

# GRIDLY PLUGIN

Document

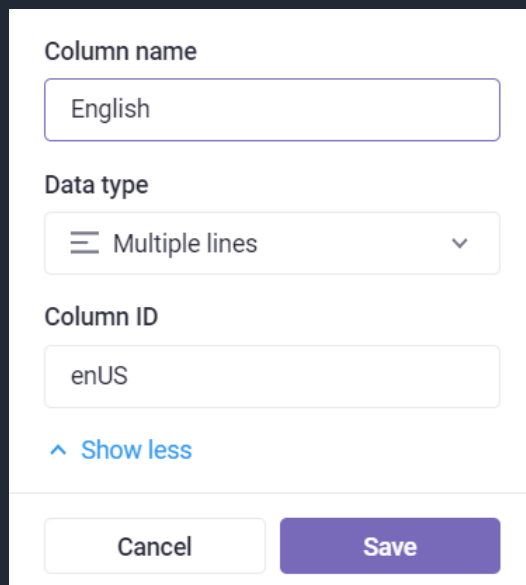
## 1. What this plugin can do

This Plugin can help you get data from Gridly to Unity and turn it into local data, using the path you can get information based on the target language.

## 2. Setup data on Gridly

To be able to use this plugin with Gridly, you must set up something on Gridly and that is **columnID**

Your columnID should be a **language code**



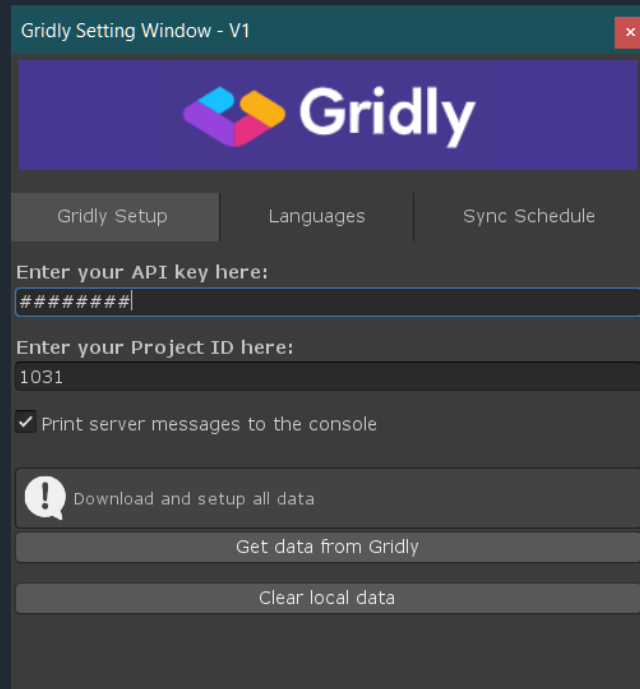
A screenshot of a configuration dialog box for a column in Gridly. The dialog has a white background and rounded corners. It contains three main sections: 'Column name' with a text input field containing 'English'; 'Data type' with a dropdown menu showing 'Multiple lines' and a downward arrow; and 'Column ID' with a text input field containing 'enUS'. Below these fields is a blue link that says '^ Show less'. At the bottom of the dialog are two buttons: a white 'Cancel' button and a purple 'Save' button.

Column name
English
Data type
Multiple lines
Column ID
enUS
<a href="#">^ Show less</a>
Cancel Save

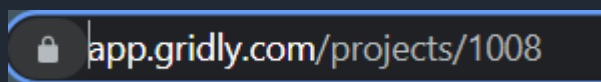
## 2.1 Setup on Unity

First, you need to open gridly setting window.

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



Enter your API at below “**Enter your API key**” then enter your **project ID**. If you don't know what your Project ID is you can find it in the search bar to see all your project IDs at. Please click save when you done then click “**Get data from Gridly**”.

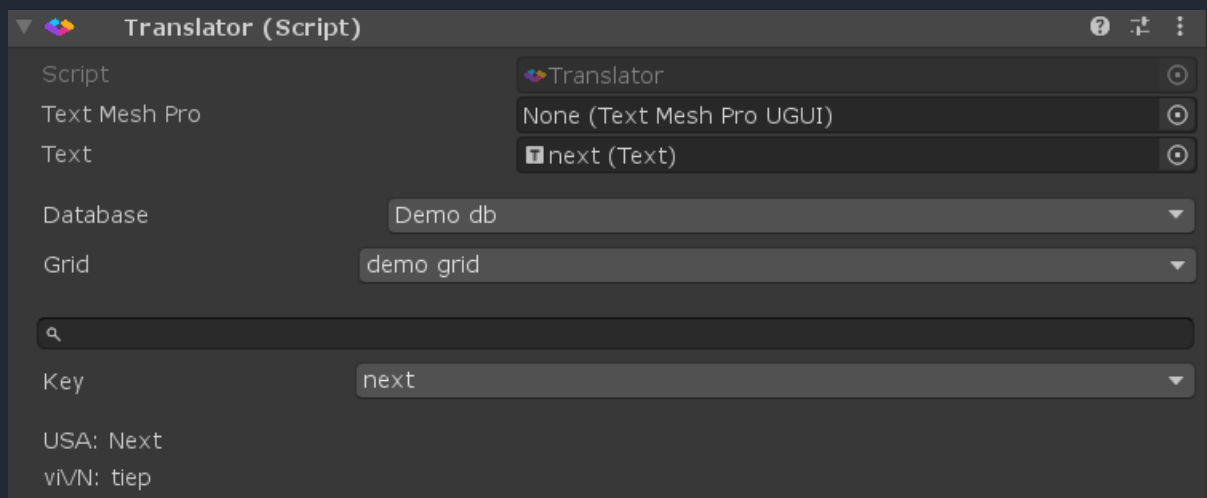


### 3. How to use

+ Use `Project.singleton.SetChosenLanguageCode(string langCode)` to set your target language

+ Use `GridlyLocal.GetStingData(database, grid, key)` to get your text

+ Or use this component



+ Or you can search for your key with a string:  
`<DatabaseName>.<GridName>.<RecordID>`

```
text.text = "TestDatabase.Npc.Hello".GetStringData();
```