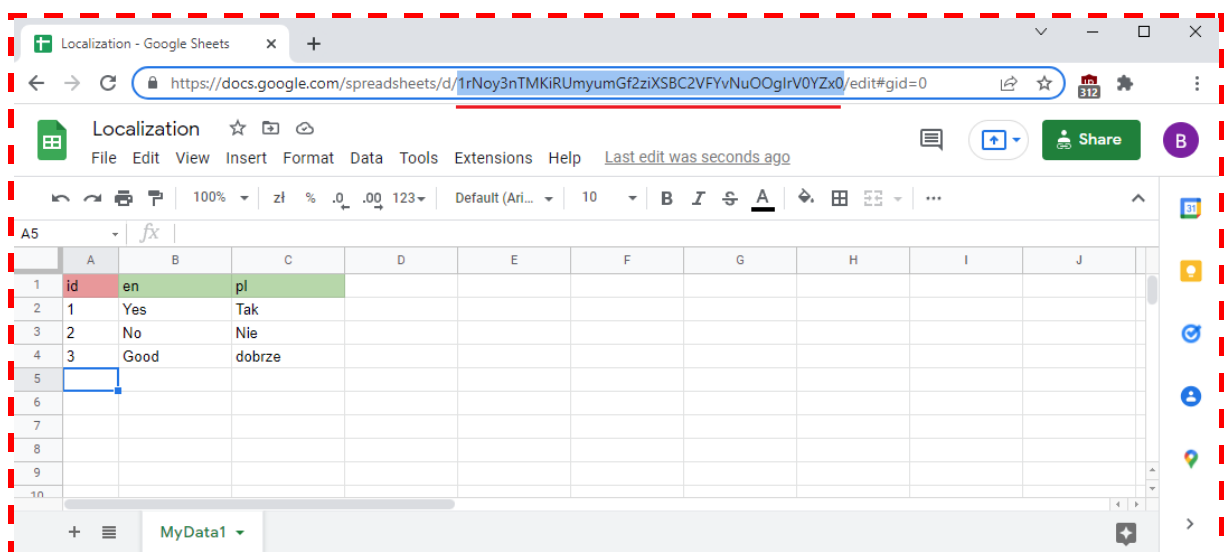
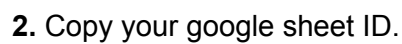
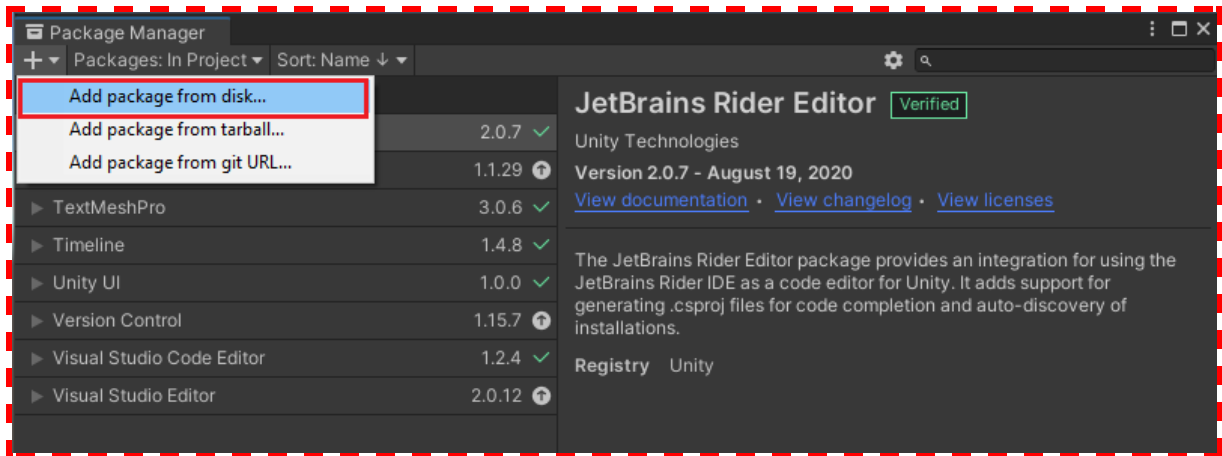


