HYPER BYTE

STUDIOS

LOCALIZATION SETUP GUIDE

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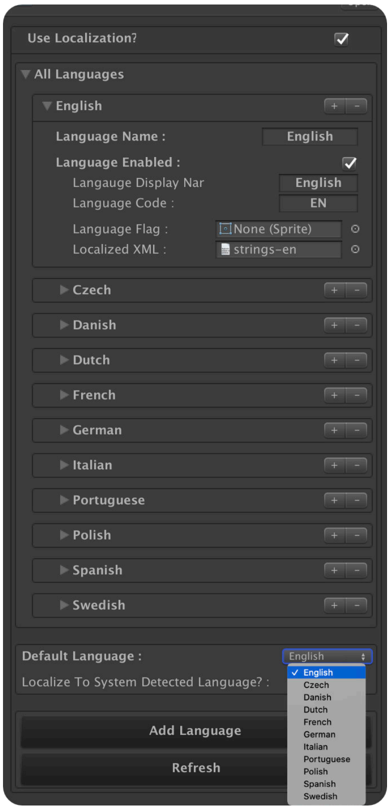
INTRODUCTION

Hyperbyte Game template comes with pre-installed localization integration and it can be configured with very few simple steps. Please follow this guide to setup localization.

Setting Localization



Use Localization? ☑

Language Name : English

Language Enabled : ☑

Langauge Display Nar English

Language Code : EN

Language Flag : None (Sprite)

Localized XML : strings-en

Default Language : English

Localize To System Detected Language? :

This game template comes with a pre-installed setup of localization. Currently, there are 11 languages configured, however, any number of languages can be added.

To get started with configuration, please open Localization Settings from **Hyperbyte > Localization Settings** menu item inside the unity editor. It will look like the image attached.

- **Use Localization:** Turn on this toggle button if the app needs to use localization, if the app does not require localization, then turn this toggle off and there won't be any additional settings.

- **All Languages:** After turning on use localization toggle, Now, please add as many languages as you want. Please also Setup Language Name, Language Display Name, Language Code, flag, and localized string files which is the localized content for the language. The string file is consists of tags with text that is localized. Please see the below image for a small sample of string files. This needs to configure for all languages. We've currently localized content using google translate.

- **Default Language:** Select which language should be used as a default language if the user has not selected any language and system language is not detected.

  - *NOTE : Please press the **refresh** button after configuring language to make sure its applied to app. Not refreshing may lead to unavailability of the language during gameplay.*

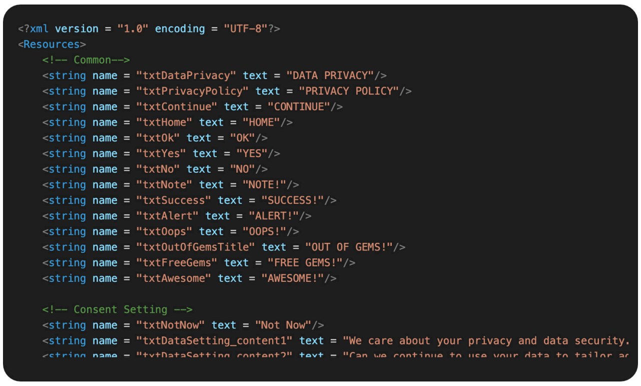
- **Localize To System Detected Language? :** App content should be automatically localized to system detected (device's default) language if supported and configured within the app.

Configuring Localized Text File

Each language configuration needs to have **string-"LANG-CODE".xml** file. XML file should have **"name"** attribute for the text tag and **"text"** attribute which contains the associated text with the provided tag.

Please do not change the format of string file because its string file parsing code is dependent on the format. However, if you need to make changes to format, please apply relevant changes to **LocalizationManager.cs** script.

If there is any change in text or tag then be sure to apply that change to all language files. In the same way, if any new text being added to string file, then also add to all string file for the configured languages.



