

# Localization Service

Plugin for localization keys. Works with

**MeshText/UIText/TextMeshPro**

Support [suncubestudio@gmail.com](mailto:suncubestudio@gmail.com) - subject of mail [Localization Service]

## How to start

1. Import plugin from [Asset Store](#) or copy from [GitHub](#)
2. Create and Load .CSV
3. Add **UILocalization** component to  
**MeshText/UIText/TextMeshPro**

## HOW TO USE

- Help tools: [Analytic of Keys](#)

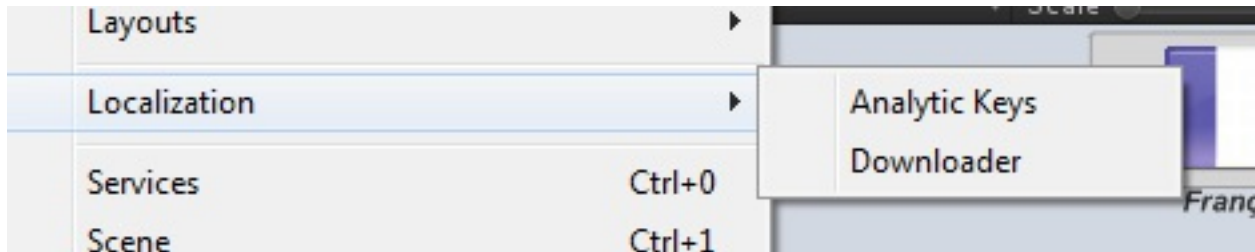
## Create files of localization

Plugin use .CSV files for localization key/value. 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.

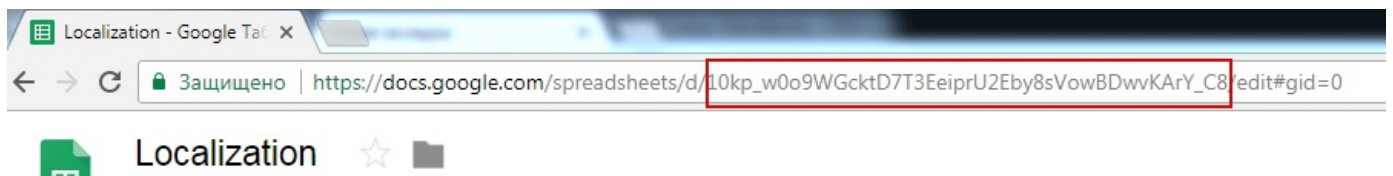


Google sheet. Plugin uses the [Google Sheets API](#) . If you want to use your project for working with tables [create here](#) .

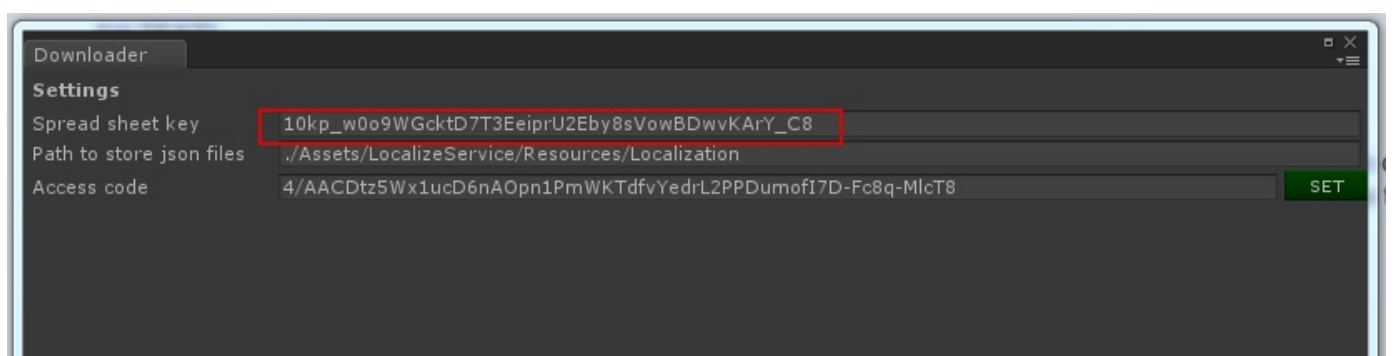
This tool can be opened by path **Window / Localization**



