

Localizer Documentation

Hi, welcome to Localizer. Using Localizer is very simple. First, drag and drop the Localizer prefab in the scene(s) you want to use it.

To implement Localizer in one of your scripts, create a function similar to this:

```
private void GetDetails()  
{  
    Debug.Log(Localizer.GetDetails["country_code"]);  
}
```

Now, in your `Start()` or `Awake()` function, invoke this `GetDetails()` function with a maximum delay. For example:

```
Invoke("GetDetails", 1.0f);
```

If your player's internet delay is worse than the amount of time you wait for your `Invoke` (in this case 1 second) the result will be null. In this case you can ofcourse repeat the `Invoke` untill the result isn't null anymore.

The only thing the example above does is log a country code. It's up to you to do something useful with Localizer. You have access to the following data:

```
Localizer.GetDetails["ip"]  
Localizer.GetDetails["delay"] //The amount of time the request took  
Localizer.GetDetails["city"]  
Localizer.GetDetails["region"]  
Localizer.GetDetails["country_code"]  
Localizer.GetDetails["country_name"]  
Localizer.GetDetails["continent_code"]  
Localizer.GetDetails["continent_name"]  
Localizer.GetDetails["time_zone"]  
Localizer.GetDetails["currency_code"]  
Localizer.GetDetails["currency_symbol"]  
Localizer.GetDetails["currency_converter"] //User's currency to USD  
Localizer.GetDetails["os"]  
Localizer.GetDetails["device"]
```

Good luck! If you have any questions and/or suggestions, feel free to contact me at info@toolwareassets.com. Also, if you enjoy this asset (or you don't), please rate it in the Asset Store.