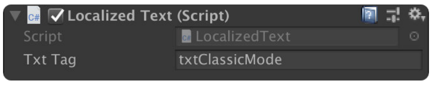
```
<?xml version = "1.0" encoding = "UTF-8"?>
<Resources>
    <!-- Common-->
    <string name = "txtDataPrivacy" text = "DATA PRIVACY"/>
    <string name = "txtPrivacyPolicy" text = "PRIVACY POLICY"/>
    <string name = "txtContinue" text = "CONTINUE"/>
    <string name = "txtHome" text = "HOME"/>
    <string name = "txtOk" text = "OK"/>
    <string name = "txtYes" text = "YES"/>
    <string name = "txtNo" text = "NO"/>
    <string name = "txtNote" text = "NOTE!"/>
    <string name = "txtSuccess" text = "SUCCESS!"/>
    <string name = "txtAlert" text = "ALERT!"/>
    <string name = "txtOops" text = "OOPS!"/>
    <string name = "txtOutOfGemsTitle" text = "OUT OF GEMS!"/>
    <string name = "txtFreeGems" text = "FREE GEMS!"/>
    <string name = "txtAwesome" text = "AWESOME!"/>

    <!-- Consent Setting -->
    <string name = "txtNotNow" text = "Not Now"/>
    <string name = "txtDataSetting_content1" text = "We care about your privacy and data security.
    <string name = "txtDataSetting_content2" text = "Can we continue to use your data to tailor ac
```

There is also option to use formatted text, means, incase suppose there is text which needs to enter number or special text in-between localized content then it can be done easily. It works in exactly same way like using of **String .Format("Level {0}")** for example.

How to use Localization

Using of localization is very simple and almost not requires any kind of programming. Most controls are drag and drop and also there are lot of extension methods which is very simple to use, Please follow below given technical information to use and understand technical implementation of localization. Our localization tool support on unity UI text only since this game template only runs on Unity UI.

- **Localize UI Text:** If any text needs to localize automatically, please add **LocalizedText.cs** script component to it. Once component added, please add associated tag with the targeted text and its done. It's that simple. :)

  ☑ Localized Text (Script)

  Script: LocalizedText

  Txt Tag: txtClassicMode

  Incase, there is any text which contains number inside localized text, then please use **LocalizedTextFormatted.cs** script component, further details given below on how to use it.

- **Technical Info:**. Localization tool contains all the methods and classes to handle and use localization. Please follow

  Get Current Language Returns current localized language configuration.
  LocalizationManager.Instance.GetCurrentLanguage();

  Set Current Language Sets given language as active in-game language.
  LocalizationManager.Instance.SetLocalizedLanguage(currentButtonLanaguage);

  Get Localized Text Returns localized text for the given tag
  string localizedText = LocalizationManager.Instance.GetTextWithTag("txtSuccess");

