Change Log

Version 1.0.4
Added multiple line support to the LeanLocalizationLoader via inserting: \n
Fixed translation text alignment issues in the inspector.
Updated the 'Loading From TextAsset' example scene to use a multiple line file.

Version 1.0.3
Moved main build to Unity 5.
Made it so a translation's text can span multiple lines.
Made it so editing translations will correctly dirty the scene.

Version 1.0.2
Limited active LeanLocalization instances to one (extras will be merged).
Added 'LeanLocalizationLoader' to allow loading translations from text files.
Added 'LeanLocalizedAudioSource' component.
Added 'Loading From TextAsset' demo scene.
Added fallback values to localized components.

Version 1.0.1
Put all scripts in the same component menu (Component / Lean).

Version 1.0.0
Initial Release.