Next - open your localization page and copy google sheet **IDKey**

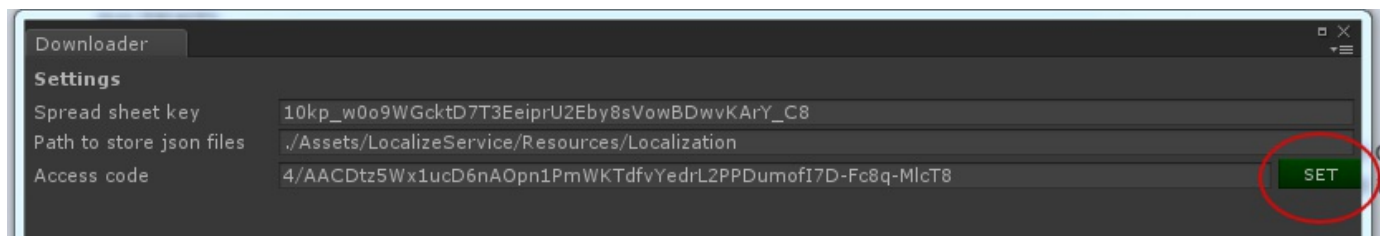


Copy and paste this to **SpreadSheetKey** :



*Check the path to localization files will be downloaded. (! it must be a folder **.../Resources/Localization**)*

Press **SET** button



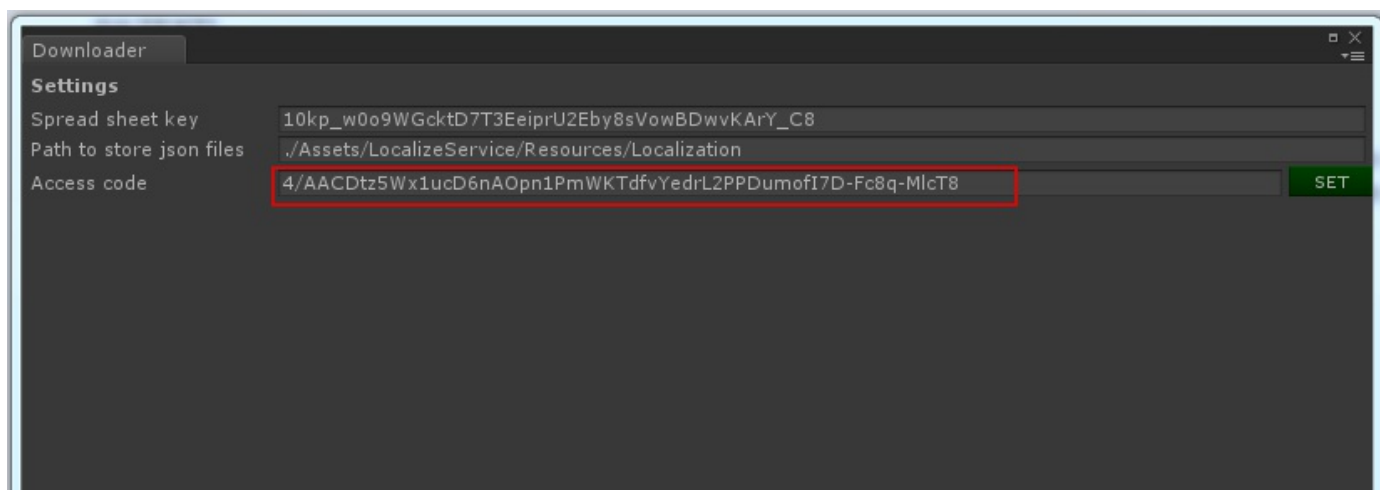
Get session key (this case will be repeated if the key is expired or invalid)



