

UnityTranslation

1.0

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Chapter 1

Main Page

[UnityTranslation](#) is a localization system that looks the same as Android localization system.

Main advantages:

- Based on CLDR 26.0.1
- Supporting 610 languages
- Supporting plurals
- Language hierarchy. Language en contains common translations for en-US and for en-GB while en-US and en-GB has some language specific translations
- Dynamically loadable/unloadable sections with tokens
- Code generator that provide source code to user with the best performance

Demo: <http://gris.ucoz.ru/UnityModules/UnityTranslate/Web/UnityTranslation.↵html>

Unity Asset Store: <http://u3d.as/bex>

Description:

All translatable tokens should be provided in Assets/Resources/res/values/strings.xml file

Please follow link below for xml file format description:

<http://developer.android.com/guide/topics/resources/string-resource.html>

If you want to add new language in your application just create the same xml file in Assets/Resources/res/values-↵CODE, where CODE is a language code with 2-3 letters length.

Please check LanguageCode class in [Language.cs](#) file to get list of language codes.

Run your application to recreate [AvailableLanguages.cs](#) file with the set of specified languages in Assets/↵Resources/res folder.

WARNING!!!

Please note that code generator works only when you are using [UnityTranslation](#) somewhere.

All set of tokens are stored in [R.cs](#) file.

Example:

```
00001 using UnityTranslation;
00002
00003 string hello = Translator.getString(R.strings.hello_world);
```

It is also possible to use string format arguments in localization.

```
00001 using UnityTranslation;
00002
00003 string hello = Translator.getString(R.strings.hello_my_dear, "friend"); // Where
    R.strings.hello_my_dear = "Hello, my dear {0}!"
```

Plurals:

Some languages has specific rules for localizable string according to provided quantity.

To get more information about plurals please follow link below:

<http://developer.android.com/guide/topics/resources/string-resource.html#Plurals>

Example:

```
00001 using UnityTranslation;  int amountOfDogs = 3;
00002
00003 string dogs = Translator.getQuantityString(R.plurals.dogs, amountOfDogs, amountOfDogs);
```

Sections:

Section is a set of tokens that might be loaded/unloaded in Runtime. You have to create xml file with some name in Assets/Resources/res/value folder.

Code generator will try to convert xml file name to section ID.

Please note that xml file name should be different from strings.xml.

To use section tokens just provide token ID specified in R.sections.SECTION_NAME.

Example:

```
00001 using UnityTranslation;
00002
00003 string[] fruits = Translator.getStringArray(R.sections.MySection.array.fruits);
```

It will load section tokens automatically if it's not loaded yet.

If you want to load/unload section manually you have to call Translator.LoadSection and Translator.UnloadSection methods.

Example:

```
00001 using UnityTranslation;
00002
00003 Translator.LoadSection(R.sections.SectionID.MySection);
00004 Translator.UnloadSection(R.sections.SectionID.MySection);
```

Language changed listeners:

You can provide listener to handle language changed event in your application.

Please do not forget to remove listener when it is not needed.

Example:

```
00001 using UnityTranslation;
00002
00003 void Start()
00004 {
00005     mText = GetComponentText();
00006
00007     Translator.addLanguageChangeListener (OnLanguageChanged);
00008 }
00009
00010 void OnDestroy()
00011 {
00012     Translator.removeLanguageChangeListener (OnLanguageChanged);
00013 }
00014
00015 public void OnLanguageChanged()
00016 {
00017     mText.text = Translator.getString(id);
00018 }
```


WARNING!!!

When you call `addLanguageChangeListener` it will automatically invoke listener method!

Please feel free to contact with me if you meet some errors.

e-mail: gris87@yandex.ru

Links:

Site: <http://gris.ucoz.ru/index/unitytranslation/0-15>

Unity Asset Store: <http://u3d.as/bex>

GitHub: <https://github.com/Gris87/UnityTranslation>

See also:

Strings.xml file format: <http://developer.android.com/guide/topics/resources/string-resource.html>↔

Plurals: <http://developer.android.com/guide/topics/resources/string-resource.html#Plurals>↔

Chapter 2

Namespace Index

2.1 Namespace List

Here is a list of all documented namespaces with brief descriptions:

UnityTranslation	
The UnityTranslation namespace contains classes for localization strings.	11
UnityTranslationInternal	
The UnityTranslationInternal namespace contains special classes that UnityTranslation package uses internally.	28

Chapter 3

Hierarchical Index

3.1 Class Hierarchy

This inheritance list is sorted roughly, but not completely, alphabetically:

UnityTranslation.AvailableLanguages	29
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UnityTranslation.LanguageName	31
UnityTranslation.LanguageSystemName	32
MonoBehaviour	
UnityTranslation.TextAutoTranslation	39
UnityTranslationInternal.PluralsRules	33
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UnityTranslationInternal.Translator.SectionLocaleTokens	36
UnityTranslation.R.sections	37
UnityTranslationInternal.Translator.SectionTokens	38
UnityTranslation.Translator	40
UnityTranslationInternal.Translator	43
UnityTranslationInternal.Utils	46

Chapter 4

Class Index

4.1 Class List

Here are the classes, structs, unions and interfaces with brief descriptions:

UnityTranslation.AvailableLanguages	29
Container for all languages specified in "Assets/Resources/res"	
UnityTranslation.LanguageCode	29
This class provides methods for converting language code to Language enum and Language enum to language code	
UnityTranslation.LanguageName	31
This class provides methods for converting language name to Language enum and Language enum to language name	
UnityTranslation.LanguageSystemName	32
This class provides methods for converting SystemLanguage enum to Language enum and Language enum to SystemLanguage enum	
UnityTranslationInternal.PluralsRules	33
Container for all plurals rules for each language.	
UnityTranslation.R	34
Container for all tokens specified in xml files in "Assets/Resources/res/values".	
UnityTranslationInternal.Translator.SectionLocaleTokens	36
Group of localized strings that cached for a single language.	
UnityTranslation.R.sections	37
Container for dynamically loadable tokens specified in non strings.xml files.	
UnityTranslationInternal.Translator.SectionTokens	38
Default strings and localized strings of selected language for a single section.	
UnityTranslation.TextAutoTranslation	39
Script for auto-translating Text component.	
UnityTranslation.Translator	40
UnityTranslation.Translator class that has methods for getting localized strings. Translator provide localization in the same way as in Android localization system	
UnityTranslationInternal.Translator	43
UnityTranslationInternal.Translator internal Translator class that has methods for getting localized strings. Translator provide localization in the same way as in Android localization system	
UnityTranslationInternal.Utils	46
Class with utilities for UnityTranslation	

Chapter 5

Namespace Documentation

5.1 Package UnityTranslation

The [UnityTranslation](#) namespace contains classes for localization strings.

Classes

- class [AvailableLanguages](#)

Container for all languages specified in "Assets/Resources/res"

- class [LanguageCode](#)

This class provides methods for converting language code to Language enum and Language enum to language code

- class [LanguageName](#)

This class provides methods for converting language name to Language enum and Language enum to language name

- class [LanguageSystemName](#)

This class provides methods for converting SystemLanguage enum to Language enum and Language enum to SystemLanguage enum

- class [R](#)

Container for all tokens specified in xml files in "Assets/Resources/res/values".

- class [TextAutoTranslation](#)

Script for auto-translating Text component.

- class [Translator](#)

[UnityTranslation](#) [Translator](#) class that has methods for getting localized strings. [Translator](#) provide localization in the same way as in Android localization system.

