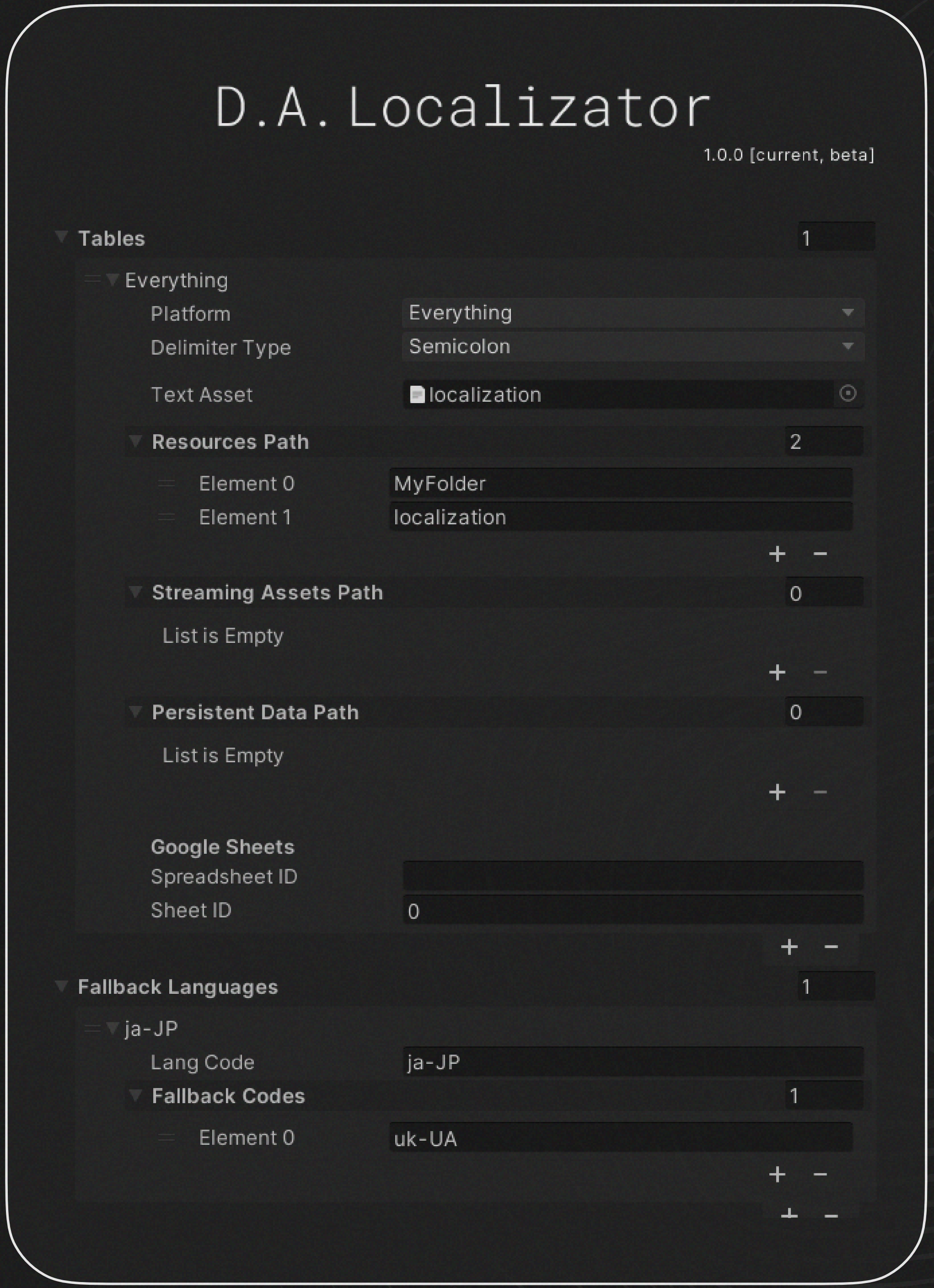


D.A. Localizator

1.0.0 [current, beta]

Tables		1
Everything		
Platform	Everything	
Delimiter Type	Semicolon	
Text Asset	localization	
Resources Path		2
Element 0	MyFolder	
Element 1	localization	
Streaming Assets Path		0
List is Empty		
Persistent Data Path		0
List is Empty		
Google Sheets		
Spreadsheet ID		
Sheet ID	0	
Fallback Languages		1
ja-JP		
Lang Code	ja-JP	
Fallback Codes		1
Element 0	uk-UA	

D.A. Localizator

manual for developers
1.0.0

Introduction

I strongly recommend reading
this manual before using the asset.

D.A. Assets

1 If you encounter any errors while working with the asset, please write me about it at provided contacts.
I typically respond quickly to messages, offer assistance on an individual basis, and address any identified errors in the upcoming updates.
You can leave comments about the features that you want to see in the asset - it's will also be considered.

Discord Server: https://discord.com/invite/ZsnDffV5eE

Telegram Group: https://t.me/da_assets_publisher

Email Support: da.assets.publisher@gmail.com

Website: https://da-assets.github.io/site/

2 Information about changes in the manual can be found in the changelog available on the developer's website.

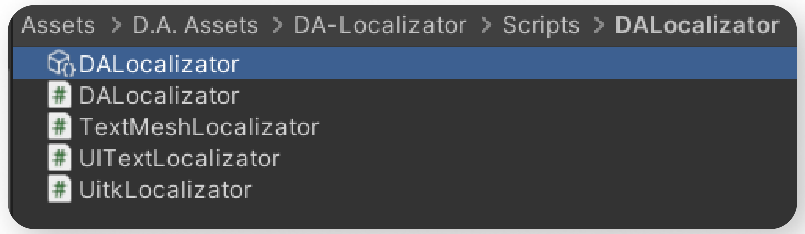
3 If you see any mistakes in the manual, or oddities or errors in the operation of the asset, please report it to developer using known contacts.

4 You can earn a percentage from sales of my assets through the Unity Affiliate Program.
If this interests you, please contact me via PM or email.

Contents

Get started

1 To get started with the asset, import it into your Unity project via the Package Manager.

2 

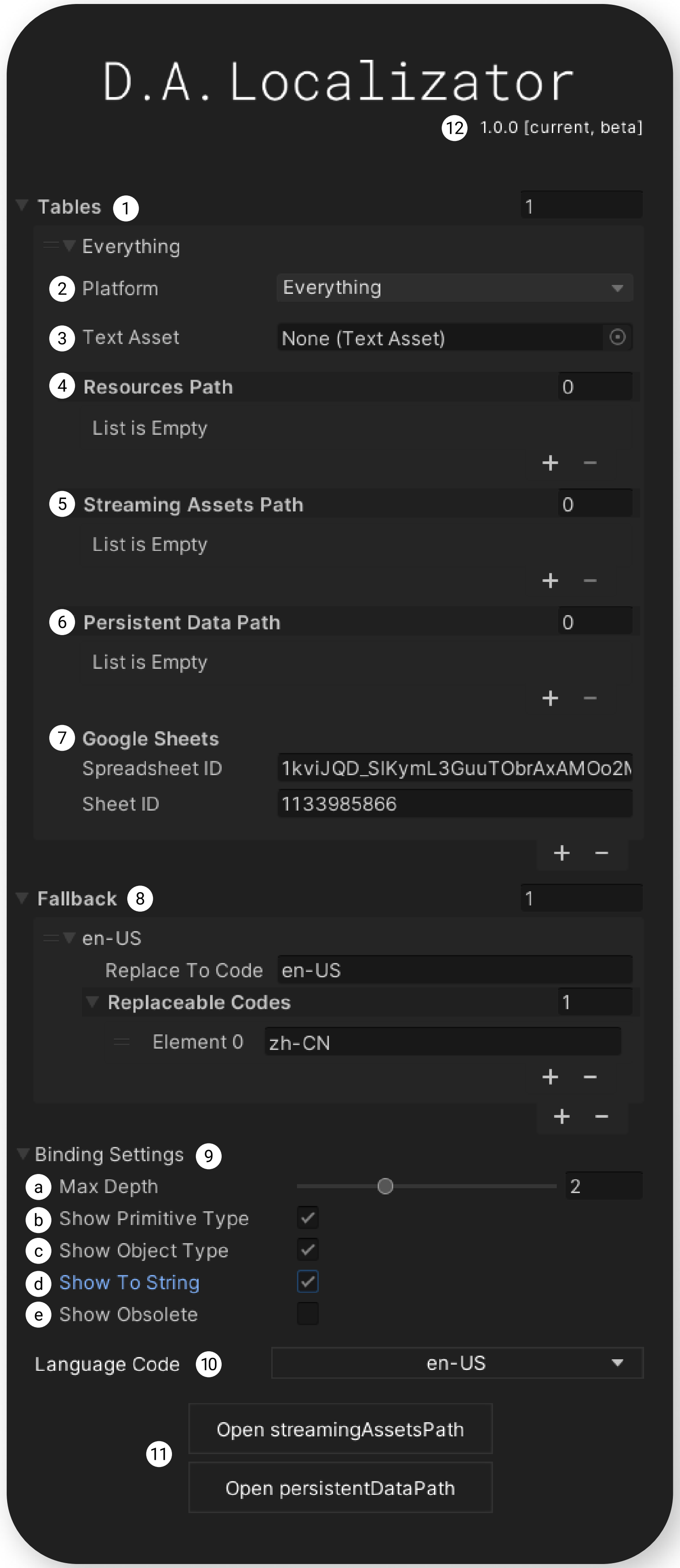
Assets > D.A. Assets > DA-Localizator > Scripts > DALocalizator

DALocalizator
DALocalizator
TextMeshLocalizator
UITextLocalizator
UitkLocalizator

Open the "**DALocalizator**.asset" file in the Inspector to view the asset interface.