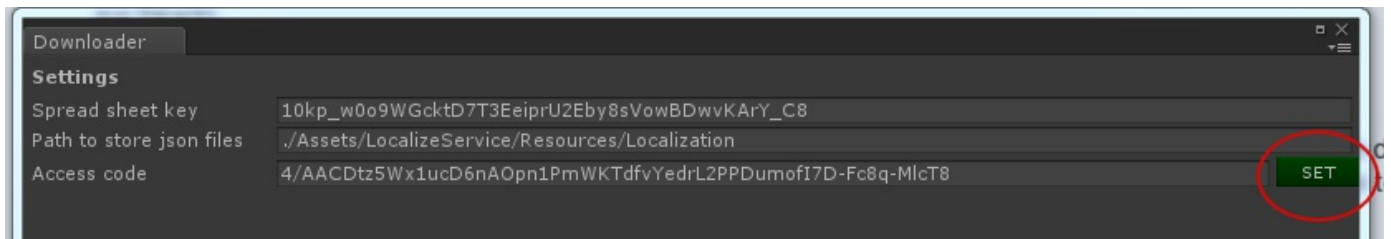
Скопируйте код, перейдите в приложение и вставьте его в нужное поле:

4/AADuMEL09-r3lss5MmlBEMyKgHLeK\_9r4I11krSPI571npOWWm\_17K0

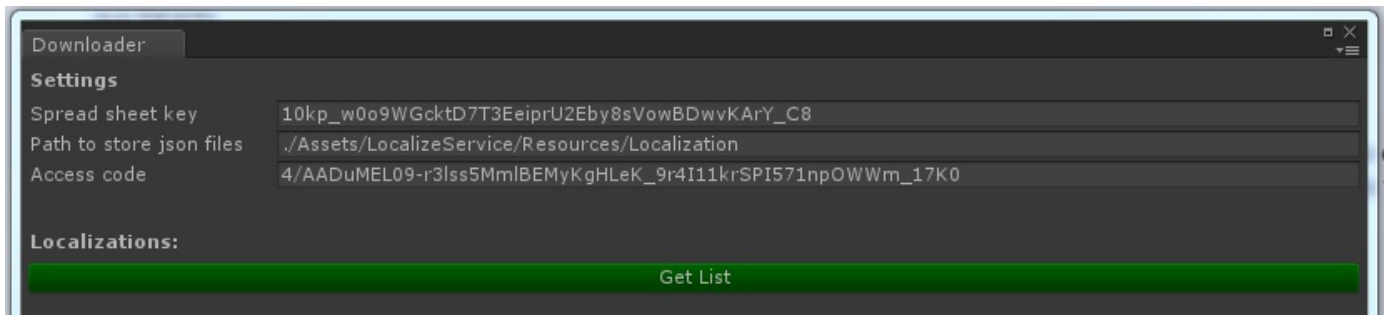
Copy and paste this to **AccessCode** field:



