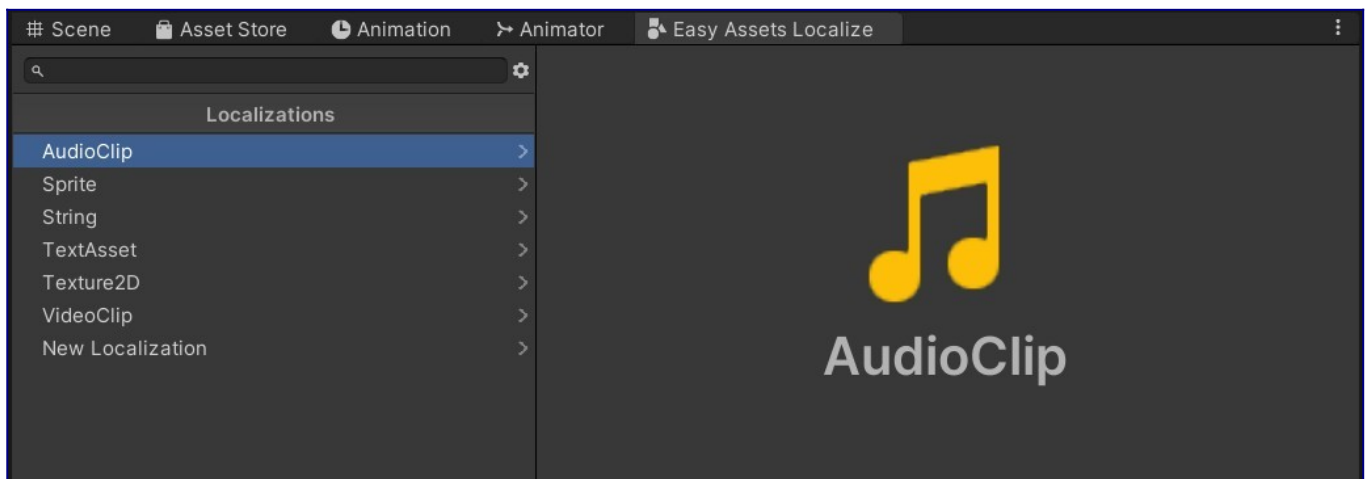# Unity3d-EasyAssetsLocalize documentation
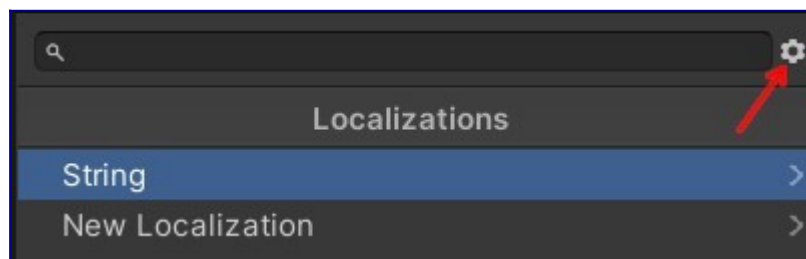


Hi, welcome to **Easy Assets Localize**. Using this tool is very simple.
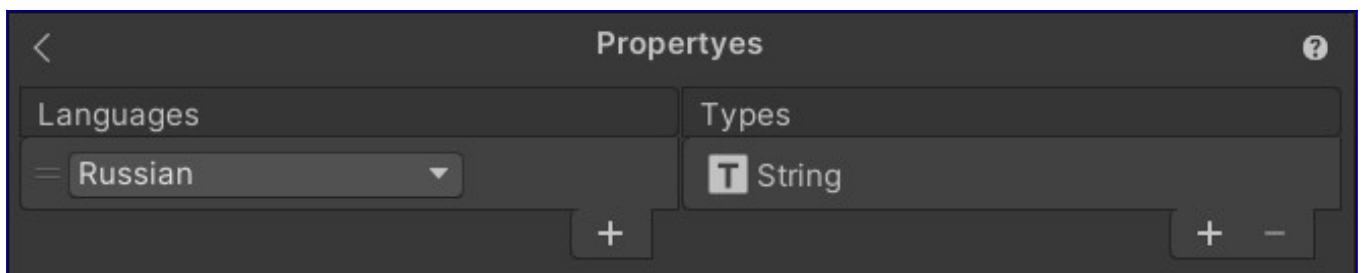
## 1. Setup

