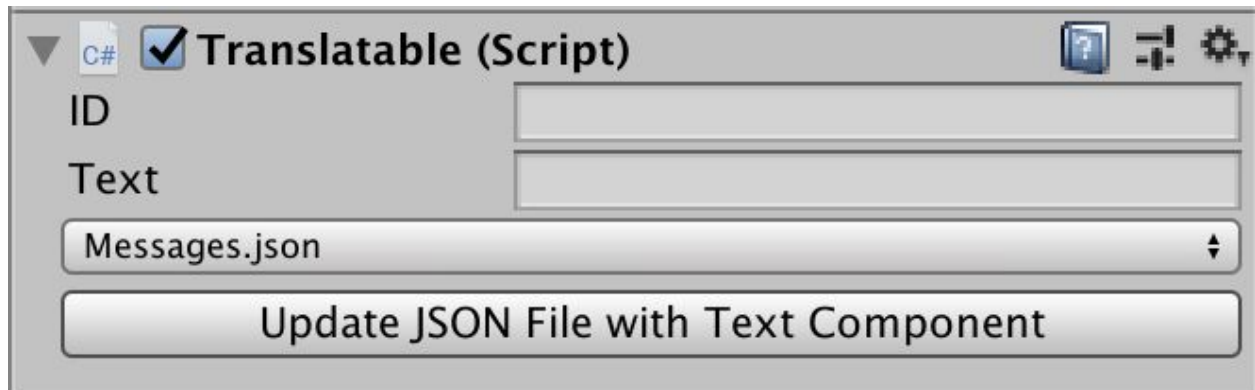


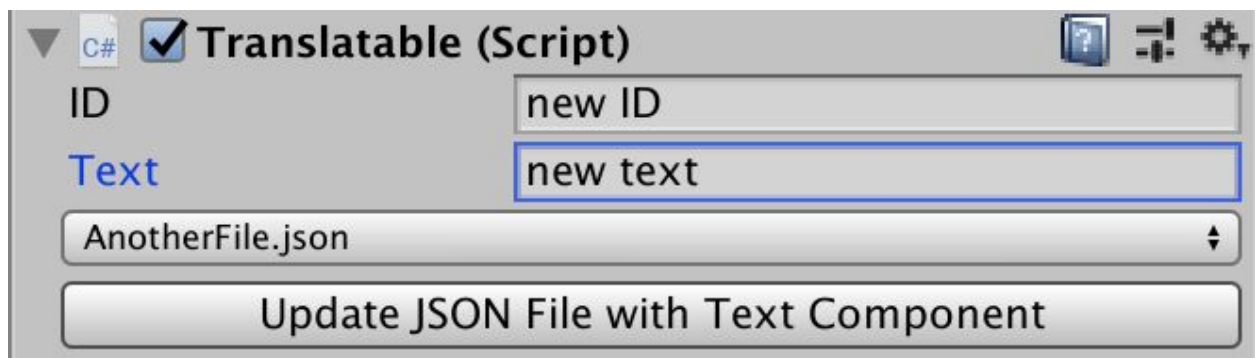
Add Values to a JSON file

1) Drag the "Translatable" script component to the Text object you wish to edit

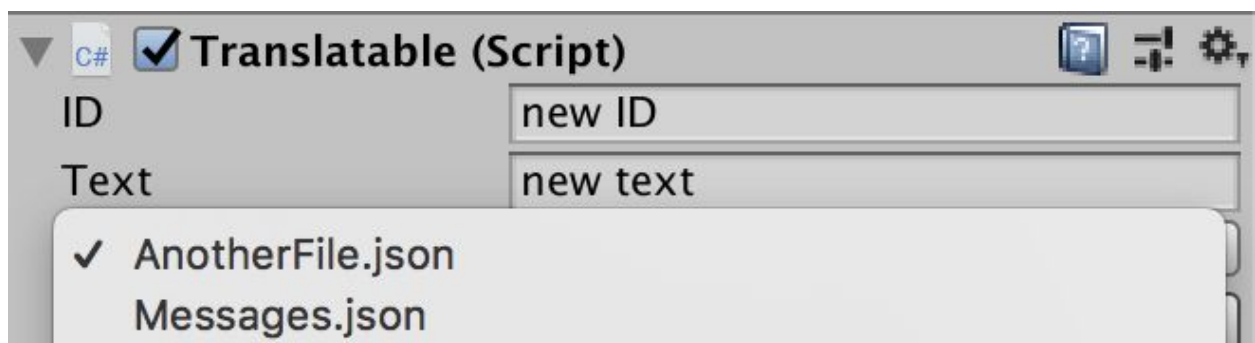


2) In the "ID" field, enter the string ID you want to associate with the text value

3) Enter the value you would like to add in the "Text" field, or leave it blank to use the current text value of the game object



4) Select the JSON file you wish to edit from the dropdown menu

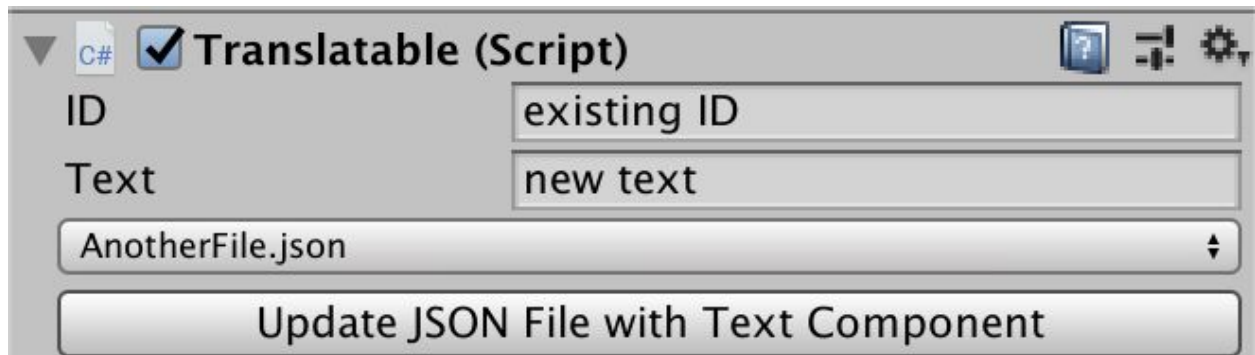


5) click the "Update JSON file with text component" button

Update Values in a JSON file