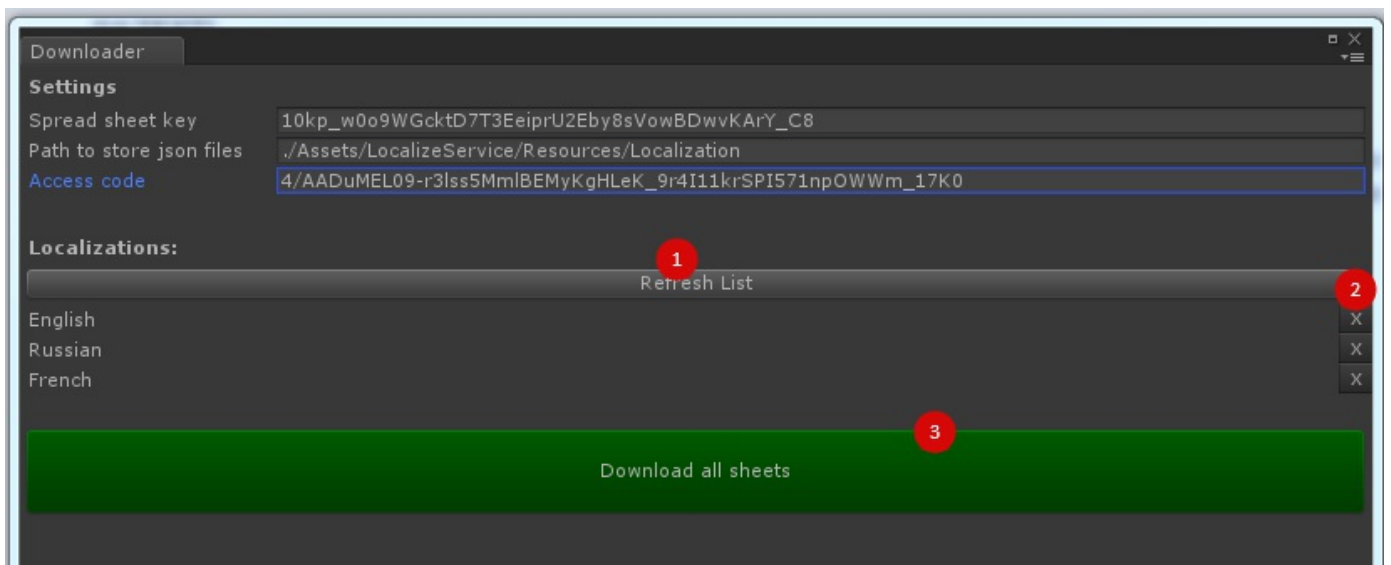
Press **SET** button



Now you need to get list of localization , press GET LIST



A list of localizations will shown like:

