

# POLYGLOT TOOL<sub>1.0</sub>

## Documentation

This package was developed by Wilgner Fábio

### Contact

<https://www.wilgnerstudio.com/customersupport/>

### GitHub

<https://github.com/WilgnerFSDev/PolyglotTool-Unity>

The package is free, consider [buying](#) me a coffee

Made with <3

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## Introduction

The **Polyglot Tool** is designed to help you translate your game simply and quickly from a custom WindowEditor with the data saved in a ScriptableObject. You can add the desired languages and categories and relate to the translations.

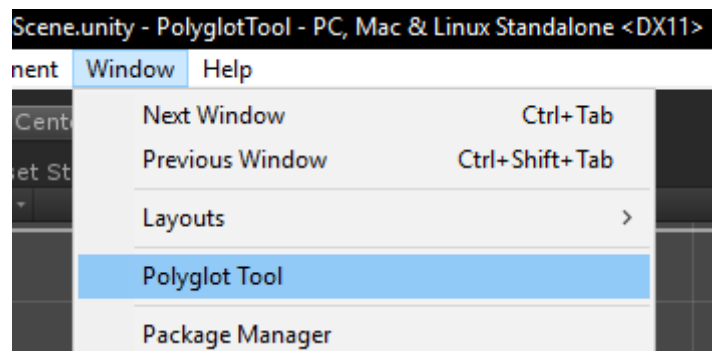
## Features

- +Unlimited Languages
- Possibility of creating categories (facilitate organization)
- Unlimited Translations
- OIntegration with TextMesh Pro
- Integration with the package you want (Use WS\_PGT) (Define Symbol is automatically created)
- All C# code
- Work with Unity +2017
- Made with <3

## What to do first?

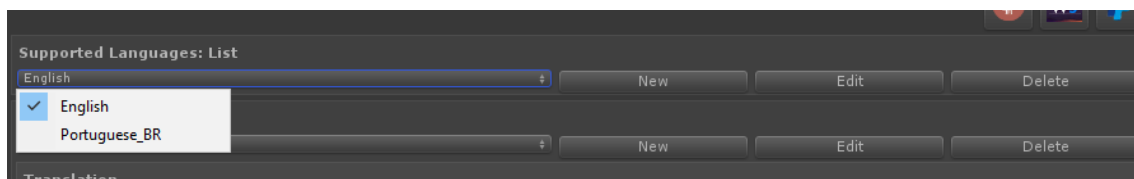
Before importing the Polyglot Tool, I recommend you make a backup of your project.

Whether we do this or not, let's begin.



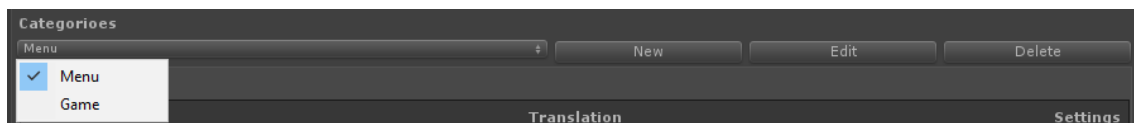
## Adding Languages

It is very intuitive.