Attention! Do not change the package folder structure, otherwise you risk losing all localization data.
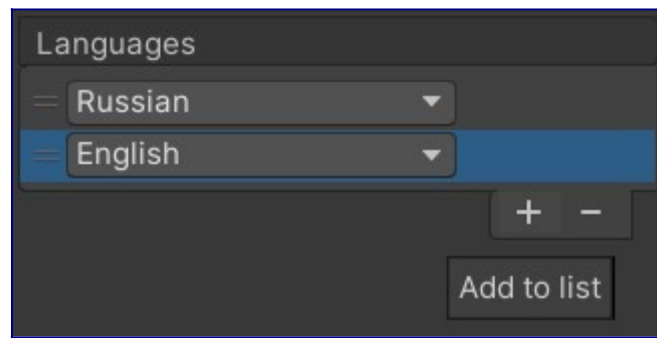
Localization data is stored in `LocalizationStorage.asset`. To open it in a window, select from the top menu: `Window` -> `Localization Storage`.
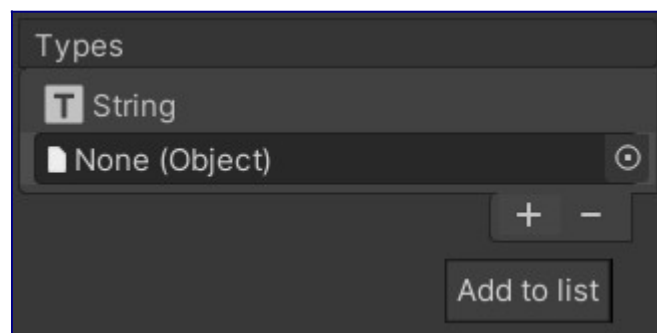


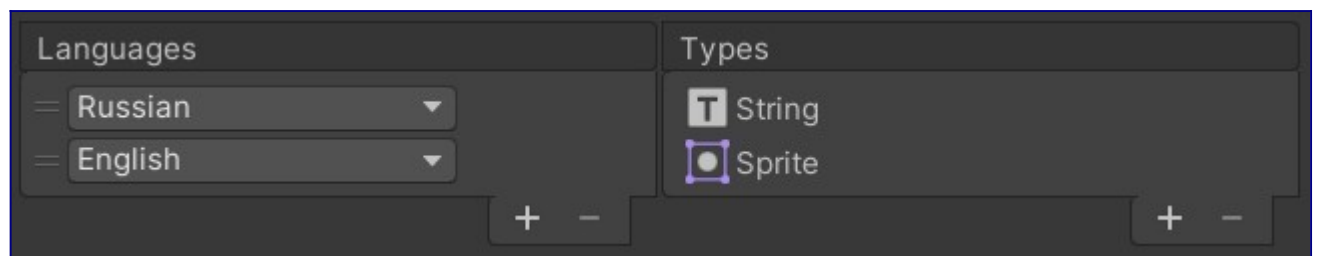In the Localization Storage window, click on the ⚙ button near the search field.

In the tab, you can add the languages and resource types needed for localization.



Click on the + at the bottom of the list and select it from the list of Unity's base system languages to add a language.
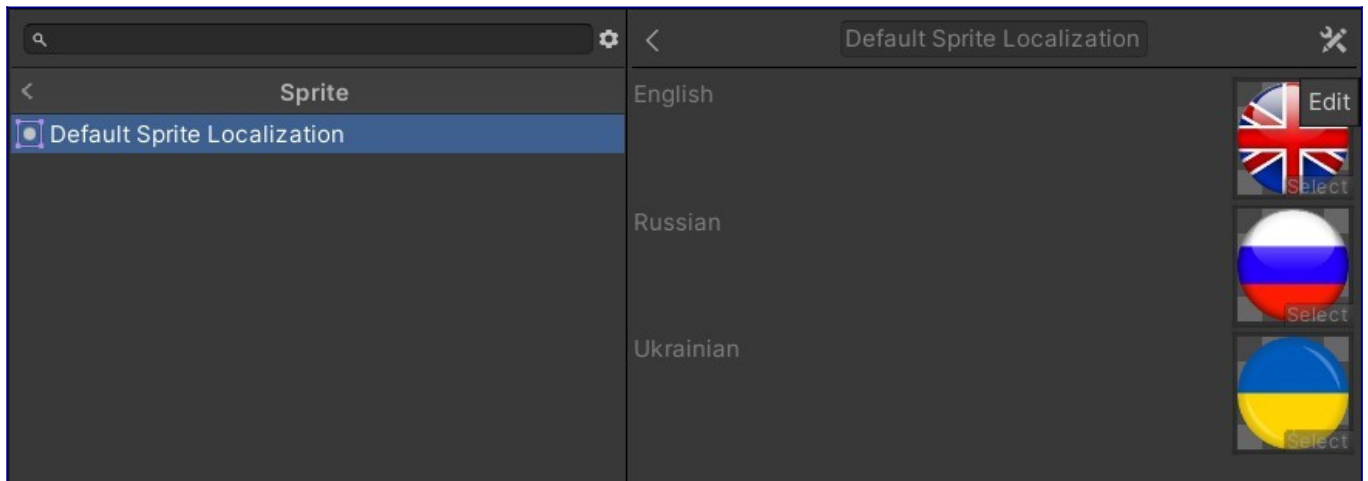


