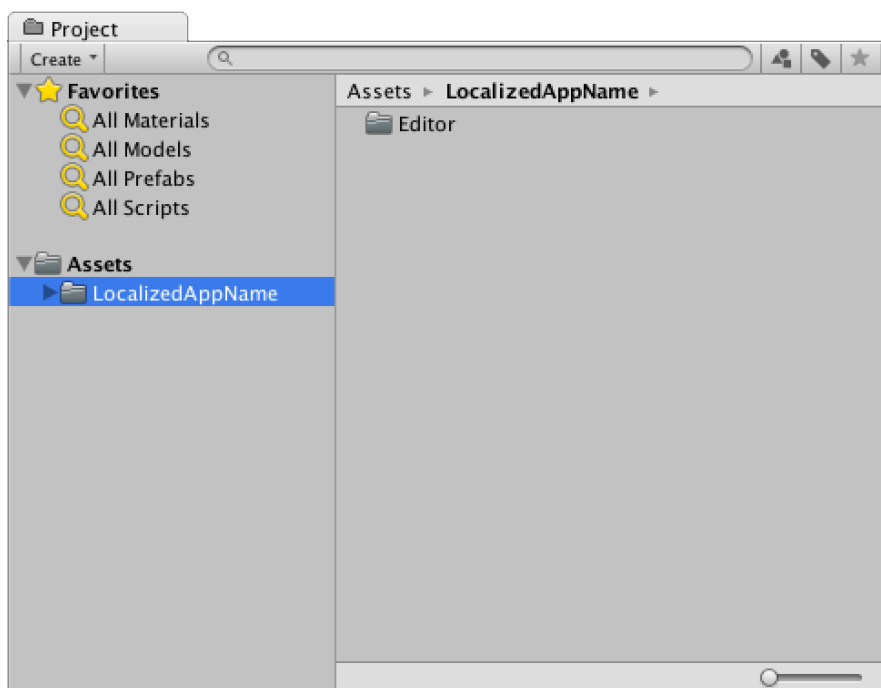


Localized App Name for iOS and Android

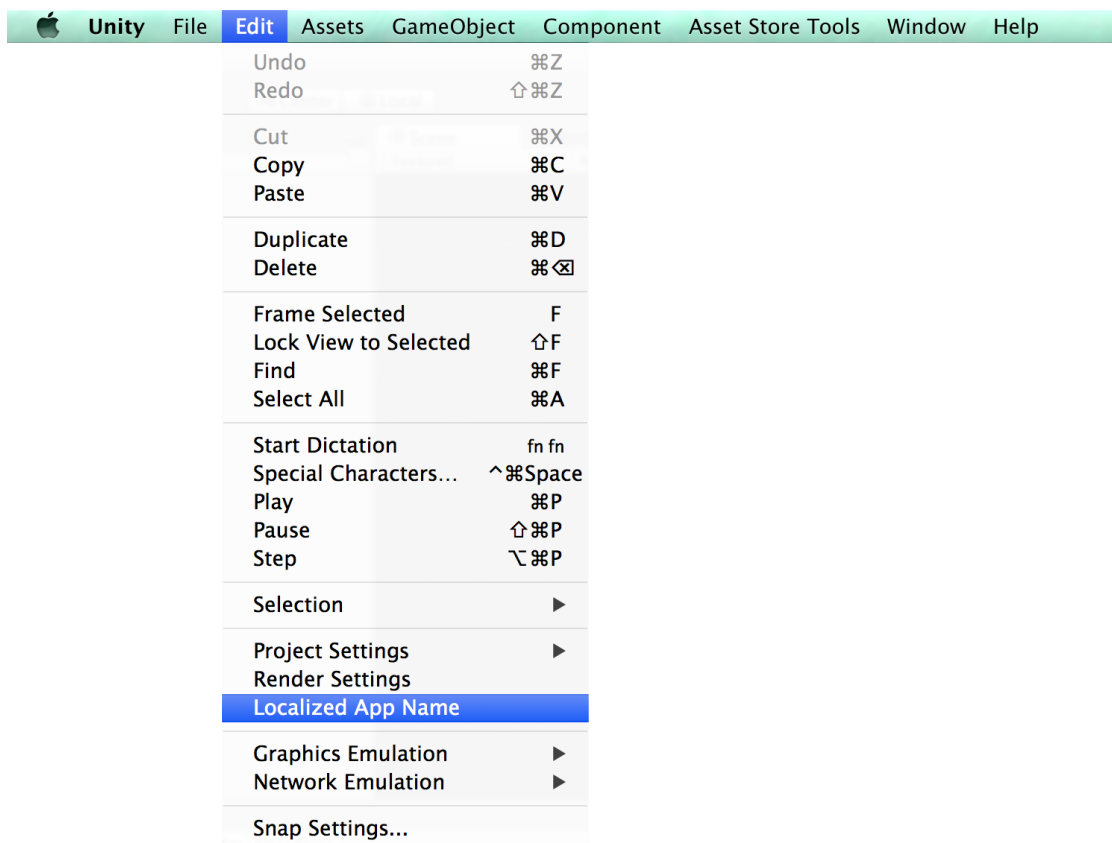
Welcome to the *Localized App Name* plugin. This plugin allows you to localize the name of your game on iOS and Android home screens right from the Unity editor. There is no need to mess with the XCode project every time you build your game nor you have to worry about Android's `string.xml` files anymore. We take care of the native integration details for you.