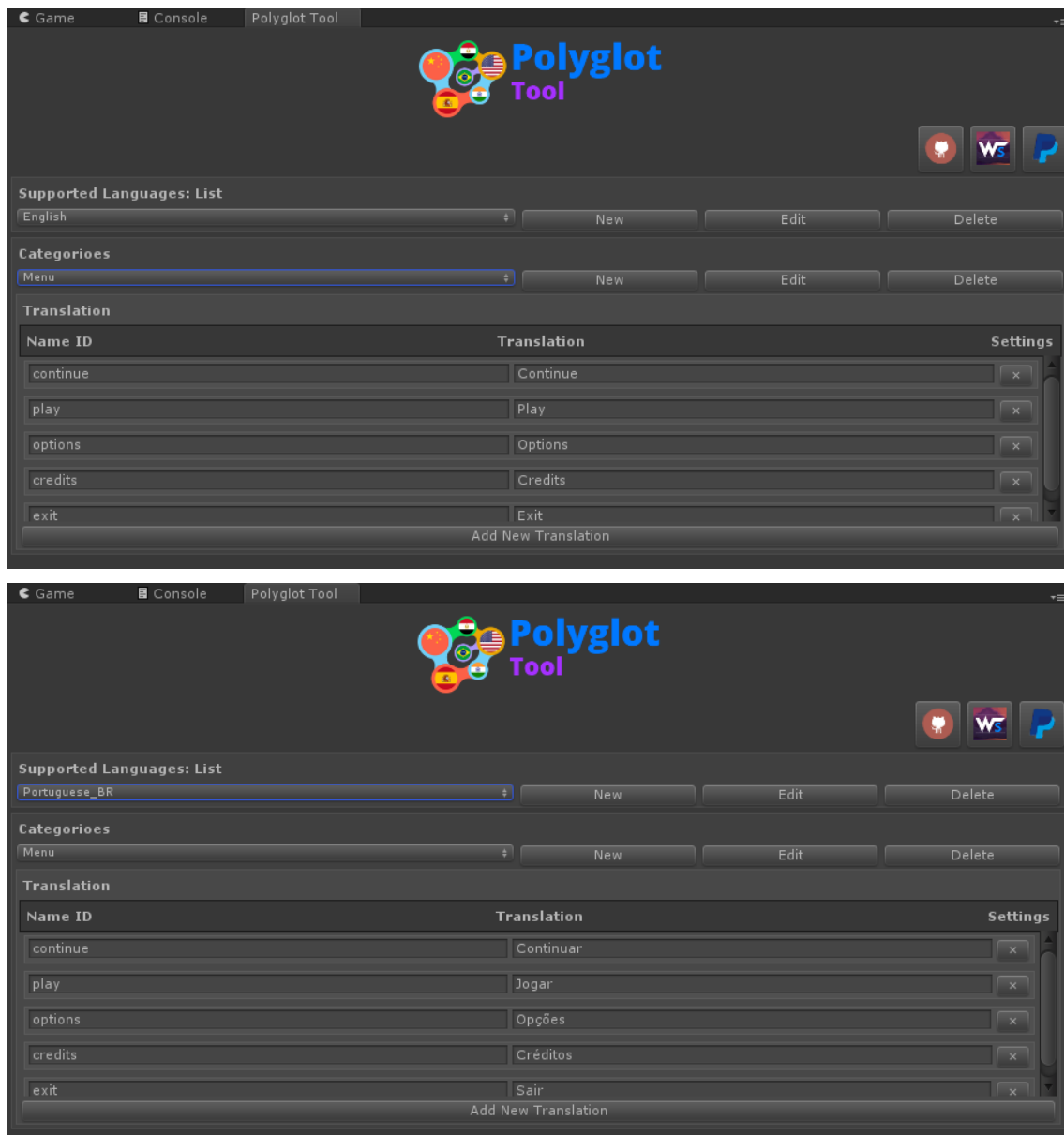
## Adding Categories

It is very intuitive.

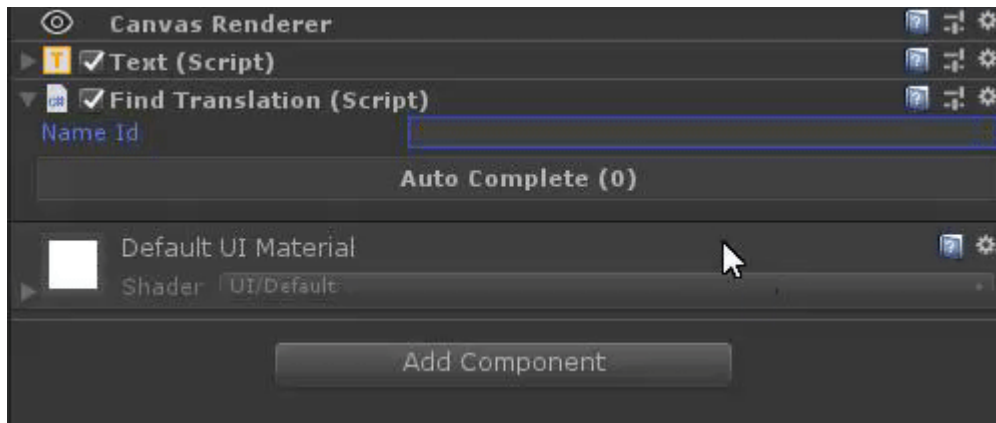


## Creating translations

When adding a translation it is added in all languages, the only thing that you will need to change is only the translation ("Translation here").

