1. Import the package into your project.

File   Edit   Assets   GameObject   Component   Window   Help

Pivot   Local

Project   Asset Store   Scene   Game   Project Sett

Create   11

Shaded   2D   Gizmos   All

▼ Assets
  ▶ Scenes
▶ Packages

Import Unity Package   ✕

ldn_1.0

▼ ☑ Editor   NEW
  ▼ ☑ LocalizedDisplayName   NEW
    ☑ c# PostProcess.cs   NEW
▼ ☑ LocalizedDisplayName   NEW
  ▼ ☑ Editor   NEW   ti
    ☑ ◉ LDNAsset.asset   NEW   ye
    ☑ c# LDNAsset.cs   NEW   o
    ☑ ▮ ldnlib_1.0.dll   NEW
    ☑ c# LDNWindow.cs   NEW
  ▶ ☑ Xcode   NEW
▼ ☑ Localization Code Example   NEW
  ☑ ▤ [Android]_Localization Code List.txt   NEW
  ☑ ▤ [iOS] Supported Language Codes (ISO-639).txt   NEW
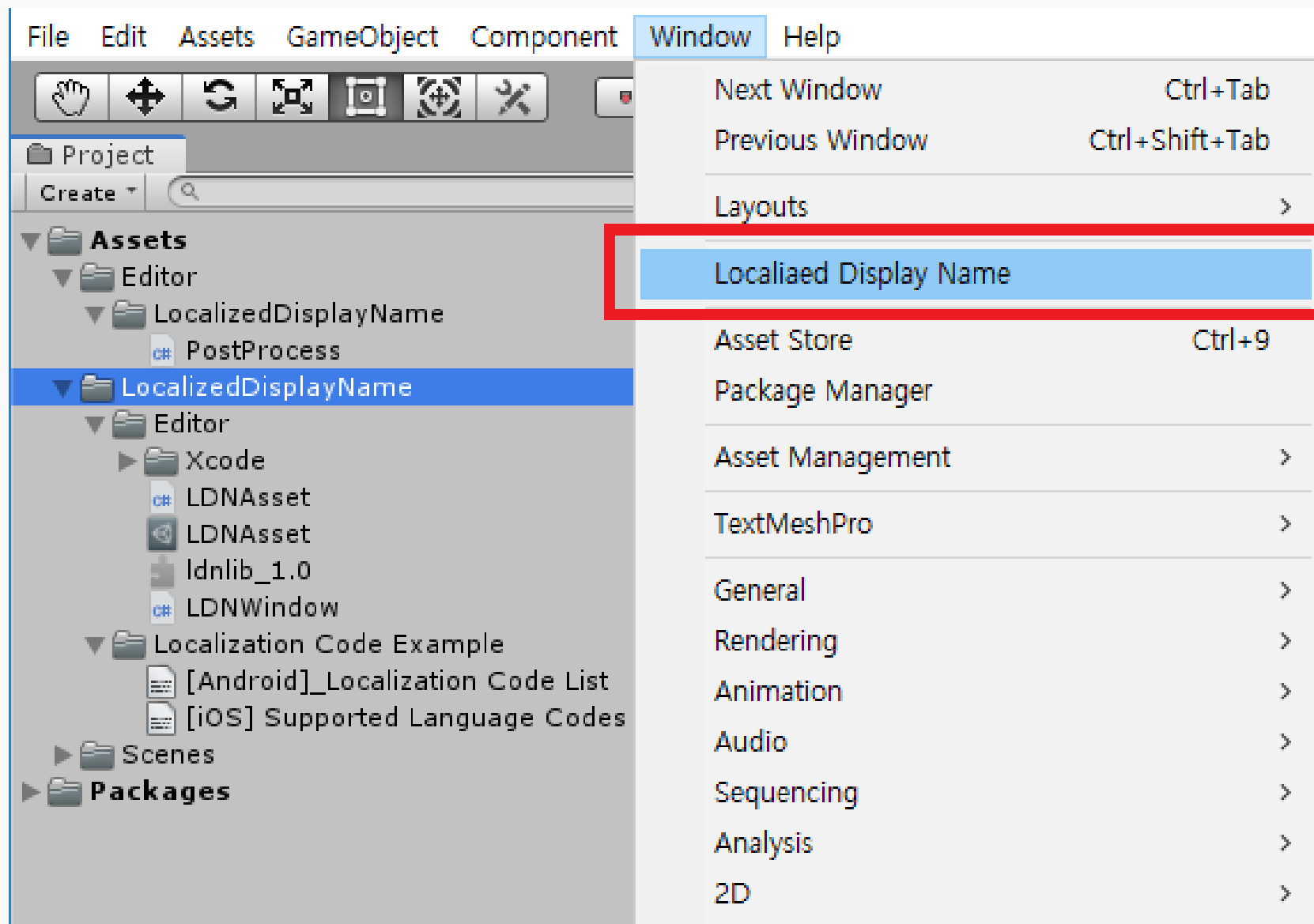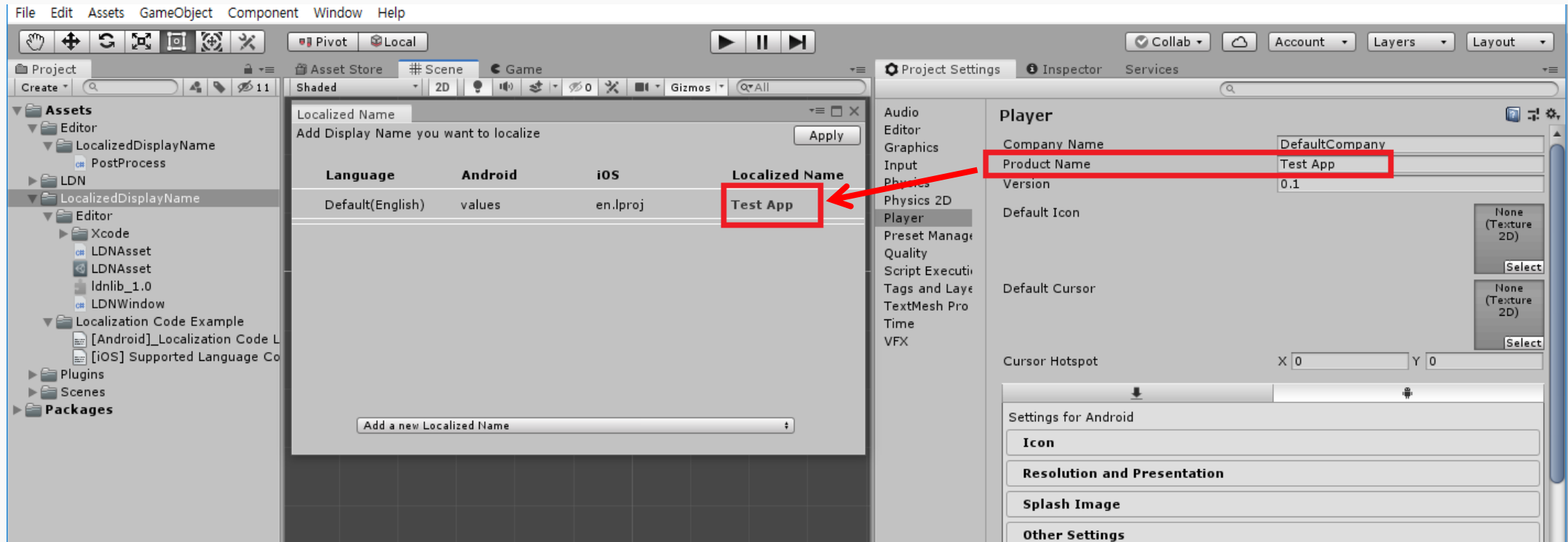
All   None   Cancel   Import

