

# Foundation Localization (v4.0) 3/8/2015

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The localization service provides translation of UI elements and strings on demand.

- It supports csv format
- It partitions languages by folder : ie : Resources/Localization/English
- It supports multiple files : ie : Resources/Localization/English/LobbyStrings.txt
- Translate strings by asking for the key. LocalizationService.Instance.Get("key");
- Automagical update of strings using the [Localized] annotation
- Yandex translator built in (Like google translate)
- TextBinder supports uGUI
- Supports Unity3d 5

## Setup

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- FullSerializer is required. Located in plugin folder.  
(<https://github.com/jacobdufault/fullserializer>)
- LocalizationService Scriptable object located in /Resources/
- Place CSV formatted Language files inside  
/Resources/Localization/{LanguageName}/{filename}.txt

## Example Csv File

```
Eamples.ExampleString1, Hello Friend  
Eamples.ExampleString2, "Hello, Will you End Me ?"  
Eamples.ExampleString3, My Cat is pretty lol.
```

## Yandex Translator

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Editor window is located under Tools/Foundation/Yandex Translator. Add your API key (free) (<https://api.yandex.com/key/form.xml?service=trnsl>), select the languages you want to support and press the magic button.

# Use

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## uGUI Text

Just slap the LocalizedText monobehaviour on the text field, select the file you want and select the key you want. Your ui text element will now be translated.

## Code Behind

```
/// <summary>
/// Example of how to localize your code behind
/// </summary>
[Localized("Eamples.ExampleString1")]
public static string ExampleString = "Hello Friend";

public void Awake()
{
    //Localizes the example string
    LocalizationService.Instance.Localize(this);

    //alt way of getting strings
    var s = LocalizationService.Instance.Get("Eamples.ExampleString1");

    // auto magical string updates
    var s2 = ExampleString;
}
```

## Changing the language

```
/// <summary>
/// Example of how to change the language
/// </summary>
public void RandomLanguage()
{
    var languages = LocalizationService.Instance.Languages;

    LocalizationService.Instance.Language = Random(languages);
}
```

# Language Change Events

```
private void Awake()  
{  
    LocalizationService.OnLanguageChanged += OnLocalization;  
}  
  
private void OnDestroy()  
{  
    LocalizationService.OnLanguageChanged -= OnLocalization;  
}  
  
public void OnLocalization(LocalizationService localization)  
{  
    GetComponent<Text>().text = localization.GetFromFile(File, Key, label.text);  
}
```

