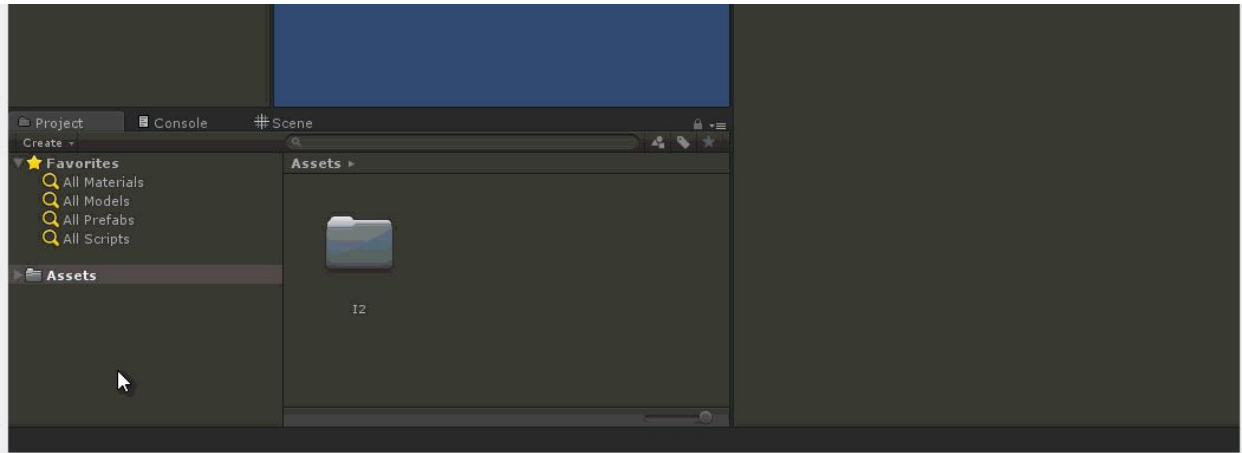


# Localization Plugin

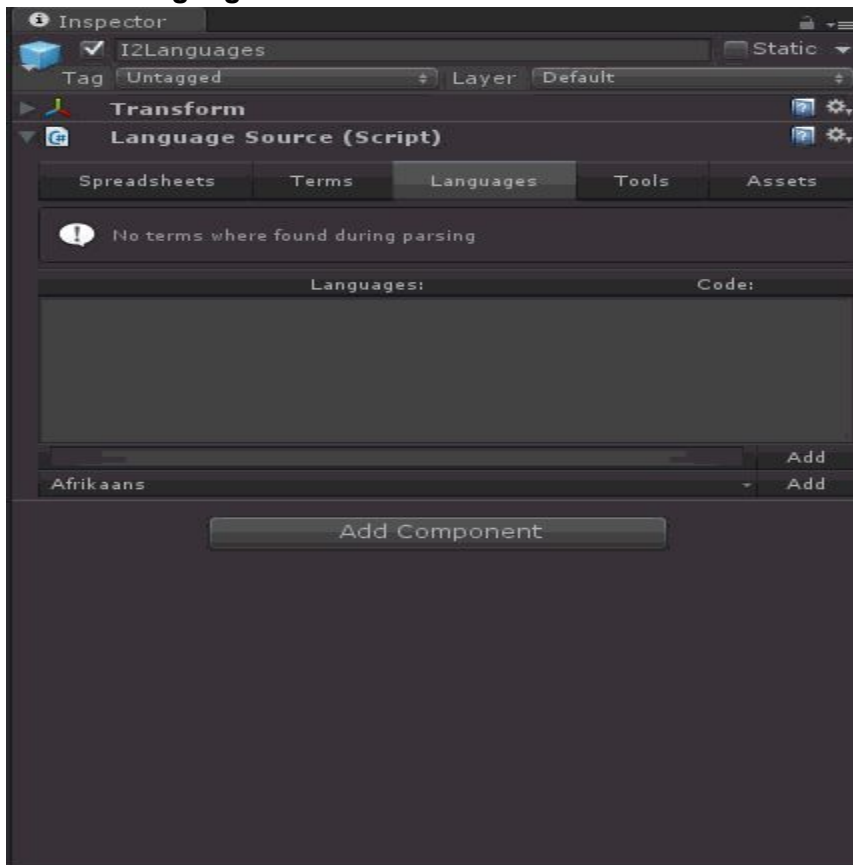
## How to localize:

