

# LocalizePro for Unity

The **LocalizePro** is a Unity tool designed to simplify the process of managing and implementing multi-language support in your projects. It allows you to import translations directly from Google Sheets and use them in your game or application.

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## Setup

### Google Sheets Preparation

#### 1. Create a Google Sheet:

- Each sheet in the document should represent a different language.
- This structure is useful for managing many languages and collaborating with external translators.

#### 2. Sheet Format:

- The sheet must have **two columns**:
  - **Column A**: Unique Text ID (TID).
  - **Column B**: The translated text.
- Example:

TID	Text
welcome	Welcome!

TID	Text
start_game	Start Game
language	English

### 3. Language Identifier:

- o Ensure there is a row with the TID **"language"** in each sheet. This is used by the tool to identify the language of the sheet.

### 4. Share the Document:

- o Make sure the Google Sheet is **publicly accessible**:
  - Click on **Share > Get Link**.
  - Set the access to **"Anyone with the link can view"**.

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## Unity Integration

1. Open Unity and navigate to **Tools > LocalizePro**.

2. In the tool window:

- o **Spreadsheet URL or ID**:
  - Paste the **Spreadsheet ID** (the part of the URL between `/d/` and `/edit`).
  - Example: For `https://docs.google.com/spreadsheets/d/SPREADSHEET_ID/edit`, the ID is `SPREADSHEET_ID`.
- o **Sheet IDs**:
  - Add the **Sheet IDs** (`gid` values) for each language sheet.
  - The `gid` is the part of the URL after `#gid=`.
  - Example: For `https://docs.google.com/spreadsheets/d/SPREADSHEET_ID/edit#gid=SHEET_ID`, the `gid` is `SHEET_ID`.

3. Click **Download and Localize** to import all translations.

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## Usage

### Static UI Text

For static UI elements, use the `TID_TextMeshProUGUI` component:

1. Add the `TID_TextMeshProUGUI` component to a `TextMeshProUGUI` object.
2. Enter the TID (e.g., `welcome`) in the TID field.
3. The text will automatically update based on the selected language.

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### Dynamic Dialogues

For dynamic text (e.g., dialogues), use the `LocalizePro`:

```
string translatedText = LocalizePro.Instance.GetTextFor("your_tid_here");
```

# Advanced Features

## Hard Reset

If you encounter errors or want to start over:

1. Go to **Tools > LocalizePro**.
2. Click **Hard Reset**.
  - This will delete all localization files in the `Localizations` and `Resources` folders.

## Manual Upload

To work offline or update translations manually:

1. Place `.csv` files in the `Localizations` folder.
  - Each file should follow the format: `LanguageName-Localization.csv`.
  - Example: `English-Localization.csv`.
2. In the **LocalizePro**, enable **Manual Upload**.
3. Click **Update All Manually and Locally**.

# Demo Scenes

The project includes demo scenes to showcase both static UI text and dynamic dialogues:

- **Static UI Demo:** Demonstrates how to use `TID_TextMeshProUGUI`.
- **Dynamic Dialogue Demo:** Demonstrates how to use `LocalizePro.Instance.GetTextFor`.

# DeepL Integration (Optional)

You can automatically translate your base language (e.g., English) into other languages using the DeepL Translator API.

This saves time and provides high-quality translations integrated directly in the editor.

## Step 1: Get your DeepL API Key

1. Go to <https://www.deepl.com/en/your-account/keys> (<https://www.deepl.com/en/your-account/keys>).
2. Create an account if you don't have one.
3. DeepL will request your credit card info — **but don't worry**, you won't be charged unless you explicitly upgrade to the Pro plan.

4. Copy the API key provided by DeepL.

## Step 2: Add the API Key in Unity

1. In your Unity project, navigate to:

```
Assets/LocalizeProTool/Resources/Translator/DeepLSettings.asset
```

2. Paste your API key in the field named `Api Key`.

❑ *If this asset doesn't exist yet, right-click in that folder and create it via: `Create > Translator > DeepL Settings`*

## Step 3: Enable DeepL in the Editor

1. Open the LocalizePro editor window.
2. Scroll to the bottom and enable the toggle **DeepL Translate Integration**.
3. Add one or more languages to translate into.
4. Optionally, click "Custom Options" to fine-tune the translation behavior per language.

## Available Translation Options

Each language has the following optional settings:

- **Formality** – Adjust the tone of translation (e.g., more formal or informal). Only available in certain languages.
- **Preserve Formatting** – Keeps the original casing, punctuation, and structure. Useful for UI text.
- **Split Sentences** – Controls how text is broken into sentences:
  - 0: No splitting
  - 1: Default (splits on punctuation and newlines)
  - `nonewlines`: Ignores line breaks

*! If an option is disabled for a language, you'll see a helpful message explaining why.*

## Force Translations

By default, the editor skips translating any TID that already exists for a language to avoid wasting API calls and to stay under usage limits.

Enable **Force Translations** to override this behavior and re-translate all entries, even if they already exist.

# Troubleshooting

## Error: "Asset has no meta file"

- Ensure you are not modifying files in the `Packages/` folder. Use the `Assets/` folder instead.

## Error: "401 Unauthorized"

- Make sure your Google Sheet is publicly accessible

## Missing Translations

- Verify that each sheet has a row with the TID `"language"`.

If you have any problems feel free to ask in the [Discord channel \(https://discord.gg/jbQ7xgcxwY\)](https://discord.gg/jbQ7xgcxwY).

# Additional Resources

## Full Tutorial

You can watch the full tutorial with all the details at the following link:

[LocalizePro Tutorial on YouTube \(https://youtu.be/KmothGxxUG4\)](https://youtu.be/KmothGxxUG4)

## Reference Google Sheet

You can use the Google Sheet I prepared as a reference:

[LocalizePro Google Sheet \(https://docs.google.com/spreadsheets/d/13jT6qil7u9blkuWlaekeeY-JhuHugY61I9x5TcnrrY/edit?gid=169258028#gid=169258028\)](https://docs.google.com/spreadsheets/d/13jT6qil7u9blkuWlaekeeY-JhuHugY61I9x5TcnrrY/edit?gid=169258028#gid=169258028)

## Discord

Join our Discord Channel: [Discord channel \(https://discord.gg/jbQ7xgcxwY\)](https://discord.gg/jbQ7xgcxwY).

# Contributing

If you find any issues or have suggestions for improvements, feel free to open an issue or submit a pull request.

# License

This project is licensed under the **MIT License**. See the [LICENSE \(LICENSE\)](#) file for details.