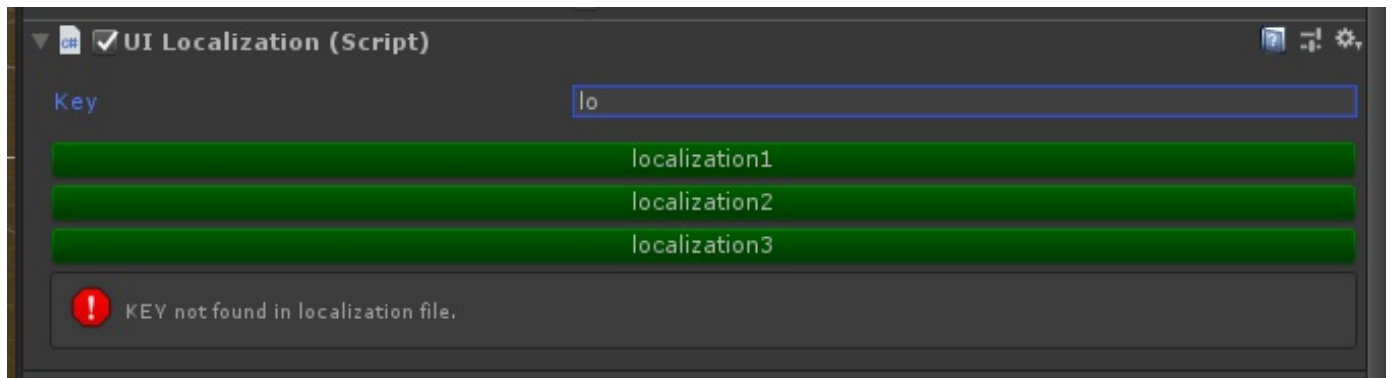


1. List can be updated
2. Localization can be removed from the list of updated localizations

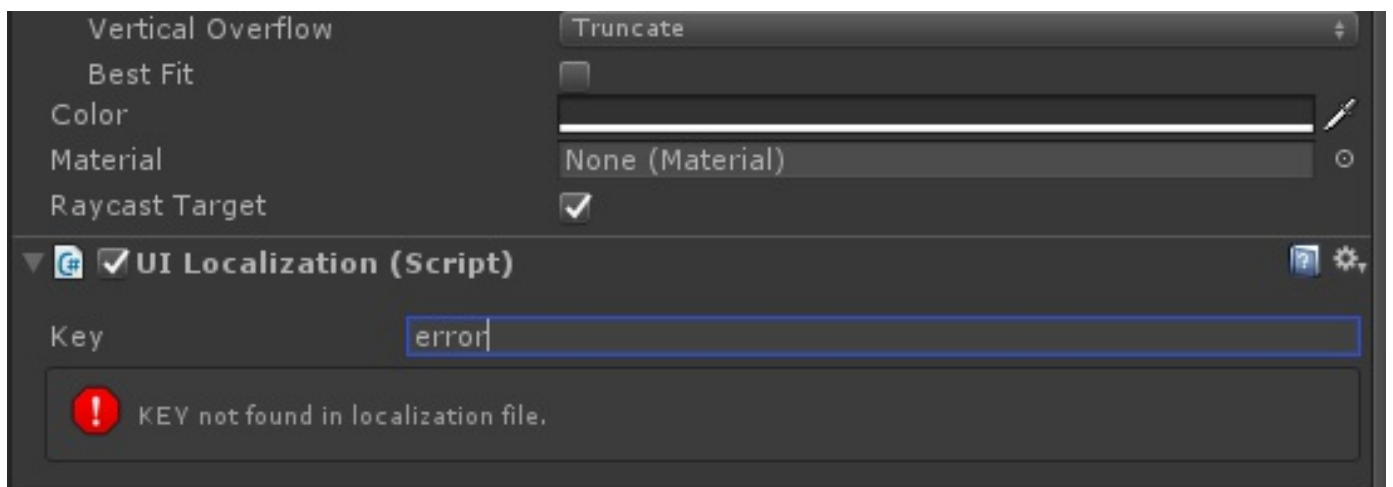
### 3. Download selected list

## How to use

1. Select your text component on the scene  
**MeshText/UIText/TextMeshPro** and add the component  
UILocalization.
2. Set localization's key or write to the Key field