Below you will find a detailed description of the asset's interface.

Asset UI



D.A. Localizator
12 1.0.0 [current, beta]

Tables 1 — 1
Everything
2 Platform — Everything
3 Text Asset — None (Text Asset)
4 Resources Path — 0
List is Empty
5 Streaming Assets Path — 0
List is Empty
6 Persistent Data Path — 0
List is Empty
7 Google Sheets
Spreadsheet ID — 1kviJQD_SIKymL3GuuTObrAxAMOo2N
Sheet ID — 1133985866

Fallback 8 — 1
en-US
Replace To Code — en-US
Replaceable Codes — 1
Element 0 — zh-CN

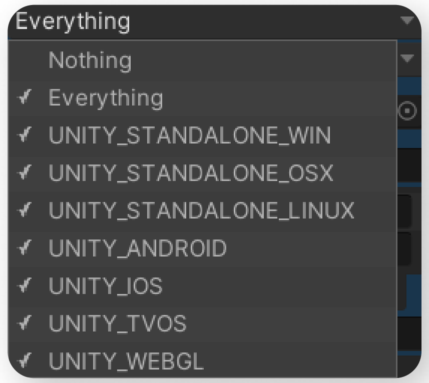
Binding Settings 9
a Max Depth — 2
b Show Primitive Type — ✓
c Show Object Type — ✓
d Show To String — ✓
e Show Obsolete

Language Code 10 — en-US

11
Open streamingAssetsPath
Open persistentDataPath

1 **Tables** — List of configurations for loading tables. You can create several configurations depending on the platform, or use only one.

2



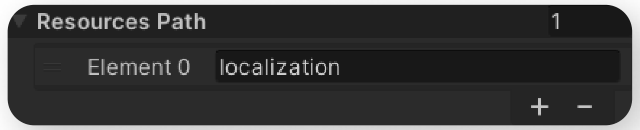
Everything
Nothing
✓ Everything
✓ UNITY_STANDALONE_WIN
✓ UNITY_STANDALONE_OSX
✓ UNITY_STANDALONE_LINUX
✓ UNITY_ANDROID
✓ UNITY_IOS
✓ UNITY_TVOS
✓ UNITY_WEBGL

Platform — you can select one or more platforms from the list (screenshot on the left), and then your text components will use the table loading config according to the platform on which your application is running.

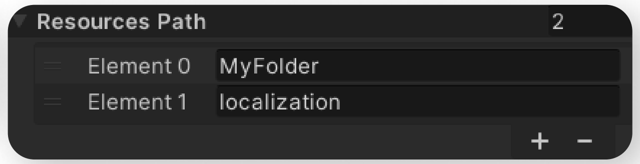
If "**Everything**" is selected, this configuration will be used on all platforms. If "**Nothing**" is selected, this configuration will not be used at all.

3 **Text Asset** — If you serialize your **CSV** file in "**Text Asset**" field, the asset will use it to load localizations.

4 **Resource Path** — If you want your **CSV** file to be loaded from **Resources** folder, specify the file path in the serialized string array **without** the **extension**.
Below are screenshots for the case when the "localization.csv" file is located at the root of **Resources**, and when it is located in a subfolder.

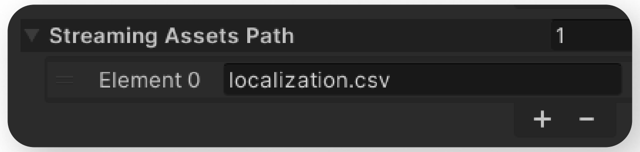


Resources Path — 1
Element 0 — localization

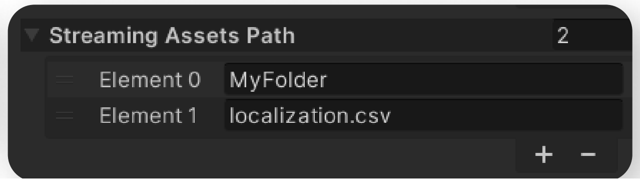


Resources Path — 2
Element 0 — MyFolder
Element 1 — localization

6 **Streaming Assets Path** — The same as point 5, but for the **Application.streamingAssetsPath**.
In this case, you need to specify the file **extension**. See the screenshots below.



Streaming Assets Path — 1
Element 0 — localization.csv

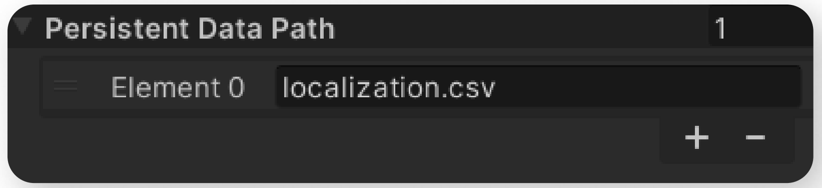


Streaming Assets Path — 2
Element 0 — MyFolder
Element 1 — localization.csv

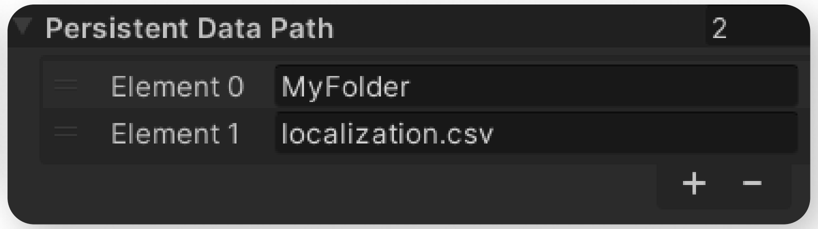
D.A. Assets

Asset UI

7 **Persistent Data Path** — The same as point 5, but for the **Application.persistentDataPath**. In this case, you need to specify the file **extension**. See the screenshots below.

