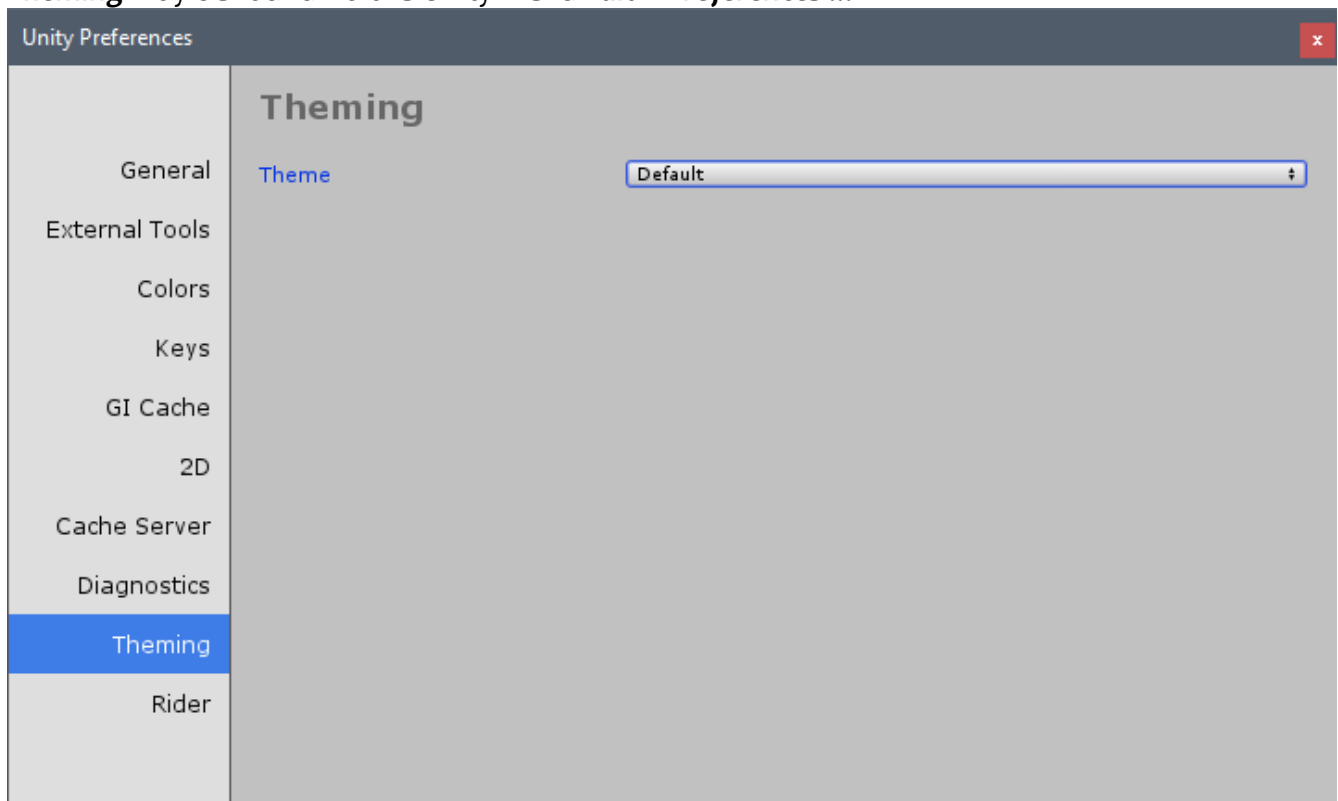
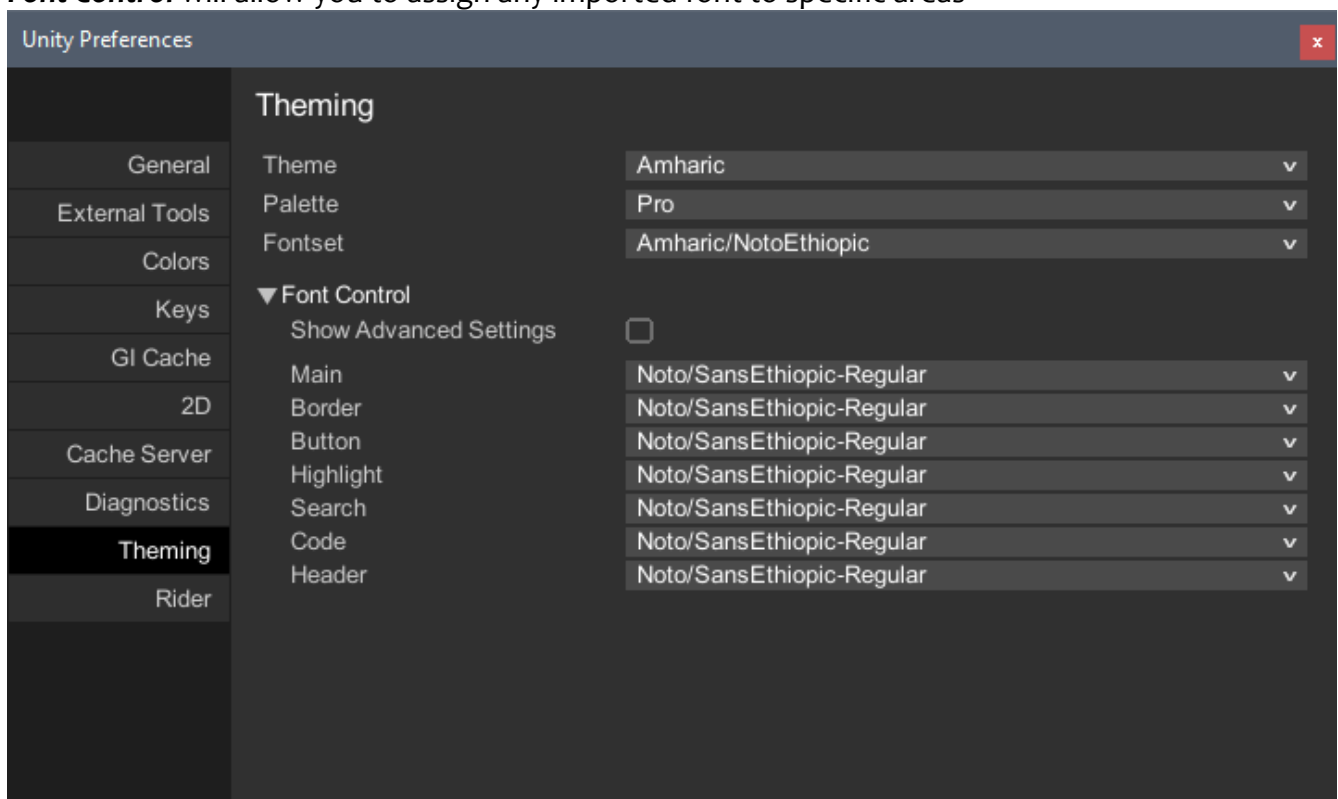


