

# PreciseLocale

## Usage

Getting full language ID (e.g. “en\_es”):  
`PreciseLocale.GetLanguageID()`

Getting language code (e.g. “es”):  
`PreciseLocale.GetLanguage()`

Getting region code (e.g. “US”):  
`PreciseLocale.GetRegion()`

Getting currency code (e.g. “USD”):  
`PreciseLocale.GetCurrencyCode()`

Getting currency symbol (e.g. “\$”):  
`PreciseLocale.GetCurrencySymbol()`

## Using in Editor

Plugin returns standard *en\_US* values while using in Unity’s Play mode:

<code>PreciseLocale.GetLanguageID()</code>	<b>en_US</b>
<code>PreciseLocale.GetLanguage()</code>	<b>en</b>
<code>PreciseLocale.GetRegion()</code>	<b>US</b>
<code>PreciseLocale.GetCurrencyCode()</code>	<b>USD</b>
<code>PreciseLocale.GetCurrencySymbol()</code>	<b>\$</b>

## iOS & Android examples

Android has a simple language selection menu, however iOS differentiate region formatting (e.g. currency or time format) and language itself. That means, that on iOS you might have different region and language variant.

Take a look at examples below.

IOS SETTINGS

< General

Language & Region

Edit

iPhone Language

English (U.K.) >

PREFERRED LANGUAGE ORDER

English (U.K.)

Polski  
Polish

English

Add Language...

Apps and websites will use the first language in this list that they support.

REGION FORMATS

RegionPoland >

CalendarGregorian >

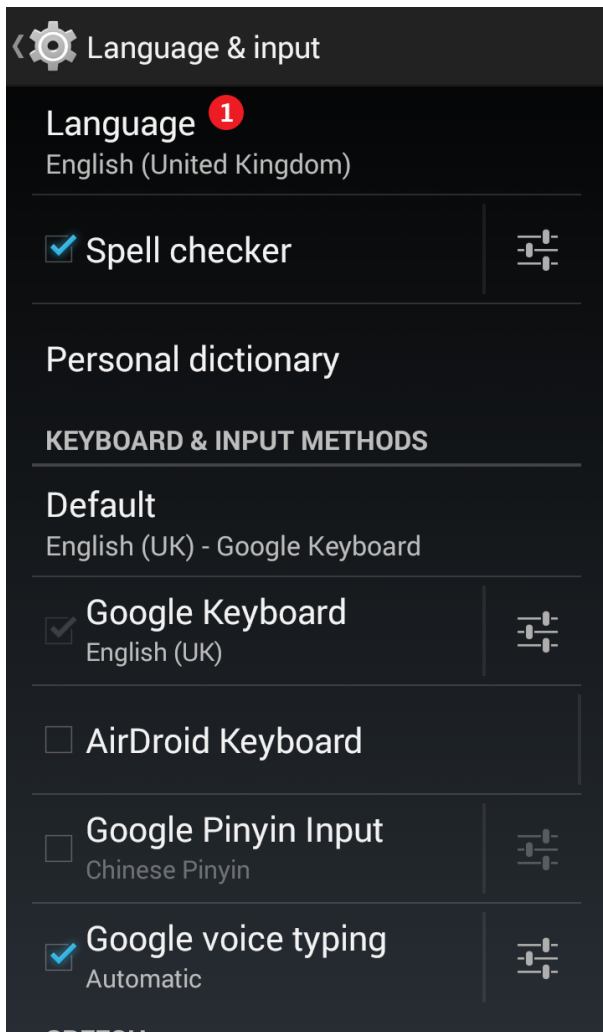
Advanced >

Region Format Example

Plugin would return:

PreciseLocale.GetLanguageID( )	en_GB (taken from [1])
PreciseLocale.GetLanguage( )	en (taken from [1])
PreciseLocale.GetRegion( )	PL (taken from [2])
PreciseLocale.GetCurrencyCode( )	PLN (taken from [2])
PreciseLocale.GetCurrencySymbol( )	PLN (taken from [2])

## ANDROID SETTINGS



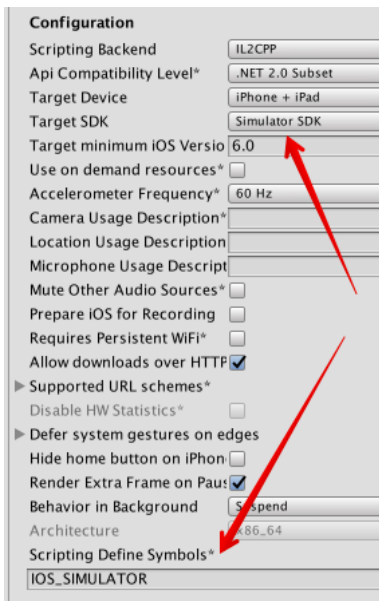
Plugin would return:

<code>PreciseLocale.GetLanguageID()</code>	<b>en_GB</b> (taken from [1])
<code>PreciseLocale.GetLanguage()</code>	<b>en</b> (taken from [1])
<code>PreciseLocale.GetRegion()</code>	<b>GB</b> (taken from [1])
<code>PreciseLocale.GetCurrencyCode()</code>	<b>GBP</b> (taken from [1])
<code>PreciseLocale.GetCurrencySymbol()</code>	<b>£</b> (taken from [1])

You might notice that on Android *languageID* = *language* + “\_” + *region*, which isn’t true on iOS!

# Running on iOS simulator

In order to run app on simulator you need to go to PlayerSettings and under Scripting Define Symbols put IOS\_SIMULATOR



**Note:** it will use dummy values (just like in Editor)

## Troubleshooting

Plugin returns empty strings in editor play mode, so please make sure you are running app on iOS/ OSX or Android device. Keep in mind: plugin takes language preferences from device settings, not actual user location.

Please make sure that *PreciseLocale.jar* file is inside *Plugins/Android*, *libPreciseLocale.a* is inside *Plugins/iOS* and *PreciseLocaleOSX.bundle* is inside *Plugins/Mac*.

## Contact

In case of questions, please post it on [support forum](#).  
Thanks for using my plugin!