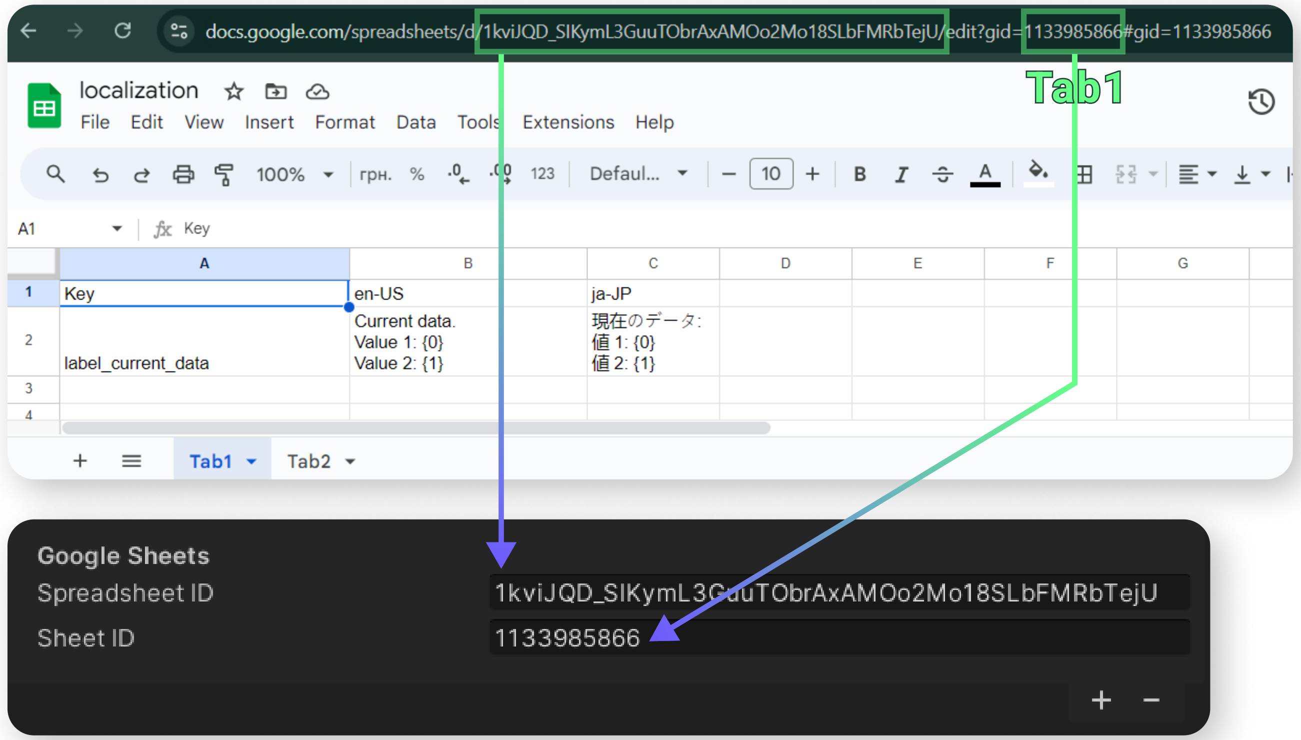


Persistent Data Path 1
Element 0 localization.csv



Persistent Data Path 2
Element 0 MyFolder
Element 1 localization.csv

8 **Google Sheets** — here you can set up the import of your spreadsheet from Google Sheets. Open your spreadsheet in the browser, navigate to the tab in the document where your table is located. Then, copy the data from the URL in the browser's address bar according to the screenshot below.



docs.google.com/spreadsheets/d/1kviJQD_SIKymL3GuuTObrAxAMOo2Mo18SLbFMRbTejU/edit?gid=1133985866#gid=1133985866

	A	B	C
1	Key	en-US	ja-JP

2	label_current_data	Current data.
		Value 1: {0}
		Value 2: {1}
			現在のデータ:
			値 1: {0}
			値 2: {1}

Google Sheets
Spreadsheet ID 1kviJQD_SIKymL3GuuTObrAxAMOo2Mo18SLbFMRbTejU
Sheet ID 1133985866

Note: if you switch to another tab of your document, such as "**Tab 2**", the "**Sheet ID**" (gid=numerical value) in the address bar will change, as each individual "**Sheet ID**" is the identifier of your sheet.
Copy the "**Sheet ID**" only after you have navigated to the desired tab.

The "**Spreadsheet ID**", a string value, is the identifier of your document, and it will not change when you switch between tabs.

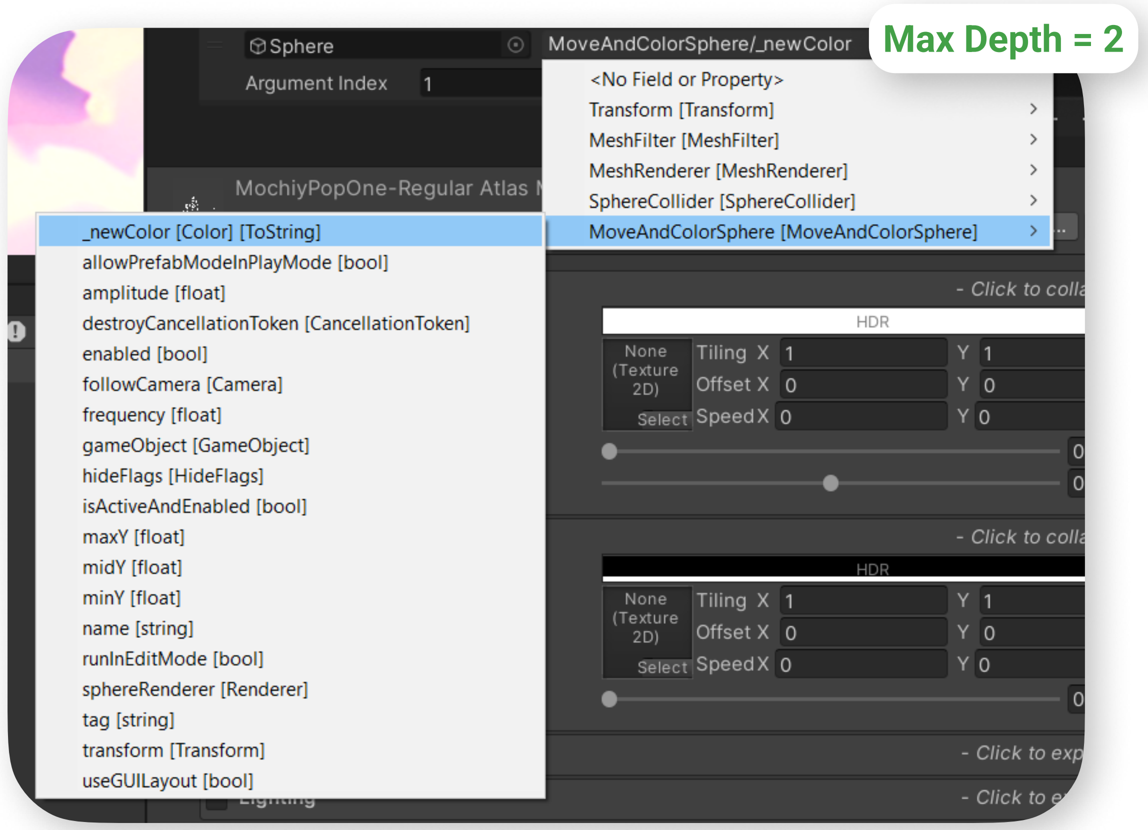
10 **Fallback** — here you can configure which language will be used if the device's language is not found in the table. If the device's language code matches one of the codes in the 'Replaceable Codes' list, the 'Fallback Code' language will be used instead.

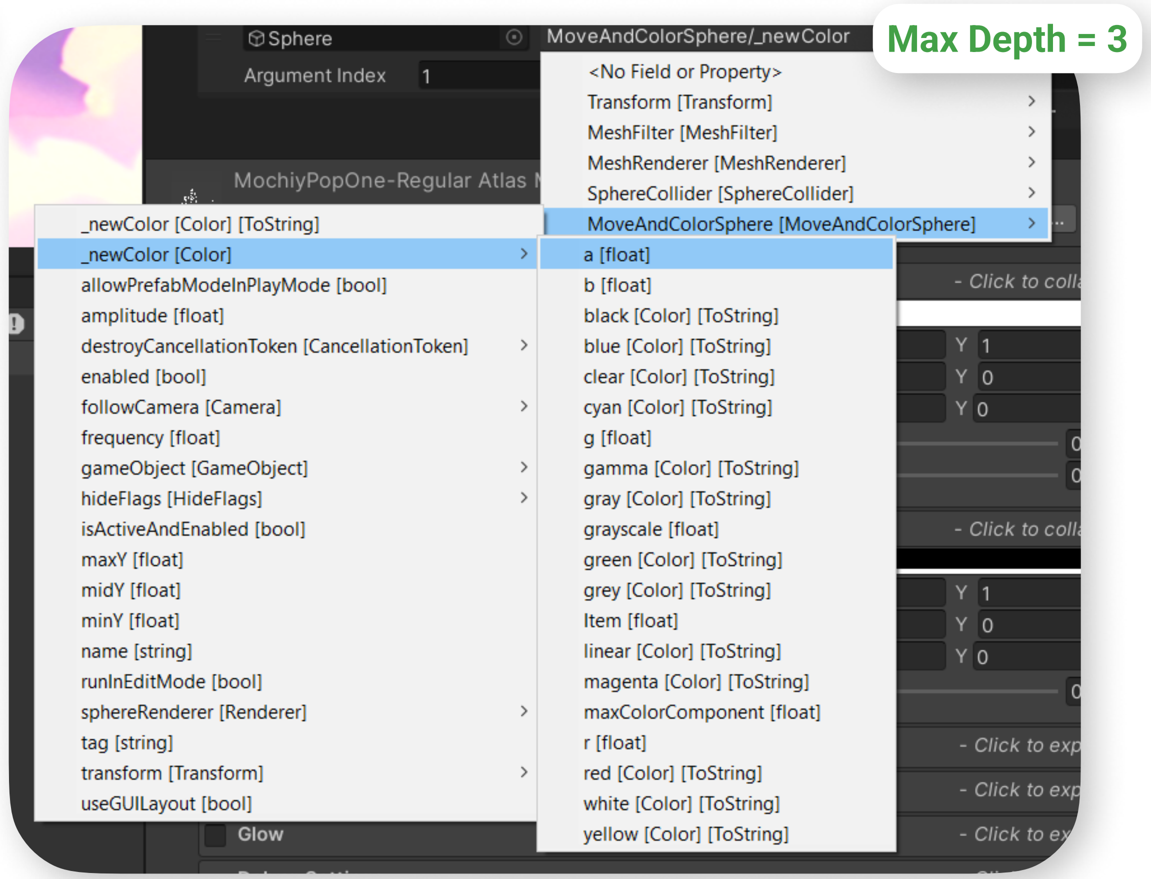
For example, if the device's language code is 'zh-CN' (Chinese), and 'zh-CN' is listed in the 'Replaceable Codes,' the 'en-US' language will be selected automatically.

