

Change Log

Version 1.1.3

Improved language detection code.
Added more alises to Chinese.

Version 1.1.2

Changed LeanLocalizationLoader comment requirement from `"/"` to `"//"` to allow URLs.
Added setting to change all LeanLocalizationLoader special strings.
Added support for `'Application.systemLanguage'` detection.

Version 1.1.1

Added `'Detect Language'` setting to disable culture usage.
Added `'Save Language'` setting to maintain the previously set language.

Version 1.1.0

Added `LeanLocalizedBehaviour.PhraseName` getter.

Version 1.0.9

Added `'Formatted Text'` demo scene.
Added `LeanLocalizedTextFont` script.
Moved everything to `Lean.Localization` namespace.
Updated localized scripts to automatically populate fallback.

Version 1.0.8

Added cultures, for automatic language switching support.
Added `'default language'` setting for Localizations.
Allowed multiple localizations to persist.
Improved `'current language'` persistence.

Version 1.0.7

Fixed warning in Unity 5.3+.

Version 1.0.6

Fixed an error on WebPlayer.

Version 1.0.5

Added the ability to export a `.txt` file from a `LeanLocalizationLoader` via its context menu.

Version 1.0.4

Added multiple line support to the `LeanLocalizationLoader` via inserting: `\n`
Fixed translation text alignment issues in the inspector.
Updated the `'Loading From TextAsset'` example scene to use a multiple line file.

Version 1.0.3

Moved main build to Unity 5.
Made it so a translation's text can span multiple lines.
Made it so editing translations will correctly dirty the scene.

Version 1.0.2

Limited active `LeanLocalization` instances to one (extras will be merged).
Added `'LeanLocalizationLoader'` to allow loading translations from text files.
Added `'LeanLocalizedAudioSource'` component.
Added `'Loading From TextAsset'` demo scene.
Added fallback values to localized components.

Version 1.0.1

Put all scripts in the same component menu (Component / Lean).

Version 1.0.0

Initial Release.