

# DFT Games Localization Solution

## Table of Contents

Introduction.....	1
Localised Files Location .....	1
Scripts to use .....	2

## Introduction

This package delivers 2 independent features:

- Text localisation (both UGUI and Text Mesh Pro)
- UI Image localisation (2D Sprites)

Two are the steps to implement localisation:

- 1) Prepare the localised files
- 2) Add the script to the UI elements you want to localise

## Localised Files Location

The necessary files must be located in the following folders:

### Resources\localization

Here you add the language files. Each file must be named following the scheme **LanguageName.txt**, so for English, you'll create a file named **English.txt**; for Italian, the file will be **Italian.txt** and so on.

The file content is structured this way: **one key/value per line**.

Valid key/value separators are:

- the equal sign
- the Tab character

To add a new line simply use the sequence `\n` in the text

Example:

```
Resources\localization\UI\<LanguageName>
```

```
Be sure to use the same sprite name for all its version and store each sprite in its language specific folder.
```

The language name **must be** one of those listed here:

**<https://docs.unity3d.com/ScriptReference/SystemLanguage.html>**

## Scripts to use

Once you have prepared the files all you have to do is to add the correct script component to the UI element you want to localize.

**LocalizeImage** for the UI Images

**Localize** for the UGUI Text

**LocalizeTM** for Text Mesh Pro UGUI