

GRIDLY PLUGIN

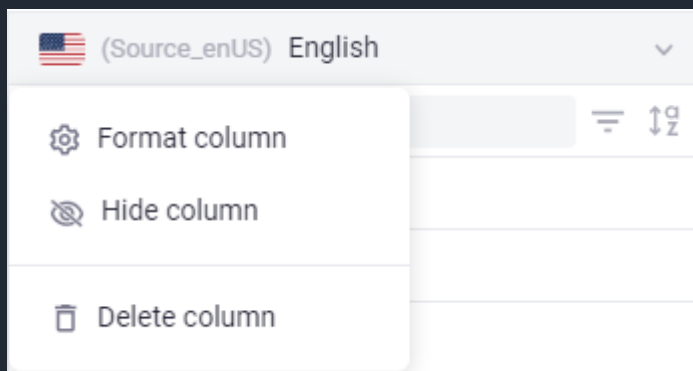
Document

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:

Column name

Data type

☰ Multiple lines ▼

Column ID

^ Show less


Cancel Save

2.1 Setup on Unity

First, you need to open the gridly setting window.

Go to: **Tools -> Gridly -> Setup Setting**

Gridly Setting Window - V1

 **Gridly**

Gridly Setup Languages


Enter your API key here:

Enter your ViewID here:

Name	Sync-Trig	ViewID	edp3edowdjvmvo	X
Name	Example	ViewID	xpo14102k55v49	X

+

☒ Print server messages to the console

 Download and setup all data

Import All

Clear local data

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

The screenshot shows the Gridly web interface. The main table displays the following data:

ID	Record ID	(Source_enUS) en...	(Target_frFR) frFR	(Target_viVN) viVN
1	Next	next	suivant	Tiếp
2	Pre	previous	précédent	Quay lại
3	Hello	Hello	Bonjour	xin chào

The right sidebar shows the 'API quick start' panel with the following details:

- API key:** [Redacted]
- View ID:** xpo14102k55v49
- Example request:**

```
curl GET \
https://api.gridly.com/v1/views/xpo14102k55v4
-H 'Authorization: ApiKey YOUR_API_KEY'
```
- Example response:**

```
{
  "root": [
    {
      "0": {
        "2": {
          "keys": [
            {
              "1": {
                "2": {
                  "keys": [
                    {
                      "504": "bad gateway"
                    }
                  ]
                }
              }
            }
          ]
        }
      }
    ]
  }
}
```

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.

The screenshot shows the 'Gridly Setting Window - V1' with the 'Languages' tab selected. The settings are as follows:

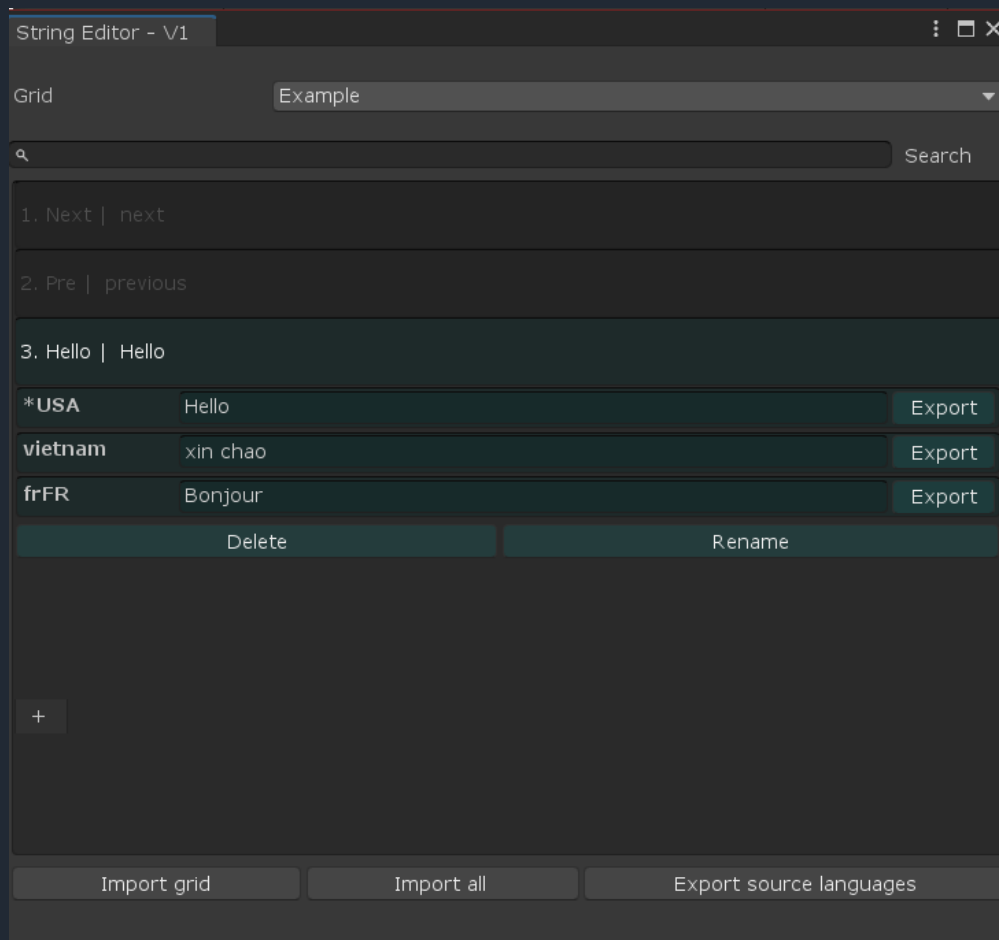
Language	Main	Font	Tm Font
USA	En US	Arial	None (TMP_Font Asset)
vietnam	Vi VN	Arial	None (TMP_Font Asset)
frFR	Fr FR	Arial	None (TMP_Font Asset)

At the bottom, there is a search bar with 'enUS' entered and an 'Add' button.

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

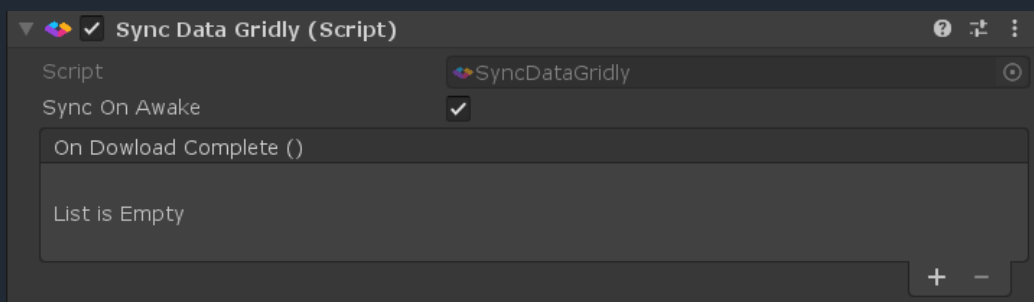
Import all : Import all grid from Gridly

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

