Auto Localization

So here we are:

Unity Version 5.5.1f1 or higher.

There are two Scene in Package

- Localization Setup (Auto Localization/Scene)
- Localization Demo (Auto Localization/Example)

All we need is Localization Setup Scene for setting up word for which we want to translate.

So Open up Localization Setup Scene (All you need is Internet during these step, once your word translation downloaded you can use it in your game)

Setup:

1. First check there is Translate Game object in scene (if not then create empty game object and attach the translate Script to it)
2. In Canvas there is Progress Bar (Canvas has a script named : ProgressBarController)
3. Go to Window/ Localization. Localization window appears
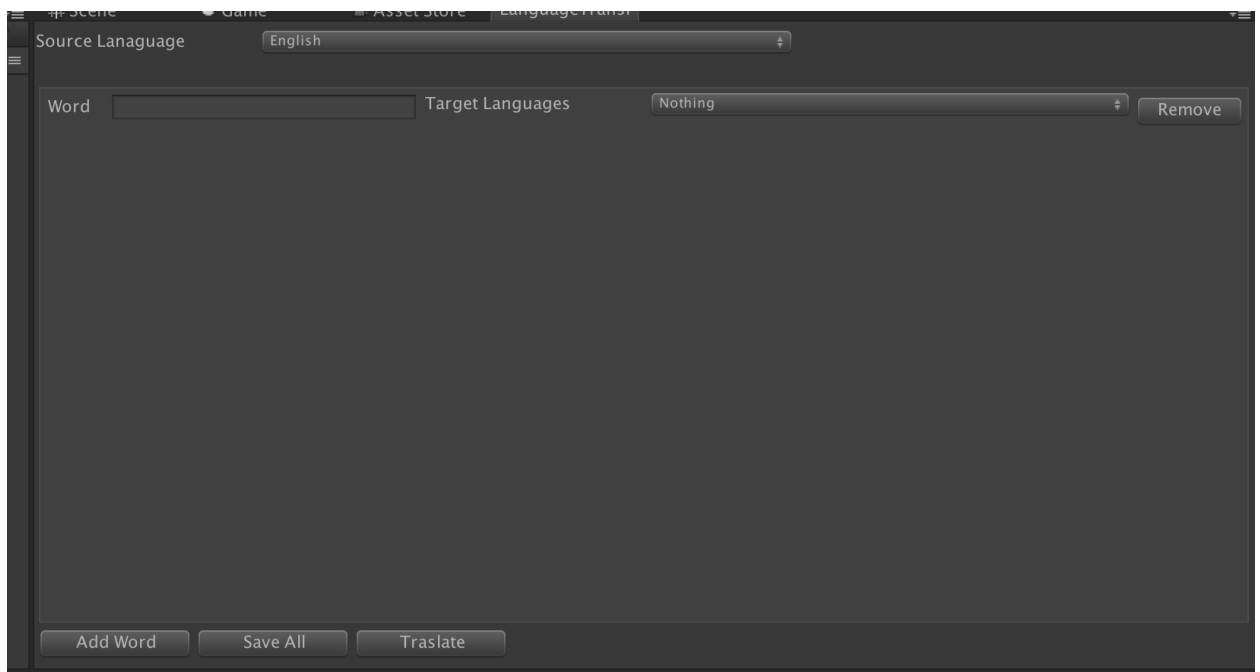
4. Set the source Language (Primary Language in which you are developing your game, Don't Change it once you have translate word in that language).