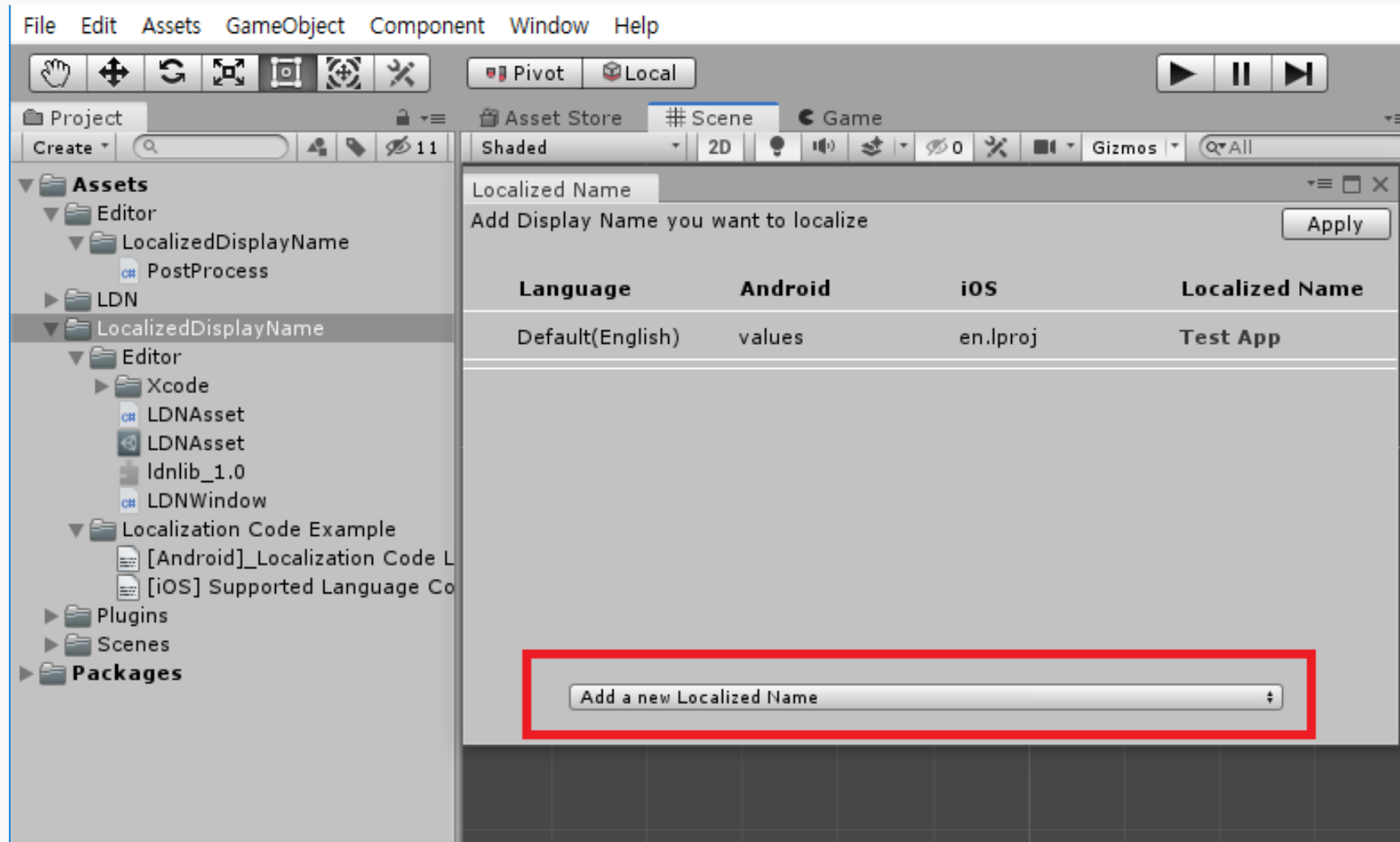# 2. Menu -> Window -> Localized Display Name