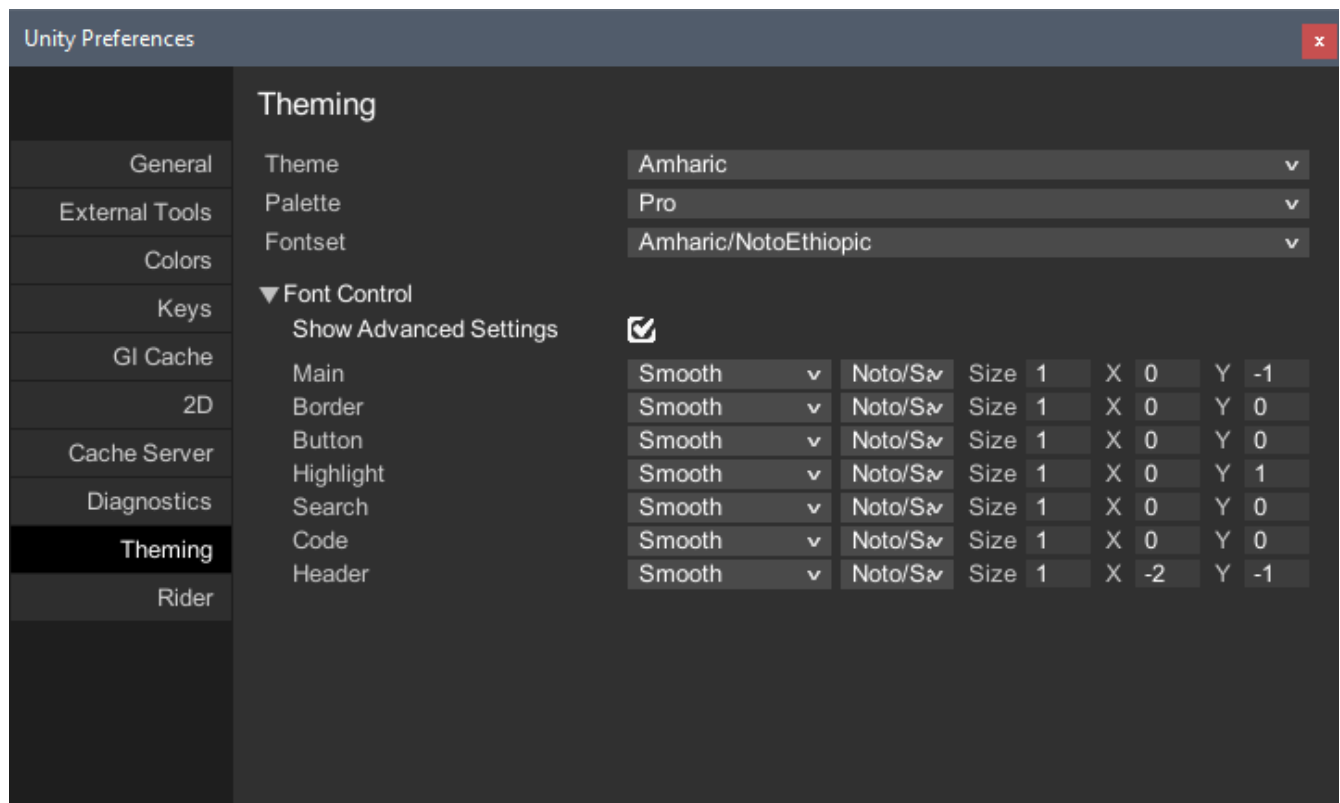
**Theming** may be found via the Unity menu **Edit > Preferences ...**



