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PlayMaker - SmartLocalization Addon

Informations

This extension to PlayMaker will provide you with new actions to communicate with localization data of SmartLocalization. So, you can use within your FSM to establish easily a project in different languages and this, intuitively.

Revisions

18 March 2015	- Rewriting action « ChangeLanguage » - Add Documentation in Package
08 March 2015	Initial Release

Actions

- **ChangeLanguage**

  Change current language used in game.
  Warning : This action requires a SmartLocalization environment is created. If the folder "SmartLocalizationWorkspace" does not exist, it will be impossible to use.

- **GetCodeLoadedLanguage**

  Get Loaded language Codename

- **GetNumberOfSupportedLanguage**

  Return number of languages create and available in SmartLocalization.

- **GetSystemCodeLanguage**

  Get system language Codename. If it is not managed by SmartLocalization, the default language will be loaded.

- **LocalizationAudioClip**

  Get AudioClip (Object) reference from SmartLocalization Database.

- **LocalizationGameObject**

  Get GameObject reference from SmartLocalization Database.

- **LocalizationText**

  Get Text reference from SmartLocalization Database.

- **LocalizationTexture**

  Get Texture reference from SmartLocalization Database.