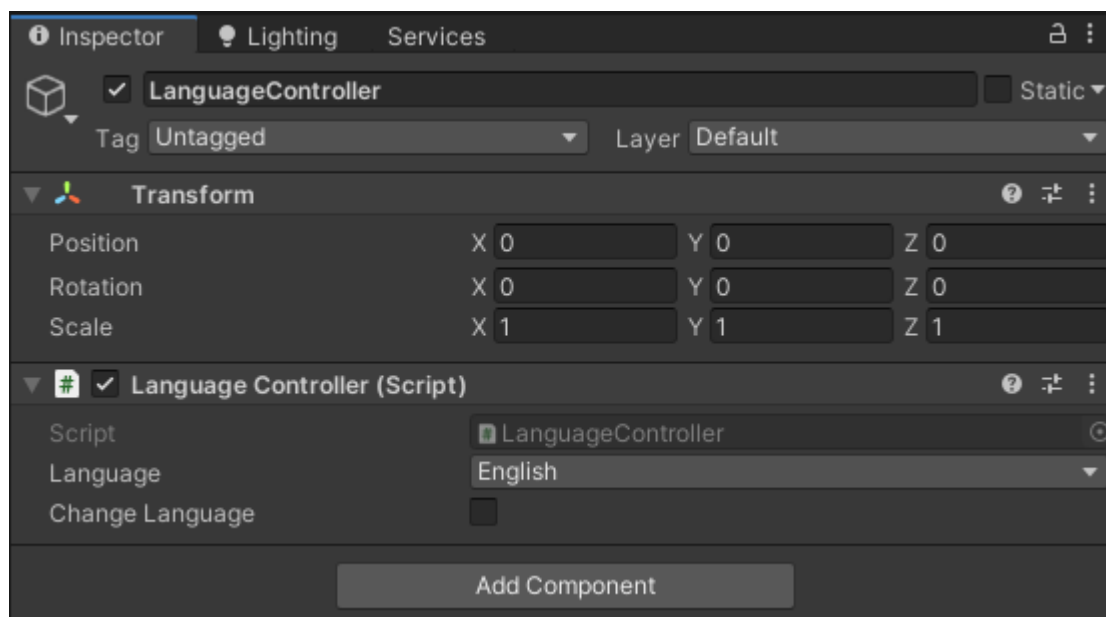


Thanks for purchasing this plugin.