Click the + at the end of the list with types, to add a new type of assets for localization.



Drag the default asset sample into the field that appears. Wait for the code generation to finish.
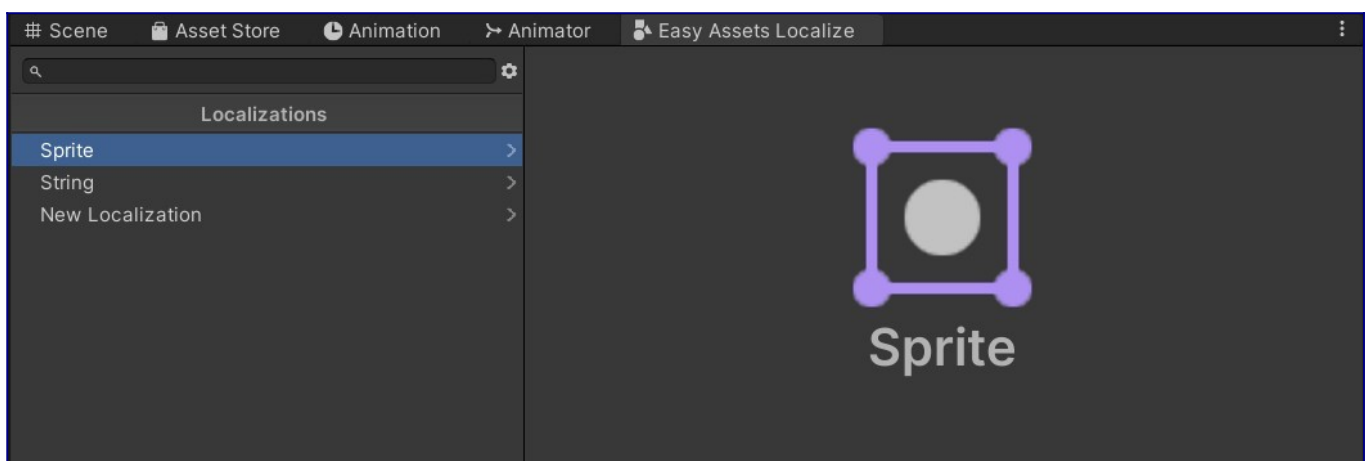
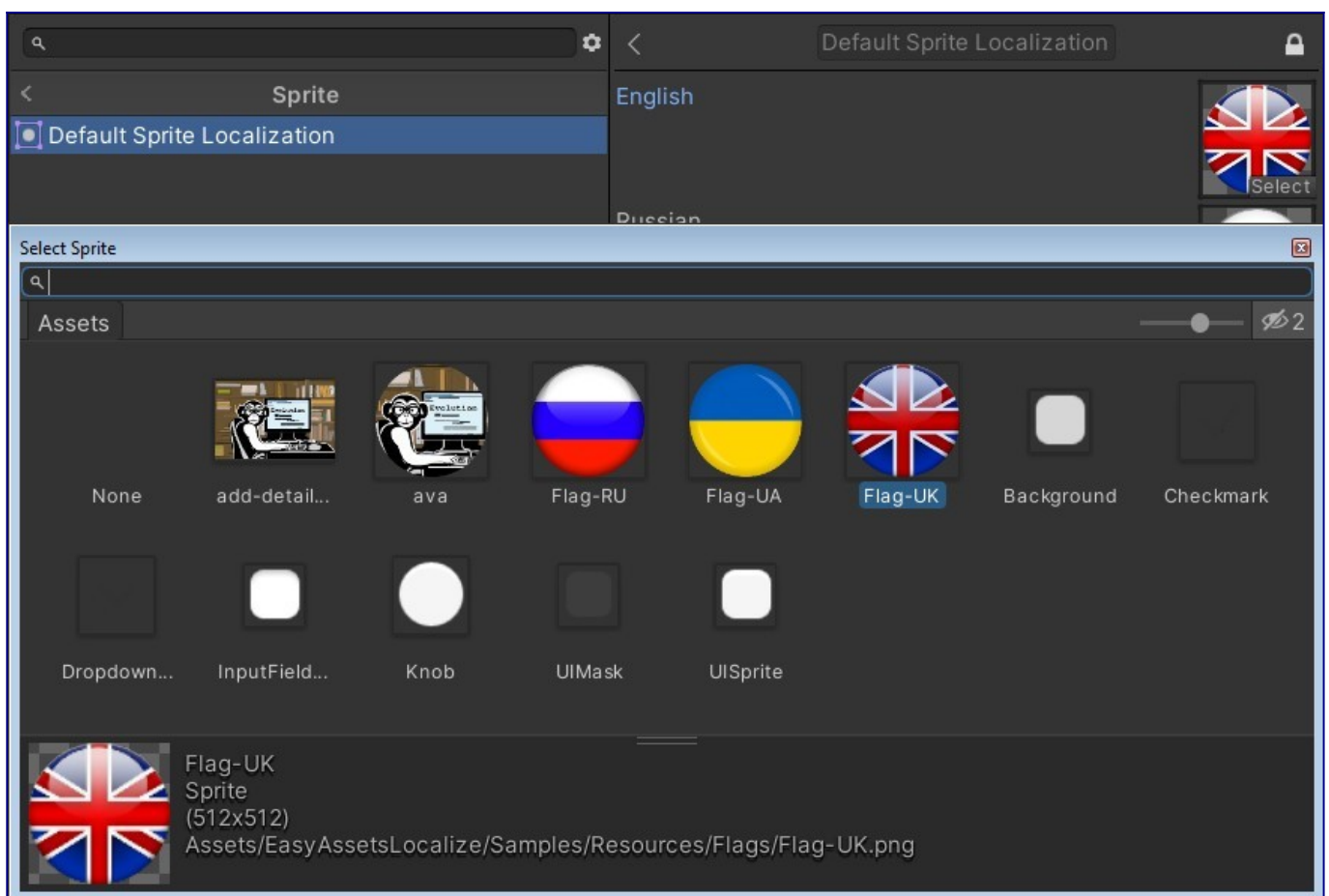A new item of the corresponding type will appear in the list of localizations. When you click on it, a list of localizations of this type will open.