5. Insert "word" in text and select Language.
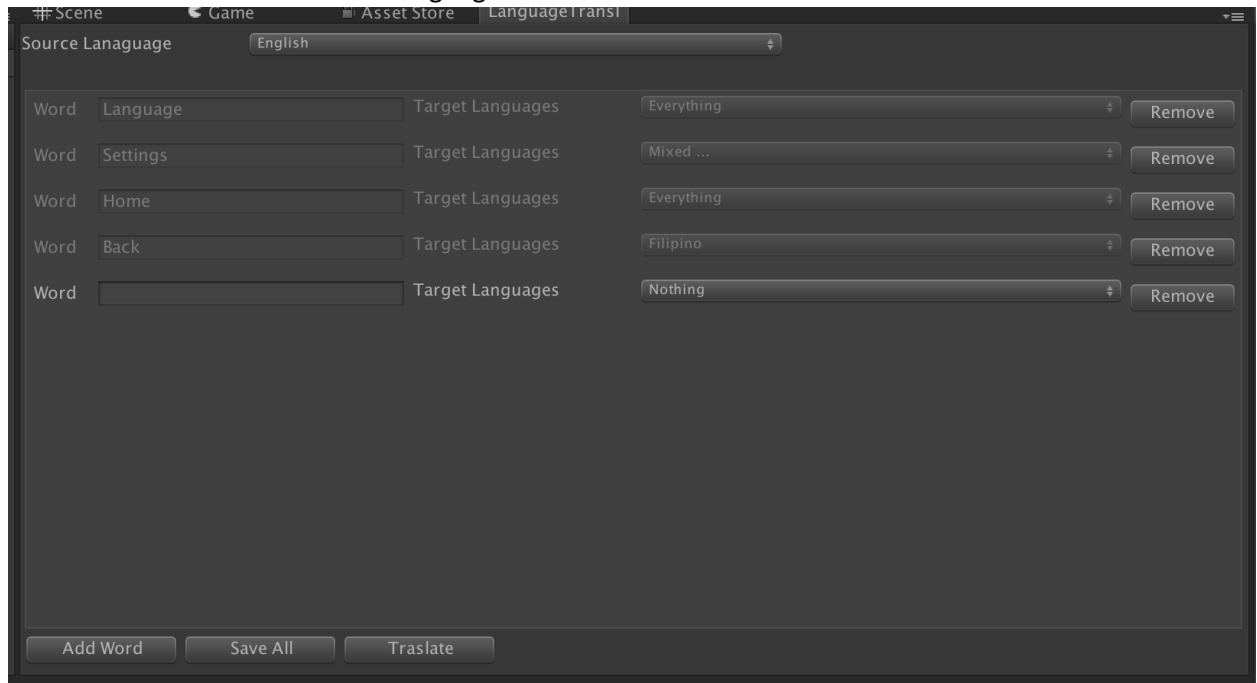
6. After typing "word" Press add word Button then the editor ask for 2nd word so on…
7. After pressing Add word button you cannot change your previous words, if you want to change them then remove them.
8. At the end press Save-all Button.
9. Then press Translate button. Editor will play automatically, and progress bar showing percentage of how much progress has been made (You can see the translation in the Console)
10. If this time your internet not working then message will be shown that your" Internet not working properly" in the Console.
11. If your words downloading interrupt by internet in between progress then don't worry (wait for internet), again go to window/localization and press Save-all and then Translate.
12. After 100% complete off the play Button, you can switch to Localization Demo Scene.

Demo:

