Setup

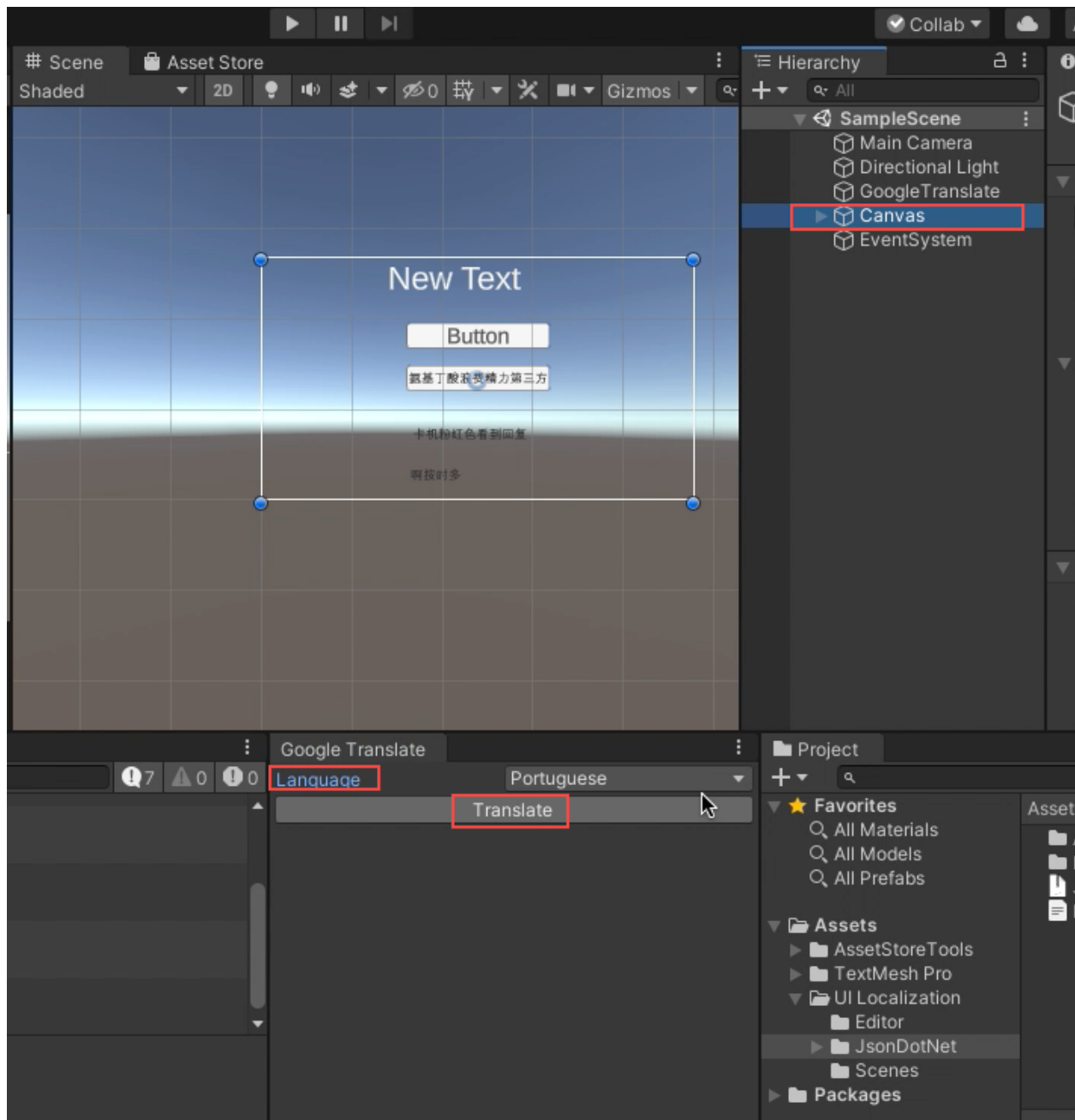After importing all assets to your Assets folder, you should find a new option under Window, called "Google Translate".
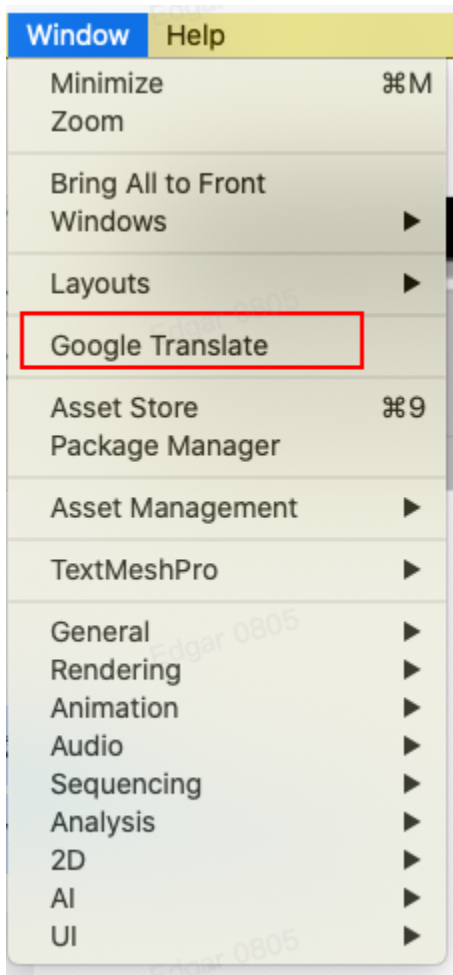
Translate

1. Bring up the translator window by going to Window - Google Translate.

2. Select one or more components in the current scene (Play mode or not).
3. Select a language you'd like to translate into (source language is auto-detected).
4. Click Translate. This will iterate through all selected components and their child components, finding all UI and UI - Textmesh Pro components, and Google translate the current text into the target language you have selected in step 3.
5. You can revert the translation to the original text using Undo (Ctrl/CMD + Z).

Known Issues

Google Translate doesn't show up under Toolbar - Window

This is probably because your project already has an Editor folder, so the TranslatorWindow.cs isn't processed by Unity's Editor Window system. Moving the script to your existing Editor folder should solve the problem.

Translator function error

This tool utilizes Google Translate's web API. If you translate a lot of texts at once, your requests will be declined as Google thinks you are not human. Reopening Unity should solve this.