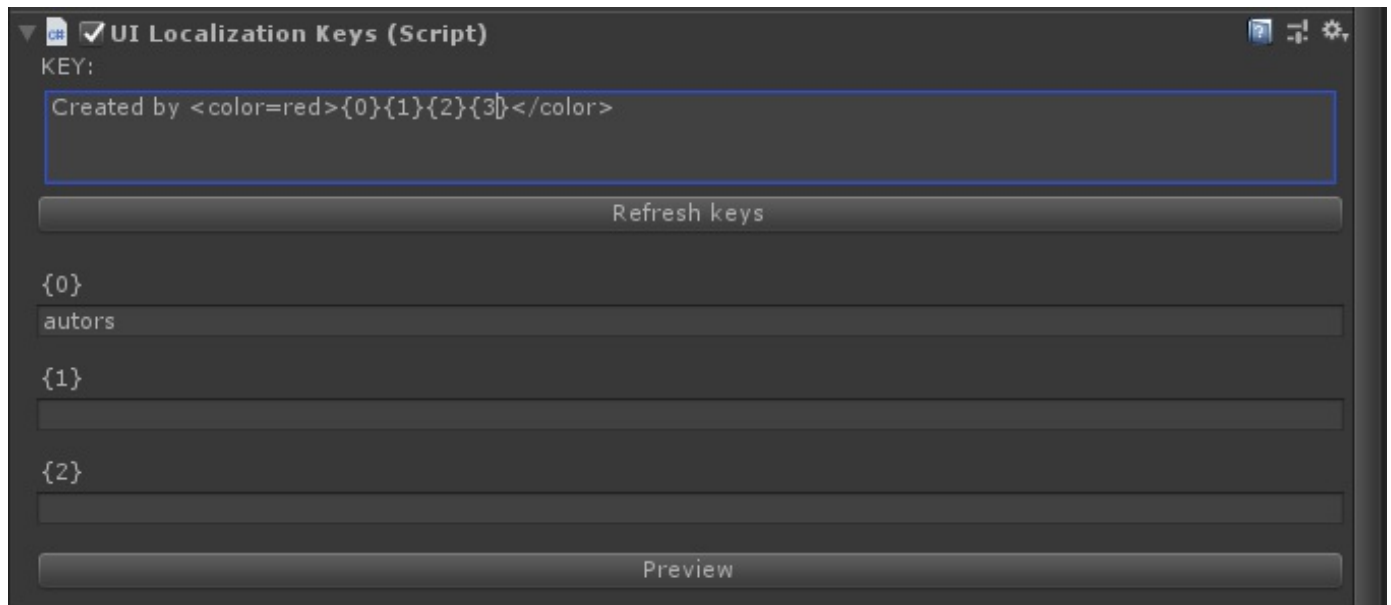


If the entered key does not exist you will get an **error**. Check that the key in the localization!

