

GRIDLY PLUGIN

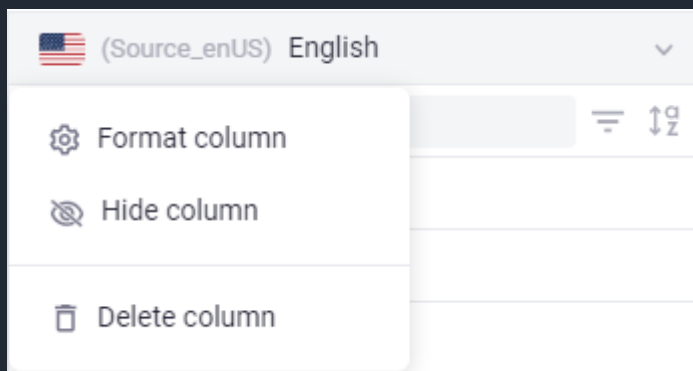
Document

1. What this plugin can do

This Plugin can help you sync data between Unity and Gridly. By using the path you can get the string data based on the target language.

2. Setup data on Gridly

To be able to use this plugin with Gridly, there is some initial setup you will have to do within Gridly so that the plugin can refer to the correct columns in Gridly. First you need to specify a **columnID**. This you have to do for each of the columns containing language texts. To do this you simply open the grid in Gridly that you want to use with the plugin. Then for each of the language columns you select the option **Format column**.



Then you can change the **columnID** to the specific four character **language code** that applies to the text in the column:

Column name

Data type

☰ Multiple lines ▼

Column ID

^ Show less


Cancel Save

2.1 Setup on Unity

First, you need to open the gridly setting window.

Go to: **window-> Gridly -> Setting**

Gridly Setting Window - V1

 **Gridly**

Gridly Setup Languages


Enter your API key here:

Enter your ViewID here:

Name	Sync-Trig	ViewID	edp3edowdjvmvo	X
Name	Example	ViewID	xpo14102k55v49	X

+

☒ Print server messages to the console

 Download and setup all data

Import All

Clear local data

Enter your API at below “**Enter your API key**”, add your **viewID** which can be found on Gridly then click **Import All**

Gridly project demo > Demo db > Example > Master (Default)

Default view

ID	Record ID	(Source_enUS) en...	(Target_frFR) frFR	(Target_viVN) viVN
1	Next	next	suivant	Tiếp
2	Pre	previous	précédent	Quay lại
3	Hello	Hello	Bonjour	xin chào

API quick start

API key: [redacted]
View ID: xpo14102k55v49

Example request

```
curl GET \
https://api.gridly.com/v1/views/xpo14102k55v4
-H 'Authorization: ApiKey YOUR_API_KEY'
```

Example response

```
{
  "root": [
    {
      "0": {}
    },
    {
      "1": {}
    }
  ]
}
```

200 ok 201 created 204 deleted 401 unauthorized 403 forbidden 404 not found 500 internal error 504 bad gateway

Note: please make sure you have also set the language support in the language tab

Gridly Setting Window - V1

Gridly Setup Languages

X USA Main En US
Font Arial
Tm Font None (TMP_Font Asset)

X vietnam Main Vi VN
Font Arial
Tm Font None (TMP_Font Asset)