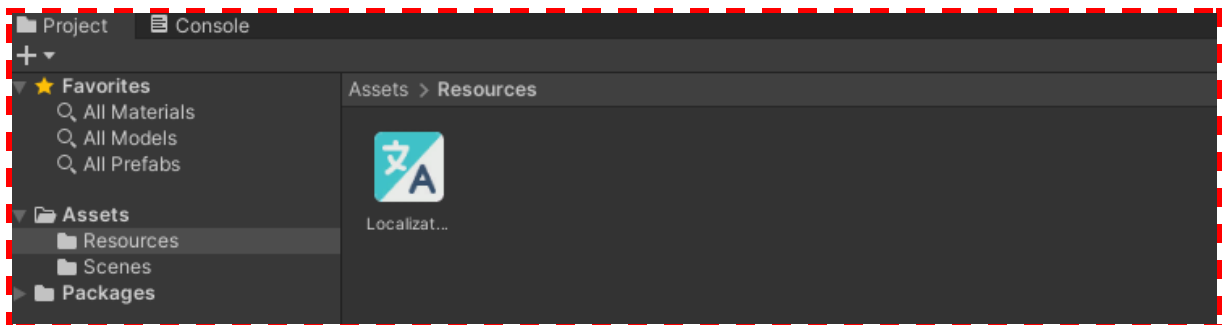
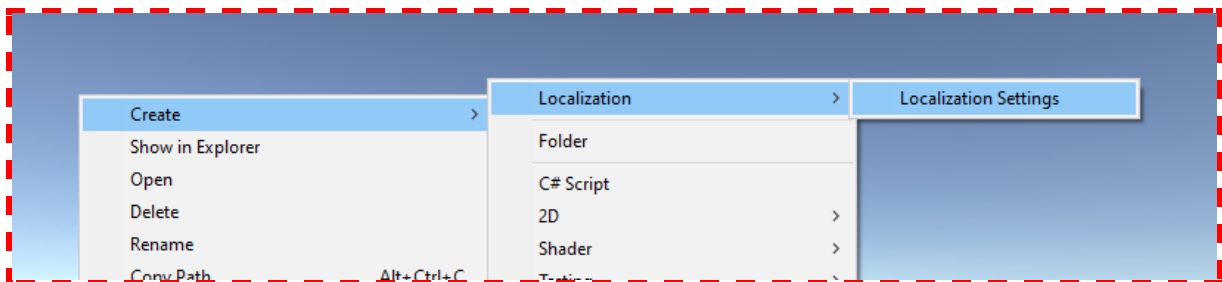
1. Create a new google sheet and change the sharing settings to "Anyone with the link".



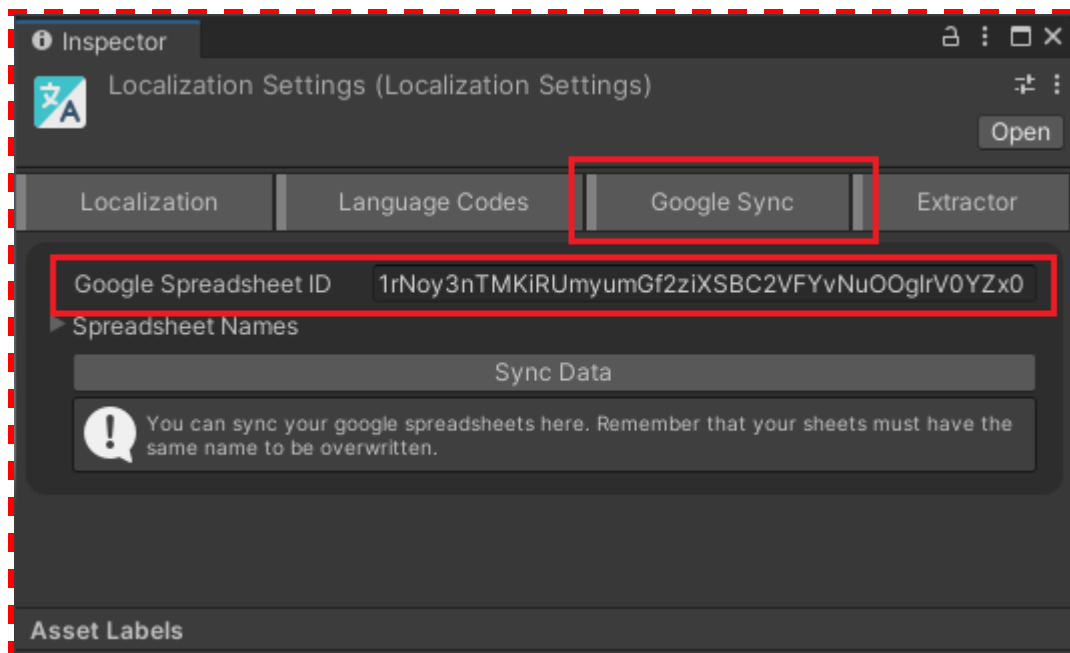
3. Import the **com.spiffybit.localization** package into Unity via Package Manager. Go to Window -> Package Manager -> Add package from disk. Select package.json file.



