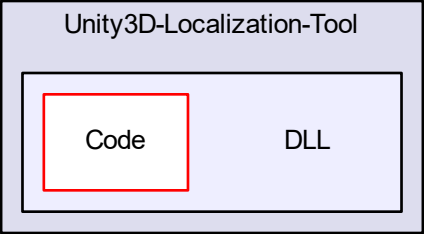


Unity3D-Localization-Tool



The diagram illustrates the structure of the Unity3D-Localization-Tool. It consists of a main container box labeled 'Unity3D-Localization-Tool'. Inside this container, there is a sub-container box. Within this sub-container, there are two distinct areas: a 'Code' area, which is highlighted with a red border, and a 'DLL' area.

Code

DLL