Enumerations

- `enum Language {`
[Language.Default](#), [Language.Afar](#), [Language.Abkhazian](#), [Language.Achinese](#),
[Language.Acoli](#), [Language.Adangme](#), [Language.Adyghe](#), [Language.Avestan](#),
[Language.TunisianArabic](#), [Language.Afrikaans](#), [Language.Afrihili](#), [Language.Aghem](#),
[Language.Ainu](#), [Language.Akan](#), [Language.Akkadian](#), [Language.Alabama](#),
[Language.Aleut](#), [Language.GhegAlbanian](#), [Language.SouthernAltai](#), [Language.Amharic](#),
[Language.Aragonese](#), [Language.OldEnglish](#), [Language.Angika](#), [Language.Arabic](#),
[Language.ModernStandardArabic](#), [Language.Aramaic](#), [Language.Mapuche](#), [Language.Araona](#),
[Language.Arapaho](#), [Language.AlgerianArabic](#), [Language.Arawak](#), [Language.MoroccanArabic](#),
[Language.EgyptianArabic](#), [Language.Assamese](#), [Language.Asu](#), [Language.AmericanSignLanguage](#),
[Language.Asturian](#), [Language.Avaric](#), [Language.Kotava](#), [Language.Awadhi](#),
[Language.Aymara](#), [Language.Azerbaijani](#), [Language.Azeri](#), [Language.SouthAzerbaijani](#),
[Language.Bashkir](#), [Language.Baluchi](#), [Language.Balinese](#), [Language.Bavarian](#),
[Language.Basaa](#), [Language.Bamun](#), [Language.BatakToba](#), [Language.Ghomala](#),
[Language.Belarusian](#), [Language.Beja](#), [Language.Bemba](#), [Language.Betawi](#),
[Language.Bena](#), [Language.Bafut](#), [Language.Badaga](#), [Language.Bulgarian](#),
[Language.Bhojpuri](#), [Language.Bislama](#), [Language.Bikol](#), [Language.Bini](#),
[Language.Banjar](#), [Language.Kom](#), [Language.Siksika](#), [Language.Bambara](#),
[Language.Bengali](#), [Language.Tibetan](#), [Language.Bishnupriya](#), [Language.Bakhtiari](#),
[Language.Breton](#), [Language.Braj](#), [Language.Brahui](#), [Language.Bodo](#),
[Language.Bosnian](#), [Language.Akoose](#), [Language.Buriat](#), [Language.Buginese](#),
[Language.Bulu](#), [Language.Blin](#), [Language.Medumba](#), [Language.Catalan](#),
[Language.Caddo](#), [Language.Carib](#), [Language.Cayuga](#), [Language.Atsam](#),
[Language.Chechen](#), [Language.Cebuano](#), [Language.Chiga](#), [Language.Chamorro](#),
[Language.Chibcha](#), [Language.Chagatai](#), [Language.Chuukese](#), [Language.Mari](#),
[Language.ChinookJargon](#), [Language.Choctaw](#), [Language.Chipewyan](#), [Language.Cherokee](#),
[Language.Cheyenne](#), [Language.SoraniKurdish](#), [Language.Corsican](#), [Language.Coptic](#),
[Language.Capiznon](#), [Language.Cree](#), [Language.CrimeanTurkish](#), [Language.Czech](#),
[Language.Kashubian](#), [Language.ChurchSlavic](#), [Language.Chuvash](#), [Language.Welsh](#),
[Language.Danish](#), [Language.Dakota](#), [Language.Dargwa](#), [Language.Taita](#),
[Language.German](#), [Language.AustrianGerman](#), [Language.SwissHighGerman](#), [Language.Delaware](#),
[Language.Slave](#), [Language.Dogrib](#), [Language.Dinka](#), [Language.Zarma](#),
[Language.Dogri](#), [Language.LowerSorbian](#), [Language.CentralDusun](#), [Language.Duala](#),
[Language.MiddleDutch](#), [Language.Divehi](#), [Language.JolaFonyi](#), [Language.Dyula](#),
[Language.Dzongkha](#), [Language.Dazaga](#), [Language.Embu](#), [Language.Ewe](#),
[Language.Efik](#), [Language.Emilian](#), [Language.AncientEgyptian](#), [Language.Ekajuk](#),
[Language.Greek](#), [Language.Elamite](#), [Language.English](#), [Language.AustralianEnglish](#),
[Language.CanadianEnglish](#), [Language.BritishEnglish](#), [Language.UKEnglish](#), [Language.AmericanEnglish](#),
[Language.USEnglish](#), [Language.MiddleEnglish](#), [Language.Esperanto](#), [Language.Spanish](#),
[Language.LatinAmericanSpanish](#), [Language.EuropeanSpanish](#), [Language.MexicanSpanish](#), [Language.↵](#)

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Language.Norwegian, Language.Nogai, Language.OldNorse, Language.Noval, Language.Nko, Language.SouthNdebele, Language.NorthernSotho, Language.Nuer, Language.Navajo, Language.ClassicalNewari, Language.Nyanja, Language.Nyamwezi, Language.Nyankole, Language.Nyoro, Language.Njima, Language.Nasiten, Language.Ojibwa, Language.Oromo

[Language.NoLinguisticContent](#), [Language.Zaza](#), [Language.Count](#) }

Language. This enumeration contains list of supported languages.

5.1.1 Detailed Description

The [UnityTranslation](#) namespace contains classes for localization strings.

5.1.2 Enumeration Type Documentation

5.1.2.1 enum [UnityTranslation.Language](#)

[Language](#). This enumeration contains list of supported languages.

Enumerator

Default Default language. Equivalent for English.

Afar Afar. Code: aa

Abkhazian Abkhazian. Code: ab

Achinese Achinese. Code: ace

Acoli Acoli. Code: ach

Adangme Adangme. Code: ada

Adyghe Adyghe. Code: ady

Avestan Avestan. Code: ae

TunisianArabic Tunisian Arabic. Code: aeb

Afrikaans Afrikaans. Code: af

Afrihili Afrihili. Code: afh

Aghem Aghem. Code: agq

Ainu Ainu. Code: ain

Akan Akan. Code: ak

Akkadian Akkadian. Code: akk

Alabama Alabama. Code: akz

Aleut Aleut. Code: ale

GhegAlbanian Gheg Albanian. Code: aln

SouthernAltai Southern Altai. Code: alt

Amharic Amharic. Code: am

Aragonese Aragonese. Code: an

OldEnglish Old English. Code: ang

Angika Angika. Code: anp

Arabic Arabic. Code: ar

ModernStandardArabic Modern Standard Arabic. Code: ar-001

Aramaic Aramaic. Code: arc

Mapuche Mapuche. Code: arn

Araona Araona. Code: aro

Arapaho Arapaho. Code: arp

AlgerianArabic Algerian Arabic. Code: arq

Arawak Arawak. Code: arw

MoroccanArabic Moroccan Arabic. Code: ary

EgyptianArabic Egyptian Arabic. Code: arz
Assamese Assamese. Code: as
Asu Asu. Code: asa
AmericanSignLanguage American Sign Language. Code: ase
Asturian Asturian. Code: ast
Avaric Avaric. Code: av
Kotava Kotava. Code: avk
Awadhi Awadhi. Code: awa
Aymara Aymara. Code: ay
Azerbaijani Azerbaijani. Code: az
Azeri Azeri. Code: az-alt-short
SouthAzerbaijani South Azerbaijani. Code: azb
Bashkir Bashkir. Code: ba
Baluchi Baluchi. Code: bal
Balinese Balinese. Code: ban
Bavarian Bavarian. Code: bar
Basaa Basaa. Code: bas
Bamun Bamun. Code: bax
BatakToba Batak Toba. Code: bbc
Ghomala Ghomala. Code: bbj
Belarusian Belarusian. Code: be
Beja Beja. Code: bej
Bemba Bemba. Code: bem
Betawi Betawi. Code: bew
Bena Bena. Code: bez
Bafut Bafut. Code: bfd
Badaga Badaga. Code: bfq
Bulgarian Bulgarian. Code: bg
Bhojpuri Bhojpuri. Code: bho
Bislama Bislama. Code: bi
Bikol Bikol. Code: bik
Bini Bini. Code: bin
Banjar Banjar. Code: bjn
Kom Kom. Code: bkm
Siksika Siksika. Code: bla
Bambara Bambara. Code: bm
Bengali Bengali. Code: bn
Tibetan Tibetan. Code: bo
Bishnupriya Bishnupriya. Code: bpy
Bakhtiari Bakhtiari. Code: bqj
Breton Breton. Code: br
Braj Braj. Code: bra
Brahui Brahui. Code: brh
Bodo Bodo. Code: brx
Bosnian Bosnian. Code: bs