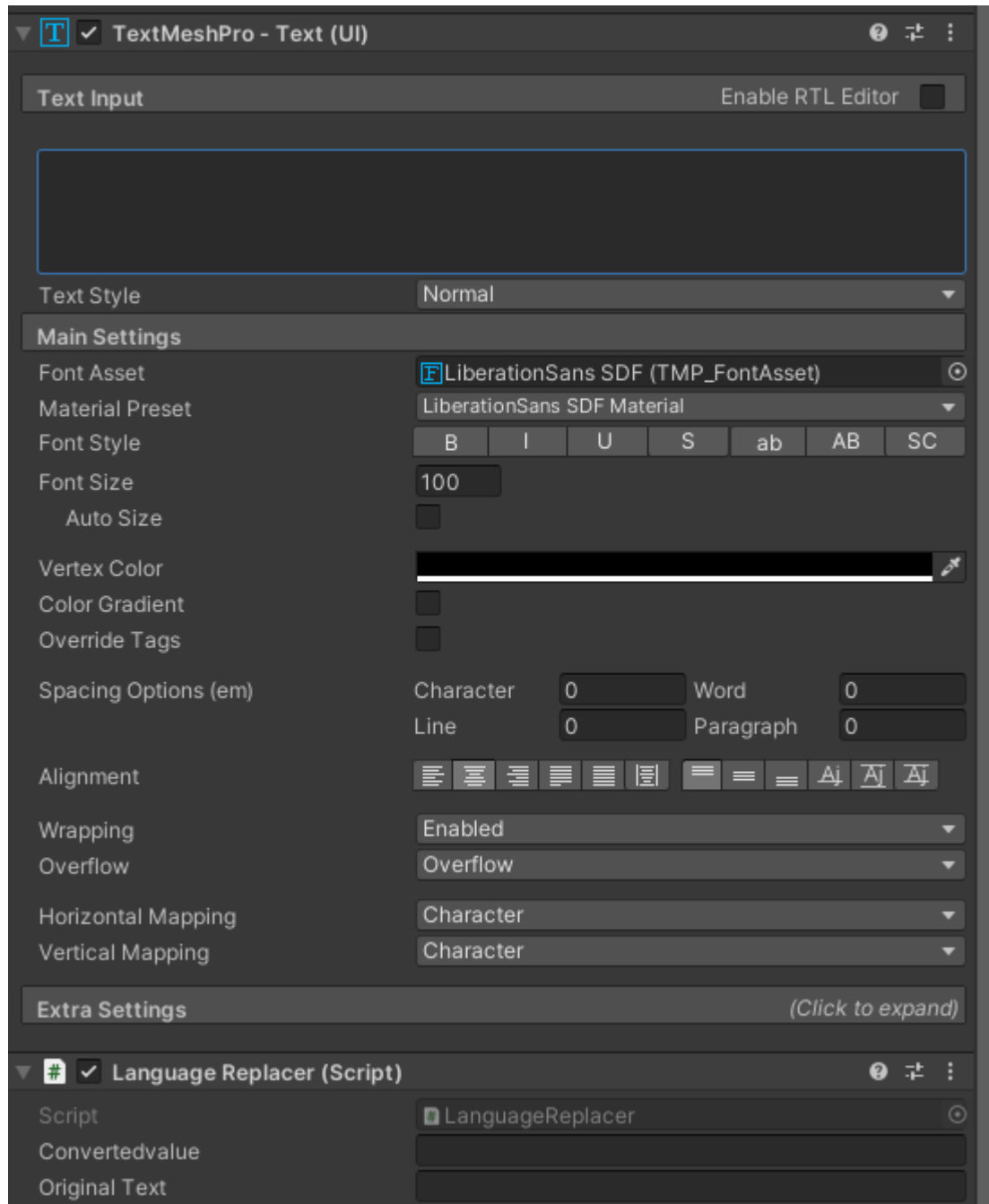
V1.0

1. This package consists of **Tamil, Telugu, Kannada and Hindi Fonts**, which replaces the broken characters in their respective language.
2. You can change the language at runtime, depending on your requirements, no need to attach each fonts, only one script to attach(**LanguageReplacer**) with **TextMeshPro Text** or **TextMeshPro Inputfield** or **DropDown**.
3. There is **Language Controller** Script which takes care of changing language at runtime, you need to attach this script at your starting scene, and this should be done only once.

