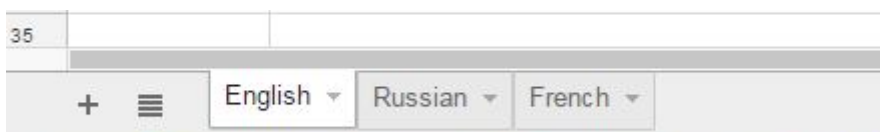
Save and export each localization to file "Localization" .CSV file

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

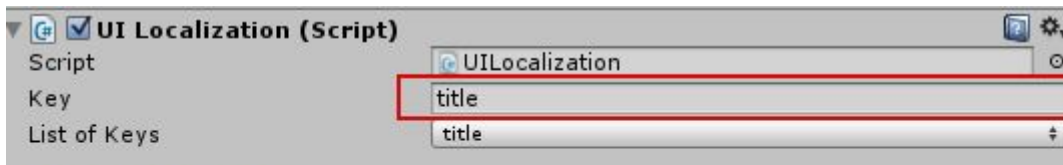**3)** LocalizationService is singleton, for use this you need

```
LocalizationService.Instance
```

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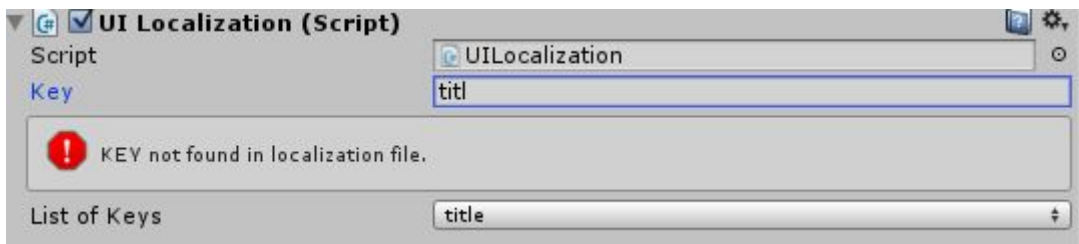 **Application.systemLanguage**

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

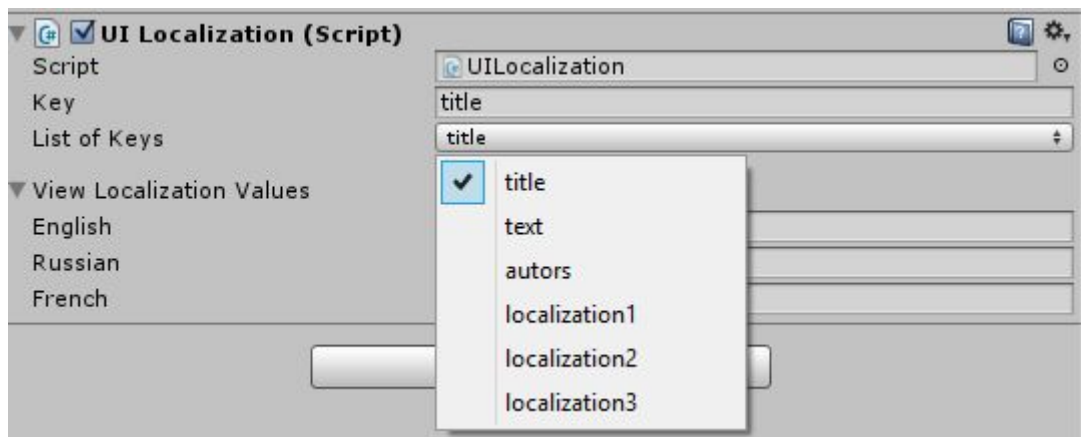**5)** Specify localization's key

-        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
```