Akoose Akoose. Code: bss
Buriat Buriat. Code: bua
Buginese Buginese. Code: bug
Bulu Bulu. Code: bum
Blin Blin. Code: byn
Medumba Medumba. Code: byv
Catalan Catalan. Code: ca
Caddo Caddo. Code: cad
Carib Carib. Code: car
Cayuga Cayuga. Code: cay
Atsam Atsam. Code: cch
Chechen Chechen. Code: ce
Cebuano Cebuano. Code: ceb
Chiga Chiga. Code: cgg
Chamorro Chamorro. Code: ch
Chibcha Chibcha. Code: chb
Chagatai Chagatai. Code: chg
Chuukese Chuukese. Code: chk
Mari Mari. Code: chm
ChinookJargon Chinook Jargon. Code: chn
Choctaw Choctaw. Code: cho
Chipewyan Chipewyan. Code: chp
Cherokee Cherokee. Code: chr
Cheyenne Cheyenne. Code: chy
SoraniKurdish Sorani Kurdish. Code: ckb
Corsican Corsican. Code: co
Coptic Coptic. Code: cop
Capiznon Capiznon. Code: cps
Cree Cree. Code: cr
CrimeanTurkish Crimean Turkish. Code: crh
Czech Czech. Code: cs
Kashubian Kashubian. Code: csb
ChurchSlavic Church Slavic. Code: cu
Chuvash Chuvash. Code: cv
Welsh Welsh. Code: cy
Danish Danish. Code: da
Dakota Dakota. Code: dak
Dargwa Dargwa. Code: dar
Taita Taita. Code: dav
German German. Code: de
AustrianGerman Austrian German. Code: de-AT
SwissHighGerman Swiss High German. Code: de-CH
Delaware Delaware. Code: del
Slave Slave. Code: den
Dogrib Dogrib. Code: dgr

Dinka Dinka. Code: din
Zarma Zarma. Code: dje
Dogri Dogri. Code: doi
LowerSorbian Lower Sorbian. Code: dsb
CentralDusun Central Dusun. Code: dtp
Duala Duala. Code: dua
MiddleDutch Middle Dutch. Code: dum
Divehi Divehi. Code: dv
JolaFonyi Jola-Fonyi. Code: dyo
Dyula Dyula. Code: dyu
Dzongkha Dzongkha. Code: dz
Dazaga Dazaga. Code: dzg
Embu Embu. Code: ebu
Ewe Ewe. Code: ee
Efik Efik. Code: efi
Emilian Emilian. Code: egl
AncientEgyptian Ancient Egyptian. Code: egy
Ekajuk Ekajuk. Code: eka
Greek Greek. Code: el
Elamite Elamite. Code: elx
English English. Code: en
AustralianEnglish Australian English. Code: en-AU
CanadianEnglish Canadian English. Code: en-CA
BritishEnglish British English. Code: en-GB
UKEnglish U.K. English. Code: en-GB-alt-short
AmericanEnglish American English. Code: en-US
USEnglish U.S. English. Code: en-US-alt-short
MiddleEnglish Middle English. Code: enm
Esperanto Esperanto. Code: eo
Spanish Spanish. Code: es
LatinAmericanSpanish Latin American Spanish. Code: es-419
EuropeanSpanish European Spanish. Code: es-ES
MexicanSpanish Mexican Spanish. Code: es-MX
CentralYupik Central Yupik. Code: esu
Estonian Estonian. Code: et
Basque Basque. Code: eu
Ewondo Ewondo. Code: ewo
Extremaduran Extremaduran. Code: ext
Persian Persian. Code: fa
Fang Fang. Code: fan
Fanti Fanti. Code: fat
Fulah Fulah. Code: ff
Finnish Finnish. Code: fi
Filipino Filipino. Code: fil
TornedalenFinnish Tornedalen Finnish. Code: fit

Fijian Fijian. Code: fj
Faroese Faroese. Code: fo
Fon Fon. Code: fon
French French. Code: fr
CanadianFrench Canadian French. Code: fr-CA
SwissFrench Swiss French. Code: fr-CH
CajunFrench Cajun French. Code: frc
MiddleFrench Middle French. Code: frm
OldFrench Old French. Code: fro
Arpitan Arpitan. Code: frp
NorthernFrisian Northern Frisian. Code: frr
EasternFrisian Eastern Frisian. Code: frs
Friulian Friulian. Code: fur
WesternFrisian Western Frisian. Code: fy
Irish Irish. Code: ga
Ga Ga. Code: gaa
Gagauz Gagauz. Code: gag
GanChinese Gan Chinese. Code: gan
Gayo Gayo. Code: gay
Gbaya Gbaya. Code: gba
ZoroastrianDari Zoroastrian Dari. Code: gbz
ScottishGaelic Scottish Gaelic. Code: gd
Geez Geez. Code: gez
Gilbertese Gilbertese. Code: gil
Galician Galician. Code: gl
Gilaki Gilaki. Code: glk
MiddleHighGerman Middle High German. Code: gmh
Guarani Guarani. Code: gn
OldHighGerman Old High German. Code: goh
GoanKonkani Goan Konkani. Code: gom
Gondi Gondi. Code: gon
Gorontalo Gorontalo. Code: gor
Gothic Gothic. Code: got
Grebo Grebo. Code: grb
AncientGreek Ancient Greek. Code: grc
SwissGerman Swiss German. Code: gsw
Gujarati Gujarati. Code: gu
Wayuu Wayuu. Code: guc
Frafra Frafra. Code: gur
Gusii Gusii. Code: guz
Manx Manx. Code: gv
Gwichin Gwichin. Code: gwi
Hausa Hausa. Code: ha
Haida Haida. Code: hai
HakkaChinese Hakka Chinese. Code: hak

Hawaiian Hawaiian. Code: haw
Hebrew Hebrew. Code: he
Hindi Hindi. Code: hi
FijiHindi Fiji Hindi. Code: hif
Hiligaynon Hiligaynon. Code: hil
Hittite Hittite. Code: hit
Hmong Hmong. Code: hmn
HiriMotu Hiri Motu. Code: ho
Croatian Croatian. Code: hr
UpperSorbian Upper Sorbian. Code: hsb
XiangChinese Xiang Chinese. Code: hsn
Haitian Haitian. Code: ht
Hungarian Hungarian. Code: hu
Hupa Hupa. Code: hup
Armenian Armenian. Code: hy
Herero Herero. Code: hz
Interlingua Interlingua. Code: ia
Iban Iban. Code: iba
Ibibio Ibibio. Code: ibb
Indonesian Indonesian. Code: id
Interlingue Interlingue. Code: ie
Igbo Igbo. Code: ig
SichuanYi Sichuan Yi. Code: ii
Inupiaq Inupiaq. Code: ik
Iloko Iloko. Code: ilo
Ingush Ingush. Code: inh
Ido Ido. Code: io
Icelandic Icelandic. Code: is
Italian Italian. Code: it
Inuktitut Inuktitut. Code: iu
Ingrian Ingrian. Code: izh
Japanese Japanese. Code: ja
JamaicanCreoleEnglish Jamaican Creole English. Code: jam
Lojban Lojban. Code: jbo
Ngomba Ngomba. Code: jgo
Machame Machame. Code: jmc
JudeoPersian Judeo-Persian. Code: jpr
JudeoArabic Judeo-Arabic. Code: jrb
Jutish Jutish. Code: jut
Javanese Javanese. Code: jv
Georgian Georgian. Code: ka
KaraKalpak Kara-Kalpak. Code: kaa
Kabyle Kabyle. Code: kab
Kachin Kachin. Code: kac
Jju Jju. Code: kaj

Kamba Kamba. Code: kam
Kawi Kawi. Code: kaw
Kabardian Kabardian. Code: kbd
Kanembu Kanembu. Code: kbl
Tyap Tyap. Code: kcg
Makonde Makonde. Code: kde
Kabuverdianu Kabuverdianu. Code: kea
Kenyang Kenyang. Code: ken
Koro Koro. Code: kfo
Kongo Kongo. Code: kg
Kaingang Kaingang. Code: kgp
Khasi Khasi. Code: kha
Khotanese Khotanese. Code: kho
KoyraChiini Koyra Chiini. Code: khq
Khowar Khowar. Code: khw
Kikuyu Kikuyu. Code: ki
Kirmanjki Kirmanjki. Code: kiu
Kuanyama Kuanyama. Code: kj
Kazakh Kazakh. Code: kk
Kako Kako. Code: kkj
Kalaallisut Kalaallisut. Code: kl
Kalenjin Kalenjin. Code: kln
Khmer Khmer. Code: km
Kimbundu Kimbundu. Code: kmb
Kannada Kannada. Code: kn
Korean Korean. Code: ko
KomiPermyak Komi-Permyak. Code: koi
Konkani Konkani. Code: kok
Kosraean Kosraean. Code: kos
Kpelle Kpelle. Code: kpe
Kanuri Kanuri. Code: kr
KarachayBalkar Karachay-Balkar. Code: krc
Krio Krio. Code: kri
KinarayA Kinaray-a. Code: krj
Karelian Karelian. Code: krl
Kurukh Kurukh. Code: kru
Kashmiri Kashmiri. Code: ks
Shambala Shambala. Code: ksb
Bafia Bafia. Code: ksf
Colognian Colognian. Code: ksh
Kurdish Kurdish. Code: ku
Kumyk Kumyk. Code: kum
Kutenai Kutenai. Code: kut
Komi Komi. Code: kv
Cornish Cornish. Code: kw

