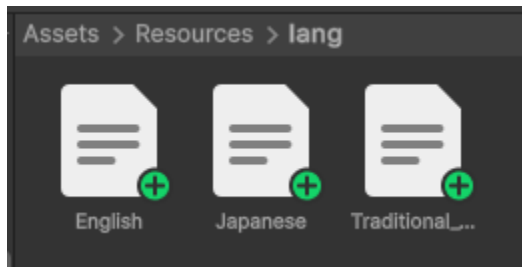


How to Use

To apply a translation to a text, you will need a Json file.

1. Create a Json file in this path:

“any_parent_directories/Resources/lang/your_json.json”.



Like here I have created 3 json files, naming them “English”, “Japanese” and “Traditional_Chinese”. The names can be in any format, it can be “en_gb”, “ja_jp” and “zh_hk”, it doesn’t matter.

2. You can write the translations in your Json file in this format:

```
{  
  "YOUR_KEY_1": "your first text",  
  "YOUR_KEY_2": "your second text",  
  "YOUR_KEY_3": "actually the order doesn't matter",  
  "YOUR_KEY_4": "the key can also be whatever you want.",  
  "your.key.5": "This will also work, as long as this Json format is followed."  
}
```

Example below:

```

"main_menu.button.name.start": "Start",
"main_menu.button.name.game_setting": "Settings",
"main_menu.button.name.lore": "Some little lore",
"main_menu.button.name.tutorial": "Tutorial",
"main_menu.button.name.leave": "I want to leave",

"game_setting.restart.message": "Please restart the game to apply this change.",
"game_setting.restart.yes": "Kay!",
"game_setting.restart.no": "Nah.",

"game_setting.section.language": "Language",
"game_setting.section.difficulty": "Difficulty",
"game_setting.section.key_binding": "Key Bindings",
"game_setting.section.audio": "Audio",
"game_setting.section.screen": "Screen",

"game_setting.language.english": "English",
"game_setting.language.traditional_chinese": "Traditional Chinese",
"game_setting.language.japanese": "Japanese",

"game_setting.difficulty.unborn": "Unborn",
"game_setting.difficulty.baby": "Baby",
"game_setting.difficulty.easy": "Easy",
"game_setting.difficulty.medium": "Medium",
"game_setting.difficulty.hard": "Hard",
"game_setting.difficulty.hell": "Hell",
"game_setting.difficulty.no_hit": "No-Hit",

"game_setting.audio.main_volume": "Main Volume",
"game_setting.audio.music": "Music",
"game_setting.audio.sound_effect": "Sound Effects",

"game_setting.screen.fullscreen": "Fullscreen",
"game_setting.screen.camera_shake": "Camera Shake",
"game_setting.screen.visual_effect": "Visual Effect",
"game_setting.screen.show_fps": "Show FPS",
"game_setting.screen.enemy_health_bar_text_type": "Enemy HP Text",
"game_setting.screen.chosen.percentage": "Percentage",
"game_setting.screen.chosen.value": "Value",

```

3. The previous 2 steps are set ups. To apply the translation, at the place where you want to translate them, let's say a textmesh pro, use this code:

```

using BlackCatLocalisation;

your_tmp.text = Text.Translatable(your_key);

```

The key must be the same as the name of the language file.

4. Of course, this supports substituting values. To achieve this, in your translated text at where you want to substitute a value, add a placeholder(s):

```
"count_fruit": "I have {0} apples, {1} bananas and {2} oranges at home."
```

Here, {0} {1} {2} are placeholders. Then just pass the values into the Translatable method. There is no limit on how many values can be passed.

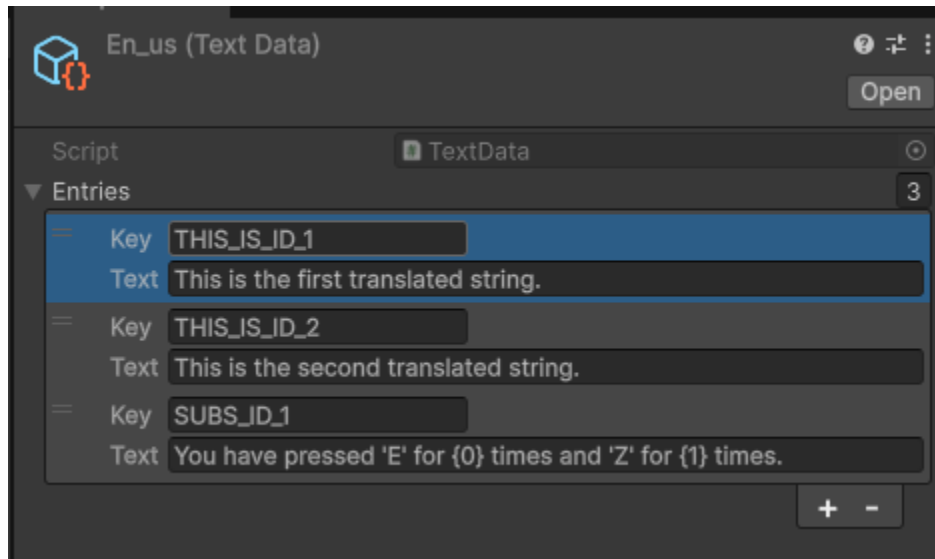
```
fruit_count_text.text = Text.Translatable("count_fruit",  
apple_count, banana_count, orange_count);
```