Documentation

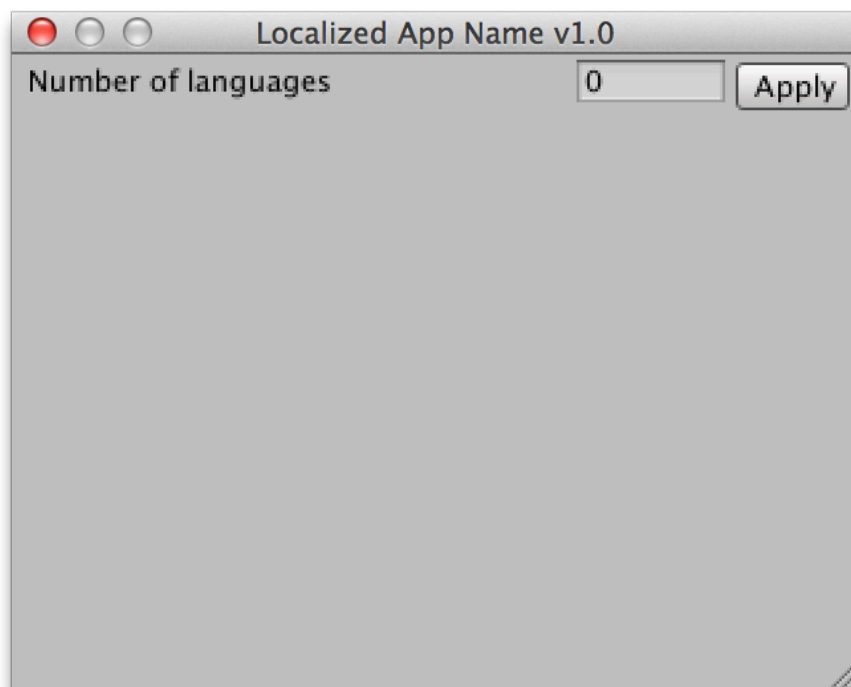
1. Import the package into your project. If you look in the **Project View**, you will notice a new folder named *LocalizedAppName* in the *Assets* folder. This folder can be moved and/or renamed. Do not delete this folder or change its contents.



2. In order to set up your project for localization, go to **Edit -> Localized App Name**. This new menu option can be found below the Render settings.



3. A new window will open. In this, set the number of languages to the desired number and hit the *Apply* button.



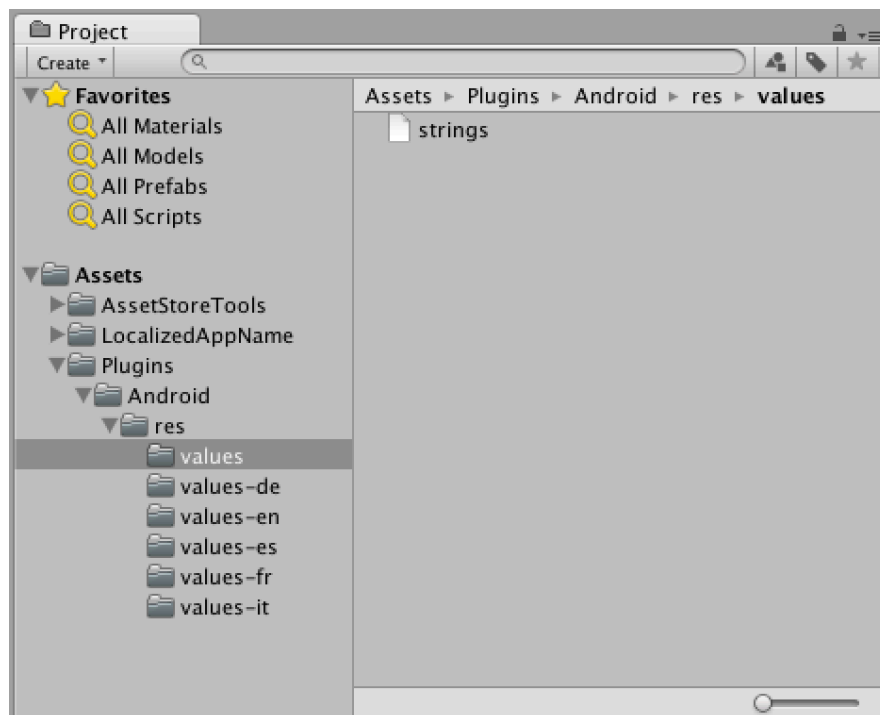
4. Select the desired language from the dropdown list and write the localized app name in the text field besides it. Repeat for each language. The default language should be the language that you expect

most of your application's users to speak.



