HINDI CORRECTOR

How To Use

There are three functions which you have to use such as:

- String GetCorrectedHindiText(string) - Takes incorrect Hindi String and returns the corrected Hindi String.

  Example - text.text = HindiCorrector.GetCorrectedHindiText(string);

- Void SetHindiText(string) - This is an extension function of Text to set incorrect hindi text into correct hindi text.

  Example - gameObject.GetComponent<Text>().SetHindiText(string);

- Void SetHindiTMPro(string) - This is an extension function of Text Mesh Pro to set incorrect Hindi text into correct Hindi text.

  Example - gameObject.GetComponent<TextMeshProUGUI>() .SetHindiTMPro(string);

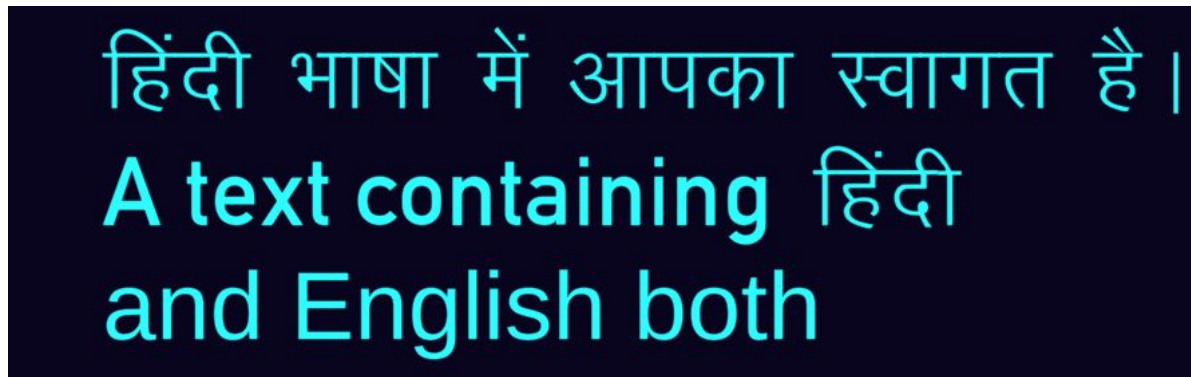 It also supports Multiple-font written in HTML format

  Example- हिंदी भाषा में आपका स्वागत है।<font="DIN Alternate Bold SDF"><size=90%>
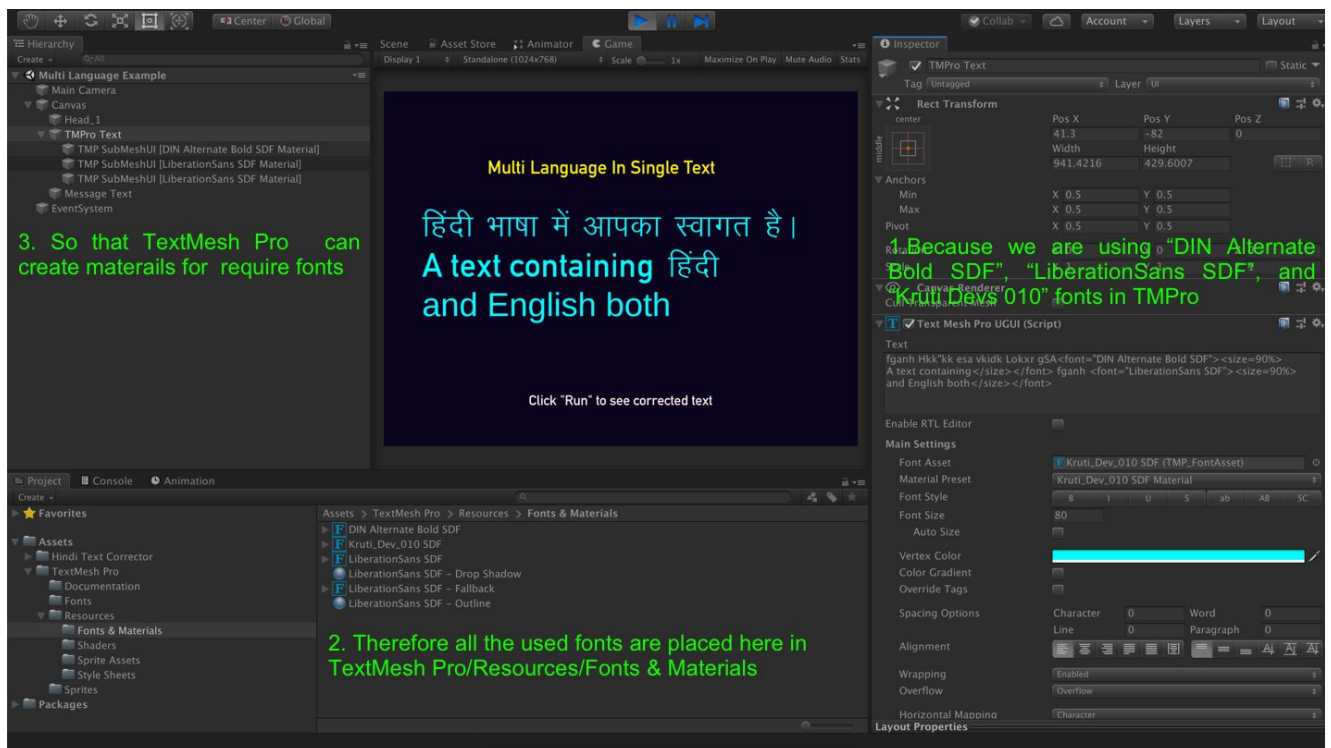 A text containing</size> हिंदी <font="LiberationSans SDF"><size=90%>
  and English both</size>

Its output is -

You can also check out example scenes to see how we have implemented the scripts into Text and TextMeshPro.

Note :-

❏ For Text Mesh Pro, place "CD_Kruti_Dev_010 SDF" font in TextMesh Pro/Resources/Fonts & Materials folder.

❏ For better results with Letters having Nukta(क़, ख़, ग़, ज़, फ़), if there is any error while converting words containing Nukta, try to copy the same word from Google Translate (and replace it with the word which has the error).