An Alternative to Json Files

If you don't want to use a Json file, you can create scriptable objects instead. In the right-click menu, you should be able to create a scriptable object located at:

"Create/Language Localiser/Text Localisation Data"

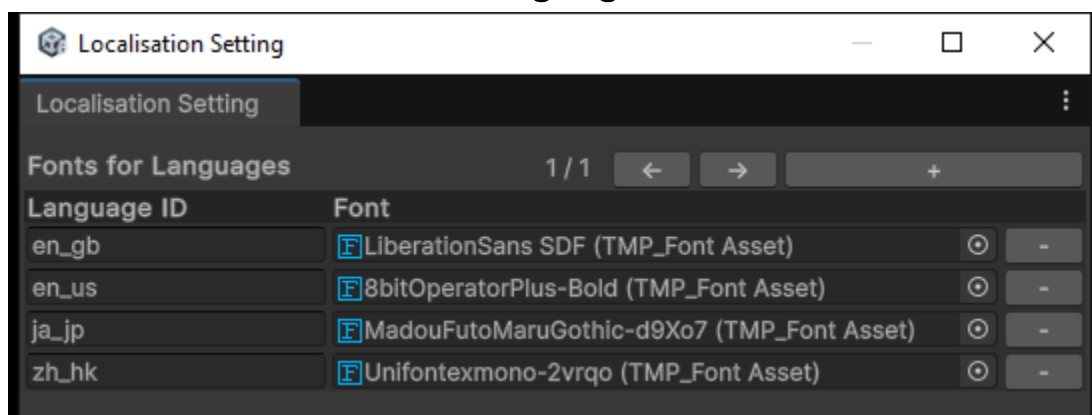
Place this scriptable object at the same path as the Json files should be, but you can just add and edit the keys and texts in the scriptable object.



Since this is still a pre-lease version, there might be more alternatives (csv, xml) coming up.

Font per Language

Different languages use different fonts. In order to change the font automatically, go to “Tools/Localisation Setting” and link the languages with their fonts at the **Fonts For Language** field which is the first one.

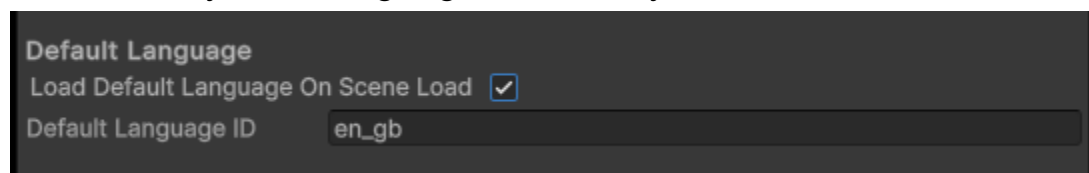


After the fonts are linked, the fonts of every textmesh pro in the scene will be changed to the specific font. They will also be automatically changed on scene load.

If there are textmesh pros that you don't wish to have their fonts changed, you can attach a **DontChangeFont** component to them, and they will be bypassed.

Default Language

In this field, you can allow it to load the default language you specified automatically if the language is not set yet.



Please turn this off if you don't need this, though.