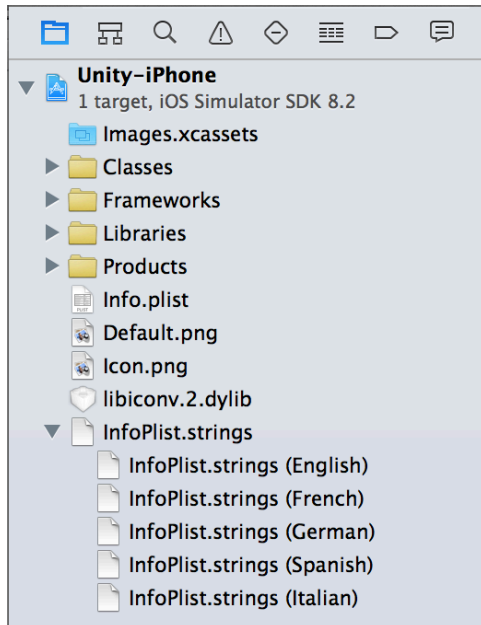
Note: On iOS, the default language will be used to set the `CFBundleDevelopmentRegion` and it is only used as the last fallback if **none** of the user's preferred languages are supported by your app. For more information about how language selection works on iOS refer to [this document](#). On Android, the default language is used to populate the `res/values/strings.xml` file. For more information about how language selection works on Android refer to [this document](#).

5. Close the window to save the changes. If you look in the Project View again, you will notice another folder named *Plugins*. This is a special folder that has to reside within the top-level Assets folder (this folder may not be in any subfolder). Do not move or delete this folder or its contents.



6. Build your project as usual.

7. If you have built for iOS, open your XCode project and verify that the `InfoPlist.strings` files have been added to the project.



List of supported languages

The currently supported languages are:

English	English (United States)	English (Great Britain)	French	French (Canada)	German
Italian	Dutch	Swedish	Spanish	Spanish (Mexico)	Danish
Portuguese	Portuguese (Portugal)	Portuguese (Brazil)	Norwegian	Hebrew	Japanese
Arabic	Finnish	Greek	Icelandic	Maltese	Turkish
Croatian	Chinese	Chinese (Simplified)	Chinese (Traditional)	Urdu	Hindi
Thai	Korean	Lithuanian	Polish	Hungarian	Estonian
Latvian	Sami	Faroese	Farsi	Russian	Irish
Albanian	Romanian	Czech	Slovak	Slovenian	Yiddish
Serbian	Macedonian	Bulgarian	Ukrainian	Byelorussian	Uzbek
Kazakh	Azerbaijani	Armenian	Georgian	Moldavian	Kirghiz
Tajiki	Turkmen	Mongolian	Pashto	Kurdish	Kashmiri
Sindhi	Tibetan	Nepali	Sanskrit	Marathi	Bengali
Assamese	Gujarati	Punjabi	Oriya	Malayalam	Kannada
Tamil	Telugu	Sinhalese	Burmese	Khmer	Lao
Vietnamese	Indonesian	Tagalog	Malay	Amharic	Tigrinya
Oromo	Somali	Swahili	Kinyarwanda	Rundi	Malagasy
Esperanto	Welsh	Basque	Catalan	Latin	Quechua
Guarani	Aymara	Tatar	Uighur	Dzongkha	Javanese
Sundanese	Galician	Afrikaans	Breton	Inuktitut	Scottish
Manx	Tongan	Greenlandic	Nynorsk.		

Do you need a language that is not in the list? Contact us at support@thenextflow.com to request it.

I need help!

Please write us at support@thenextflow.com and we will be happy to help you

Please make sure to include as many details as you can about your issue. Specifically, you should include the plugin version, which can be found in the title bar of the Localized App Name window. You should also include your Unity Editor version, OS version, XCode version (if applicable) and any errors or messages shown in the Unity Console.

I need feature X your plugin does not provide!

Please tell us! We are constantly updating and extending the functionality of our plugins in order to better serve the needs of our customers. If you have a suggestion on how we can improve our work feel free to write us at support@thenextflow.com and we will do our best to implement it in a future version. Thank you!