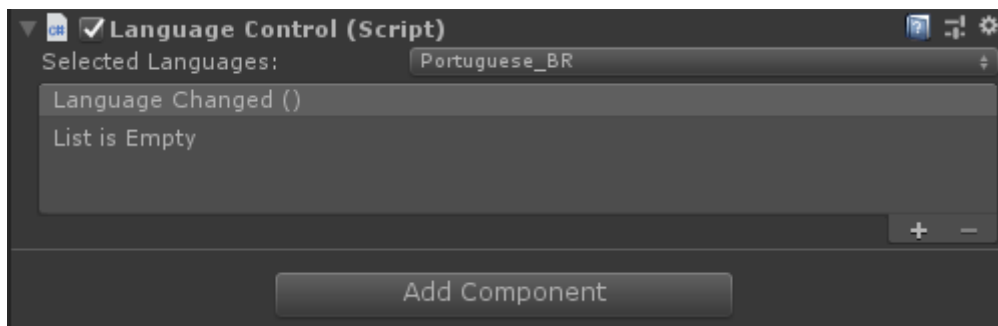


# Making Magic Work



Add the Find Translation script to the desired element to be translated and type the Name ID, the script returns an auto complete for you.

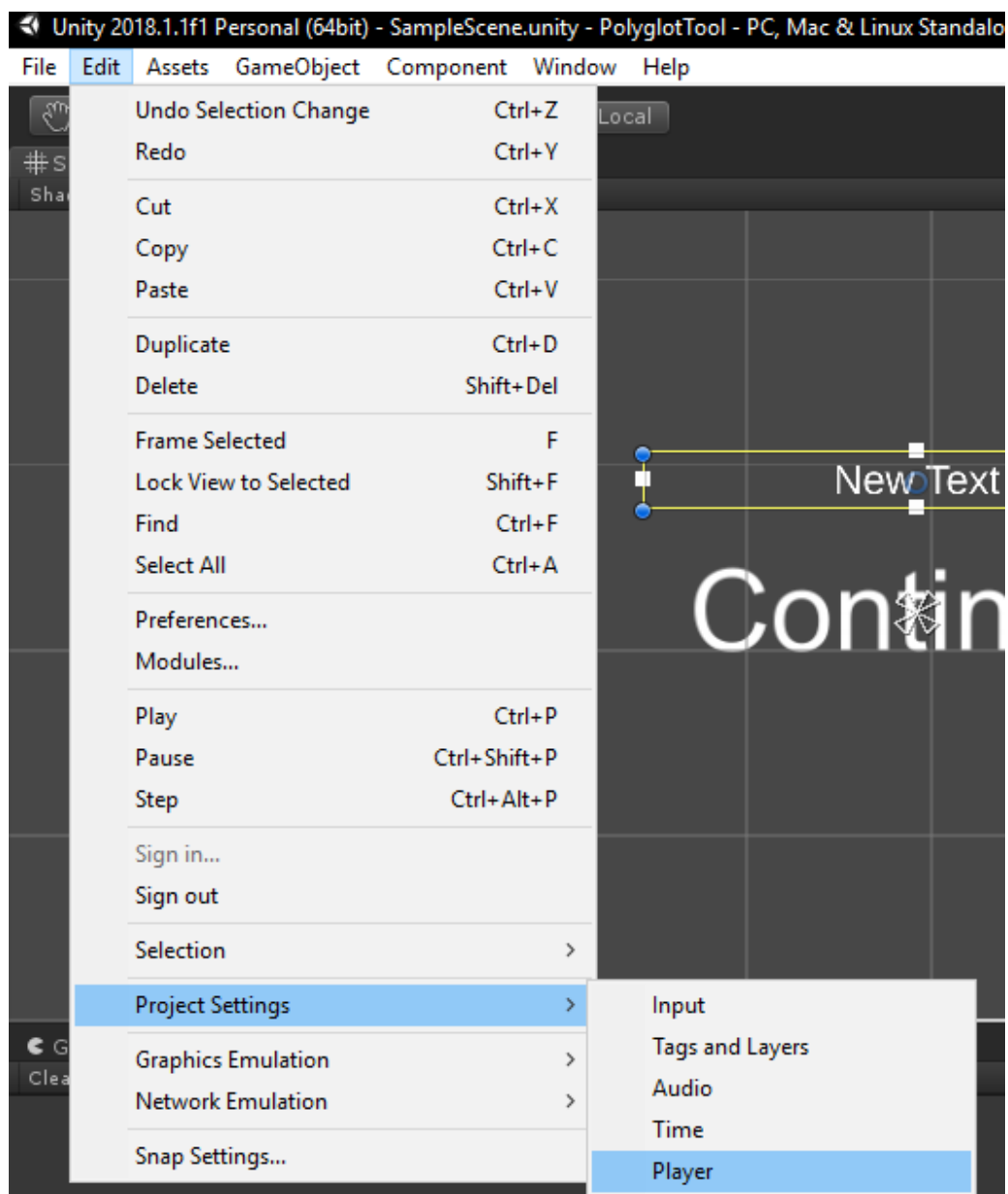
Create an empty object with the Language Control component or add the prefab. Select the initial language and you're done =)

