

Arabic Support for Unity UGUI

stranger-games.com/arabic-support-for-unity-ugui/

Thank you for your interest in Arabic Support for UGUI for Unity.

You can get it from [unity asset store here](#)

If you want to localize/develop your game targeting arab audience, or want to target marketing to Arab audience, we can help.

Please contact us directly from [this page](#) or check out our [fiverr services](#).

<https://www.fiverr.com/strangergames>

<http://www.stranger-games.com/contact-us/>

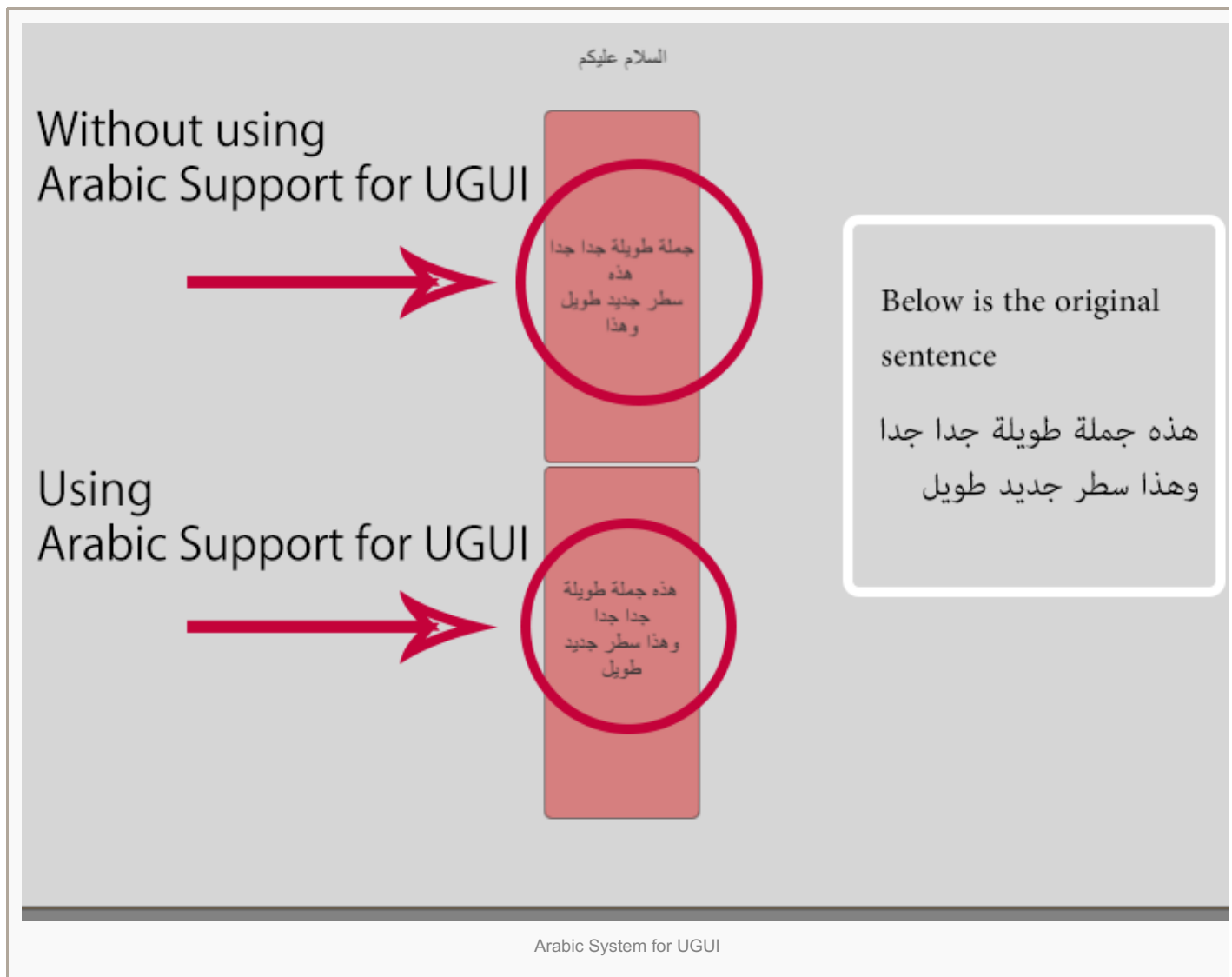
This is a simple usage guide and tutorial of our Arabic Support for UGUI for Unity asset.

