Read Me

Thank you for downloading Lean Localization!

If you have any questions, feel free to e-mail me at: carlos.wilkes@gmail.com

Step 1 - Create a LeanLocalization

Click GameObject / Lean / Localization, or right click your Hierarchy window and go to Lean / Localization.

You should now have a LeanLocalization component selected.

Step 2 - Add Languages

Inside the LeanLocalization component, you should see an 'Add' button next to the Languages title.

If you click this, then you can add some languages.

Step 3 - Add Phrases

Inside the LeanLocalization component, you should see an 'Add' button next to the Phrases title.

If you click this, then you can add some phrases. By default, the phrase will be called 'New Phrase', feel free to rename this.

Step 4 - Translate Phrase

After you've named your new phrase, you should see some buttons under it, like: English   Create Translation

If you click 'Create Translation', then you will be able to input the text used for that particular language.

You can also see an 'Object' setting, this allows you to set an Object (e.g. Texture, Prefab, Sound) that you want to associate with this phrase. This is very useful if you want to replace graphics, and other non-text objects based on the current language.

Step 5 - Localize Your Text/Image/Sprite Renderer

To make use of these translations, add the LeanLocalizedText/Image/SpriteRenderer/etc component to your GameObjects.

Once added, you will see the 'Phrase Name' setting, and clicking the 'List' button allows you to choose which phrase you want the component to use. It will then be automatically updated.

How do I Change Language?

From the Unity Editor: Select the LeanLocalization GameObject, and click the List button next to the Current Language field.

From C# code: Set the Lean.Localization.LeanLocalization.CurrentLanguage static property.

From UI: Drag and drop the LeanLocalization GameObject into the event object field, and select the LeanLocalization.SetCurrentLanguage function.

How do I Get a Translation From C# Code?

If you just want to get translated text, then you can call:

Lean.Localization.LeanLocalization.GetTranslationText("YourPhraseNameHere");

If you want a Unity Object (e.g. Sprite), then you can call:

Lean.Localization.LeanLocalization.GetTranslationObject("YourPhraseNameHere") as Sprite;

How do I Add to the Language List?

If you're not happy with the default language name selection, then you can open LeanLocalization_Editor.cs, and edit the AddPresetLanguage list on line 57.

How do I Localize Other Components?

To localize more components, simply extend the LeanLocalizedBehavior class. Take a look at the code for LeanLocalizedSpriteRenderer to see just how easy this is.

What are Cultures?

Cultures allow you to associate language codes with language names. For example, English might be associated with en-GB, en-US, etc.

When you start your application the current device language code will be loaded, and the associated language will be chosen.

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