

# 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](mailto: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:

<a href="#">UnityTranslation</a>	
The <a href="#">UnityTranslation</a> namespace contains classes for localization strings. . . . .	11
<a href="#">UnityTranslationInternal</a>	
The <a href="#">UnityTranslationInternal</a> namespace contains special classes that <a href="#">UnityTranslation</a> package uses internally. . . . .	28



## Chapter 3

# Hierarchical Index

### 3.1 Class Hierarchy

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

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UnityTranslation.LanguageCode . . . . .	29
UnityTranslation.LanguageName . . . . .	31
UnityTranslation.LanguageSystemName . . . . .	32
MonoBehaviour	
UnityTranslation.TextAutoTranslation . . . . .	39
UnityTranslationInternal.PluralsRules . . . . .	33
UnityTranslation.R . . . . .	34
UnityTranslationInternal.Translator.SectionLocaleTokens . . . . .	36
UnityTranslation.R.sections . . . . .	37
UnityTranslationInternal.Translator.SectionTokens . . . . .	38
UnityTranslation.Translator . . . . .	40
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UnityTranslationInternal.Utils . . . . .	46



## Chapter 4

# Class Index

### 4.1 Class List

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

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





## 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.↵](#)

CentralYupik, Language.Estonian, Language.Basque, Language.Ewondo, Language.Extremaduran, Language.Persian, Language.Fang, Language.Fanti, Language.Fulah, Language.Finnish, Language.Filipino, Language.TornedalenFinnish, Language.Fijian, Language.Faroese, Language.Fon, Language.French, Language.CanadianFrench, Language.SwissFrench, Language.CajunFrench, Language.MiddleFrench, Language.OldFrench, Language.Arpan, Language.NorthernFrisian, Language.EasternFrisian, Language.Friulian, Language.WesternFrisian, Language.Irish, Language.Ga, Language.Gagauz, Language.GanChinese, Language.Gayo, Language.Gbaya, Language.ZoroastrianDari, Language.ScottishGaelic, Language.Geez, Language.Gilbertese, Language.Galician, Language.Gilaki, Language.MiddleHighGerman, Language.Guarani, Language.OldHighGerman, Language.GoanKonkani, Language.Gondi, Language.Gorontalo, Language.Gothic, Language.Grebo, Language.AncientGreek, Language.SwissGerman, Language.Gujarati, Language.Wayuu, Language.Frafra, Language.Gusii, Language.Manx, Language.Gwichin, Language.Hausa, Language.Haida, Language.HakkaChinese, Language.Hawaiian, Language.Hebrew, Language.Hindi, Language.FijiHindi, Language.Hiligaynon, Language.Hittite, Language.Hmong, Language.HiriMotu, Language.Croatian, Language.UpperSorbian, Language.XiangChinese, Language.Haitian, Language.Hungarian, Language.Hupa, Language.Armenian, Language.Herero, Language.Interlingua, Language.Iban, Language.Ibibio, Language.Indonesian, Language.Interlingue, Language.Igbo, Language.SichuanYi, Language.Inupiaq, Language.Iloko, Language.Ingush, Language.Ido, Language.Icelandic, Language.Italian, Language.Inuktitut, Language.Ingrian, Language.Japanese, Language.JamaicanCreoleEnglish, Language.Lojban, Language.Ngomba, Language.Machame, Language.JudeoPersian, Language.JudeoArabic, Language.Jutish, Language.Javanese, Language.Georgian, Language.KaraKalpak, Language.Kabyle, Language.Kachin, Language.Jju, Language.Kamba, Language.Kawi, Language.Kabardian, Language.Kanembu, Language.Tyap, Language.Makonde, Language.Kabuverdianu, Language.Kenyang, Language.Koro, Language.Kongo, Language.Kaingang, Language.Khasi, Language.Khotanese, Language.KoyraChiini, Language.Khowar, Language.Kikuyu, Language.Kirmanjki, Language.Kuanyama, Language.Kazakh, Language.Kako, Language.Kalaallisut, Language.Kalenjin, Language.Khmer, Language.Kimbundu, Language.Kannada, Language.Korean, Language.KomiPermyak, Language.Konkani, Language.Kosraean, Language.Kpelle, Language.Kanuri, Language.KarachayBalkar, Language.Krio, Language.KinarayA, Language.Karelian, Language.Kurukh, Language.Kashmiri, Language.Shambala, Language.Bafia, Language.Colognian, Language.Kurdish, Language.Kumyk, Language.Kutenai, Language.Komi, Language.Cornish, Language.Kyrgyz, Language.Kirghiz, Language.Latin, Language.Ladino, Language.Langi, Language.Lahnda, Language.Lamba, Language.Luxembourgish, Language.Lezghian, Language.LinguaFrancaNova, Language.Ganda, Language.Limburgish, Language.Ligurian, Language.Livonian, Language.Lakota, Language.Lombard, Language.Lingala, Language.Lao, Language.Mongo, Language.Lozi, Language.Lithuanian, Language.Latgalian, Language.LubaKatanga, Language.LubaLulua, Language.Luiseno, Language.Lunda, Language.Luo, Language.Mizo, Language.Luyia, Language.Latvian, Language.LiteraryChinese, Language.Laz, Language.Madurese, Language.Mafa, Language.Magahi, Language.Maithili, Language.Makasar, Language.Mandingo, Language.Masai, Language.Maba, Language.Moksha, Language.Mandar, Language.Mende, Language.Meru, Language.Morisyen, Language.Malagasy, Language.MiddleIrish, Language.MakhuwaMeetto, Language.Meta, Language.Marshallese, Language.Maori, Language.Micmac, Language.Minangkabau, Language.Macedonian, Language.Malayalam, Language.Mongolian, Language.Manchu, Language.Manipuri, Language.Mohawk, Language.Mossi, Language.Marathi, Language.WesternMari, Language.Malay, Language.Maltese, Language.Mundang, Language.MultipleLanguages, Language.Creek, Language.Mirandese, Language.Marwari, Language.Mentawai, Language.Burmese, Language.Myene, Language.Erzya, Language.Mazanderani, Language.Nauru, Language.MinNanChinese, Language.Neapolitan, Language.Nama, Language.NorwegianBokmal, Language.NorthNdebele, Language.LowGerman, Language.Nepali, Language.Newari, Language.Ndonga, Language.Nias, Language.Niuean, Language.AoNaga, Language.Dutch, Language.Flemish, Language.Kwasio,

[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 5079 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 5089 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](#).

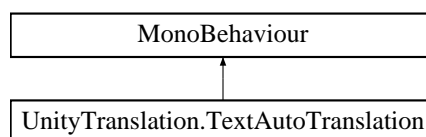
The documentation for this class was generated from the following file:

- [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 [Utls.cs](#).

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

- [Utls.cs](#)



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