The list of localizations of this type will contain the default localization.

You can edit the default localization by selecting it and clicking on the tools icon in the upper right corner of the localization window.



This unlocks the resources of the languages used to change.

## 2. Applying localization to an object

Select the object that needs localization. Add a resource localization component to it: **`Add component`** -> **`Localize`** -> **`[Resource type]Localization`**.
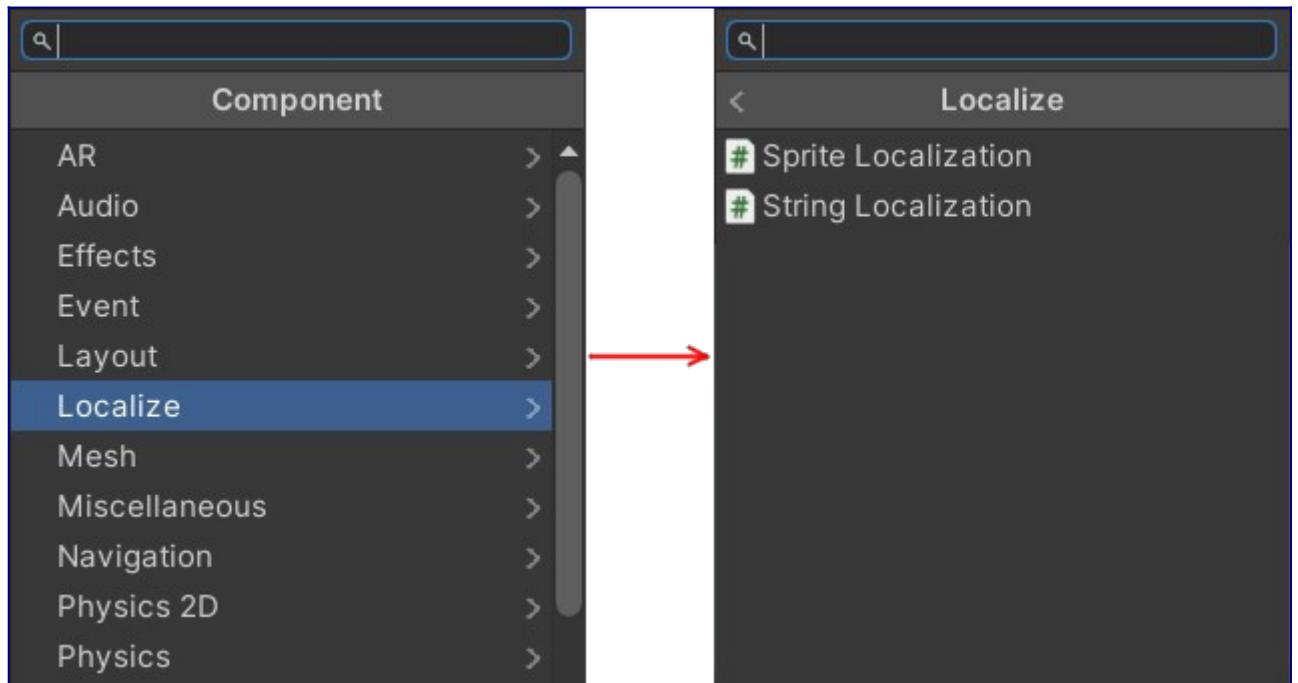


Add the object to the list of handlers and select the property corresponding to the resource type (usually they are at the top of the drop-down list)
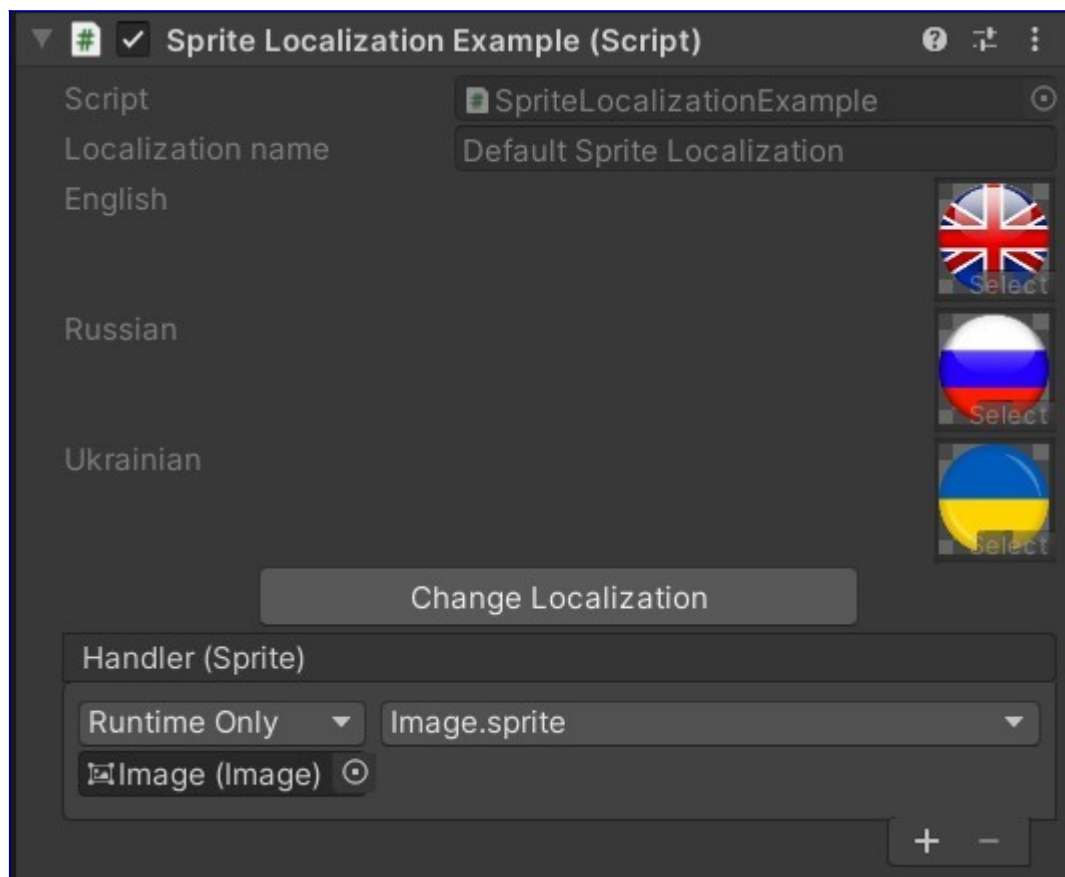


The new localization will link to the same resources as the standard one.