Introduction

Arabic Support for Unity is a great asset that supports arabic for unity games, but it has its downsides.

To use it, you have to write a code, and also it has not been updated since 2013 and now we have the new responsive Unity UGUI interface, which does not play nicely with Arabic Support for Unity asset.

To give a simple comparison, please notice this screenshot.



When you look at the upper stuff, it is without using the UGUI arabic correction and the other one below is with using the UGUI arabic correction.

In the upper part as you notice, Arabic Support for Unity fixes the two sentences, but the space does not take the whole sentence into the text box, so unity divides both sentences into two lines. Both lines are reversed.

In the lower part, Arabic Support for UGUI, further fixes this by displaying the divided lines into correct order.

Also Arabic Support for UGUI, allows you to use inspector to enter the text, so you do not have to write code.

Tutorial

The screenshot shows the Unity Inspector window with the 'Canvas Renderer' selected. The 'Text (Script)' component is active, displaying the text 'هذه جملة طويلة جدا وهذا سطر جديد طويل'. Below it, the 'UI RTL Text (Script)' component is also active. The 'Set Text' field is populated with 'ادج ادج ةليوط ةلرمج هذه ليوط دي دج رطس اذهو'. The 'Set Text At Start Up' and 'Process As Arabic' checkboxes are checked. The 'Dynamically Loaded Arabic Font' checkbox is unchecked. The 'Arabic Font' dropdown is set to 'None (Font)'. The 'Show Tashkeel', 'Use Hindu Numbers', and 'Is Ltr Text' checkboxes are unchecked. The 'Layout Properties' table at the bottom is empty.

1. Add UIRTL Text Component to GameObject with Text UI Component
2. Enter your text in 'Set Text' field
3. Enable 'Set Text At Start Up'
4. Enable 'Process As Arabic'

Arabic Support for UGUI Unity

Coding Basics

If you want to dynamically set the arabic text, first, turn off 'Set Text At Start Up'. Then you can do it programmatically like this.

It is always preferred to call this after a few frames have passed from starting the game, so that the layout is correct.

```
GetComponent<ArabicSystemUGUI.UIRTLText> ().textString = "عربي";
```

Advanced Features

Font

You can set the font to be used when using arabic text in the 'Arabic Font' field.

You can also choose to dynamically load the font from the Resources folder only when displaying arabic text. To do this enter the sub-path of the font inside the Resources folder in the 'Dynamically Loaded Arabic Font' field. This feature can be very useful when your game is localized to several languages, and you don't want to load the Arabic font when you are in English language for example.

Using [Arabic Support for Unity](#):

If you want to use [Arabic Support for Unity](#) instead of the built in arabic converter, you can download it from the store, then goto Tools => "Arabic For Unity" => Integrations

In the integrations window, enable 'Arabic Support for Unity'. Then in the UIRTLText component, change 'Library For Conversion' to 'Arabic System for Unity'.

[Dialog System for Unity Integration](#)

You can integrate with Dialog System for Unity by first downloading it and importing it into your project.

Then goto Tools => "Arabic For Unity" => Integrations

In the integrations window, enable 'Dialog System for Unity'.

Then please follow this simple procedure.

1. Create the localization language with 'ar' code.
2. In Localization settings of the Dialog Manager object set language = ar
3. Add 'Dialog System Arabic Support' component to the dialog system for unity UI gameobject
4. Enter the 'ar' code (or the code of your choice of the arabic language) in the component 'Dialog System Arabic Support' => 'Dialog System Rtl Lang Code' field.
5. Add UIRTLText component to all GameObjects with Text component that you want to enable arabic for and are under the UI of the dialog system component. Examples of those gameobjects
 1. NPC Subtitle Line
 2. PC Subtitle Line
 3. NPC Subtitle Reminder Line
 4. etc...

Check Arabic Support for UGUI => Integrations => Dialog System => Sample for a sample complete scene.

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