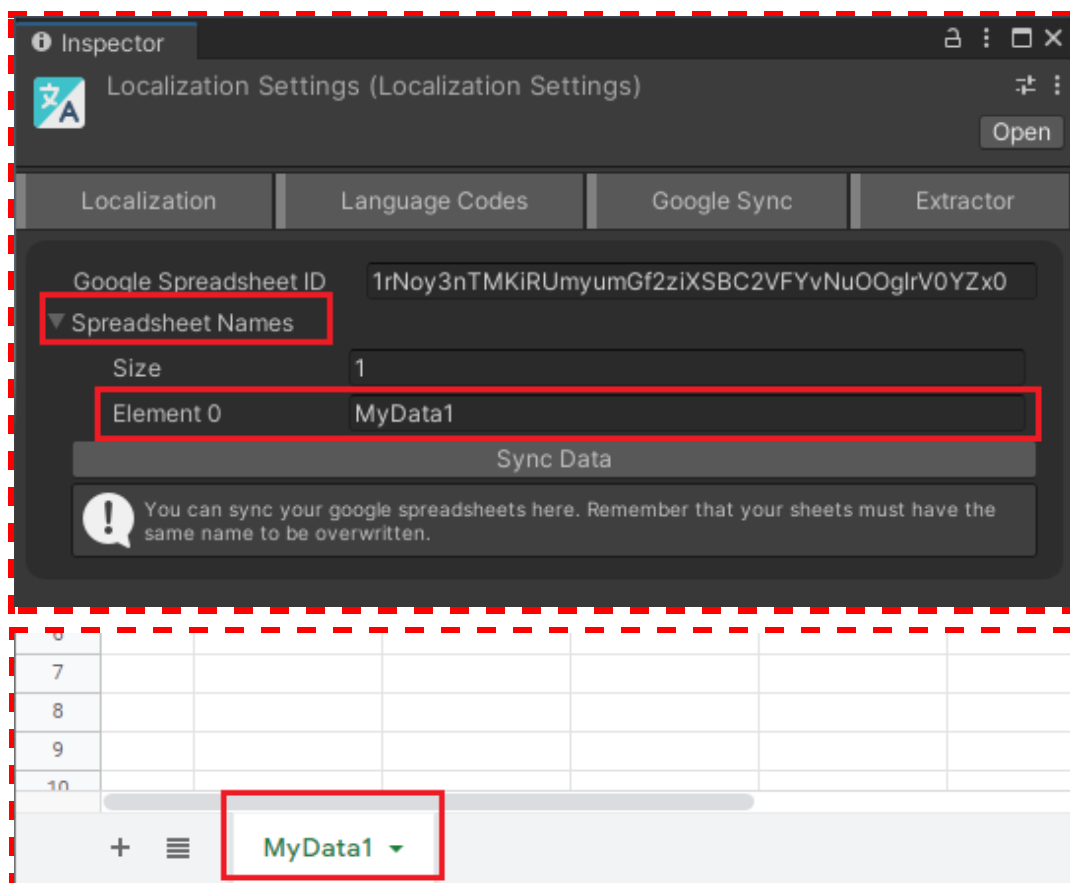
4. Create a new **Localization Settings** asset in your **Resources** folder.