Install the I2 Localization package

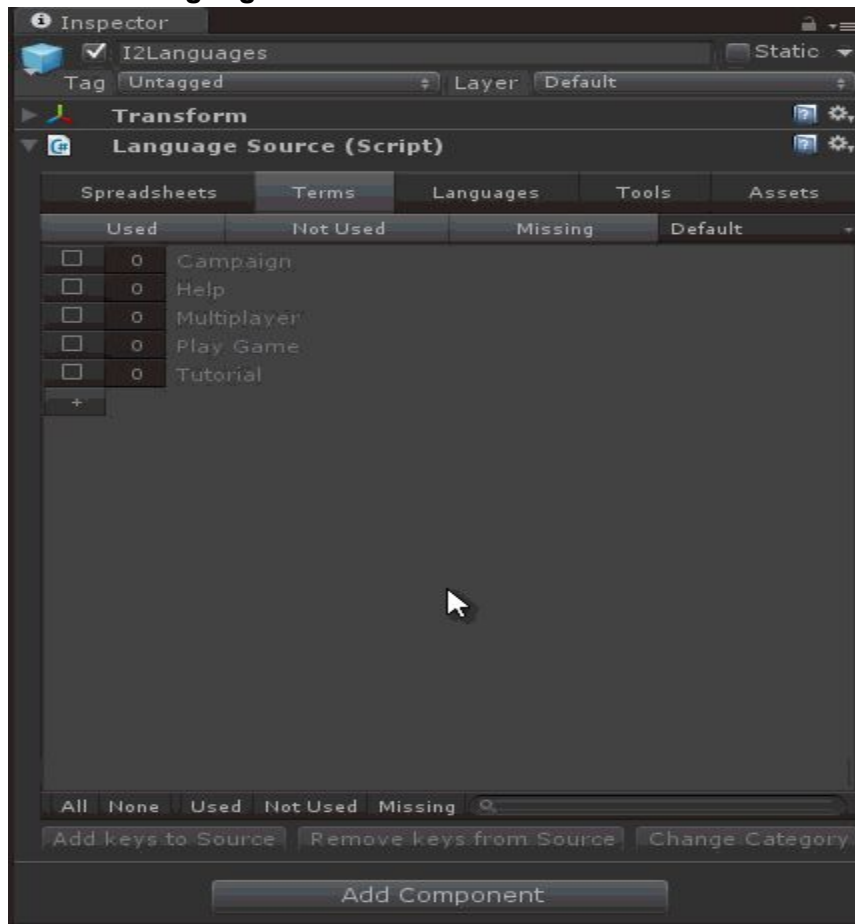
Select the global Language Source at **Assets \ I2 \ Localization \ I2Languages.prefab**