1. Open Demo Scene (Auto Localization/ Localization Demo)
2. Create an Empty Game object named it (Language Manager) and put the Language Manger Script on it. (You need to repeat this setup in your main game scene also if you want to use it in your game).
3. Repeat. After Switching from Localization Setup scene to Demo Scene or YourGameScene you need to repeat step no 2.
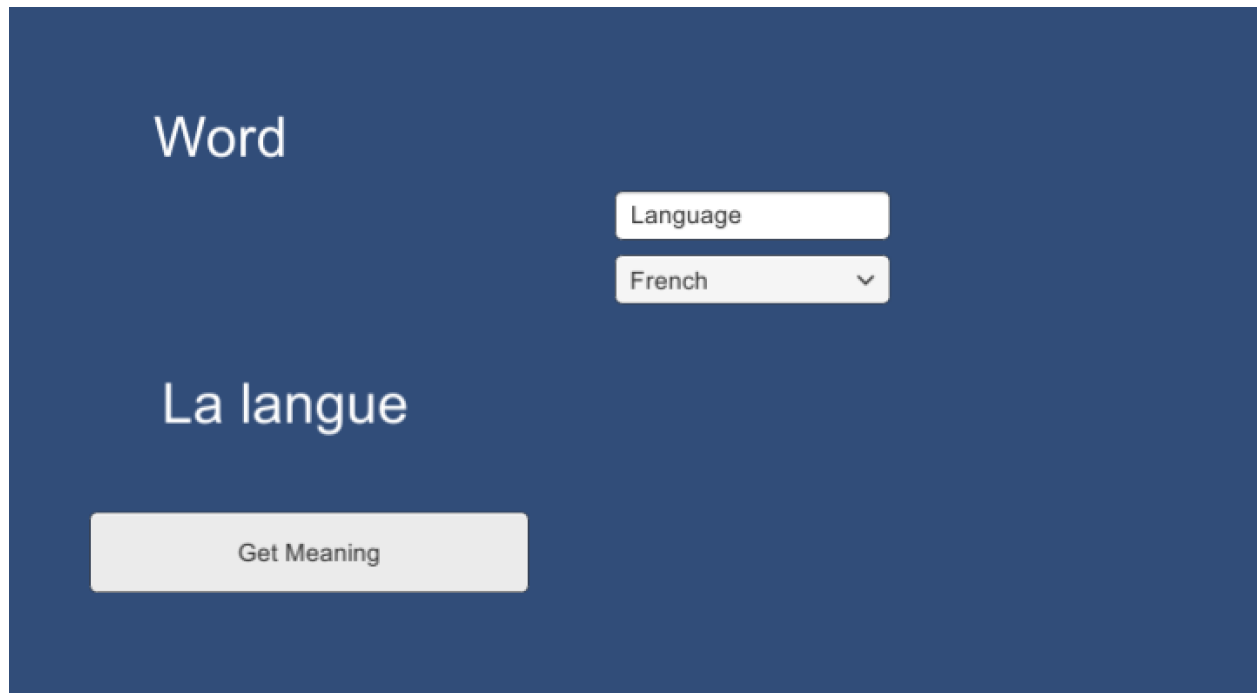
4. Type the word in input Field as I type Language, Select the language "French" (whatever you want). Then press the Get Button Meaning.
5. You can Look on Testing Script

```
 3    using UnityEngine;
 4    using UnityEngine.UI;
 5    using AutoLocalization;
 6    using System.Linq;
 7    using System;
 8
 9    public class Testing : MonoBehaviour {
10
11        [SerializeField]
12        private Button _getMeaning;
13        [SerializeField]
14        private InputField _word;
15        [SerializeField]
16        private Text _meaning;
17        [SerializeField]
18        private Dropdown _languages;
19        void Start(){
20            var value = Enum.GetNames (typeof(Languages)).ToList();
21            //populating Dropdown menu
22            _languages.AddOptions (value);
23        }
24        public void OnButtonPress(){
25            //using AutoLocalization "namespace"
26            _meaning.text = LanguageManager.instance.GetMeaning (_word.text,(Languages)_languages.value);
27        }
28    }
29
```

6. You need Only one line of code for getting the meaning of your word "LanguageManager.Instance.GetMeaning ("Language",Languages.English").
7. You need to add AutoLocalization namespace in your script for using LanguageManager.

Difference:

1. Difference between this package and others is "It is totally free". Happy
2. You don't need to put the meaning of each word manually. After press Translate Button, translation downloaded from Google.
3. We are not using Google API. So this package will not effect the size of your build.
4. Code is Clean you can change it manually.
5. We are working on it for making it more robust.

Version:

 v: 1.0