Kyrgyz Kyrgyz. Code: ky
Kirghiz Kirghiz. Code: ky-alt-variant
Latin Latin. Code: la
Ladino Ladino. Code: lad
Langi Langi. Code: lag
Lahnda Lahnda. Code: lah
Lamba Lamba. Code: lam
Luxembourgish Luxembourgish. Code: lb
Lezghian Lezghian. Code: lez
LinguaFrancaNova Lingua Franca Nova. Code: lfn
Ganda Ganda. Code: lg
Limburgish Limburgish. Code: li
Ligurian Ligurian. Code: lij
Livonian Livonian. Code: liv
Lakota Lakota. Code: lkt
Lombard Lombard. Code: lmo
Lingala Lingala. Code: ln
Lao Lao. Code: lo
Mongo Mongo. Code: lol
Lozi Lozi. Code: loz
Lithuanian Lithuanian. Code: lt
Latgalian Latgalian. Code: ltg
LubaKatanga Luba-Katanga. Code: lu
LubaLulua Luba-Lulua. Code: lua
Luiseno Luiseno. Code: lui
Lunda Lunda. Code: lun
Luo Luo. Code: luo
Mizo Mizo. Code: lus
Luyia Luyia. Code: luy
Latvian Latvian. Code: lv
LiteraryChinese Literary Chinese. Code: lzh
Laz Laz. Code: lzz
Madurese Madurese. Code: mad
Mafa Mafa. Code: maf
Magahi Magahi. Code: mag
Maithili Maithili. Code: mai
Makasar Makasar. Code: mak
Mandingo Mandingo. Code: man
Masai Masai. Code: mas
Maba Maba. Code: mde
Moksha Moksha. Code: mdf
Mandar Mandar. Code: mdr
Mende Mende. Code: men
Meru Meru. Code: mer
Morisyen Morisyen. Code: mfe

Malagasy Malagasy. Code: mg
MiddleIrish Middle Irish. Code: mga
MakhuwaMeetto Makhuwa-Meetto. Code: mgh
Meta Meta. Code: mgo
Marshallese Marshallese. Code: mh
Maori Maori. Code: mi
Micmac Micmac. Code: mic
Minangkabau Minangkabau. Code: min
Macedonian Macedonian. Code: mk
Malayalam Malayalam. Code: ml
Mongolian Mongolian. Code: mn
Manchu Manchu. Code: mnc
Manipuri Manipuri. Code: mni
Mohawk Mohawk. Code: moh
Mossi Mossi. Code: mos
Marathi Marathi. Code: mr
WesternMari Western Mari. Code: mrj
Malay Malay. Code: ms
Maltese Maltese. Code: mt
Mundang Mundang. Code: mua
MultipleLanguages Multiple Languages. Code: mul
Creek Creek. Code: mus
Mirandese Mirandese. Code: mwl
Marwari Marwari. Code: mwr
Mentawai Mentawai. Code: mwv
Burmese Burmese. Code: my
Myene Myene. Code: mye
Erzya Erzya. Code: myv
Mazanderani Mazanderani. Code: mzn
Nauru Nauru. Code: na
MinNanChinese Min Nan Chinese. Code: nan
Neapolitan Neapolitan. Code: nap
Nama Nama. Code: naq
NorwegianBokmal Norwegian Bokmål. Code: nb
NorthNdebele North Ndebele. Code: nd
LowGerman Low German. Code: nds
Nepali Nepali. Code: ne
Newari Newari. Code: new
Ndonga Ndonga. Code: ng
Nias Nias. Code: nia
Niuean Niuean. Code: niu
AoNaga Ao Naga. Code: njo
Dutch Dutch. Code: nl
Flemish Flemish. Code: nl-BE
Kwasio Kwasio. Code: nmg

NorwegianNynorsk Norwegian Nynorsk. Code: nn
Ngiemboon Ngiemboon. Code: nnh
Norwegian Norwegian. Code: no
Nogai Nogai. Code: nog
OldNorse Old Norse. Code: non
Novial Novial. Code: nov
Nko Nko. Code: nqo
SouthNdebele South Ndebele. Code: nr
NorthernSotho Northern Sotho. Code: nso
Nuer Nuer. Code: nus
Navajo Navajo. Code: nv
ClassicalNewari Classical Newari. Code: nwc
Nyanja Nyanja. Code: ny
Nyamwezi Nyamwezi. Code: nym
Nyankole Nyankole. Code: nyn
Nyoro Nyoro. Code: nyo
Nzima Nzima. Code: nzi
Occitan Occitan. Code: oc
Ojibwa Ojibwa. Code: oj
Oromo Oromo. Code: om
Oriya Oriya. Code: or
Ossetic Ossetic. Code: os
Osage Osage. Code: osa
OttomanTurkish Ottoman Turkish. Code: ota
Punjabi Punjabi. Code: pa
Pangasinan Pangasinan. Code: pag
Pahlavi Pahlavi. Code: pal
Pampanga Pampanga. Code: pam
Papiamento Papiamento. Code: pap
Palauan Palauan. Code: pau
Picard Picard. Code: pcd
PennsylvaniaGerman Pennsylvania German. Code: pdc
Plautdietsch Plautdietsch. Code: pdt
OldPersian Old Persian. Code: peo
PalatineGerman Palatine German. Code: pfl
Phoenician Phoenician. Code: phn
Pali Pali. Code: pi
Polish Polish. Code: pl
Piedmontese Piedmontese. Code: pms
Pontic Pontic. Code: pnt
Pohnpeian Pohnpeian. Code: pon
Prussian Prussian. Code: prg
OldProvençal Old Provençal. Code: pro
Pashto Pashto. Code: ps
Pushto Pushto. Code: ps-alt-variant

Portuguese Portuguese. Code: pt
BrazilianPortuguese Brazilian Portuguese. Code: pt-BR
EuropeanPortuguese European Portuguese. Code: pt-PT
Quechua Quechua. Code: qu
Kiche Kiche. Code: quc
ChimborazoHighlandQuichua Chimborazo Highland Quichua. Code: qug
Rajasthani Rajasthani. Code: raj
Rapanui Rapanui. Code: rap
Rarotongan Rarotongan. Code: rar
Romagnol Romagnol. Code: rgn
Riffian Riffian. Code: rif
Romansh Romansh. Code: rm
Rundi Rundi. Code: rn
Romanian Romanian. Code: ro
Moldavian Moldavian. Code: ro-MD
Rombo Rombo. Code: rof
Romany Romany. Code: rom
Rotuman Rotuman. Code: rtm
Russian Russian. Code: ru
Rusyn Rusyn. Code: rue
Roviana Roviana. Code: rug
Aromanian Aromanian. Code: rup
Kinyarwanda Kinyarwanda. Code: rw
Rwa Rwa. Code: rwk
Sanskrit Sanskrit. Code: sa
Sandawe Sandawe. Code: sad
Sakha Sakha. Code: sah
SamaritanAramaic Samaritan Aramaic. Code: sam
Samburu Samburu. Code: saq
Sasak Sasak. Code: sas
Santali Santali. Code: sat
Saurashtra Saurashtra. Code: saz
Ngambay Ngambay. Code: sba
Sangu Sangu. Code: sbp
Sardinian Sardinian. Code: sc
Sicilian Sicilian. Code: scn
Scots Scots. Code: sco
Sindhi Sindhi. Code: sd
SassareseSardinian Sassarese Sardinian. Code: sdc
NorthernSami Northern Sami. Code: se
Seneca Seneca. Code: see
Sena Sena. Code: seh
Seri Seri. Code: sei
Selkup Selkup. Code: sel
KoyraboroSenni Koyraboro Senni. Code: ses