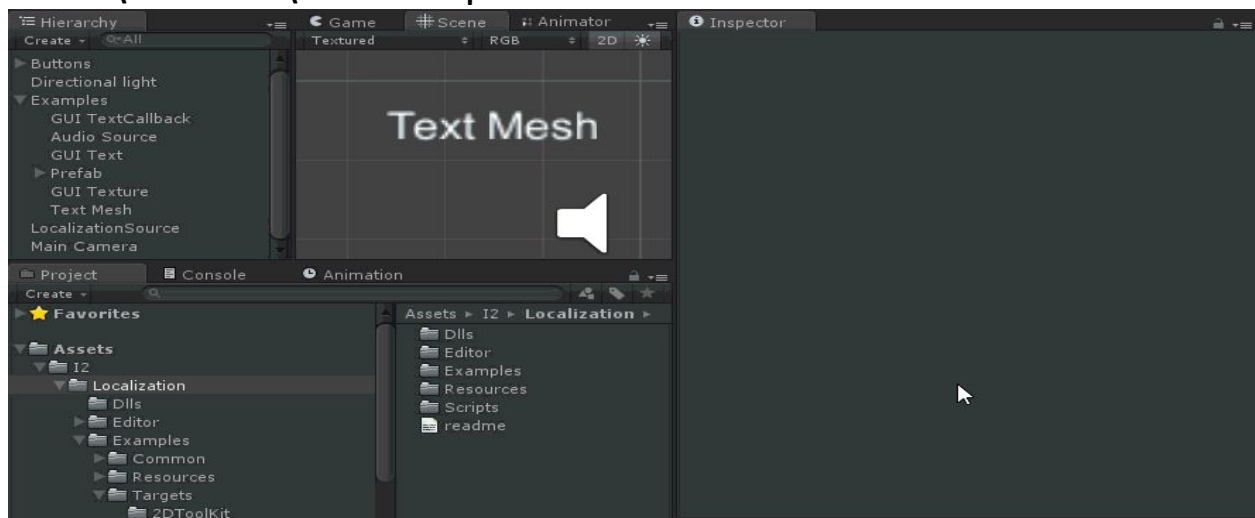
## Add the Languages



You can use google translate



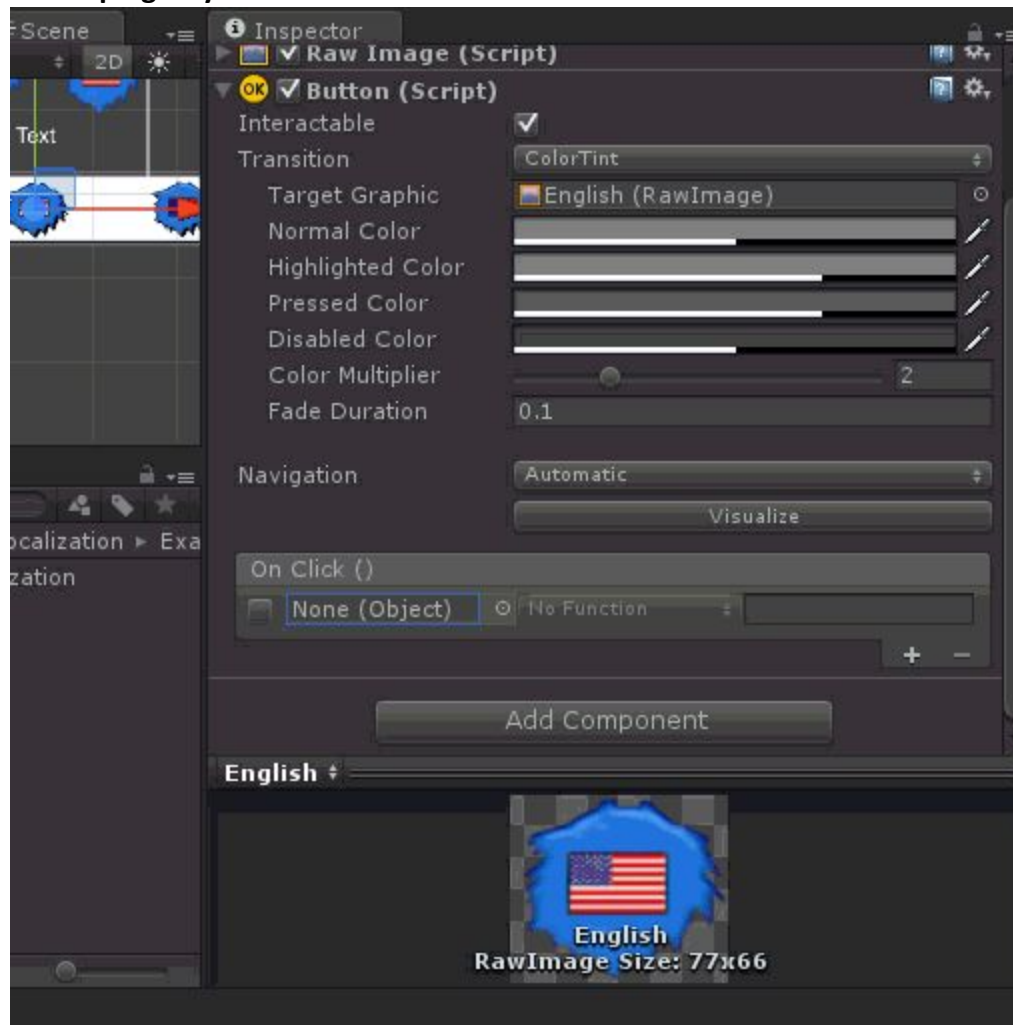
Select the objects you want to change depending on the language.  
Add a I2\Localization\Localize component to them.