Asset UI

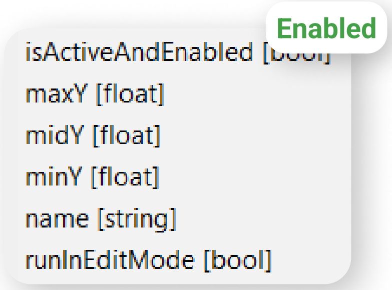
1 **Binding Settings** — here you can configure the tool for working with bindings, specifically which functionality will be available in the Inspector.

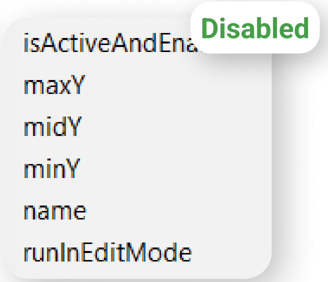
a) Maximum Depth — how deep the Binder will search for fields inside your class. With a value of 2, it will only take the first-level fields of your MonoBehaviour, as shown in the example below. With a value of 3, the result will be as follows: screenshot.



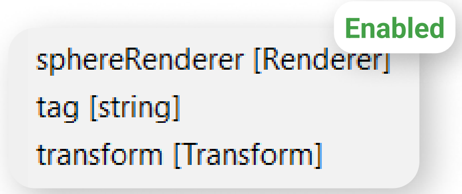


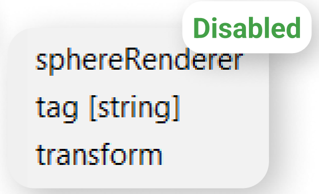
b) Show Primitive Type — whether the Binder will display the type for primitive fields.





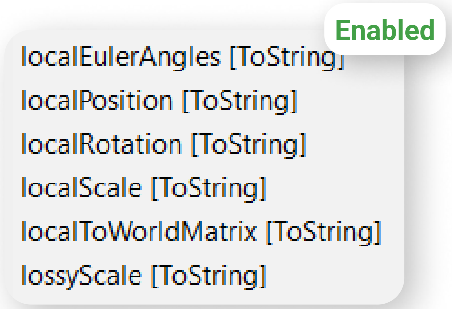
c) Show Object Type — Whether the Binder will display the type for object fields.





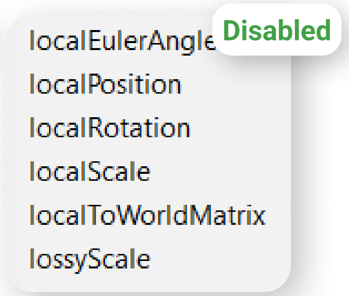
Asset UI

d) Show [ToString] — Whether the Binder will show the [ToString] label for field types for which Unity provides convenient automatic formatting.
The list of such types can be found here: link.



Enabled

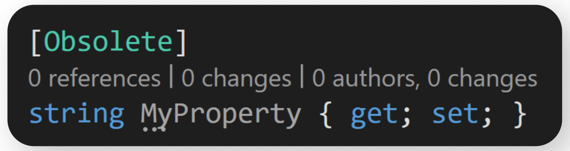
```
localEulerAngles [ToString]
localPosition [ToString]
localRotation [ToString]
localScale [ToString]
localToWorldMatrix [ToString]
lossyScale [ToString]
```



Disabled

```
localEulerAngles
localPosition
localRotation
localScale
localToWorldMatrix
lossyScale
```

e) Show Obsolete — Whether the Binder will show fields with the [Obsolete] attribute.
It is not recommended to bind to such fields, as they may be removed in future Unity versions, causing the binding to stop updating for these fields.



```
[Obsolete]
0 references | 0 changes | 0 authors, 0 changes
string MyProperty { get; set; }
```

12 **Language Code** — you can use this Dropdown to manually change the language during UI **testing** in development.
The value you set using this Dropdown is **temporary**, will be **reset after** the next application **restart** (or script recompilation), and should only be used for **testing** purposes.
This feature works both in the **Editor** and **Playmode**.

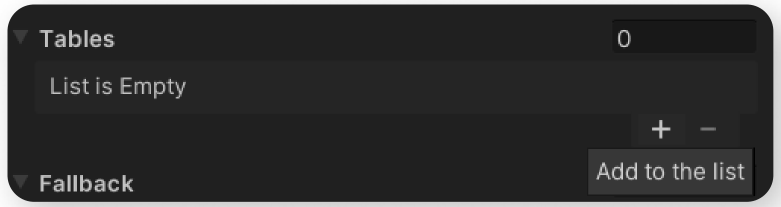
12 Clicking these buttons will open the corresponding folder in your operating system.

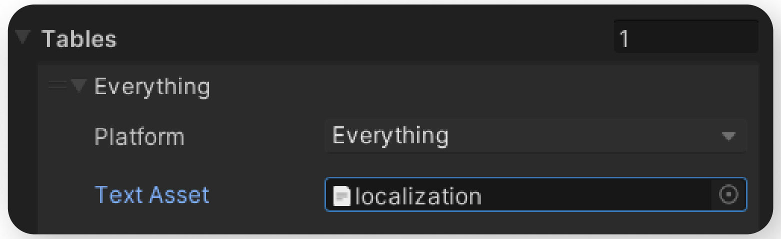
12 The label displays the current asset version, the next asset version if available, and the changelog when hovering over the version number.
The version text turns red if bugs were found in that version, or blue if you haven't updated the asset for a long time.

Basic Setup

D.A. Assets

1. Create a configuration for the table and add the table to the configuration using one of the methods described above.




Tables 1
Everything
Platform: Everything
Text Asset: localization

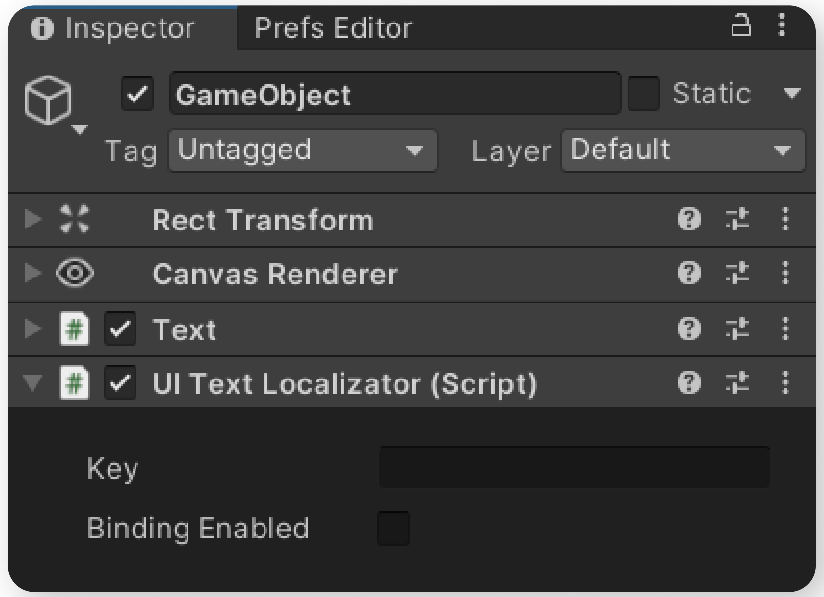
2. The asset supports localization of three types of text components.
Here are the corresponding localizers for them:

UnityEngine.UI.**Text** — **UITextLocalizator**.cs
Assigns the text to the built-in Text component provided by Unity.

TMPro.**TMP_Text** — **TextMeshLocalizator**.cs
Assigns the text to the TextMeshPro components that inherit from the **TMP_Text** class.

DA_Assets.UEL.**UitkLabel** — **UitkLocalizator**.cs
Assigns the text to **UIToolkit** text components using bindings provided by the "**UIToolkit Element Linker**" asset.