Sango Sango. Code: sg
OldIrish Old Irish. Code: sga
Samogitian Samogitian. Code: sgs
SerboCroatian Serbo-Croatian. Code: sh
Tachelhit Tachelhit. Code: shi
Shan Shan. Code: shn
ChadianArabic Chadian Arabic. Code: shu
Sinhala Sinhala. Code: si
Sidamo Sidamo. Code: sid
Slovak Slovak. Code: sk
Slovenian Slovenian. Code: sl
LowerSilesian Lower Silesian. Code: sli
Selayar Selayar. Code: sly
Samoan Samoan. Code: sm
SouthernSami Southern Sami. Code: sma
LuleSami Lule Sami. Code: smj
InariSami Inari Sami. Code: smn
SkoltSami Skolt Sami. Code: sms
Shona Shona. Code: sn
Soninke Soninke. Code: snk
Somali Somali. Code: so
Sogdien Sogdien. Code: sog
Albanian Albanian. Code: sq
Serbian Serbian. Code: sr
SrananTongo Sranan Tongo. Code: srn
Serer Serer. Code: srr
Swati Swati. Code: ss
Saho Saho. Code: ssy
SouthernSotho Southern Sotho. Code: st
SaterlandFrisian Saterland Frisian. Code: stq
Sundanese Sundanese. Code: su
Sukuma Sukuma. Code: suk
Susu Susu. Code: sus
Sumerian Sumerian. Code: sux
Swedish Swedish. Code: sv
Swahili Swahili. Code: sw
Comorian Comorian. Code: swb
CongoSwahili Congo Swahili. Code: swc
ClassicalSyriac Classical Syriac. Code: syc
Syriac Syriac. Code: syr
Silesian Silesian. Code: szl
Tamil Tamil. Code: ta
Tulu Tulu. Code: tcy
Telugu Telugu. Code: te
Timne Timne. Code: tem

Teso Teso. Code: teo
Tereno Tereno. Code: ter
Tetum Tetum. Code: tet
Tajik Tajik. Code: tg
Thai Thai. Code: th
Tigrinya Tigrinya. Code: ti
Tigre Tigre. Code: tig
Tiv Tiv. Code: tiv
Turkmen Turkmen. Code: tk
Tokelau Tokelau. Code: tkl
Tsakhur Tsakhur. Code: tkr
Tagalog Tagalog. Code: tl
Klingon Klingon. Code: tlh
Tlingit Tlingit. Code: tli
Talysh Talysh. Code: tly
Tamashek Tamashek. Code: tmh
Tswana Tswana. Code: tn
Tongan Tongan. Code: to
NyasaTonga Nyasa Tonga. Code: tog
TokPisin Tok Pisin. Code: tpi
Turkish Turkish. Code: tr
Turoyo Turoyo. Code: tru
Taroko Taroko. Code: trv
Tsonga Tsonga. Code: ts
Tsakonian Tsakonian. Code: tsd
Tsimshian Tsimshian. Code: tsi
Tatar Tatar. Code: tt
MuslimTat Muslim Tat. Code: ttt
Tumbuka Tumbuka. Code: tum
Tuvalu Tuvalu. Code: tvl
Twi Twi. Code: tw
Tasawaq Tasawaq. Code: twq
Tahitian Tahitian. Code: ty
Tuvinian Tuvinian. Code: tyv
CentralAtlasTamazight Central Atlas Tamazight. Code: tzm
Udmurt Udmurt. Code: udm
Uyghur Uyghur. Code: ug
Uighur Uighur. Code: ug-alt-variant
Ugaritic Ugaritic. Code: uga
Ukrainian Ukrainian. Code: uk
Umbundu Umbundu. Code: umb
UnknownLanguage Unknown Language. Code: und
Urdu Urdu. Code: ur
Uzbek Uzbek. Code: uz
Vai Vai. Code: vai

Venda Venda. Code: ve
Venetian Venetian. Code: vec
Veps Veps. Code: vep
Vietnamese Vietnamese. Code: vi
WestFlemish West Flemish. Code: vls
MainFranconian Main-Franconian. Code: vmf
Volapuk Volapük. Code: vo
Votic Votic. Code: vot
Voro Võro. Code: vro
Vunjo Vunjo. Code: vun
Walloon Walloon. Code: wa
Walser Walser. Code: wae
Wolaytta Wolaytta. Code: wal
Waray Waray. Code: war
Washo Washo. Code: was
Wolof Wolof. Code: wo
WuChinese Wu Chinese. Code: wuu
Kalmyk Kalmyk. Code: xal
Xhosa Xhosa. Code: xh
Mingrelian Mingrelian. Code: xmf
Soga Soga. Code: xog
Yao Yao. Code: yao
Yapese Yapese. Code: yap
Yangben Yangben. Code: yav
Yemba Yemba. Code: ybb
Yiddish Yiddish. Code: yi
Yoruba Yoruba. Code: yo
Nheengatu Nheengatu. Code: yrl
Cantonese Cantonese. Code: yue
Zhuang Zhuang. Code: za
Zapotec Zapotec. Code: zap
Blissymbols Blissymbols. Code: zbl
Zeelandic Zeelandic. Code: zea
Zenaga Zenaga. Code: zen
StandardMoroccanTamazight Standard Moroccan Tamazight. Code: zgh
Chinese Chinese. Code: zh
SimplifiedChinese Simplified Chinese. Code: zh-Hans
TraditionalChinese Traditional Chinese. Code: zh-Hant
Zulu Zulu. Code: zu
Zuni Zuni. Code: zun
NoLinguisticContent No linguistic content. Code: zxx
Zaza Zaza. Code: zza
Count Total amount of languages.

Definition at line 11 of file [Language.cs](#).

5.2 Package UnityTranslationInternal

The [UnityTranslationInternal](#) namespace contains special classes that [UnityTranslation](#) package uses internally.

Classes

- class [PluralsRules](#)
Container for all plurals rules for each language.
- class [Translator](#)
[UnityTranslation](#) internal [Translator](#) class that has methods for getting localized strings. [Translator](#) provide localization in the same way as in Android localization system.
- class [Utils](#)
Class with utilities for [UnityTranslation](#).

Enumerations

- enum [PluralsQuantity](#) {
[PluralsQuantity.Zero](#), [PluralsQuantity.One](#), [PluralsQuantity.Two](#), [PluralsQuantity.Few](#),
[PluralsQuantity.Many](#), [PluralsQuantity.Other](#), [PluralsQuantity.Count](#) }
Plurals quantity. This enumeration contains list of available plurals quantities.

5.2.1 Detailed Description

The [UnityTranslationInternal](#) namespace contains special classes that [UnityTranslation](#) package uses internally.

5.2.2 Enumeration Type Documentation

5.2.2.1 enum UnityTranslationInternal.PluralsQuantity

Plurals quantity. This enumeration contains list of available plurals quantities.

See also: String Resources - Plurals

Enumerator

- Zero** When the language requires special treatment of the number 0 (as in Arabic).
- One** When the language requires special treatment of numbers like one (as with the number 1 in English and most other languages; in Russian, any number ending in 1 but not ending in 11 is in this class).
- Two** When the language requires special treatment of numbers like two (as with 2 in Welsh, or 102 in Slovenian).
- Few** When the language requires special treatment of "small" numbers (as with 2, 3, and 4 in Czech; or numbers ending 2, 3, or 4 but not 12, 13, or 14 in Polish).
- Many** When the language requires special treatment of "large" numbers (as with numbers ending 11-99 in Maltese).
- Other** When the language does not require special treatment of the given quantity (as with all numbers in Chinese, or 42 in English).
- Count** Total amount of Plurals quantities.

Definition at line 8 of file [PluralsQuantity.cs](#).

Chapter 6

Class Documentation

6.1 UnityTranslation.AvailableLanguages Class Reference

Container for all languages specified in "Assets/Resources/res"

Static Public Attributes

- static readonly Dictionary< [Language](#), string > [list](#)
List of all languages specified in "Assets/Resources/res"

6.1.1 Detailed Description

Container for all languages specified in "Assets/Resources/res"

Definition at line 11 of file [AvailableLanguages.cs](#).

6.1.2 Member Data Documentation

6.1.2.1 readonly Dictionary<[Language](#), string> UnityTranslation.AvailableLanguages.list [static]

Initial value:

```
= new Dictionary<Language, string>
{
    { Language.Default, "" }
}
```

List of all languages specified in "Assets/Resources/res"

Definition at line 16 of file [AvailableLanguages.cs](#).

The documentation for this class was generated from the following file:

- Generated/AvailableLanguages.cs

6.2 UnityTranslation.LanguageCode Class Reference

This class provides methods for converting language code to Language enum and Language enum to language code

Static Public Member Functions

- static string [languageToCode](#) ([Language](#) language)
Converts Language enum value to language code
- static [Language codeToLanguage](#) (string code)
Converts language code to Language enum value

Static Public Attributes

- static readonly string[] [codes](#)
Array of language codes for each Language enum value.