3. Set Default Name in <Project Setting -> Product Name>

* On Android, the default language is used to populate the res/values/strings.xml file.

* On iOS, the default language will be used to set the CFBundleDevelopmentRegion and it is only used as the last fallback if none of the user's preferred languages are supported by your app.

4. Select the desired language from the dropdown list.

File   Edit   Assets   GameObject   Component   Window   Help

Pivot   Local

Project

Create ▾

▼ **Assets**
  ▼ Editor
    ▼ LocalizedDisplayName
      PostProcess
  ▶ LDN
  ▼ LocalizedDisplayName
    ▼ Editor
      ▶ Xcode
      LDNAsset
      LDNAsset
      ldnlib_1.0
      LDNWindow
    ▼ Localization Code Example
      [Android]_Localization Code L
      [iOS] Supported Language Co
  ▶ Plugins
  ▶ Scenes
▶ **Packages**

Asset Store   # Scene   Game

Shaded   2D   Gizmos   All

Localized Name

Add Display Name you want to localize   Apply

Language	Android	iOS	Localized Name
Default(English)	values	en.lproj	Test App

Add a new Localized Name

5. Enter a localized name and apply it!

Localized Name

Add Display Name you want to localize   Apply

	Language	Android	iOS	Localized Name
	Default(English)	values	en.lproj	**Test App**
X	Japanese	values-ja	ja.lproj	テストアプリ

Add a new Localized Name

6. You can see the output in the Asset/LDN and Asset/Plugins/Android/LDN folders.

For iOS

For Android

<LDN.aar>
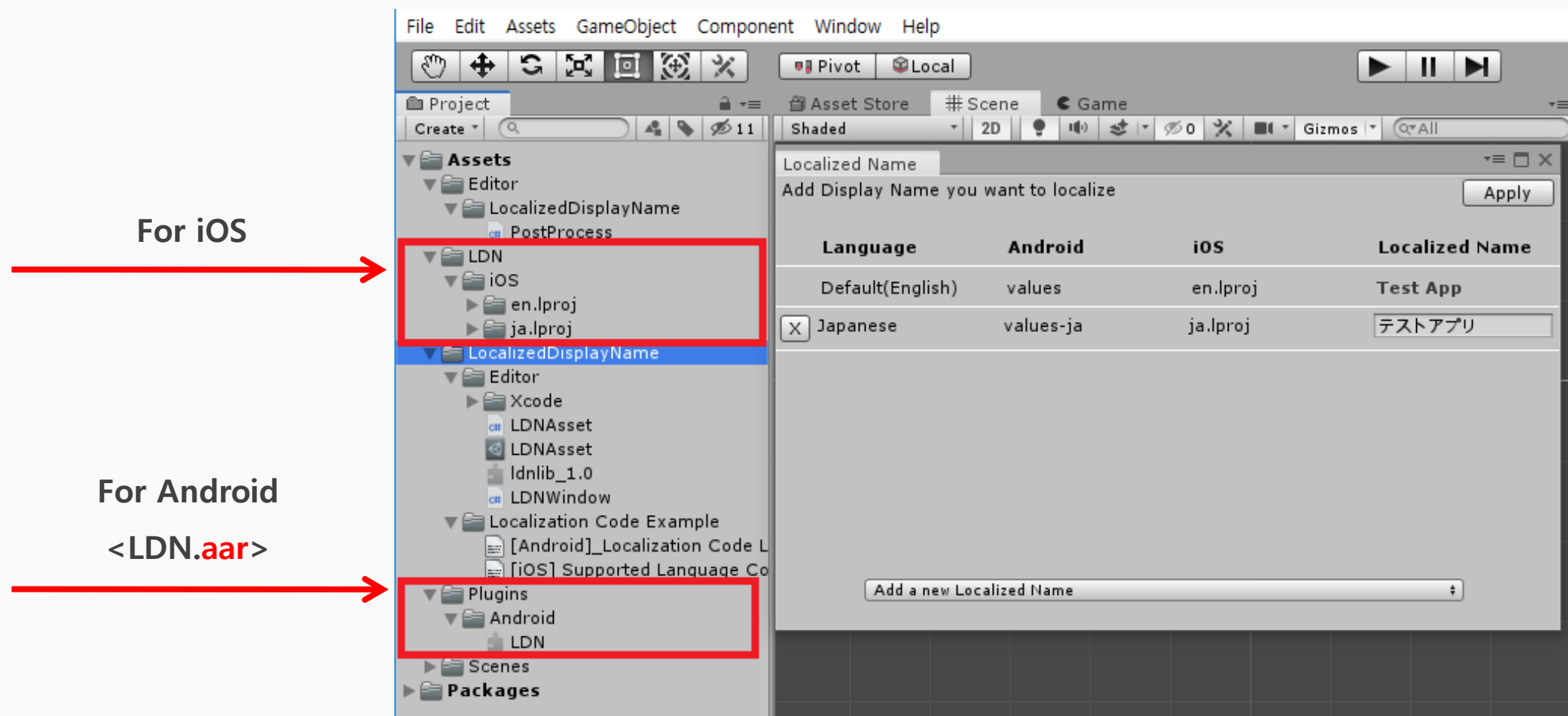
* LDN.aar for Android is only created when the jar command can be found on your system.

Otherwise, the folder "res" is created. Either way, the function itself works.