　　Autonamer v1.0 User Guide　　

Autonamer

Introduction
Autonamer gives you the ability to have a different name for your app depending on the language setting of the users iOS / Android device. It does this by automatically modifying the build output whenever you build your project.

Usage
The *Autonamer* window can be opened from the Unity menu: **Window/Autonamer**
It will initially appear like this:
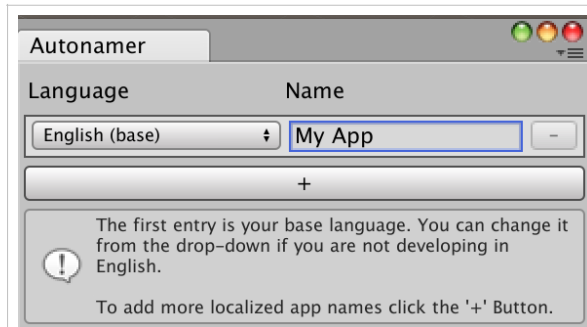
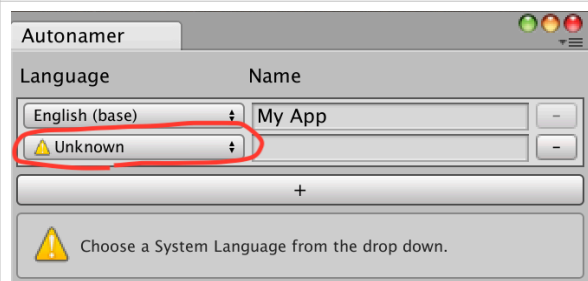|	
	The first entry is always the base language (Android) or Development Language (iOS). This is the language that the app will fall back to if the users device is set to a language that your app has not been translated into. The base language name of your app is the same as the Product Name in your Player settings.

Non-English developers
If the primary language of your app is not English then you can change the base language here by simply selecting your language from the drop-down.
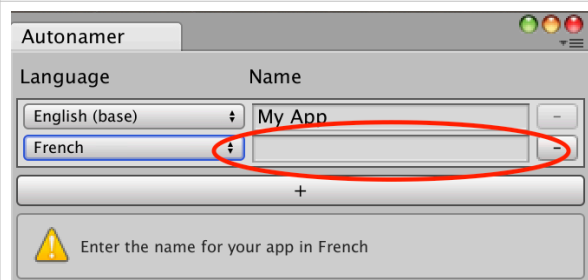
Adding more languages
Tap the big "+" button to add more languages. After adding a language you need to:

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1. Set the System Language from the Language drop-down.	
2. Enter the localised name for your app in that language.	

Until a language has been specified and a name has been entered then the new entry will be invalid. Attempting to build the project with invalid entries will cause *Autonamer* not to run. Once all entries are completed then the info box will inform you that you are good to go.	
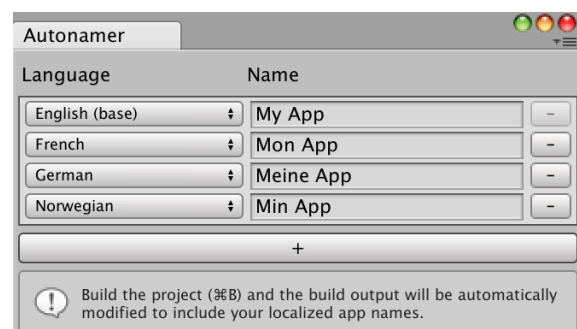
Building for Android
Localised strings files are automatically created for each language and placed in Plugins/Android/res/
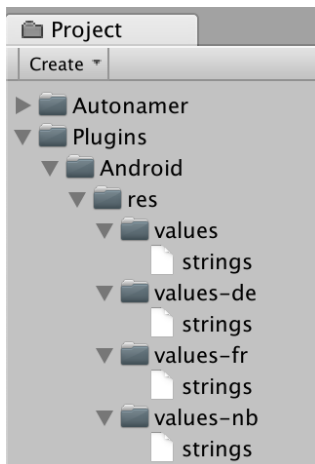
The Unity console will output an OBSOLETE warning but this will have no effect on the final build output and your apps build process should complete as normal.

To test the localised names, switch the language of your Android device by opening the Settings app and going to **General Management/Language and input/Language**
If you don't see the language you want to test in the list, click **Add language** and select the language you want to test. Then tap **Edit** at the top-right and drag the desired language to the top of the list. If you now go back to your Apps you should see your app with the correctly localised name displayed.

Building for iOS
Autonamer does many more things 'under the hood' when it comes to building for iOS. This includes:
1. Creating the localised .strings files for each language.
2. Parsing and modifying the xcode .pbxproject file to include the localised versions of these new files.
3. Modifying the Info.plist to enable your application to display localised app names.

Once Xcode has built your project and it has deployed to your device, you can test the localised names by switching the language of your iOS device. To do this, open the Settings app and go to **General/Language & Region/iPhone Language**
Select the language you want to test and tap **Done** and then confirm your selection. On the home screen you will now see your app with the correctly localised name displayed.

Limitations
Autonamer only works for iOS and Android mobile devices. Mac/PC etc are not supported and using *Autonamer* will have no effect on these platforms.

The *Autonamer* folder can be placed anywhere in your Assets but it should not be renamed.

Autonamer has been tested with Unity 2018.x onwards and Xcode 10.2.1. It may operate correctly on older versions, but this is not guaranteed.

If you have any feature requests or bug reports please get in touch: chris@virtualescapes.no