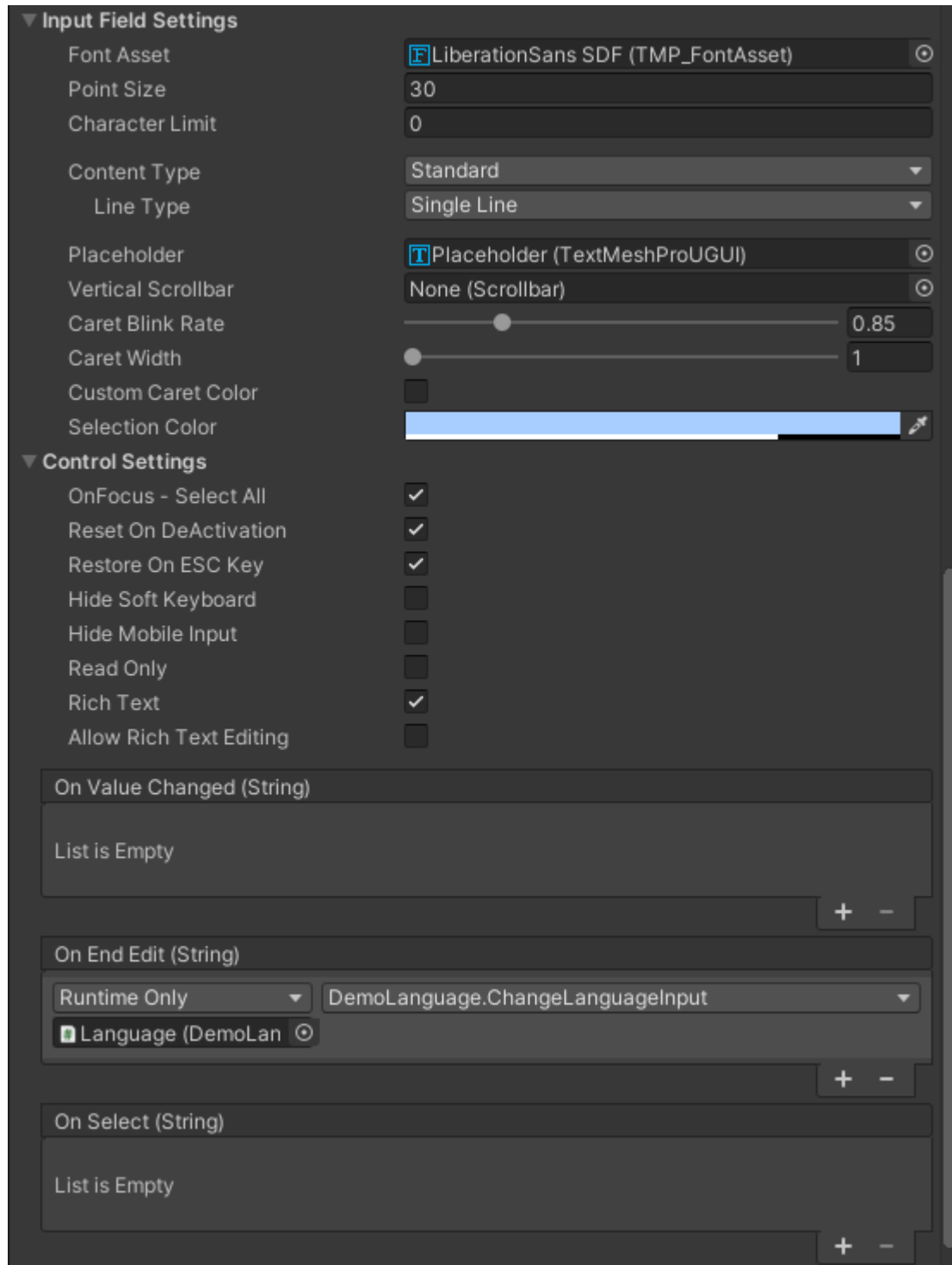
Please see below image for your reference



Attaching LanguageReplacer Script to TextComponent and InputField Component



For Inputfield , if user is entering something and want to replace the broken characters ,you need to call the function in onEndEdit, please check below image for your reference



Scripting

Tamil

```
String Tamiltext="Your json Text";  
DemoText.text = Tamiltext;  
LanguageController.instance.Language = Language.Tamil;  
LanguageController.instance.ChangeLanguage = true;
```

These 3 Lines of code to change your language and also fix the broken characters in their respective Languages. Once you change the language, call `LanguageController.instance.ChangeLanguage = true`, this line tells to change the font and Language and fix the characters

Hindi

```
String Hinditext="Your json Text";  
DemoText.text = Hinditext;  
LanguageController.instance.Language = Language.Hindi;  
LanguageController.instance.ChangeLanguage = true;
```

Kannada

```
String kannadatext="Your json Text";  
DemoText.text = kannadatext;  
LanguageController.instance.Language = Language.Kannada;  
LanguageController.instance.ChangeLanguage = true;
```

Telugu

```
String Telugutext="Your json Text";  
DemoText.text = Telugutext;  
LanguageController.instance.Language = Language.Telugu;  
LanguageController.instance.ChangeLanguage = true;
```

For Inputfield, if you want separately to handle it, you can call below function, otherwise no need above three lines will handle it for inputfield also. See above image for reference

```
public void ChangeLanguageInput()  
{  
DemoText.GetComponent<LanguageReplacer>().UpdateInputfield()  
}
```

If you still have doubts check the DemoLanguage scene and script for better understanding