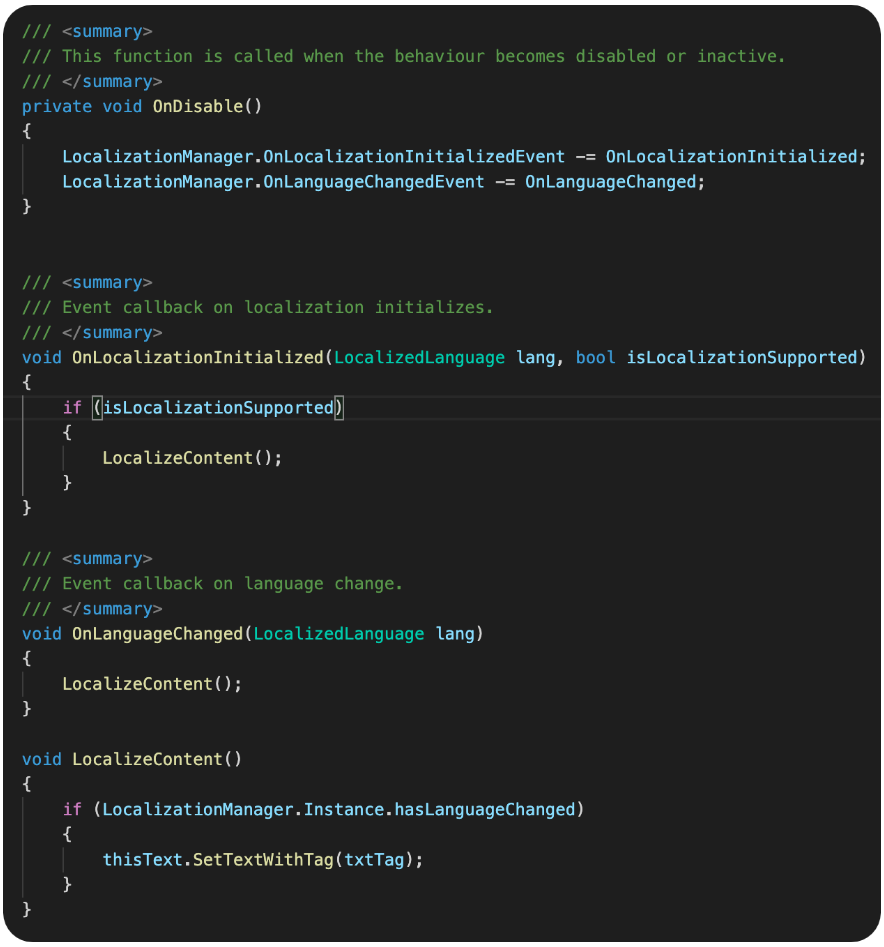
  - ◆ **Using Extensions:** This localization tool has few inbuilt extensions for localization. Incase, if there is any need to add, modify any extension, please follow **LocalizationExtentions.cs** script.

    Set Text With Tag Sets localized text with given tag to the Text
    txtTitle.SetTextWithTag("txtGameOver_gridfull");

Se tFormatted TextWith Tag This extension sets the localized text for given tag to the text with formatting given as the argument. There can be max 2 formatted arguments. Suppose there is text Level 10 as formatted text needs to localize with **"tag txtLevel"** then it can be done like this.

thisText.SetFormattedTextWithTag(txtTag, formattedValue1);

- **Callbacks** Its important to detect language initialization, change etc callbacks to handle code based on the changes. Please see the below code snippet for attached to for implementing and using localization related event callbacks.



```
/// <summary>
/// This function is called when the behaviour becomes disabled or inactive.
/// </summary>
private void OnDisable()
{
    LocalizationManager.OnLocalizationInitializedEvent -= OnLocalizationInitialized;
    LocalizationManager.OnLanguageChangedEvent -= OnLanguageChanged;
}


/// <summary>
/// Event callback on localization initializes.
/// </summary>
void OnLocalizationInitialized(LocalizedLanguage lang, bool isLocalizationSupported)
{
    if (isLocalizationSupported)
    {
        LocalizeContent();
    }
}

/// <summary>
/// Event callback on language change.
/// </summary>
void OnLanguageChanged(LocalizedLanguage lang)
{
    LocalizeContent();
}

void LocalizeContent()
{
    if (LocalizationManager.Instance.hasLanguageChanged)
    {
        thisText.SetTextWithTag(txtTag);
    }
}
```

FAQs

- **Localization Supports Non-UI Texts? :** This tool has in-build component and extensions for UI Text not not for text mesh or TextMeshPro, However, LocalizationManager class and its methods can be used to explicitly show localized content, also other option would be to add more extensions and classes that supports text of our requirements.
- **How to change Language Selection Screen? :** Please follow Canvas-**Popups ~> SelectLanguage** Game Object in the scene hierarchy for further customization of screen. Also review LangaugeSelection and LanguageButton script components.

WRAP UP

- While we tried to involve most stuff in the documentation, though, in case if you have any further trouble, be sure to get in touch and will assist on the issue.
- If you liked asset content and quality, be sure to share your feedback on the asset store. Also, be sure to get in touch for any further queries, suggestions, bugs, or feature requests.
- Website : https://www.hyperbytestudios.com
  Email : support@hyperbytestudios.com

THANKS