**Font Control** will allow you to assign any imported font to specific areas



**Advanced settings** will allow for fine control over font positioning and scale

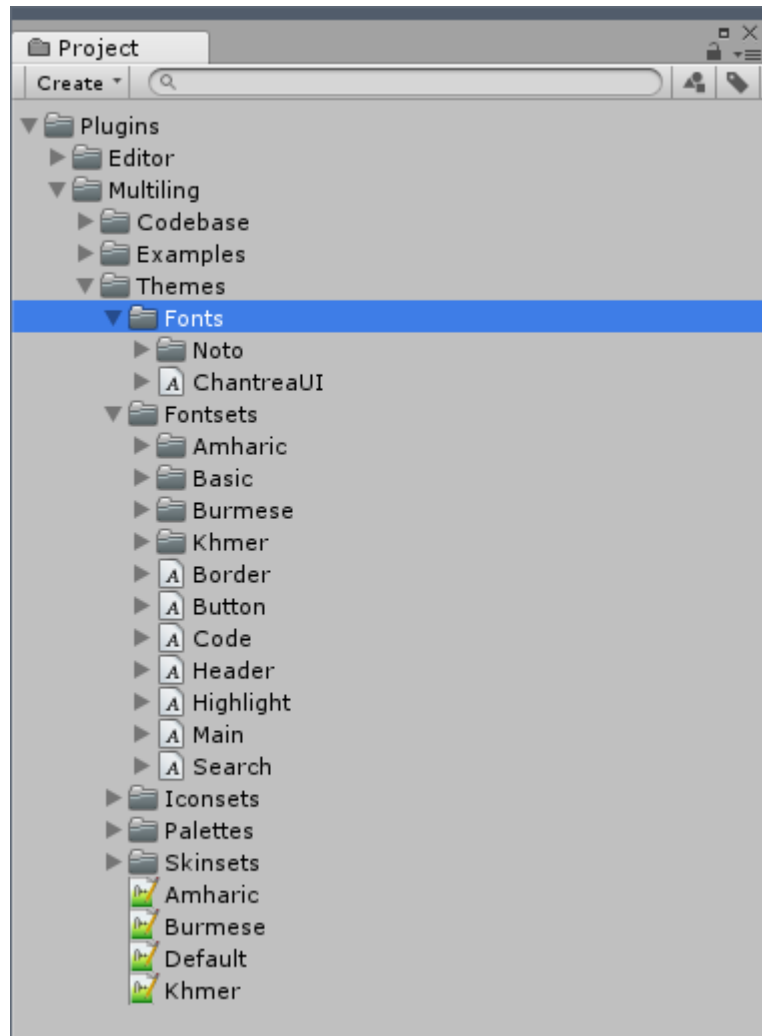


The **Size** parameter will also accept negative values.

You can easily add your own fonts by placing them in **Plugins > MultiLing > Themes > Fonts**

Your fonts will be automatically detected

You can create your own **Fontsets, Iconsets, Palettes, Skinsets, and Themes** by copying the existing resource and modifying to suit your purposes.



Known issues:

Direct input of Khmer text and Burmese text on the Windows platform results in ambiguous type generation. Workaround is copy and paste from external source. (ie : text file || spreadsheet )  
**MultiLing2017** on the Mac OS does not have this issue.

Please do note: **MultiLing2017** has been tested against Unity version 2017.3.0f3 as per client's development platform. Compatability with any other version of Unity is not stated nor implied.

***We would like to thank you for your business. If you require additional support, please do not hesitate to contact us.***

nav@gamescorpion.com  
+1-416-994-6433

***We are available for any other projects with which you may require assistance.***