# GRIDLY PLUGIN

Document

1. What this plugin can do

This Plugin can help you sync data between Unity and Gridly. By using the path you can get the string data based on the target language.

2. Setup data on Gridly

To be able to use this plugin with Gridly, there is some initial setup you will have to do within Gridly so that the plugin can refer to the correct columns in Gridly. First you need to specify a columnID. This you have to do for each of the columns containing language texts. To do this you simply open the grid in Gridly that you want to use with the plugin. Then for each of the language columns you select the option Format column.
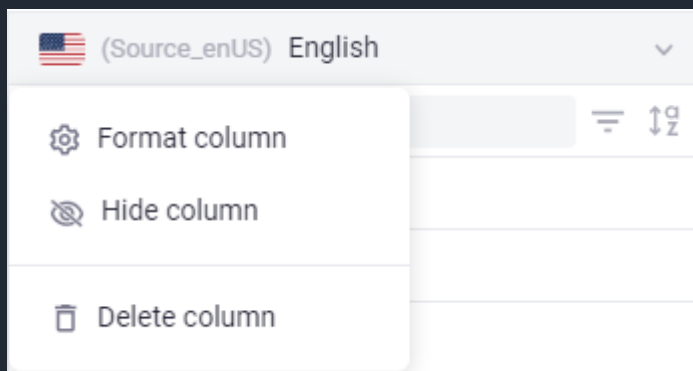
Then you can change the columnID to the specific four character language code that applies to the text in the column, make sure that the capitalization is correct with the two country letters in capital:

2.1 Setup on Unity

First, you need to open the gridly setting window.

Go to: Tools -> Gridly -> Setup Setting

Enter your API at below "Enter your API key", add your viewID which can be found in Gridly then click Import All

Note: please make sure you have also set the language support in the language tab tab. Click the "Main" button to set the source language.

3. How to use

3.1 String Editor

Select `Tool->Gridly->String Editor` to open string editor
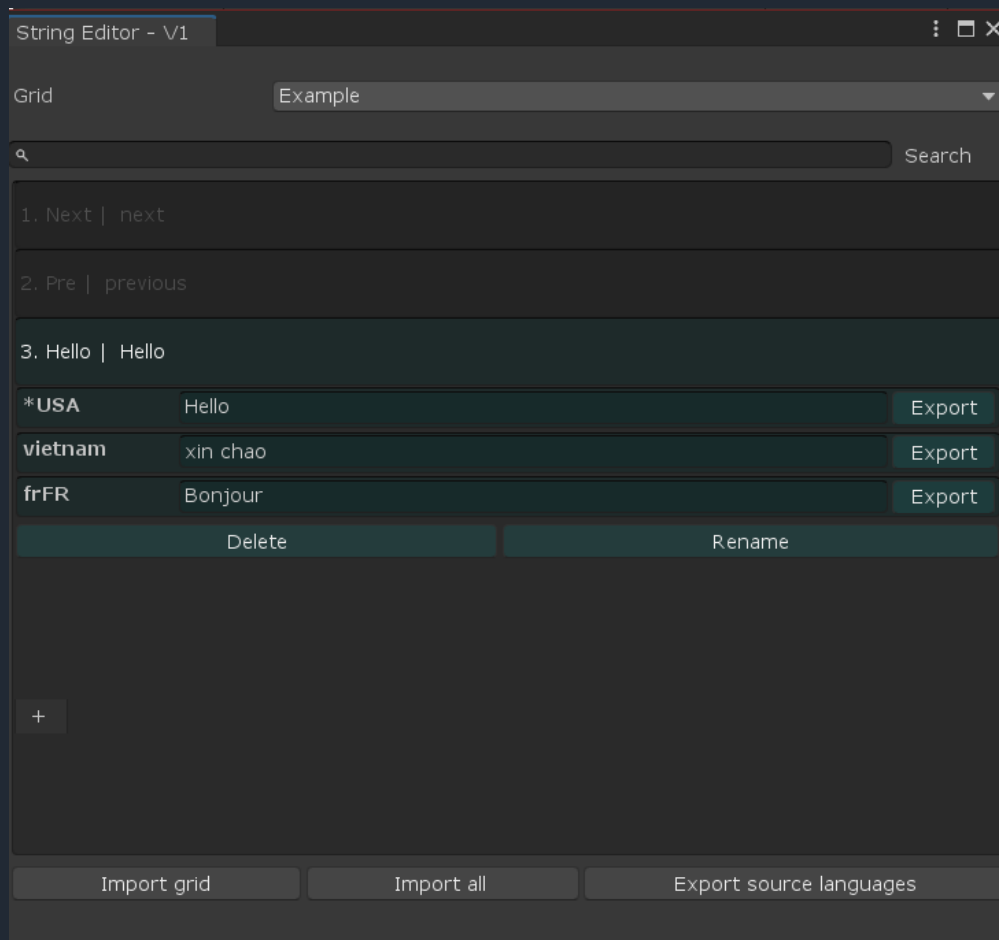
Delete : delete the record in Gridly and Unity

Rename : Rename the key in Gridly and Unity

Import grid : Download the selected grid from Gridly

Import all : Import all grid from Gridly

Export : This will update the value in Gridly

3.2 Sync data at runtime
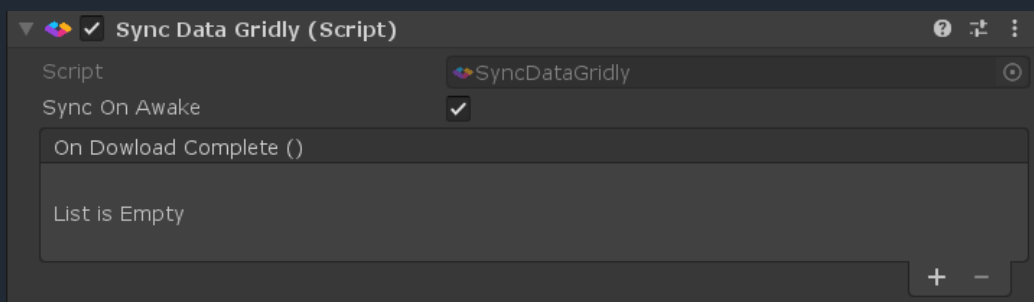
This feature makes it possible to get new data from Gridly without having to rebuild the game

You can use this component to get data.

Note: Retrieving data from Gridly is only for project development. This feature cannot be used for public projects

3.3 Translate Text

+ Use `void Project.SetChosenLanguageCode(Languages languages)` to set your target language

+ Use `string GridlyLocal.GetStringData(string grid, string recordID)` to get your text

+ Use this component to translate UI text

Translator (Script)	
Script	Translator
Text Mesh Pro	None (Text Mesh Pro UGUI)
Text	next (Text)
Database	Demo db
Grid	demo grid

🔍

Key	next

USA: Next
viVN: tiep