6.2.1 Detailed Description

This class provides methods for converting language code to Language enum and Language enum to language code

Definition at line [3092](#) of file [Language.cs](#).

6.2.2 Member Function Documentation

6.2.2.1 static [Language](#) [UnityTranslation.LanguageCode.codeToLanguage](#) (string *code*) [inline],[static]

Converts language code to Language enum value

Returns

Language enum value.

Parameters

<i>code</i>	Language code
-------------	---------------

Definition at line [3730](#) of file [Language.cs](#).

6.2.2.2 static string [UnityTranslation.LanguageCode.languageToCode](#) ([Language](#) *language*) [inline],[static]

Converts Language enum value to language code

Returns

Language code.

Parameters

<i>language</i>	Language enum value
-----------------	---------------------

Definition at line [3720](#) of file [Language.cs](#).

6.2.3 Member Data Documentation

6.2.3.1 readonly string [] [UnityTranslation.LanguageCode.codes](#) [static]

Array of language codes for each Language enum value.

Definition at line [3097](#) of file [Language.cs](#).

The documentation for this class was generated from the following file:

- Generated/Language.cs

6.3 UnityTranslation.LanguageName Class Reference

This class provides methods for converting language name to Language enum and Language enum to language name

Static Public Member Functions

- static string [languageToName](#) ([Language](#) language)
Converts Language enum value to language name
- static [Language](#) [nameToLanguage](#) (string name)
Converts language name to Language enum value

Static Public Attributes

- static readonly string[] [names](#)
Array of language names for each Language enum value.

6.3.1 Detailed Description

This class provides methods for converting language name to Language enum and Language enum to language name

Definition at line [3747](#) of file [Language.cs](#).

6.3.2 Member Function Documentation

6.3.2.1 static string UnityTranslation.LanguageName.languageToName ([Language language](#)) `[inline],[static]`

Converts Language enum value to language name

Returns

Language name.

Parameters

<i>language</i>	Language enum value
-----------------	---------------------

Definition at line [4375](#) of file [Language.cs](#).

6.3.2.2 static [Language](#) UnityTranslation.LanguageName.nameToLanguage ([string name](#)) `[inline],[static]`

Converts language name to Language enum value

Returns

Language enum value.

Parameters

<i>name</i>	Language name
-------------	---------------

Definition at line 4385 of file [Language.cs](#).

6.3.3 Member Data Documentation

6.3.3.1 readonly string [] UnityTranslation.LanguageName.names [static]

Array of language names for each Language enum value.

Definition at line 3752 of file [Language.cs](#).

The documentation for this class was generated from the following file:

- Generated/Language.cs

6.4 UnityTranslation.LanguageSystemName Class Reference

This class provides methods for converting SystemLanguage enum to Language enum and Language enum to SystemLanguage enum

Static Public Member Functions

- static SystemLanguage [languageToSystemLanguage](#) ([Language](#) language)
Converts Language enum value to SystemLanguage enum value
- static [Language](#) [systemLanguageToLanguage](#) (SystemLanguage language)
Converts SystemLanguage enum value to Language enum value

Static Public Attributes

- static readonly SystemLanguage[] [systemLanguages](#)
Array of SystemLanguage enum values for each Language enum value.
- static readonly [Language](#)[] [languages](#)
Array of Language enum values for each SystemLanguage enum value.

6.4.1 Detailed Description

This class provides methods for converting SystemLanguage enum to Language enum and Language enum to SystemLanguage enum

Definition at line 4402 of file [Language.cs](#).

6.4.2 Member Function Documentation

6.4.2.1 static SystemLanguage UnityTranslation.LanguageSystemName.languageToSystemLanguage ([Language](#) language) [inline], [static]

Converts Language enum value to SystemLanguage enum value

Returns

SystemLanguage enum value.

Parameters

<i>language</i>	Language enum value
-----------------	---------------------

Definition at line 5077 of file [Language.cs](#).

6.4.2.2 `static Language UnityTranslation.LanguageSystemName.systemLanguageToLanguage (SystemLanguage language)`
[inline], [static]

Converts SystemLanguage enum value to Language enum value

Returns

Language enum value.

Parameters

<i>language</i>	SystemLanguage enum value
-----------------	---------------------------

Definition at line 5087 of file [Language.cs](#).

6.4.3 Member Data Documentation

6.4.3.1 `readonly Language [] UnityTranslation.LanguageSystemName.languages` [static]

Array of Language enum values for each SystemLanguage enum value.

Definition at line 5028 of file [Language.cs](#).

6.4.3.2 `readonly SystemLanguage [] UnityTranslation.LanguageSystemName.systemLanguages` [static]

Array of SystemLanguage enum values for each Language enum value.

Definition at line 4407 of file [Language.cs](#).

The documentation for this class was generated from the following file:

- Generated/Language.cs

6.5 UnityTranslationInternal.PluralsRules Class Reference

Container for all plurals rules for each language.

Public Member Functions

- delegate [PluralsQuantity PluralsFunction](#) (double quantity)
Delegate function that returns PluralsQuantity related to provided quantity.

Static Public Attributes

- static readonly [PluralsFunction\[\] pluralsFunctions](#)
Array of functions for getting PluralsQuantity.

6.5.1 Detailed Description

Container for all plurals rules for each language.

Definition at line 11 of file [PluralsRules.cs](#).

6.5.2 Member Function Documentation

6.5.2.1 delegate **PluralsQuantity** UnityTranslationInternal.PluralsRules.PluralsFunction (double *quantity*)

Delegate function that returns PluralsQuantity related to provided quantity.

Returns

PluralsQuantity value

Parameters

<i>quantity</i>	Quantity
-----------------	----------

6.5.3 Member Data Documentation

6.5.3.1 readonly **PluralsFunction** [] UnityTranslationInternal.PluralsRules.pluralsFunctions [static]

Array of functions for getting PluralsQuantity.

Definition at line 23 of file [PluralsRules.cs](#).

The documentation for this class was generated from the following file:

- Generated/PluralsRules.cs

6.6 UnityTranslation.R Class Reference

Container for all tokens specified in xml files in "Assets/Resources/res/values".

Classes

- class [sections](#)
Container for dynamically loadable tokens specified in non strings.xml files.

Public Types

- enum [strings](#) { [strings.app_name](#), [strings.Count](#) }
Enumeration of all string tags in "Assets/Resources/res/values/strings.xml"
- enum [array](#) { [array.Count](#) }
Enumeration of all string-array tags in "Assets/Resources/res/values/strings.xml"
- enum [plurals](#) { [plurals.Count](#) }
Enumeration of all plurals tags in "Assets/Resources/res/values/strings.xml"

Static Public Attributes

- static readonly Dictionary< string, int >[[]] [tokenIds](#)

6.6.1 Detailed Description

Container for all tokens specified in xml files in "Assets/Resources/res/values".

Definition at line 11 of file [R.cs](#).

6.6.2 Member Enumeration Documentation

6.6.2.1 enum UnityTranslation.R.array

Enumeration of all string-array tags in "Assets/Resources/res/values/strings.xml"

Enumerator

Count Total amount of string-arrays.

Definition at line 34 of file [R.cs](#).

6.6.2.2 enum UnityTranslation.R.plurals

Enumeration of all plurals tags in "Assets/Resources/res/values/strings.xml"

Enumerator

Count Total amount of plurals.

Definition at line 45 of file [R.cs](#).

6.6.2.3 enum UnityTranslation.R.strings

Enumeration of all string tags in "Assets/Resources/res/values/strings.xml"

Enumerator

app_name Application name

Value:

Application name

Count Total amount of strings.

Definition at line 16 of file [R.cs](#).

6.6.3 Member Data Documentation

6.6.3.1 readonly Dictionary<string, int> [][] UnityTranslation.R.tokenIds [static]

Initial value:

```
= new Dictionary<string, int>[ ]
{
    {
        new Dictionary<string, int>[ ]
        {
            {
                new Dictionary<string, int>
                {
                    { "app_name", (int)R.strings.app_name }
                }
            },
            new Dictionary<string, int>
            {
                {

```

```

        new Dictionary<string, int>
        {
        }
    }
}

```

Container for all token IDs in strings.xml (index 0) and in another sections

Each element of tokenIds is an array with 3 elements inside:

0: strings tokens

1: array tokens

2: plurals tokens

Definition at line 84 of file [R.cs](#).

