



# 资源国际化

UI界面框架设计 讲师:刘国柱

# 资源国际化

- ▶ “资源国际化”对于游戏项目开发是指：语言、语音、贴图、模型等国际化问题。
- ▶ 对于游戏项目，最常见的是针对不同国家的多语言版本的开发，也就是“语言的国际化”。

# 资源国际化

- 多语言版本的实现，最基本的原理就是根据ID去读取语言配置表，不同的语言新建一个语言配置表。

```
{
  "ConfigInfo":
  [
    {"Key": "LogonSystem",
     "Value": "登陆系统"},

    {"Key": "Logon",
     "Value": "登陆"},

    {"Key": "EnterGame",
     "Value": "进入游戏"},

    {"Key": "MarketSys",
     "Value": "商城系统"},

    {"Key": "Return",
     "Value": "返回"},

    {"Key": "Purchase",
     "Value": "购买"},

    {"Key": "Confirm",
     "Value": "确认"},

    {"Key": "ConfirmWindow",
     "Value": "确认窗口"},

    {"Key": "ClozeDetailInfo",
     "Value": "盔甲详细信息: "},

    {"Key": "shoeDetailInfo",
     "Value": "战靴详细信息: "},

    {"Key": "Cancle",
     "Value": "取消"}
  ]
}
```

```
{
  "ConfigInfo":
  [
    {"Key": "LogonSystem",
     "Value": "LogonSystem"},

    {"Key": "Logon",
     "Value": "Logon"},

    {"Key": "EnterGame",
     "Value": "EnterGame"},

    {"Key": "MarketSys",
     "Value": "MarketSys"},

    {"Key": "Return",
     "Value": "Return"},

    {"Key": "Purchase",
     "Value": "Purchase"},

    {"Key": "Confirm",
     "Value": "OK"},

    {"Key": "ConfirmWindow",
     "Value": "ConfirmWindow"},

    {"Key": "ClozeDetailInfo",
     "Value": "ClothDetailInfo: "},

    {"Key": "shoeDetailInfo",
     "Value": "shoeDetailInfo: "},

    {"Key": "Cancle",
     "Value": "Cancle"}
  ]
}
```

# 定义“语言管理器”

## ▶ 定义“语言管理器”(LanguageMgr)

基本原理:

1: 使用配置管理器脚本(继承 IConfigManager接口), 读取不同语言的Json配置文件。

2: 使用 Dictionary<string, string> 集合缓存“语言键值对”。

3: 定义显示方法, 根据ID查询出对应的语言信息。

```
{  
  "ConfigInfo":  
  [  
    {"Key": "LogonSystem",  
     "Value": "登陆系统"},  
  
    {"Key": "Logon",  
     "Value": "登陆"},  
  
    {"Key": "EnterGame",  
     "Value": "进入游戏"},  
  
    {"Key": "MarketSys",  
     "Value": "商城系统"},  
  
    {"Key": "Return",  
     "Value": "返回"},  
  
    {"Key": "Purchase",  
     "Value": "购买"},  
  
    {"Key": "Confirm",  
     "Value": "确认"},  
  
    {"Key": "ConfirmWindow",  
     "Value": "确认窗口"},  
  
    {"Key": "ClozeDetailInfo",  
     "Value": "盔甲详细信息:"},  
  
    {"Key": "shoeDetailInfo",  
     "Value": "战靴详细信息:"},  
  
    {"Key": "Cancle",  
     "Value": "取消"}  
  ]  
}
```

# 重构

- UI窗体基类(BaseUIForms) 对显示语言的重构。



A close-up of a character wearing a red hooded cloak, looking intensely at the viewer. The character's face is partially obscured by the hood, with only their eyes and a small portion of their nose and mouth visible. They are holding a glowing blue torch in their right hand. The background is dark and atmospheric, with some light reflecting off the character's face and the torch. The text "谢谢大家!" is overlaid in the center of the image, enclosed in a yellow rectangular box.

谢谢大家!