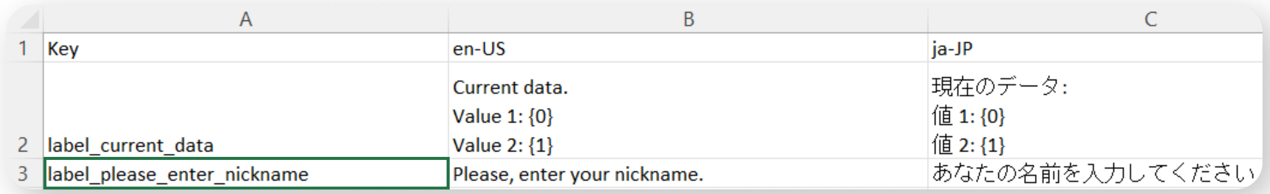
3. Let's consider assigning localization to a UI.Text component.
Create a text component in the scene and add the "**UITextLocalizator**" script to it.



GameObject
Tag: Untagged
Layer: Default
Key:
Binding Enabled: ☐

Basic Setup

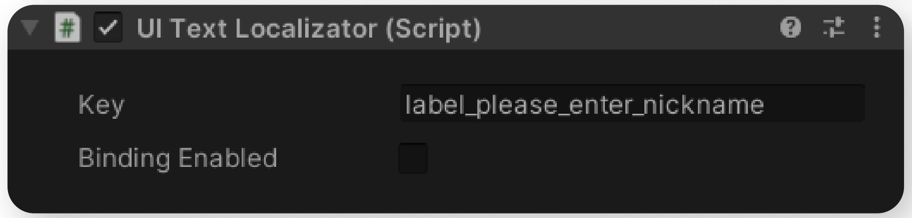
5 Add the key from your table that you want to use for localization.



	A	B	C
1	Key	en-US	ja-JP

2	label_current_data	Current data.
		Value 1: {0}
		Value 2: {1}
			現在のデータ:
			値 1: {0}
			値 2: {1}

3	label_please_enter_nickname	Please, enter your nickname.	あなたの名前を入力してください

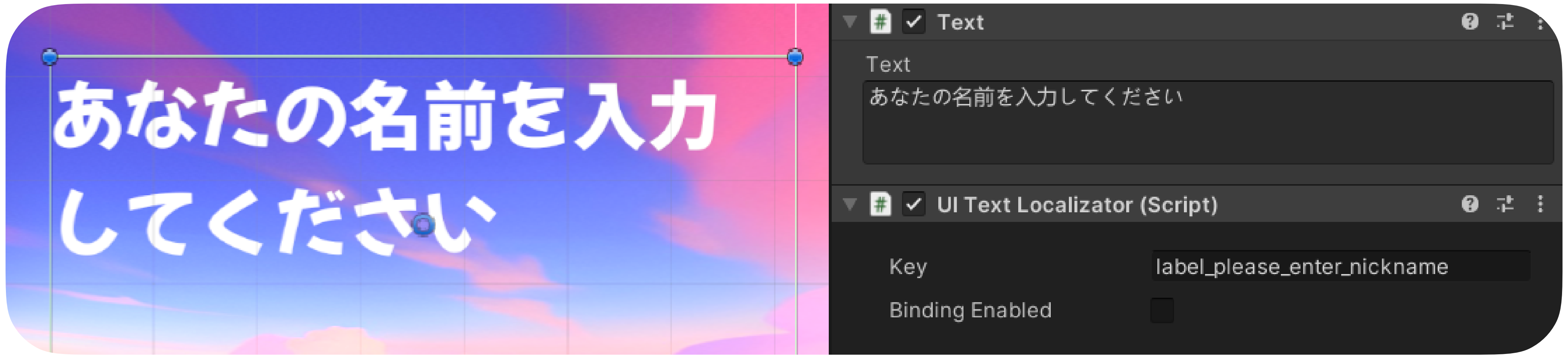


UI Text Localizator (Script)

Key: label_please_enter_nickname

Binding Enabled

6 As you can see, after you assigned the code, localization has already been applied to the text component. This will happen provided that the table is already specified in the configuration.



あなたの名前を入力してください

Text

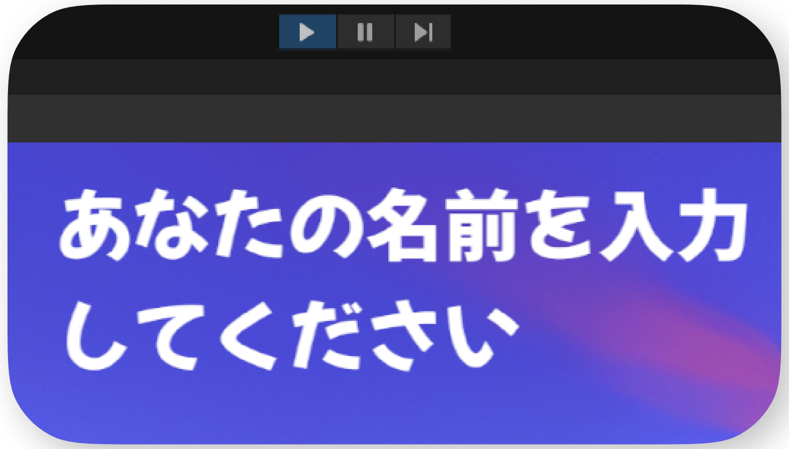
Text: あなたの名前を入力してください

UI Text Localizator (Script)

Key: label_please_enter_nickname

Binding Enabled

6 You can run the project in Playmode and see that localization is also applied.



あなたの名前を入力してください

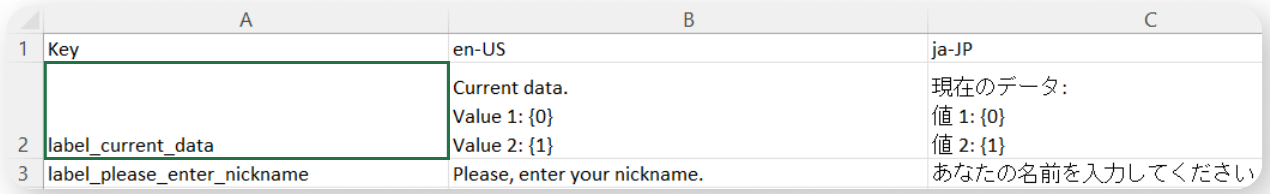
D.A. Assets

Bindings

1 Now, we will change the localization key to '**label_current_data**' and set up the **binding**.

This means that the localization script will **automatically retrieve** the value from a specific field in the MonoBehaviour script and insert it into the localization text, updating it in real time.

This allows changes in the data to be **immediately reflected in** the **UI** without any additional actions.

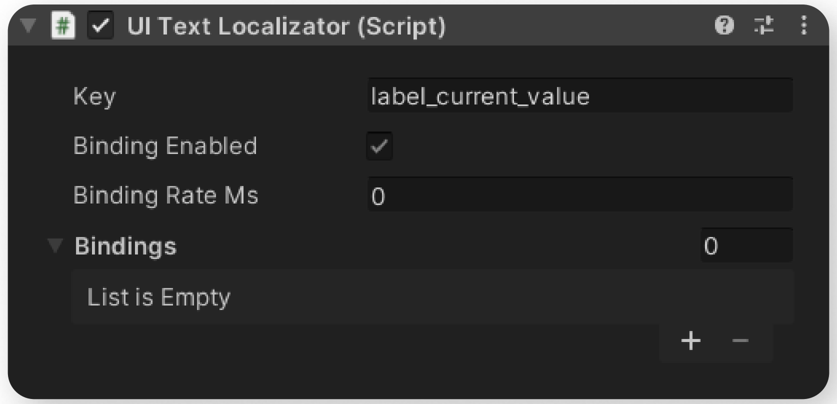


	A	B	C
1	Key	en-US	ja-JP

2	label_current_data	Current data.
		Value 1: {0}
		Value 2: {1}
			現在のデータ:
			値 1: {0}
			値 2: {1}

3	label_please_enter_nickname	Please, enter your nickname.	あなたの名前を入力してください

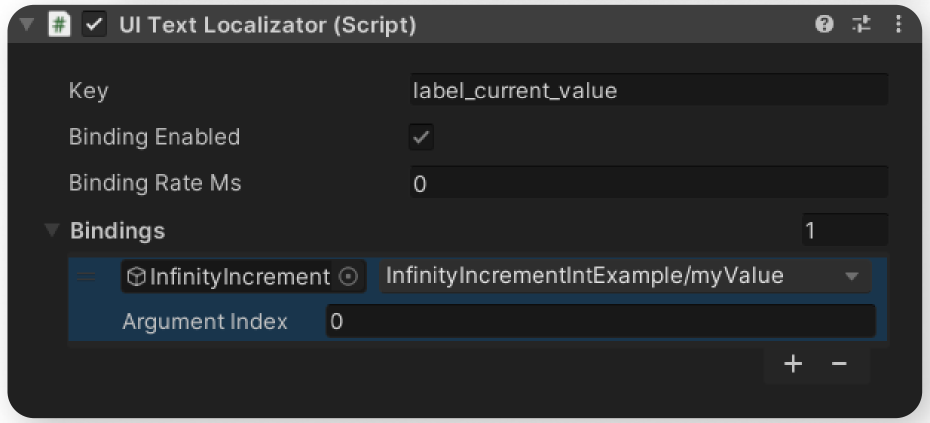
2 Enable the "**Binding Enabled**" checkbox to make the binding settings visible.
Then, serialize the GameObject that contains the script from which you want to retrieve the value. Click on the combobox and select the desired value.
This process is similar to selecting the OnClick method for a UI.Button component.