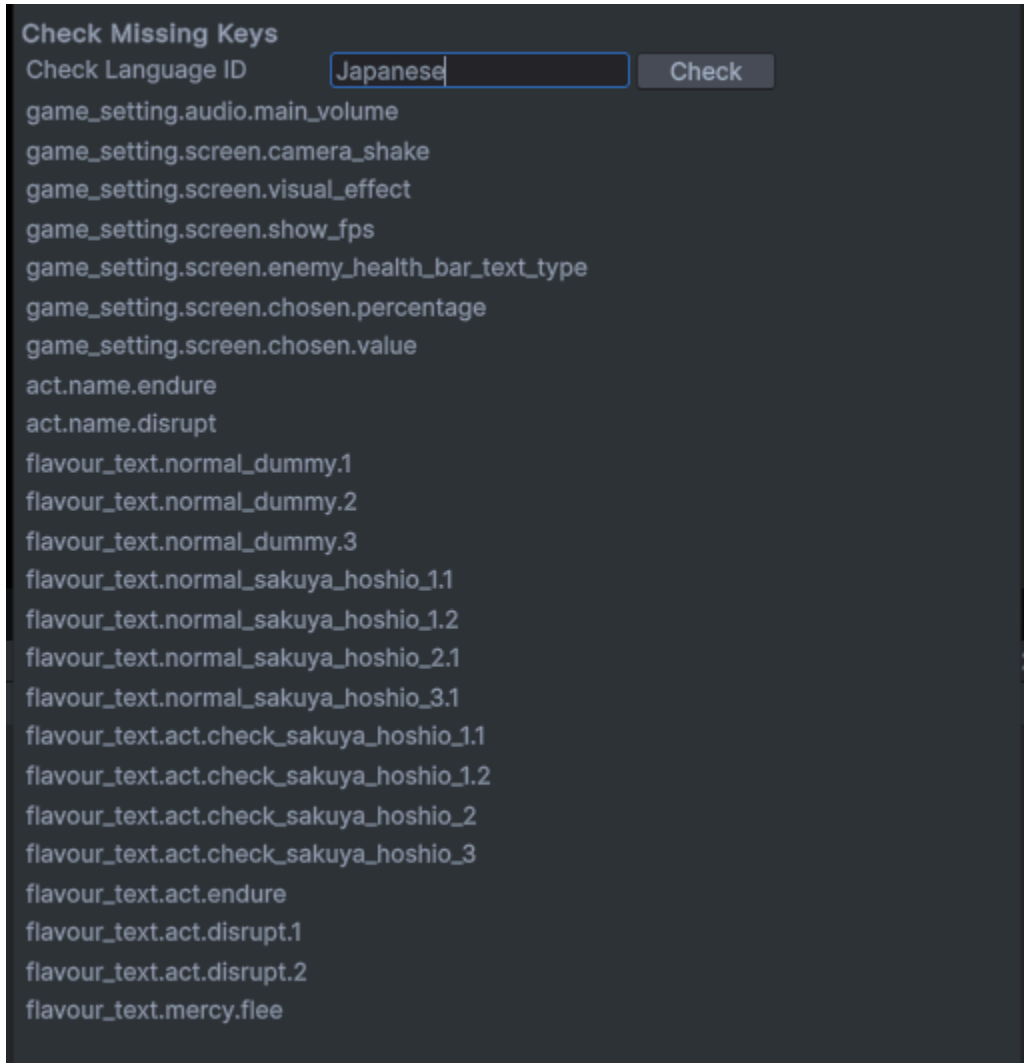
View Current Keys

In the next field, you can view every single key and text of the current language while in Play Mode. Press **Show All Current Entries** and the key text pairs will be shown. Press again to hide them.



Check Missing Keys

In the **Check Language ID** field under this section, enter the language id and press the **Check** button. It will display every key that is present in the default language file but not in the language file you are checking.



The screenshot shows a dark-themed interface with the title "Check Missing Keys". Below the title is a label "Check Language ID" followed by a text input field containing the word "Japanese" and a "Check" button. Below this, a list of keys is displayed in a monospaced font. The keys are organized into groups: game settings, act names, and flavour text. The list includes keys like "game_setting.audio.main_volume", "game_setting.screen.camera_shake", "game_setting.screen.visual_effect", "game_setting.screen.show_fps", "game_setting.screen.enemy_health_bar_text_type", "game_setting.screen.chosen.percentage", "game_setting.screen.chosen.value", "act.name.endure", "act.name.disrupt", "flavour_text.normal_dummy.1", "flavour_text.normal_dummy.2", "flavour_text.normal_dummy.3", "flavour_text.normal_sakuya_hoshio_1.1", "flavour_text.normal_sakuya_hoshio_1.2", "flavour_text.normal_sakuya_hoshio_2.1", "flavour_text.normal_sakuya_hoshio_3.1", "flavour_text.act.check_sakuya_hoshio_1.1", "flavour_text.act.check_sakuya_hoshio_1.2", "flavour_text.act.check_sakuya_hoshio_2", "flavour_text.act.check_sakuya_hoshio_3", "flavour_text.act.endure", "flavour_text.act.disrupt.1", "flavour_text.act.disrupt.2", and "flavour_text.mercy.flee".

```
Check Missing Keys
Check Language ID Japanese Check
game_setting.audio.main_volume
game_setting.screen.camera_shake
game_setting.screen.visual_effect
game_setting.screen.show_fps
game_setting.screen.enemy_health_bar_text_type
game_setting.screen.chosen.percentage
game_setting.screen.chosen.value
act.name.endure
act.name.disrupt
flavour_text.normal_dummy.1
flavour_text.normal_dummy.2
flavour_text.normal_dummy.3
flavour_text.normal_sakuya_hoshio_1.1
flavour_text.normal_sakuya_hoshio_1.2
flavour_text.normal_sakuya_hoshio_2.1
flavour_text.normal_sakuya_hoshio_3.1
flavour_text.act.check_sakuya_hoshio_1.1
flavour_text.act.check_sakuya_hoshio_1.2
flavour_text.act.check_sakuya_hoshio_2
flavour_text.act.check_sakuya_hoshio_3
flavour_text.act.endure
flavour_text.act.disrupt.1
flavour_text.act.disrupt.2
flavour_text.mercy.flee
```

Default language is set to English in this example.