Then select the term you already created in the Language Source.

Objects valid for localization include:

Labels, Fonts, Textures, AudioClips, GameObjects, Sprites, Atlases, among others depending on the plugins you have installed.



To allow changing languages, add an `I2\Localization\SetLanguage` component to your buttons.

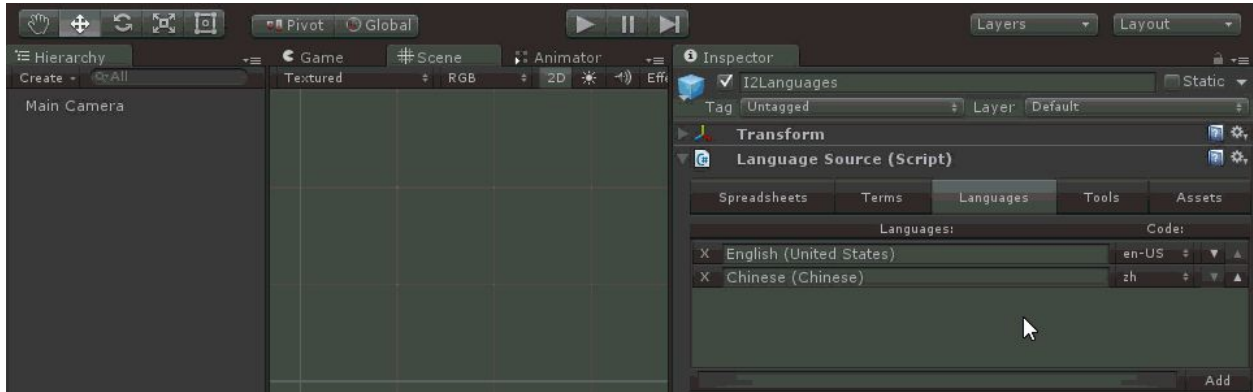