UI Text Localizator (Script)

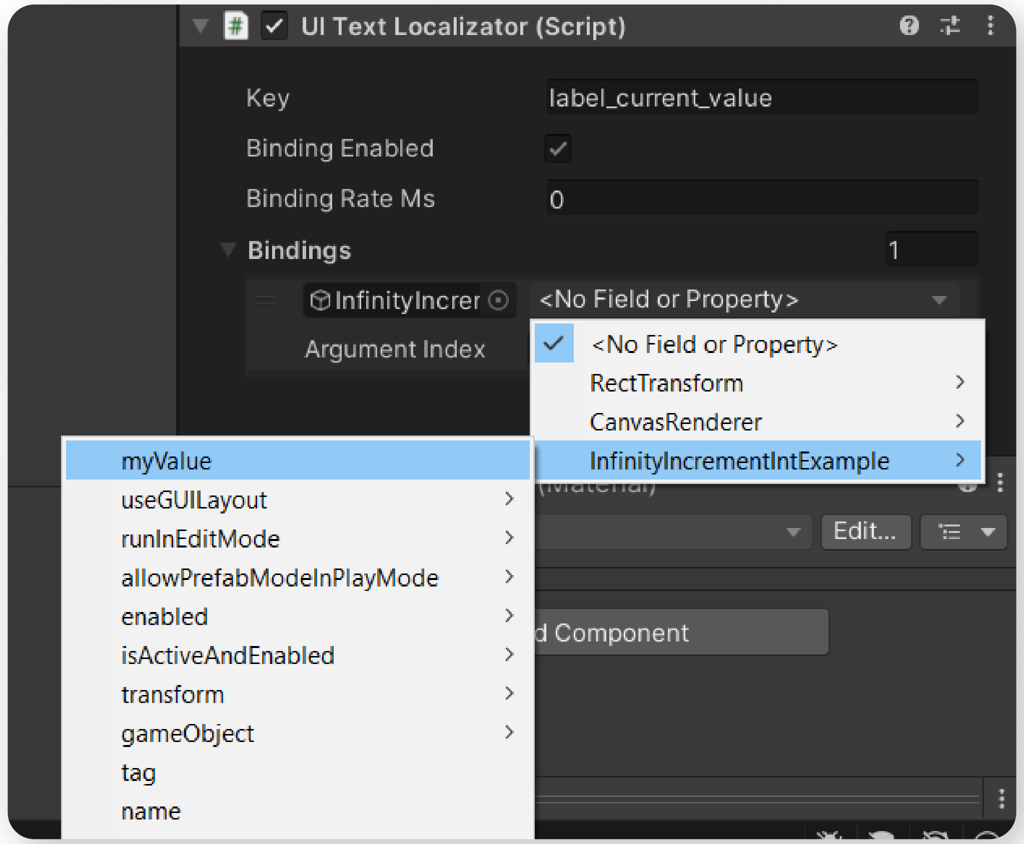
Key	label_current_value
Binding Enabled	✓
Binding Rate Ms	0
Bindings	0

List is Empty



UI Text Localizator (Script)

Key	label_current_value
Binding Enabled	✓
Binding Rate Ms	0
Bindings	1
InfinityIncrement	InfinityIncrementIntExample/myValue
Argument Index	0



UI Text Localizator (Script)

Key	label_current_value
Binding Enabled	✓
Binding Rate Ms	0
Bindings	1
InfinityIncrer	<No Field or Property>
Argument Index	

D.A. Assets

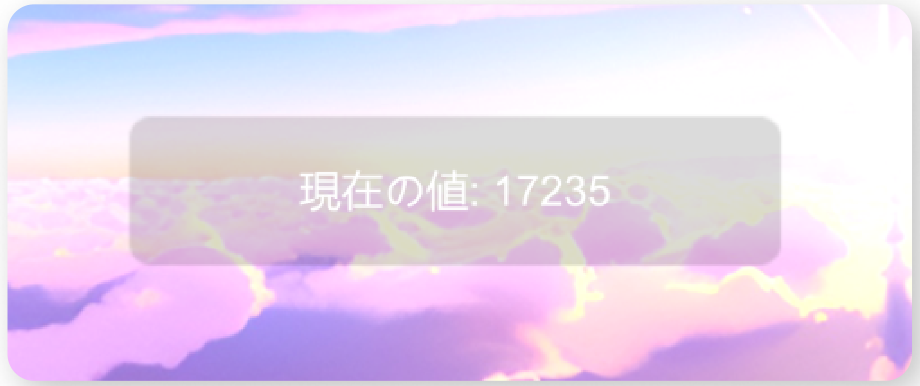
Bindings

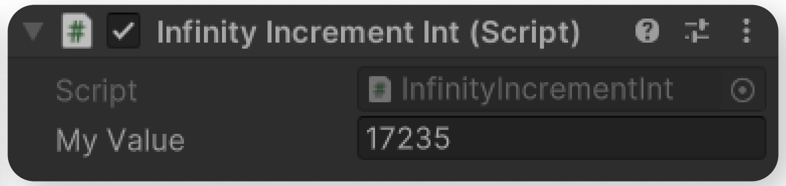
3 The "**Argument Index**" field contains the index for string.Format().
In the case of the localization "Current value: {0}", we set the value to 0 because it corresponds to the placeholder with a zero index.

You can bind values from different GameObjects and scripts into a single localization, and you can bind the same field to different placeholders, but you **cannot bind two** different **fields to** the **same placeholder**.

You can bind private, public, static, and instance properties and fields of the following types:
string, int, float, double, long, short, byte, decimal.

4 When you run your project in Playmode, you'll see that the counter in the script **InfinityIncrementInt**.cs is increasing, and the text component displays its current value without any additional code.

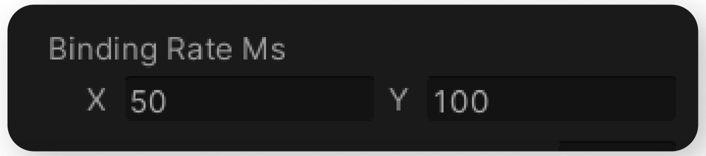



Infinity Increment Int (Script)
Script InfinityIncrementInt
My Value 17235

5 If you want to optimize the binding, you can adjust the value update frequency, which is controlled by the "Binding Rate Ms" field.

If **two different numbers** are set, **Random.Range** will be used for the delay, and if **two identical numbers** are set, a fixed delay will be used.

The value is set in milliseconds.


Binding Rate Ms
X 50 Y 100

D.A. Assets

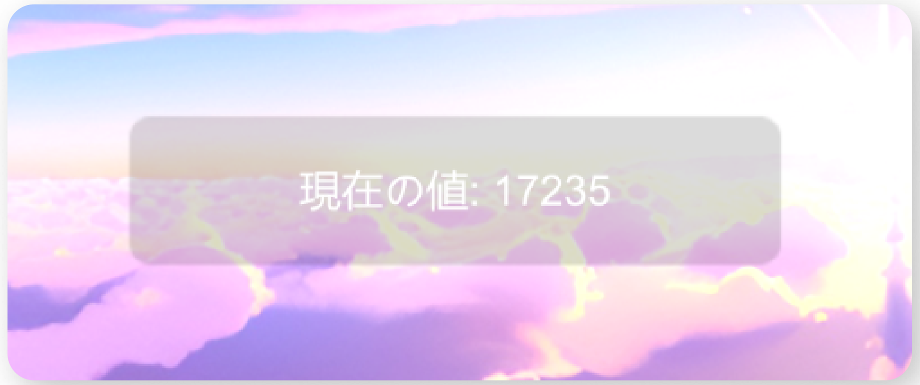
Fallback

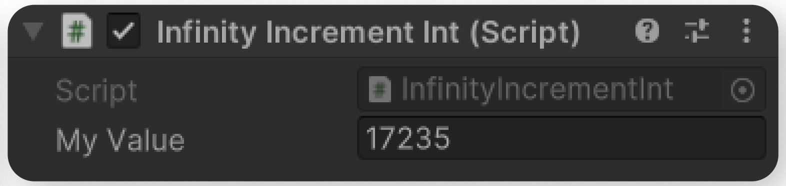
3 The "**Argument Index**" field contains the index for string.Format().
In the case of the localization "Current value: {0}", we set the value to 0 because it corresponds to the placeholder with a zero index.