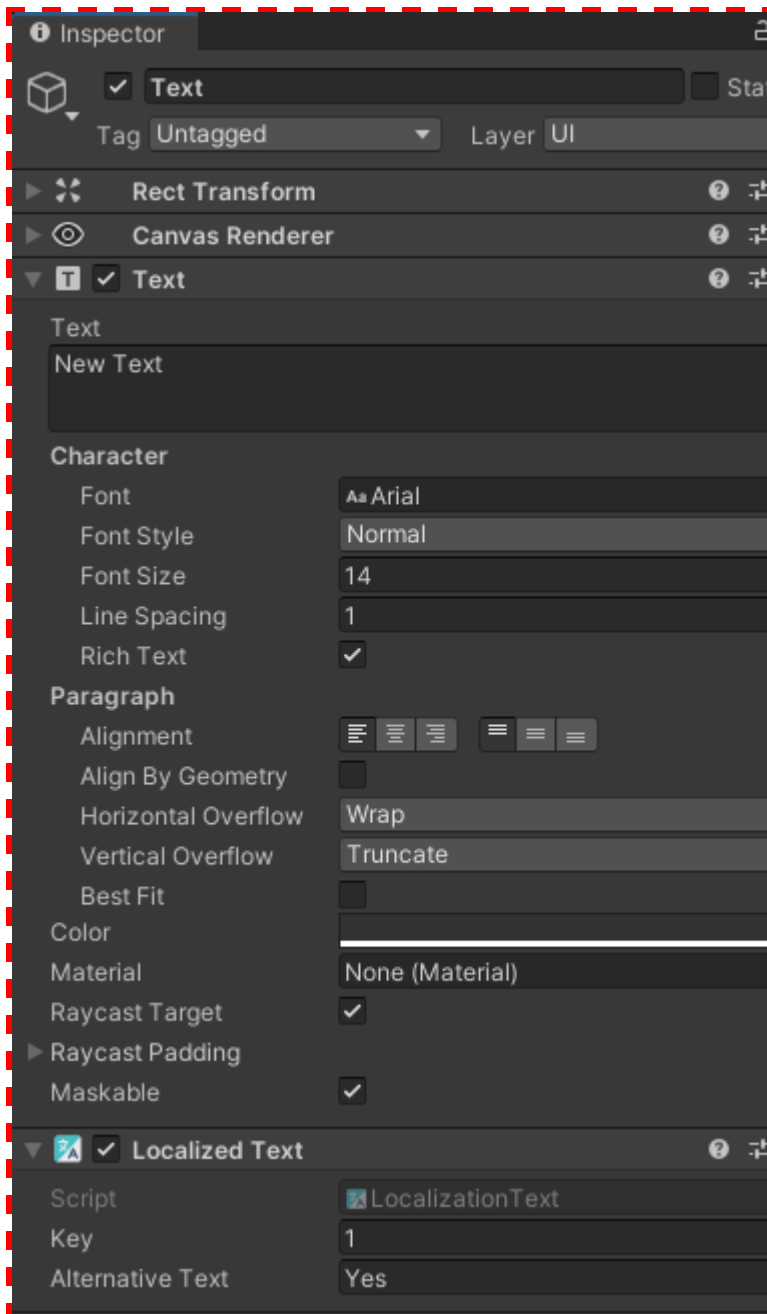
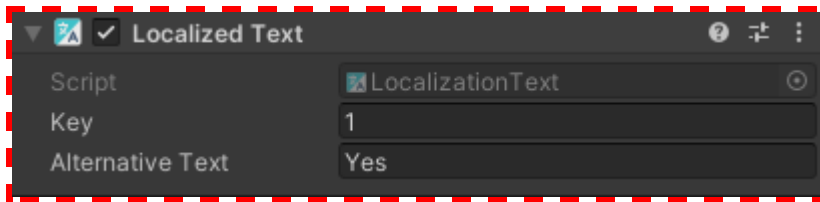
5. Select the Localization Settings asset and go to the **Google Sync** tab and paste your Google Sheet Id.