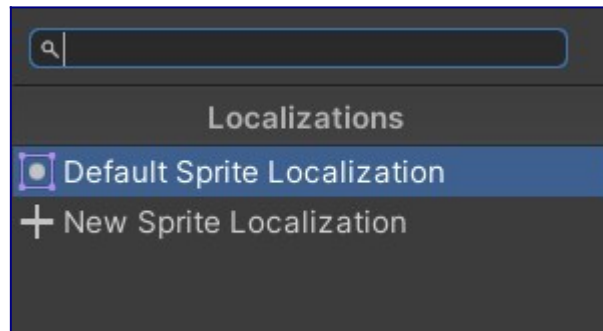# 4. Change localization

You can change the localization directly on the object. To do this, click the `Change Localization` button in the inspector window of the localization component.



In the list that appears, you can select an existing localization or add a new one.

The new localization will link to the same resources as the standard one. They can be changed directly on the component.

> Attention! When editing a localization used by several objects, the changes will affect all objects using an instance of this localization.

# 5. Managing localizations in Runtime

To control localization in Runtime, you need to add the `LocalizationController` component to the stage.
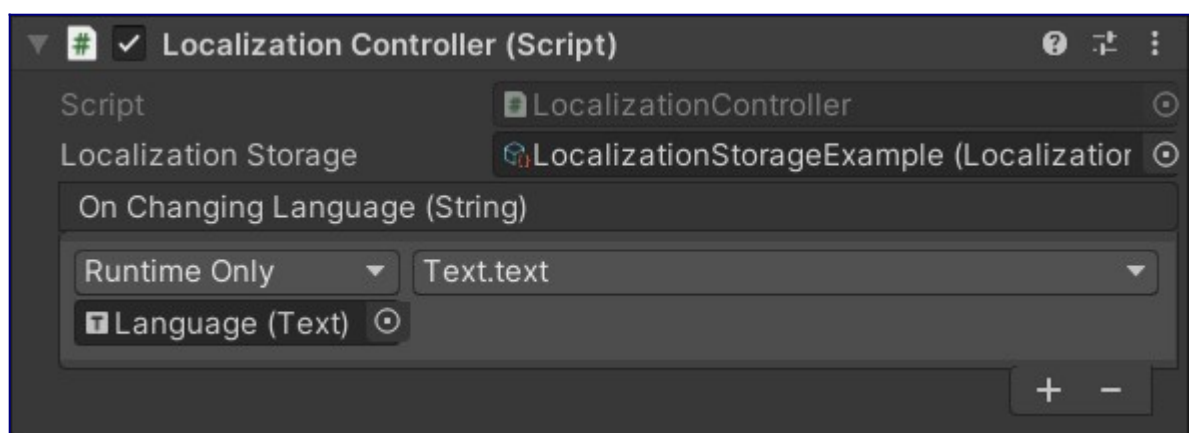


**Scriptable Object** of type `LocalizationStorage` must be added to the `Localization Storage` field. In the `On Chage Language` event field you can add a handler that receives a string with the name of the language.

To interact with an object of type `LocalizationController` in code, you can use the following methods:

| Method | Description |
|---|---|
| GetInstance | The static method that creates or returns a ready-made instance from the scene. Accepts a `dontDestroy` argument which allows you to save the object instance when changing scenes. Returns an instance of `LocalizationController`. |
| Subscribe | Allows an instance of a `LocalizationComponent` derived type, passed as an argument, to subscribe to localization changes. |
| Unsubscribe | Allows an instance of a `LocalizationComponent` derived type, passed as an argument, to subscribe to localization changes. |
| SetNextLanguage | Changes the language to the next one in the localization list. |
| SetPrevLanguage | Changes the language to the previous one in the localization list. |
| SetLanguage | Sets the current language and loads localized resources. Takes an object of type Language as an argument |

Visit my website ididdidi.ru. If you have any questions or problems with the asset, feel free to send me an email: ididdidi.dev@gmail.com