You can bind values from different GameObjects and scripts into a single localization, and you can bind the same field to different placeholders, but you **cannot bind two** different **fields to** the **same placeholder**.

You can bind private, public, static, and instance properties and fields of the following types:
string, int, float, double, long, short, byte, decimal.

4 When you run your project in Playmode, you'll see that the counter in the script **InfinityIncrementInt**.cs is increasing, and the text component displays its current value without any additional code.

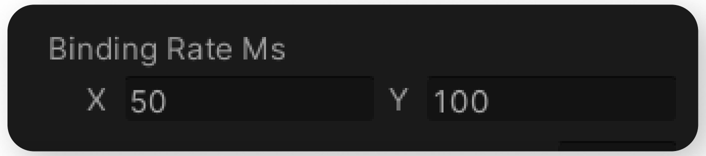



Infinity Increment Int (Script)
Script InfinityIncrementInt
My Value 17235

5 If you want to optimize the binding, you can adjust the value update frequency, which is controlled by the "Binding Rate Ms" field.

If **two different numbers** are set, **Random.Range** will be used for the delay, and if **two identical numbers** are set, a fixed delay will be used.

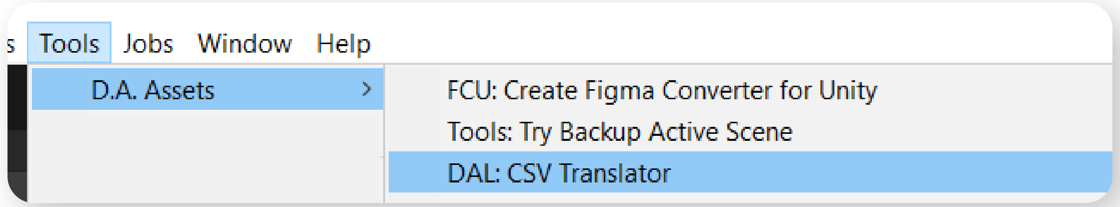
The value is set in milliseconds.

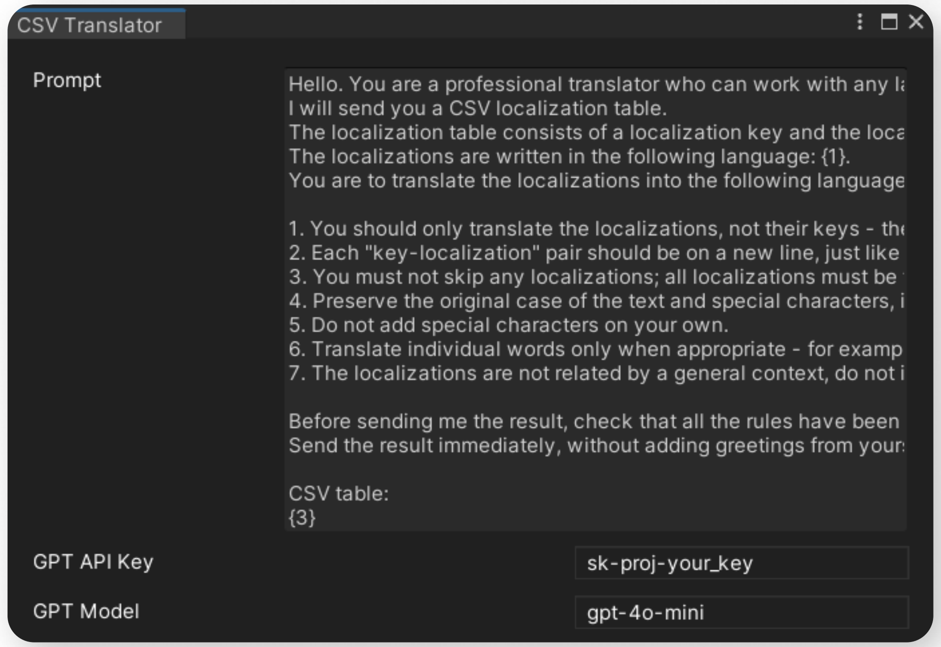

Binding Rate Ms
X 50 Y 100

D.A. Assets

Table Translation

1. To translate your table from one language to another, use the "CSV Translator" tool.
To open it, go to the context menu as shown in the screenshot.


s Tools Jobs Window Help
D.A. Assets
FCU: Create Figma Converter for Unity
Tools: Try Backup Active Scene
DAL: CSV Translator

2. 

Prompt

```
Hello. You are a professional translator who can work with any l
I will send you a CSV localization table.
The localization table consists of a localization key and the loca
The localizations are written in the following language: {1}.
You are to translate the localizations into the following language

1. You should only translate the localizations, not their keys - th
2. Each "key-localization" pair should be on a new line, just like
3. You must not skip any localizations; all localizations must be
4. Preserve the original case of the text and special characters, i
5. Do not add special characters on your own.
6. Translate individual words only when appropriate - for examp
7. The localizations are not related by a general context, do not i

Before sending me the result, check that all the rules have been
Send the result immediately, without adding greetings from your

CSV table:
{3}
```

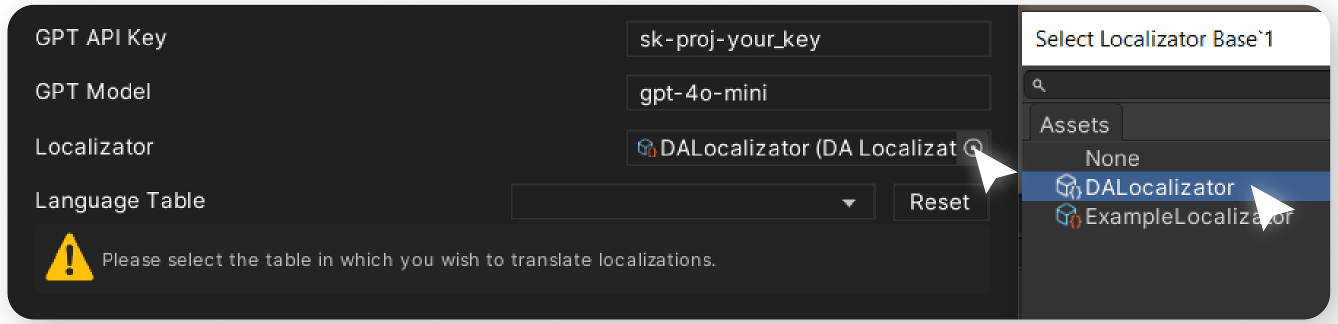
GPT API Key: sk-proj-your_key

GPT Model: gpt-4o-mini

a) In the opened window, you need to enter your API key.
Here's a video tutorial on how to obtain a ChatGPT API Key.

b) Enter the model name that you will use to translate the table.
You can find the model names at this link.
The "**gpt-4o-mini**" is a great fit for this task.

3. Select your Localizator (ScriptableObject) that contains your table configuration.
Regardless of the source of your table in the configuration, it will be loaded into the CSV Translator.



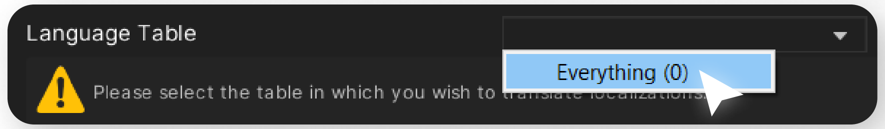
GPT API Key: sk-proj-your_key

GPT Model: gpt-4o-mini

Localizator: DALocalizator (DA Localizat

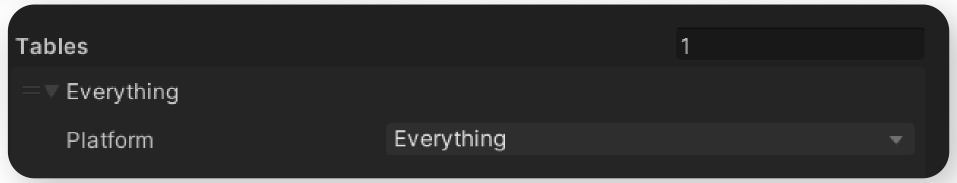
Language Table:

Please select the table in which you wish to translate localizations.



Language Table

Please select the table in which you wish to translate localizations.