6. Expand the **Spreadsheet Names** list and type the names of the sheets you want to add. Make sure the name is the same as your google sheet. Then click on the Sync Data button.

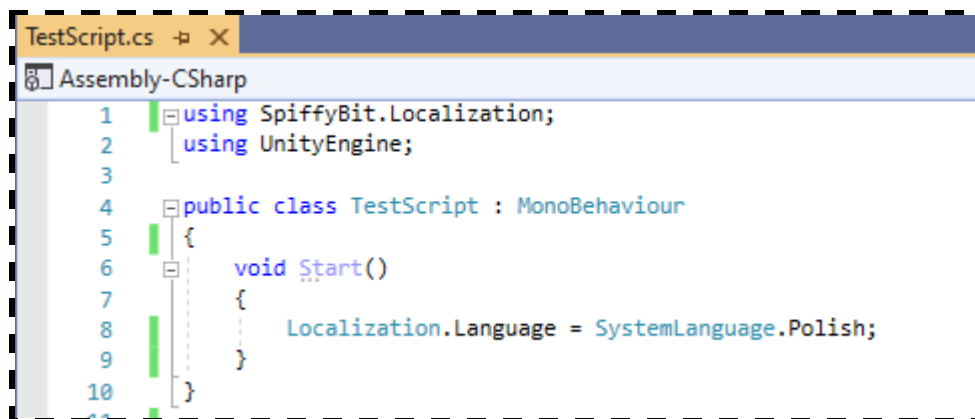


7. Add **Localized Text** component to objects with **Text** or **TextMeshProUGUI**. Set your key. The alternative text will be displayed when the word is not found.



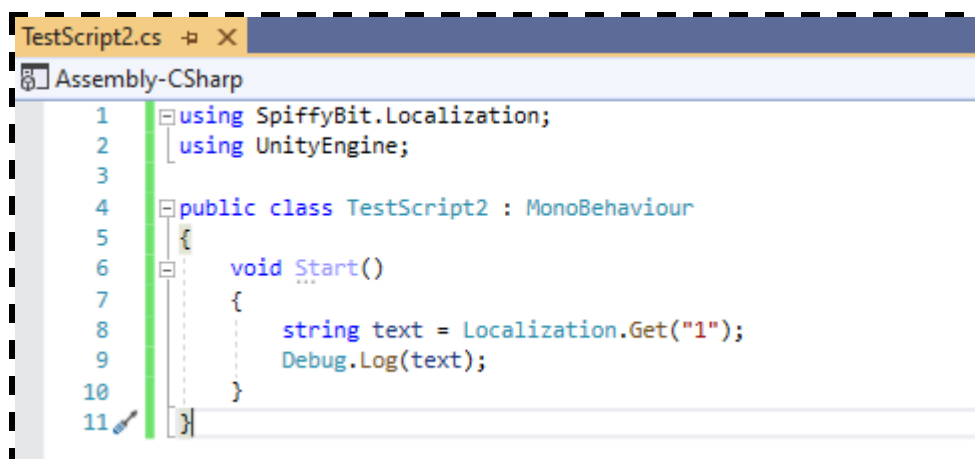
Scripting

8. The following code shows how to set or change the language.



```
TestScript.cs -p X
Assembly-CSharp
1 using SpiffyBit.Localization;
2 using UnityEngine;
3
4 public class TestScript : MonoBehaviour
5 {
6     void Start()
7     {
8         Localization.Language = SystemLanguage.Polish;
9     }
10 }
```

9. Use **Localization.Get** method to get your data via script.



```
TestScript2.cs -p X
Assembly-CSharp
1 using SpiffyBit.Localization;
2 using UnityEngine;
3
4 public class TestScript2 : MonoBehaviour
5 {
6     void Start()
7     {
8         string text = Localization.Get("1");
9         Debug.Log(text);
10     }
11 }
```