Select the language from the dropdown

Assign the `ApplyLanguage` function to the `OnClick` event

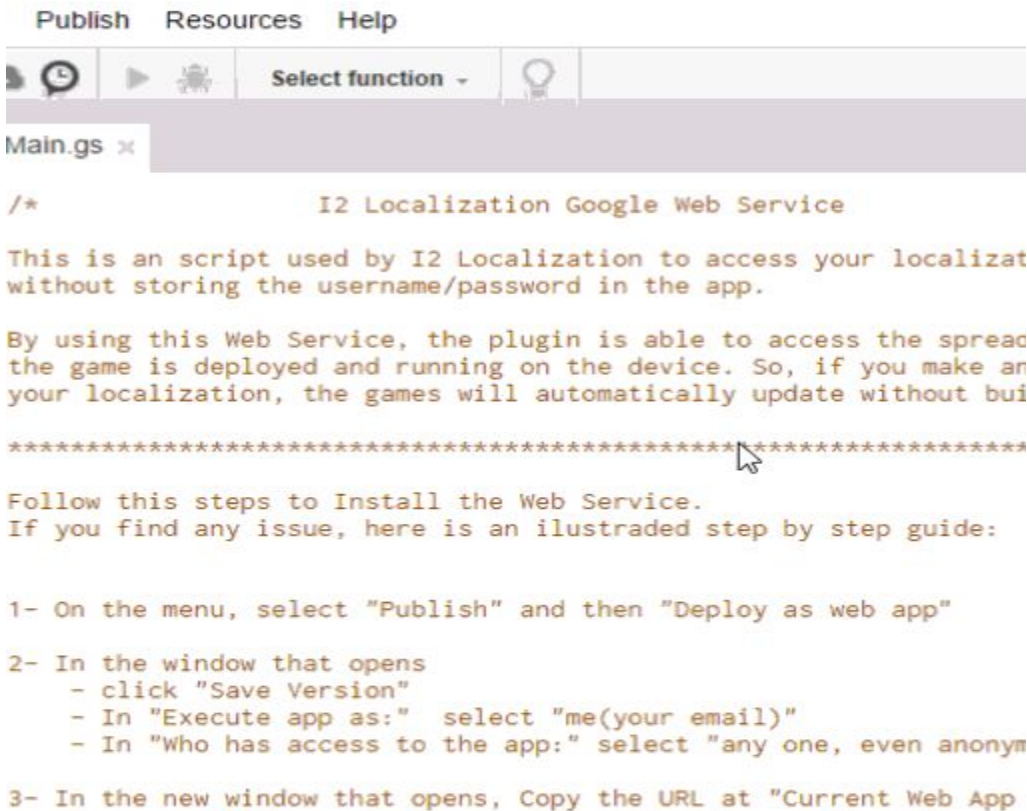
# How to link with Google

The first step to setup this workflow, it's to install the Web Service.

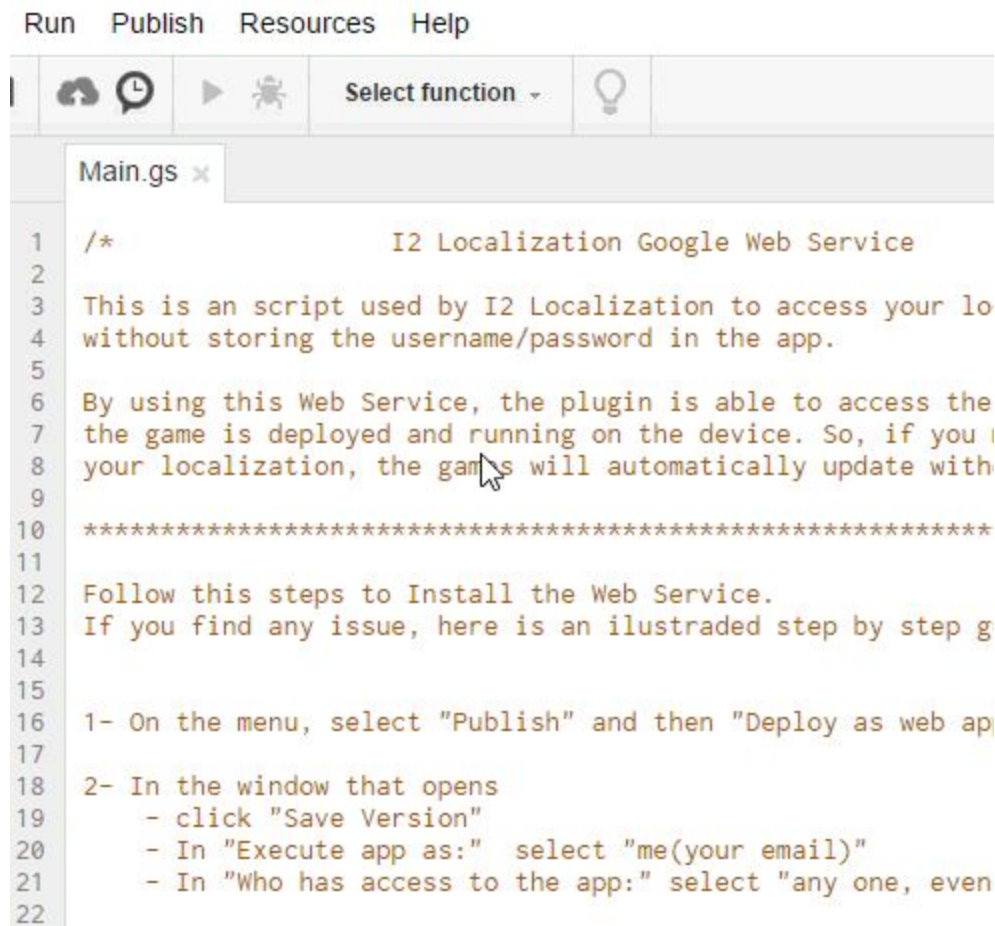
Click "Install" and that will make a copy of the WebService source code on your Google Drive.



