Simple Localization

By Hippo Games

Welcome! Hope you will enjoy working with my asset!

About:

Localizing your games and apps with this asset is really simple and cool. Create Google Spreadsheet to store localization, save it to CSV format and place to Resources, that's all you'll need to do!

Features:

- Localization of UI components (uGUI)
- Switch localization at runtime
- Invite translators to your Google Spreadsheet
- Sync localization with Google Spreadsheet (and that's really cool)
- Clean and simple C# code
- Unity 5, 2017, 2018 support
- Unity uGUI
- Any platform (Standalone, Android, iOS, WebGL)

Usage:

- Create Google Spreadsheet
- Create all required sheets and fill them
- Set public read permission for your table (otherwise, save CSV manually)
- Find LocalizationSync object, set table id and sheet ids, set folder to save sheets
- Press Sync button, your sheets shall be downloaded
- Alternatively can save sheets to CSV manually from Google Spreadsheet and move them to Resources folder
- Add LocalizeText component to all Text components
- Initialize dictionary when app started (please refer to Example)
- Press Review button to write a review and make me happy =)

How to get table id and sheet ids:

Let's say your table has the following url:
https://docs.google.com/spreadsheets/d/1RvKY3VE_y5FPhEECCa5dv4F7REJ7rBtGzQg9Z_B_DE4/edit#gid=331980525

So your table id will be "*1RvKY3VE_y5FPhEECCa5dv4F7REJ7rBtGzQg9Z_B_DE4*" and sheet id will be "*331980525*" (gid parameter).

Google Spreadsheet example:

https://docs.google.com/spreadsheets/d/1RvKY3VE_y5FPhEECCa5dv4F7REJ7rBtGzQg9Z_B_DE4

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