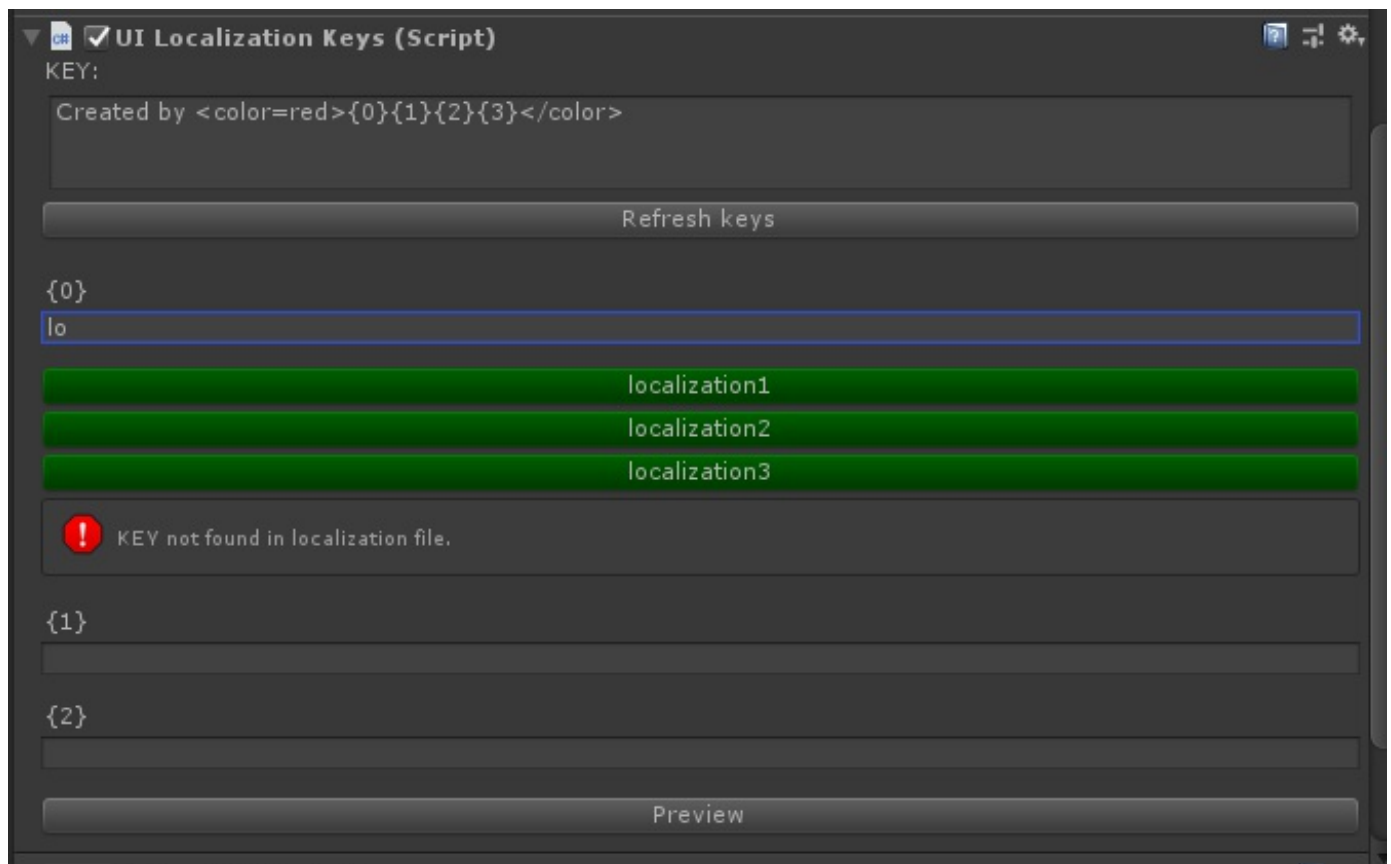


New version include ability to **localize multikey**. This is very useful

when you using tags.



You need enter the keys for each **id** {0...N}



**Change the location in the code**

LocalizationService is singleton, for call this use

```
LocalizationService.Instance
```

- When it is first started, it get and set system language by [Application.systemLanguage](#). You can change logic of first initialize localization value in

**LocalizationService.GetLocalization().**

for example, you can use this enum for languages values in your project

```
enum SystemLanguage  
  
LocalizationService.Instance.Localization = SystemLanguage  
.English.ToString();
```

Get the key in the code

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

or

```
"localization1".Translate();
```



You can encode the transition to a new line by adding the translation value `"\n"`. `UILocalization` make this automaticly, but if you need made this from code use extension for string **ParceNewLine()**.

```
// key="line" value = "first line \n secondline"
UIText.text = "line".Translate().ParceNewLine();
```

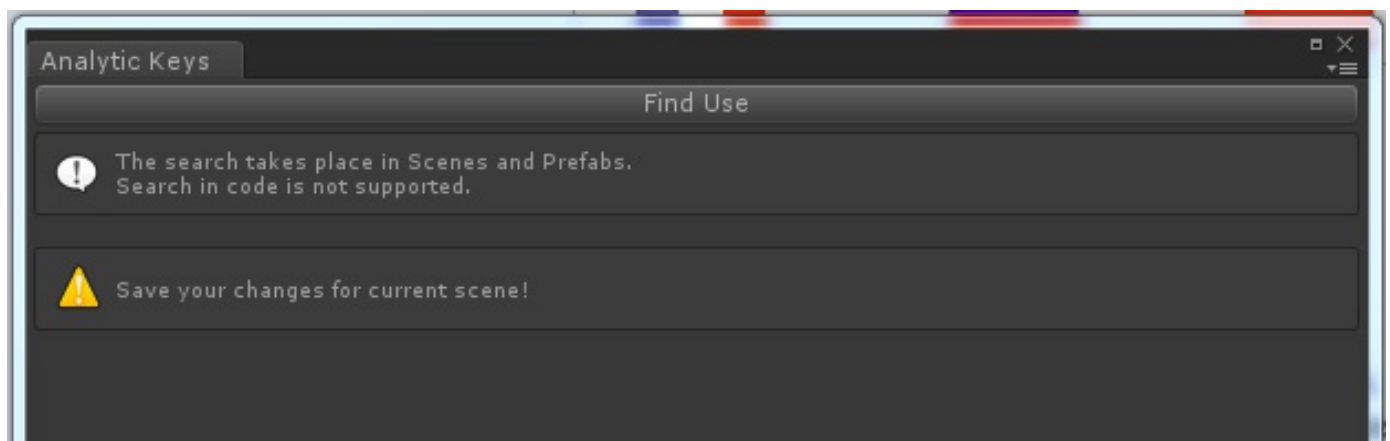
## Help Tools:

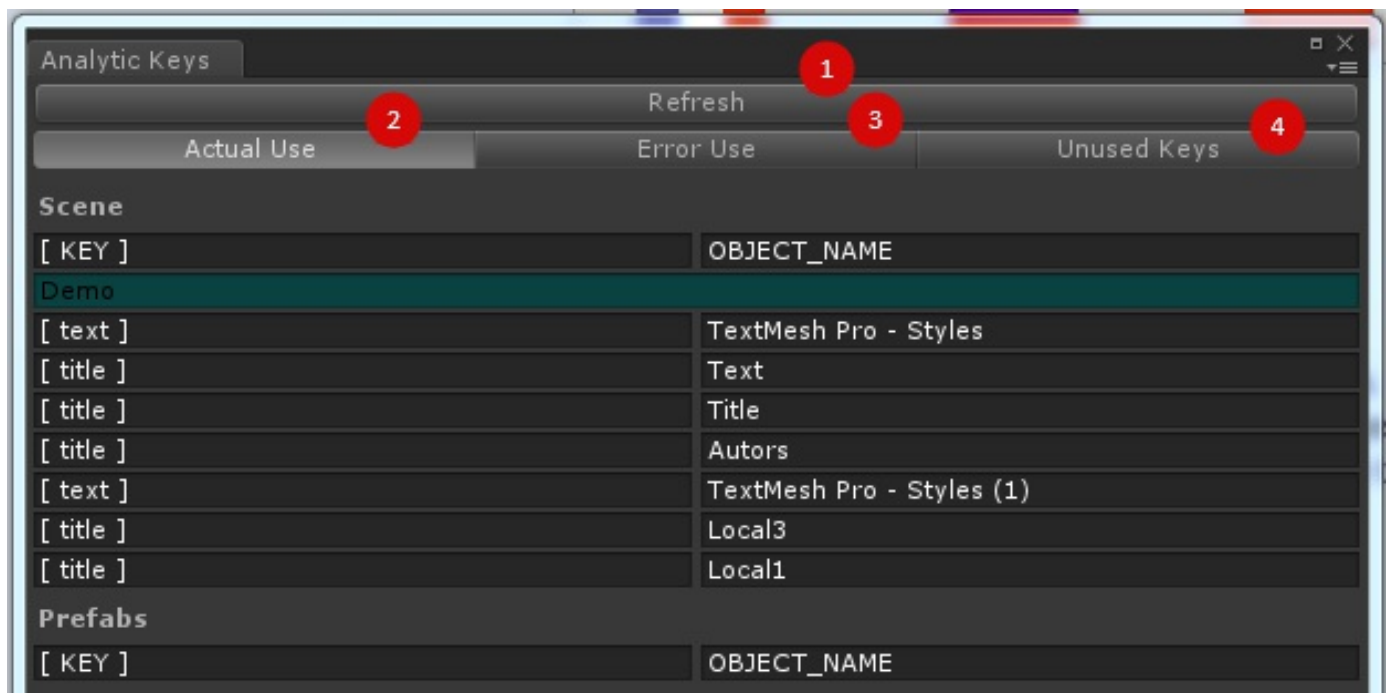
### Analytic Keys (in development)

Path to open **Window / Localization / Analytic keys**

This tool will allow you to analyze all keys that are used in the project (!Before starting you need save all changes in the current scene)

Press **“Find Use”**





1. Update Analysis
2. Search prefabs and scenes
3. Places where there are errors when using



***Errors Types:***

*EmptyKey - key not set*

*KeyNotFound - key not found*

*\*TextComponent\_NotFound \*- no supported component on*

*GameObject - **MeshText** / **UIText** / **TextMeshPro***

#### 4. List of keys that are not used

*! Does not check usage in the code of the project like*

*LocalizationService.Instance.GetTextByKey("localization1")*