Then you have to deploy the app

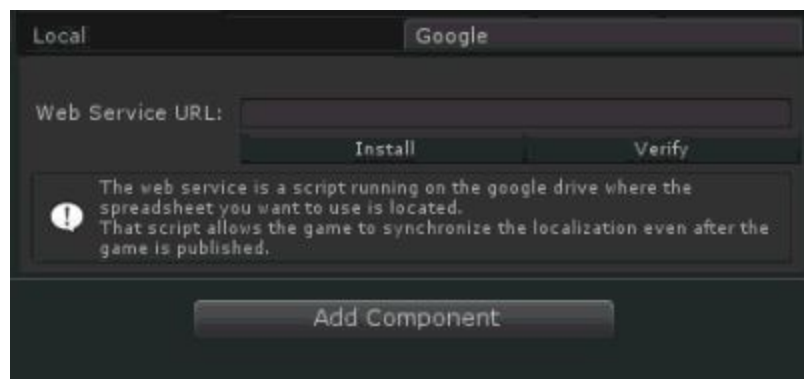


And authorized it to access the Spreadsheet

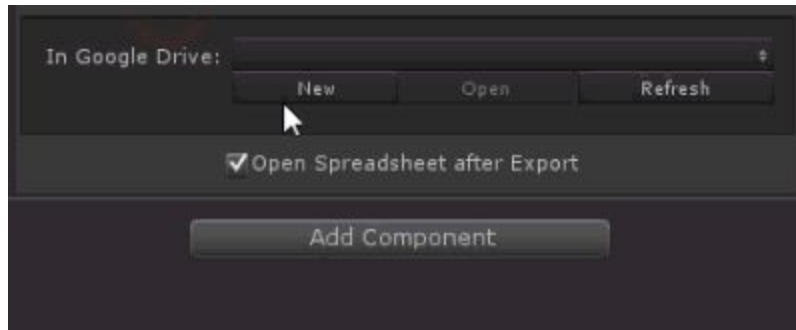


```
Run Publish Resources Help
Main.gs x
1  /*          I2 Localization Google Web Service
2
3  This is an script used by I2 Localization to access your lo
4  without storing the username/password in the app.
5
6  By using this Web Service, the plugin is able to access the
7  the game is deployed and running on the device. So, if you
8  your localization, the game will automatically update with
9
10 *****
11
12 Follow this steps to Install the Web Service.
13 If you find any issue, here is an ilustraded step by step g
14
15
16 1- On the menu, select "Publish" and then "Deploy as web ap
17
18 2- In the window that opens
19   - click "Save Version"
20   - In "Execute app as:" select "me(your email)"
21   - In "Who has access to the app:" select "any one, even
22
```

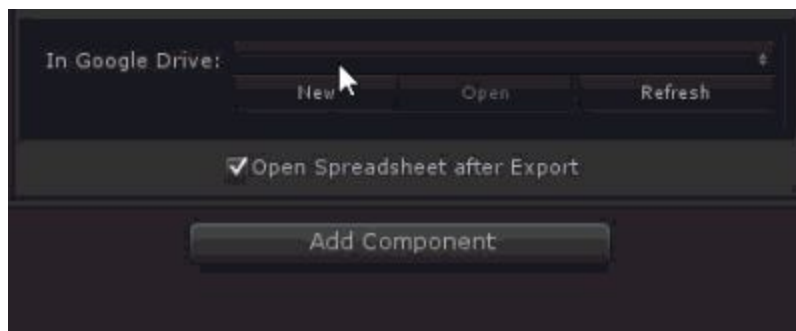
Back in unity, paste the Web Service URL



Then either create a new spreadsheet



Or use any of the ones you already have



Once everything is setup, use Import or Export to Download/Upload the localization data