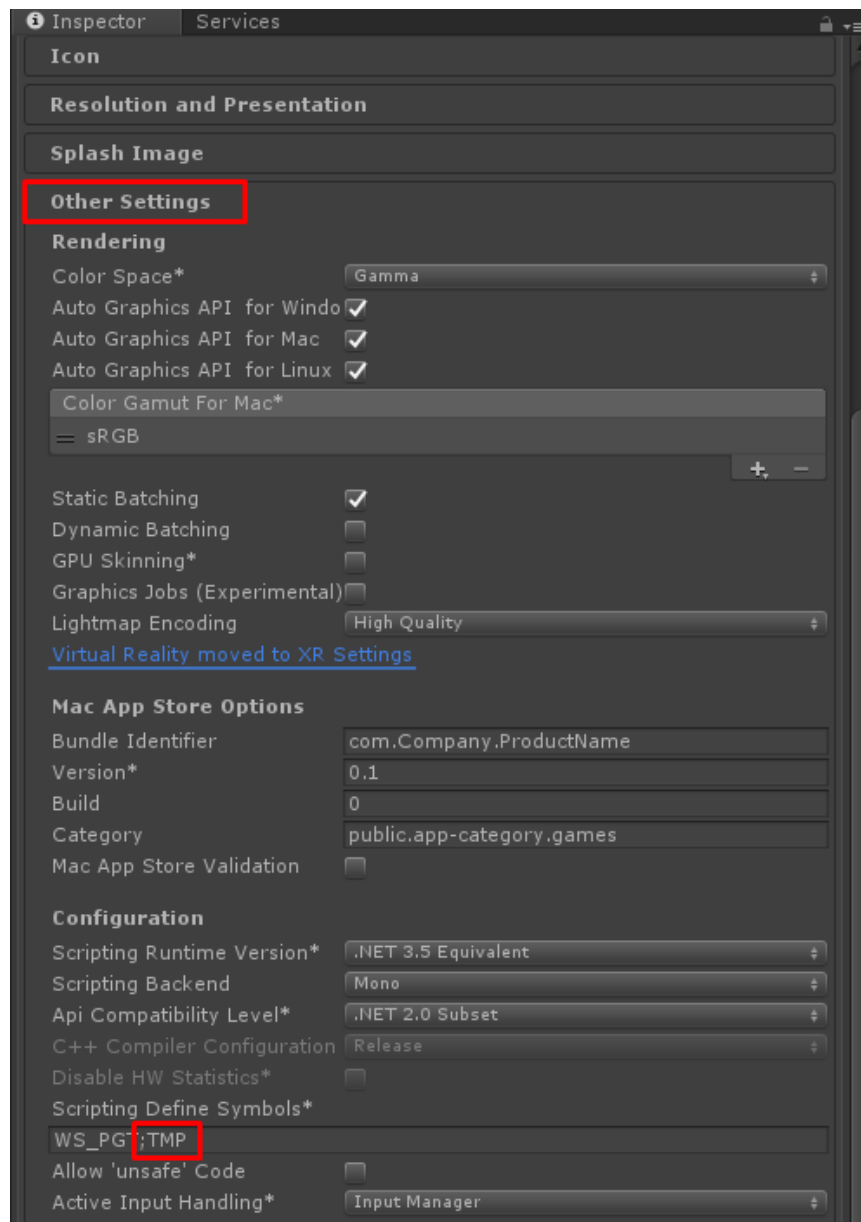


You can add new events to run when switching languages.

This is only now ready to work with the standard Unity text component.

## Integration with TextMesh Pro





Add “;TMP”

Note: If you set TMPPro and the TextMesh Pro package is not actually imported you will receive a series of errors.

Thanks <3



# Credits & Contact

This package was developed by Wilgner Fabio and is just a package of something bigger.

Special thanks to you for buying and supporting me <3.

## **Other assets:**

[Main Menu Kit](#)

[Animate UI Pro](#)

[GitHub](#)

<https://www.wilgnerstudio.com/customersupport/>

or

<https://www.wilgnerstudio.com/contact/>