1) in the "ID" field of the Translatable component, enter the string ID associated with the value you wish to update

2) in the "Text" field, enter the new text to save in the JSON



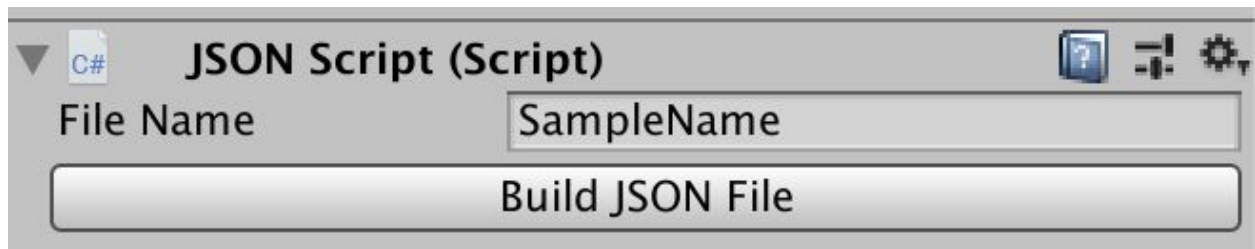
3) Select the JSON file you wish to edit from the dropdown menu



4) click the "Update JSON File with Text Component" button

Create a new JSON file

1) Drag the "JSONScript" script component to any Game Object



2) Enter the filename to be used for the JSON file (either with or without the .json extension)

3) Click the "Build JSON File" button, which will create the file in the StreamingAssets folder