The documentation for this class was generated from the following file:

- [Generated/R.cs](#)

6.7 UnityTranslationInternal.Translator.SectionLocaleTokens Class Reference

Group of localized strings that cached for a single language.

Public Member Functions

- [SectionLocaleTokens](#) (int stringCount, int stringArrayCount, int pluralsCount)
Initializes a new instance of the [UnityTranslationInternal.Translator.SectionLocaleTokens](#) class.

Public Attributes

- [string\[\] stringValues](#)
Array of cached string values for a single language.
- [string\[\]\[\] stringArrayValues](#)
Array of cached string arrays for a single language.
- [string\[\]\[\] pluralsValues](#)
Array of cached plurals values for a single language.

6.7.1 Detailed Description

Group of localized strings that cached for a single language.

Definition at line 23 of file [TranslatorInternal.cs](#).

6.7.2 Constructor & Destructor Documentation

6.7.2.1 [UnityTranslationInternal.Translator.SectionLocaleTokens.SectionLocaleTokens](#) (int *stringCount*, int *stringArrayCount*, int *pluralsCount*) [\[inline\]](#)

Initializes a new instance of the [UnityTranslationInternal.Translator.SectionLocaleTokens](#) class.

Parameters

<i>stringCount</i>	String count.
<i>stringArrayCount</i>	String array count.
<i>pluralsCount</i>	Plurals count.

Definition at line 48 of file [TranslatorInternal.cs](#).

6.7.3 Member Data Documentation

6.7.3.1 `string [][] UnityTranslationInternal.Translator.SectionLocaleTokens.pluralsValues`

Array of cached plurals values for a single language.

Definition at line 38 of file [TranslatorInternal.cs](#).

6.7.3.2 `string [][] UnityTranslationInternal.Translator.SectionLocaleTokens.stringArrayValues`

Array of cached string arrays for a single language.

Definition at line 33 of file [TranslatorInternal.cs](#).

6.7.3.3 `string [] UnityTranslationInternal.Translator.SectionLocaleTokens.stringValues`

Array of cached string values for a single language.

Definition at line 28 of file [TranslatorInternal.cs](#).

The documentation for this class was generated from the following file:

- [TranslatorInternal.cs](#)

6.8 UnityTranslation.R.sections Class Reference

Container for dynamically loadable tokens specified in non strings.xml files.

Public Types

- enum [SectionID](#) { [SectionID.Count](#) }
Section ID. This enumeration contains list of dynamically loadable sections.

Static Public Attributes

- static readonly string[] [xmlFiles](#)
Names of xml files for each section.

6.8.1 Detailed Description

Container for dynamically loadable tokens specified in non strings.xml files.

Definition at line 56 of file [R.cs](#).

6.8.2 Member Enumeration Documentation

6.8.2.1 enum UnityTranslation.R.sections.SectionID

Section ID. This enumeration contains list of dynamically loadable sections.

Enumerator

Count Total amount of sections.

Definition at line 61 of file [R.cs](#).

6.8.3 Member Data Documentation

6.8.3.1 readonly string [] UnityTranslation.R.sections.xmlFiles [static]

Initial value:

```
= new string[]
{
}
```

Names of xml files for each section.

Definition at line 72 of file [R.cs](#).

The documentation for this class was generated from the following file:

- Generated/R.cs

6.9 UnityTranslationInternal.Translator.SectionTokens Class Reference

Default strings and localized strings of selected language for a single section.

Public Member Functions

- [SectionTokens](#) ()
Initializes a new instance of the [UnityTranslationInternal.Translator.SectionTokens](#) class.

Public Attributes

- [SectionLocaleTokens defaultLanguage](#)
Default language strings for a single section.
- [SectionLocaleTokens selectedLanguage](#)
Selected language strings for a single section.

6.9.1 Detailed Description

Default strings and localized strings of selected language for a single section.

Definition at line 59 of file [TranslatorInternal.cs](#).

6.9.2 Constructor & Destructor Documentation

6.9.2.1 UnityTranslationInternal.Translator.SectionTokens.SectionTokens () [inline]

Initializes a new instance of the [UnityTranslationInternal.Translator.SectionTokens](#) class.

Definition at line 76 of file [TranslatorInternal.cs](#).

6.9.3 Member Data Documentation

6.9.3.1 SectionLocaleTokens UnityTranslationInternal.Translator.SectionTokens.defaultLanguage

Default language strings for a single section.

Definition at line 64 of file [TranslatorInternal.cs](#).

6.9.3.2 SectionLocaleTokens UnityTranslationInternal.Translator.SectionTokens.selectedLanguage

Selected language strings for a single section.

Definition at line 69 of file [TranslatorInternal.cs](#).

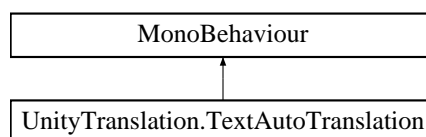
The documentation for this class was generated from the following file:

- [TranslatorInternal.cs](#)

6.10 UnityTranslation.TextAutoTranslation Class Reference

Script for auto-translating Text component.

Inheritance diagram for UnityTranslation.TextAutoTranslation:



Public Member Functions

- void [OnLanguageChanged](#) ()
Callback for language changed event.

Public Attributes

- [R.strings id](#)
Token identifier that used for localization.

6.10.1 Detailed Description

Script for auto-translating Text component.

Definition at line 13 of file [TextAutoTranslation.cs](#).

6.10.2 Member Function Documentation

6.10.2.1 void UnityTranslation.TextAutoTranslation.OnLanguageChanged () [inline]

Callback for language changed event.

Definition at line 45 of file [TextAutoTranslation.cs](#).

6.10.3 Member Data Documentation

6.10.3.1 R.strings UnityTranslation.TextAutoTranslation.id

Token identifier that used for localization.

Definition at line 18 of file [TextAutoTranslation.cs](#).

The documentation for this class was generated from the following file:

- Generated/UI/TextAutoTranslation.cs

6.11 UnityTranslation.Translator Class Reference

[UnityTranslation Translator](#) class that has methods for getting localized strings. [Translator](#) provide localization in the same way as in Android localization system.

Static Public Member Functions

- static void [addLanguageChangedListener](#) (UnityAction listener)
Adds specified language changed listener and invoke it.
- static void [removeLanguageChangedListener](#) (UnityAction listener)
Removes specified language changed listener.
- static void [LoadSection](#) ([R.sections.SectionID](#) section)
Load tokens for specified section.
- static void [UnloadSection](#) ([R.sections.SectionID](#) section)
Unload tokens for specified section.
- static bool [IsSectionLoaded](#) ([R.sections.SectionID](#) section)
Determines if specified section is loaded.
- static string [getString](#) ([R.strings](#) id)
Return the string value associated with a particular resource ID.
- static string [getString](#) ([R.strings](#) id, params object[] formatArgs)
Return the string value associated with a particular resource ID, substituting the format arguments as defined in string.Format.
- static string[] [getStringArray](#) ([R.array](#) id)
Return the string array associated with a particular resource ID.
- static string [getQuantityString](#) ([R.plurals](#) id, double quantity)
Return the string necessary for grammatically correct pluralization of the given resource ID for the given quantity.
- static string [getQuantityString](#) ([R.plurals](#) id, double quantity, params object[] formatArgs)
Formats the string necessary for grammatically correct pluralization of the given resource ID for the given quantity, using the given arguments.

Properties

- static [Language language](#) [get, set]

Gets or sets currently used language. Please note that if you want to add new language you have to create values folder in Assets/Resources/res folder. Language code should be one of specified language codes in [Language.cs](#)

6.11.1 Detailed Description

[UnityTranslation Translator](#) class that has methods for getting localized strings. [Translator](#) provide localization in the same way as in Android localization system.

See also: String Resources

Definition at line 14 of file [Translator.cs](#).

6.11.2 Member Function Documentation

6.11.2.1 **static void** [UnityTranslation.Translator.addLanguageChangedListener](#) ([UnityAction listener](#)) [inline],
[static]

Adds specified language changed listener and invoke it.

Parameters

<i>listener</i>	Language changed listener.
-----------------	----------------------------

Definition at line 49 of file [Translator.cs](#).

6.11.2.2 **static string** [UnityTranslation.Translator.getQuantityString](#) ([R.plurals id](#), [double quantity](#)) [inline],
[static]

Return the string necessary for grammatically correct pluralization of the given resource ID for the given quantity.

Returns

Localized string.

Parameters

<i>id</i>	Plurals resource ID.
<i>quantity</i>	Quantity.

