Quest Machine

Localization Package Support

Contents

Chapter 1: Introduction

This manual describes how to use Unity's Localization Package with Quest Machine.

Chapter 2: Setup

To enable the Localization Package integration, import this package:

- **Plugins ► Pixel Crushers ► Common ► Third Party Support ► Localization Package Support**

Chapter 3: Using the Integration

To localize your quest content:

1. Create one or more text table assets.
   (menu item **Assets > Create > Pixel Crushers > Common > Text > Text Table**).

2. Move your quests' text to text tables:

   - Use the Quest Editor window's gear menu > **Text > Move Text To Text Table**,

   - OR inspect your quest database, assign a text table, and click **Export All To Text Tables**.

3. Open the TextTable To Loc window.
   (menu item **Tools > Pixel Crushers > Common > Third Party > Localization > Text Table To Localization Table**).

4. Select your text table(s) and assign your Localization Package assets.

5. Click **Text Table(s) To String Table** to create entries in your Localization Package string table.

6. Localize the entries in the string table.

7. Click String Table To Text Table(s) to import the localized entries back into your text tables.