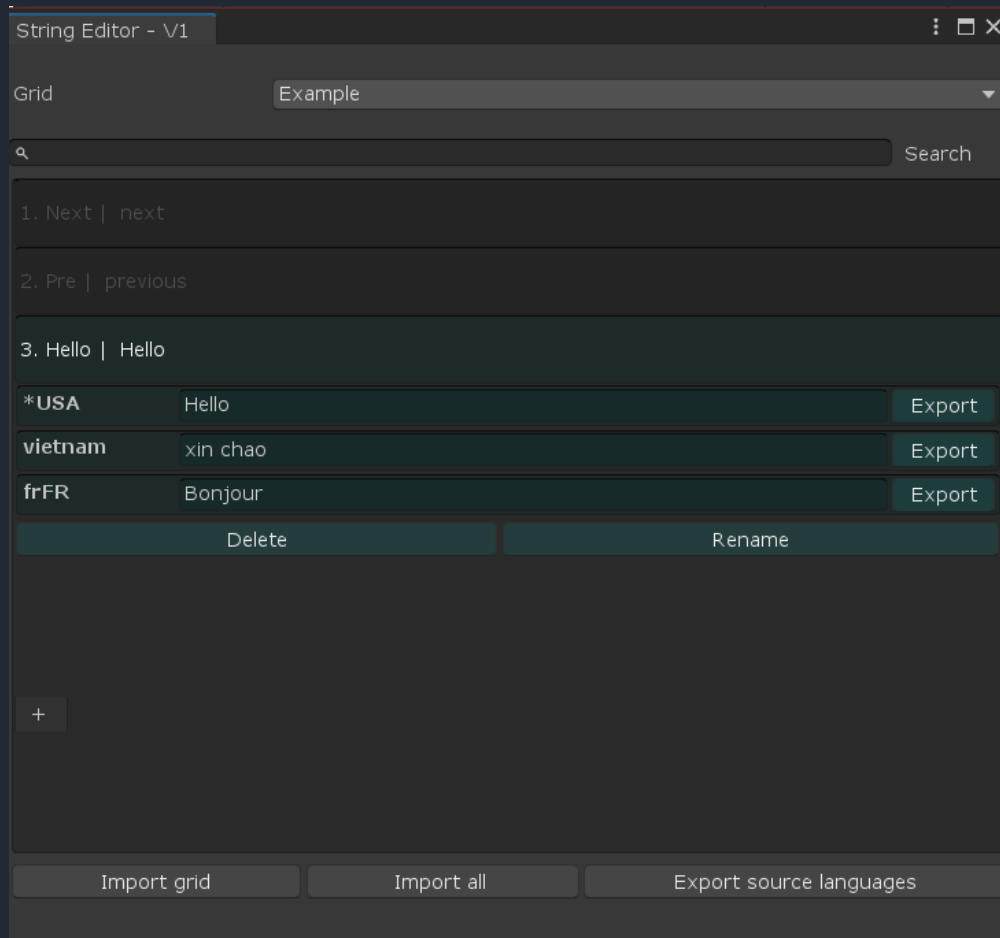
X frFR Main Fr FR
Font Arial
Tm Font None (TMP_Font Asset)

enUS Add

3. How to use

3.1 String Editor

Select **Tool->Gridly->String** to open term editor



Delete : delete the record on Gridly and Unity

Rename : Rename the key on Gridly and Unity

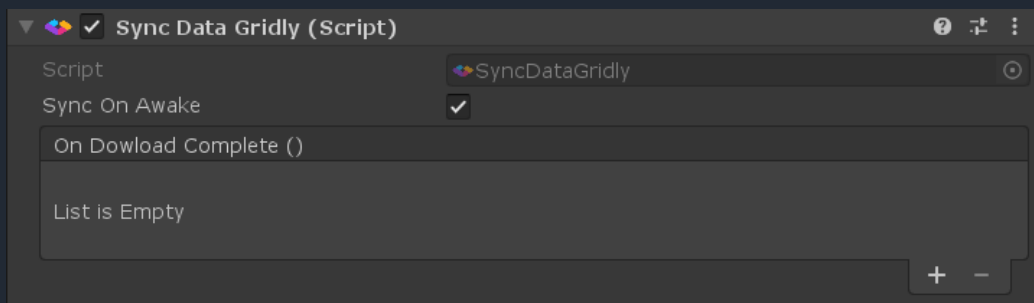
Import grid : Download the selected grid from Gridly

Import all : Import all grid from Gridly

3.2 Sync data at runtime

This feature makes it possible to get new data from Gridly without having to rebuild the game

You can use this compoment to get data.



Note: Retrieving data from Gridly is only for project development. This feature **cannot** be used for public projects

3.3 Translate Text

+ Use `void Project.SetChosenLanguageCode(Languages languages)` to set your target language

+ Use `string GridlyLocal.GetStringData(string grid, string recordID)` to get your text

+ Use this compoment to translate UI text