Definition at line 152 of file [Translator.cs](#).

6.11.2.3 **static string** [UnityTranslation.Translator.getQuantityString](#) ([R.plurals id](#), [double quantity](#), [params object\[\] formatArgs](#)) [inline], [static]

Formats the string necessary for grammatically correct pluralization of the given resource ID for the given quantity, using the given arguments.

Returns

Localized string.

Parameters

<i>id</i>	Plurals resource ID.
<i>quantity</i>	Quantity.
<i>formatArgs</i>	Format arguments.

Definition at line 198 of file [Translator.cs](#).

6.11.2.4 static string UnityTranslation.Translator.getString (R.strings *id*) [inline],[static]

Return the string value associated with a particular resource ID.

Returns

Localized string.

Parameters

<i>id</i>	String resource ID.
-----------	---------------------

Definition at line 98 of file [Translator.cs](#).

6.11.2.5 static string UnityTranslation.Translator.getString (R.strings *id*, params object[] *formatArgs*) [inline],[static]

Return the string value associated with a particular resource ID, substituting the format arguments as defined in string.Format.

Returns

Localized string.

Parameters

<i>id</i>	String resource ID.
<i>formatArgs</i>	Format arguments.

Definition at line 120 of file [Translator.cs](#).

6.11.2.6 static string [] UnityTranslation.Translator.getStringArray (R.array *id*) [inline],[static]

Return the string array associated with a particular resource ID.

Returns

Localized string array.

Parameters

<i>id</i>	String array resource ID.
-----------	---------------------------

Definition at line 130 of file [Translator.cs](#).

6.11.2.7 static bool UnityTranslation.Translator.IsSectionLoaded (R.sections.SectionID *section*) [inline],[static]

Determines if specified section is loaded.

Returns

true if section is loaded; otherwise, false.

Parameters

<i>section</i>	Section ID.
----------------	-------------

Definition at line 86 of file [Translator.cs](#).

6.11.2.8 `static void UnityTranslation.Translator.LoadSection (R.sections.SectionID section) [inline], [static]`

Load tokens for specified section.

Parameters

<i>section</i>	Section ID.
----------------	-------------

Definition at line 67 of file [Translator.cs](#).

6.11.2.9 `static void UnityTranslation.Translator.removeLanguageChangeListener (UnityAction listener) [inline], [static]`

Removes specified language changed listener.

Parameters

<i>listener</i>	Language changed listener.
-----------------	----------------------------

Definition at line 58 of file [Translator.cs](#).

6.11.2.10 `static void UnityTranslation.Translator.UnloadSection (R.sections.SectionID section) [inline], [static]`

Unload tokens for specified section.

Parameters

<i>section</i>	Section ID.
----------------	-------------

Definition at line 76 of file [Translator.cs](#).

6.11.3 Property Documentation

6.11.3.1 `Language UnityTranslation.Translator.language [static], [get], [set]`

Gets or sets currently used language. Please note that if you want to add new language you have to create values folder in Assets/Resources/res folder. Language code should be one of specified language codes in [Language.cs](#)

Current language.

Definition at line 28 of file [Translator.cs](#).

The documentation for this class was generated from the following file:

- Generated/Translator.cs

6.12 UnityTranslationInternal.Translator Class Reference

[UnityTranslation](#) internal [Translator](#) class that has methods for getting localized strings. [Translator](#) provide localization in the same way as in Android localization system.

Classes

- class [SectionLocaleTokens](#)
Group of localized strings that cached for a single language.
- class [SectionTokens](#)
Default strings and localized strings of selected language for a single section.

Static Public Member Functions

- static void [addLanguageChangedListener](#) (UnityAction listener)
Adds specified language changed listener and invoke it.
- static void [removeLanguageChangedListener](#) (UnityAction listener)
Removes specified language changed listener.
- static void [LoadSection](#) ([R.sections.SectionID](#) section, bool showWarning)
Load tokens for specified section.
- static void [UnloadSection](#) ([R.sections.SectionID](#) section)
Unload tokens for specified section.
- static bool [IsSectionLoaded](#) ([R.sections.SectionID](#) section)
Determines if specified section is loaded.

Static Public Attributes

- static [SectionTokens\[\]](#) [tokens](#)
Array of tokens for strings.xml and for each section.

Properties

- static [Language](#) [language](#) [get, set]
Gets or sets currently used language. Please note that if you want to add new language you have to create values folder in Assets/Resources/res folder. Language code should be one of specified language codes in [Language.cs](#)

6.12.1 Detailed Description

[UnityTranslation](#) internal [Translator](#) class that has methods for getting localized strings. [Translator](#) provide localization in the same way as in Android localization system.

See also: String Resources

Definition at line 18 of file [TranslatorInternal.cs](#).

6.12.2 Member Function Documentation

- 6.12.2.1 static void [UnityTranslationInternal.Translator.addLanguageChangedListener](#) ([UnityAction](#) *listener*) [inline],
[static]

Adds specified language changed listener and invoke it.

Parameters

<i>listener</i>	Language changed listener.
-----------------	----------------------------

Definition at line 204 of file [TranslatorInternal.cs](#).

6.12.2.2 `static bool UnityTranslationInternal.Translator.IsSectionLoaded (R.sections.SectionID section) [inline], [static]`

Determines if specified section is loaded.

Returns

`true` if section is loaded; otherwise, `false`.

Parameters

<i>section</i>	Section ID.
----------------	-------------

Definition at line 277 of file [TranslatorInternal.cs](#).

6.12.2.3 `static void UnityTranslationInternal.Translator.LoadSection (R.sections.SectionID section, bool showWarning) [inline], [static]`

Load tokens for specified section.

Parameters

<i>section</i>	Section ID.
<i>showWarning</i>	If set to <code>true</code> show warning about already loaded section.

Definition at line 224 of file [TranslatorInternal.cs](#).

6.12.2.4 `static void UnityTranslationInternal.Translator.removeLanguageChangedListener (UnityAction listener) [inline], [static]`

Removes specified language changed listener.

Parameters

<i>listener</i>	Language changed listener.
-----------------	----------------------------

Definition at line 214 of file [TranslatorInternal.cs](#).

6.12.2.5 `static void UnityTranslationInternal.Translator.UnloadSection (R.sections.SectionID section) [inline], [static]`

Unload tokens for specified section.

Parameters

<i>section</i>	Section ID.
----------------	-------------

Definition at line 259 of file [TranslatorInternal.cs](#).

6.12.3 Member Data Documentation

6.12.3.1 `SectionTokens [] UnityTranslationInternal.Translator.tokens [static]`

Array of tokens for strings.xml and for each section.

Definition at line 88 of file [TranslatorInternal.cs](#).

6.12.4 Property Documentation

6.12.4.1 Language `UnityTranslationInternal.Translator.language` `[static]`, `[get]`, `[set]`

Gets or sets currently used language. Please note that if you want to add new language you have to create values folder in Assets/Resources/res folder. Language code should be one of specified language codes in [Language.cs](#)

Current language.

Definition at line 105 of file [TranslatorInternal.cs](#).

The documentation for this class was generated from the following file:

- [TranslatorInternal.cs](#)

6.13 UnityTranslationInternal.Utils Class Reference

Class with utilities for [UnityTranslation](#).

Static Public Member Functions

- static bool [checkTokenName](#) (string tokenName, string tagName, List< string > tokenNames)
Checks the name of the token.
- static string [processTokenValue](#) (string value)
Processes the token value and replaces \u sentences with unicode chars.

6.13.1 Detailed Description

Class with utilities for [UnityTranslation](#).

Definition at line 10 of file [Utils.cs](#).

6.13.2 Member Function Documentation

6.13.2.1 static bool `UnityTranslationInternal.Utils.checkTokenName (string tokenName, string tagName, List< string > tokenNames)` `[inline]`, `[static]`

Checks the name of the token.

Returns

true, if token name is correct, false otherwise.

Parameters

<i>tokenName</i>	Token name.
<i>tagName</i>	Tag name.
<i>tokenNames</i>	List of token names.

Definition at line 19 of file [Utils.cs](#).

6.13.2.2 static string `UnityTranslationInternal.Utils.processTokenValue (string value)` `[inline]`, `[static]`

Processes the token value and replaces \u sentences with unicode chars.

Returns

Processed token value.

Parameters

<i>value</i>	Original token value.
--------------	-----------------------

Definition at line 77 of file [Utils.cs](#).

The documentation for this class was generated from the following file:

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