Tables: 1

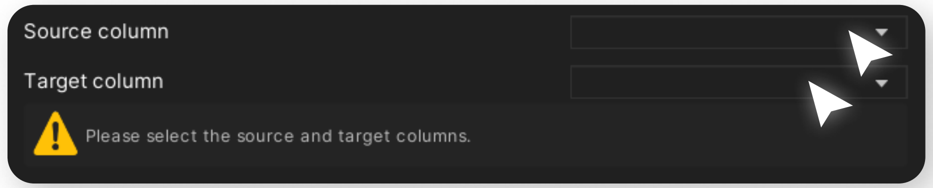
Everything

Platform: Everything

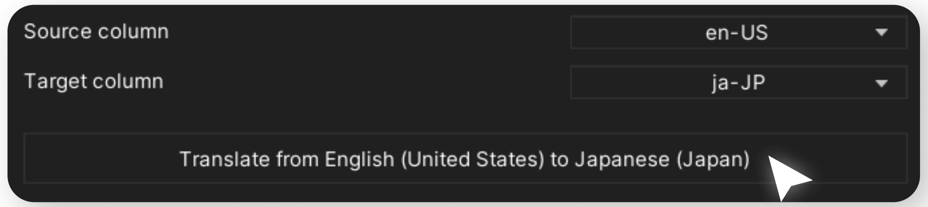
D.A. Assets

Table Translation

4 Select the column of the table that will serve as the **source** for translation, and the **target** column where the translation will be written.
The "**Target column**" must be present in the table before you select the "**Language Table**".


Source column
Target column
Please select the source and target columns.

5 After selecting both columns, you will see a button that indicates from which language to which language the text will be translated.
Click the button to start the translation process using ChatGPT.

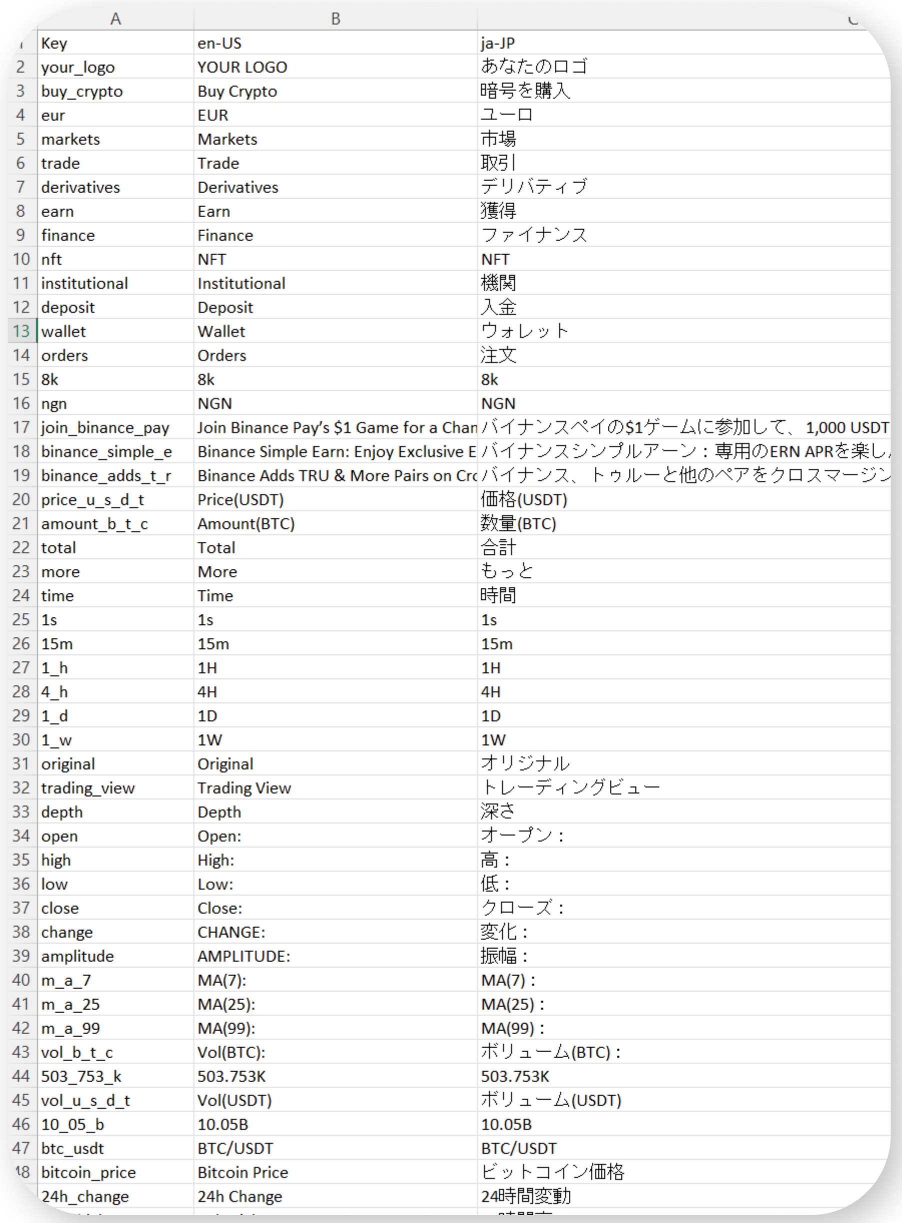

Source column en-US
Target column ja-JP
Translate from English (United States) to Japanese (Japan)

5 After GPT translates the table, the asset will create a new table based on the existing table and the new translation, then offer to save it as a CSV file.
A window will open to select the location where you want to save the file.
Overwriting files is not supported, so if you already have a file with the same name, you will need to rename it.

If you encounter errors while translating the table, please contact **Live Support**.
The developer will try to respond as quickly as possible; however, please keep in mind the time zone differences.

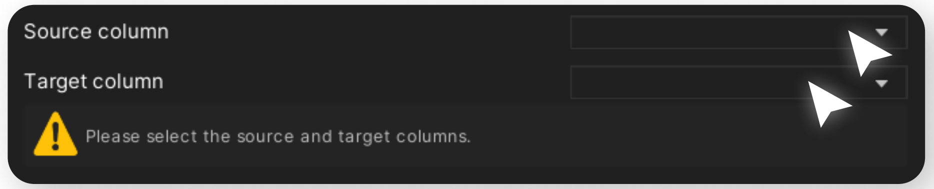
Table Translation

D.A. Assets



	A	B	
	Key	en-US	ja-JP
2	your_logo	YOUR LOGO	あなたのロゴ
3	buy_crypto	Buy Crypto	暗号を購入
4	eur	EUR	ユーロ
5	markets	Markets	市場
6	trade	Trade	取引
7	derivatives	Derivatives	デリバティブ
8	earn	Earn	獲得
9	finance	Finance	ファイナンス
10	nft	NFT	NFT
11	institutional	Institutional	機関
12	deposit	Deposit	入金
13	wallet	Wallet	ウォレット
14	orders	Orders	注文
15	8k	8k	8k
16	ngn	NGN	NGN
17	join_binance_pay	Join Binance Pay's $1 Game for a Chan	バイナンスペイの$1ゲームに参加して、1,000 USDT
18	binance_simple_e	Binance Simple Earn: Enjoy Exclusive E	バイナンスシンプルアーン：専用のERN APRを楽し
19	binance_adds_t_r	Binance Adds TRU & More Pairs on Cro	バイナンス、トゥルーと他のペアをクロスマージン
20	price_u_s_d_t	Price(USDT)	価格(USDT)
21	amount_b_t_c	Amount(BTC)	数量(BTC)
22	total	Total	合計
23	more	More	もっと
24	time	Time	時間
25	1s	1s	1s
26	15m	15m	15m
27	1_h	1H	1H
28	4_h	4H	4H
29	1_d	1D	1D
30	1_w	1W	1W
31	original	Original	オリジナル
32	trading_view	Trading View	トレーディングビュー
33	depth	Depth	深さ
34	open	Open:	オープン：
35	high	High:	高：
36	low	Low:	低：
37	close	Close:	クローズ：
38	change	CHANGE:	変化：
39	amplitude	AMPLITUDE:	振幅：
40	m_a_7	MA(7):	MA(7)：
41	m_a_25	MA(25):	MA(25)：
42	m_a_99	MA(99):	MA(99)：
43	vol_b_t_c	Vol(BTC):	ボリューム(BTC)：
44	503_753_k	503.753K	503.753K
45	vol_u_s_d_t	Vol(USDT)	ボリューム(USDT)
46	10_05_b	10.05B	10.05B
47	btc_usdt	BTC/USDT	BTC/USDT
18	bitcoin_price	Bitcoin Price	ビットコイン価格
	24h_change	24h Change	24時間変動

4 On the screenshot to the left, you can see the result of the table translation. GPT, according to the prompt, decided not to translate certain lines.



Source column

Target column

Please select the source and target columns.

You have read the basic manual

Since this version of the asset is an early release, more detailed technical information will be added below in future versions of the asset.

The asset’s code already includes summaries that may answer some of your questions.
Additionally, you can reach out to the asset developer for live assistance.