

# Change Log

## Version 1.1.0

Added LeanLocalizedBehaviour.PhraseName getter.

## Version 1.0.9

Added 'Formatted Text' demo scene.

Added LeanLocalizedTextFont script.

Moved everything to Lean.Localization namespace.

Updated localized scripts to automatically populate fallback.

## Version 1.0.8

Added cultures, for automatic language switching support.

Added 'default language' setting for Localizations.

Allowed multiple localizations to persist.

Improved 'current language' persistence.

## Version 1.0.7

Fixed warning in Unity 5.3+.

## Version 1.0.6

Fixed an error on WebPlayer.

## Version 1.0.5

Added the ability to export a .txt file from a LeanLocalizationLoader via its context menu.

## Version 1.0.4

Added multiple line support to the LeanLocalizationLoader via inserting: \n

Fixed translation text alignment issues in the inspector.

Updated the 'Loading From TextAsset' example scene to use a multiple line file.

## Version 1.0.3

Moved main build to Unity 5.

Made it so a translation's text can span multiple lines.

Made it so editing translations will correctly dirty the scene.

## Version 1.0.2

Limited active LeanLocalization instances to one (extras will be merged).

Added 'LeanLocalizationLoader' to allow loading translations from text files.

Added 'LeanLocalizedAudioSource' component.

Added 'Loading From TextAsset' demo scene.

Added fallback values to localized components.

## Version 1.0.1

Put all scripts in the same component menu (Component / Lean).

## Version 1.0.0

Initial Release.