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BidirHorizontalLayoutGroupLocalizerEditor

ImageSpriteMappedLocalizerEditor

ImageTransformLocalizerEditor

- RTLTMProForceLocalizerEditor
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No Such Localization

`No Such Localization` is a beginner friendly, easy to setup and use and highly extensible localization package for Unity. You can get started with your games localization into different languages within minutes of downloading the asset!

Getting Started

You can get `No Such Localization` from Unity Asset store. Visit the [Getting Started](#) page to get started.

Why `No Such Localization`

▣ Complete Localization System for All Your Needs

No Such Localization is designed with simplicity in mind. Use regular components in Unity Editor to localize your game inside Unity Editor. Your changes take effect in Edit mode like the rest of Unity UI. No need to enter play mode to see the result of language changes.

▣ Many Localized UI Components Out of the Box

`No Such Localization` comes with many localizer components for images, audio sources, text mesh pro (and RTL TMPro) and more. You can start localizing your game by dragging and dropping these components!

▣ Extensible Architecture

With No Such Localization's extensible architecture, you can write your own localizer components in minutes (beginner C# programming required). Check out [Extend No Such Localization](#).

▣ Seamless Unity UI and Editor Integration

No Such Localization has seamless integration in Unity. Work with MonoBehaviours, Scene View and Inspector window to localize you game. Never leave the environment you are familiar with.

▣ Full Right-to-Left Language Support [Pro]

No Such Localization has first class support for RTL languages (Arabic, Persian, Hebrew, etc.).

It supports RTL layout of UI elements and automatically fixes Arabic characters.

▣ Dynamic Variable Replacement [Pro]

No Such Localization lets you include {variables} in you translations. At runtime (and at edit time) it automatically replaces the variables with their current values.

▣ Support for JSON and CSV files [Pro]

JSON and CSV files are supported and support for XML files is on the way. With an extensible architecture, you could support a new file type by writing a single function in C#!

▣ Tutorials, Demo Scenes and Good Documentation

This package contains demo scenes and reusable prefabs. It is super easy to pick up on No Such Localization.

In addition there are tutorials videos and articles to get you started as quickly as possible!

Lite vs Pro Version

There are two assets to choose from. For simple localization or to try out the asset before buying, you can start with the `Lite` version.

FEATURE	LITE	PRO
Common Localizers for Sprite, Text, Audio Clips and more	*	*
Easy Setup and Debugging in Unity Editor	*	*
Great Support and Learning Material	*	*
Demo Scenes	*	*
Full RTL Support	-	*
File Translation Sources (CSV, JSON, XML and more)	-	*
Variable Substitution	-	*

Getting Started

Intro

`No Such Localization` is a Unity asset that let's you localize your game for different languages. It is easy to setup, use and extend. There are many localizers included for Sprites, Text, Audio Clips and you can easily extend the asset by writing new `component localizers` and `translation sources`.

This guide will get you started with `No Such Localization`. To get better understanding of the asset and how to use and extend it, take a look at [ASP.NET overview | Microsoft Docs](#) and [Extend No Such Localization](#) pages. It will take only about 10 minutes!

1. Create an Empty Project

In this guide we are going to explore the Demo scenes that are included with the asset. If you want to localize an existing project, follow our other guide. (TODO link)

2. Get the Asset from Asset Store

You can download and import the asset like any other package from the Unity asset store.

- In Editor open the asset store window. (shortcut ctrl + 9)
- Search for "No Such Localization". There is a Lite and a Pro version. Choose depending on your needs. Check out the comparison page to see what you get with the pro version.
- Press "Import", then "Ok".

3. Add Scenes to Build Settings

Add all the scenes in turn in the "Build Settings" page.

Demo Scenes

Run the first scene named "0-SceneSelection". You can choose the demo scenes at runtime and by pressing the back button you'll go back to the scene selection page.

Each scene has:

- A "Services" object which contains the singleton services.
- A "LocalizationSource" that contains all the translations for the scene.
- Buttons with country flags that change the language.
- Components that respond to language changes.

Take a few minutes to notice everything that changes when you switch the language, sprites, audio clips, layout direction and text.

Now exit the play mode and select the `Services` object in your scene.

- Notice that by toggling the `Localization Service` component, the service goes online and offline in all the localizer components in the scene.
- While the `Localization Service` is enabled, starting typeing "Chinese" (case sensitive) in the "Current Language" field. Notice that localized components in your scene respond immediately and texts show and "Error: ..." message. As soon as you arrive at "Chinese" they show the correct localized values.

RTL Setup

For RTL languages, there are additional steps you need to take. `No Such Localization` uses the [RTLTMPro](#) package internally to handle RTL languages. Follow the steps mentioned [here](#) to get `RTL Text Mesh Pro Input Field` and `Dropdown` working.

Overview

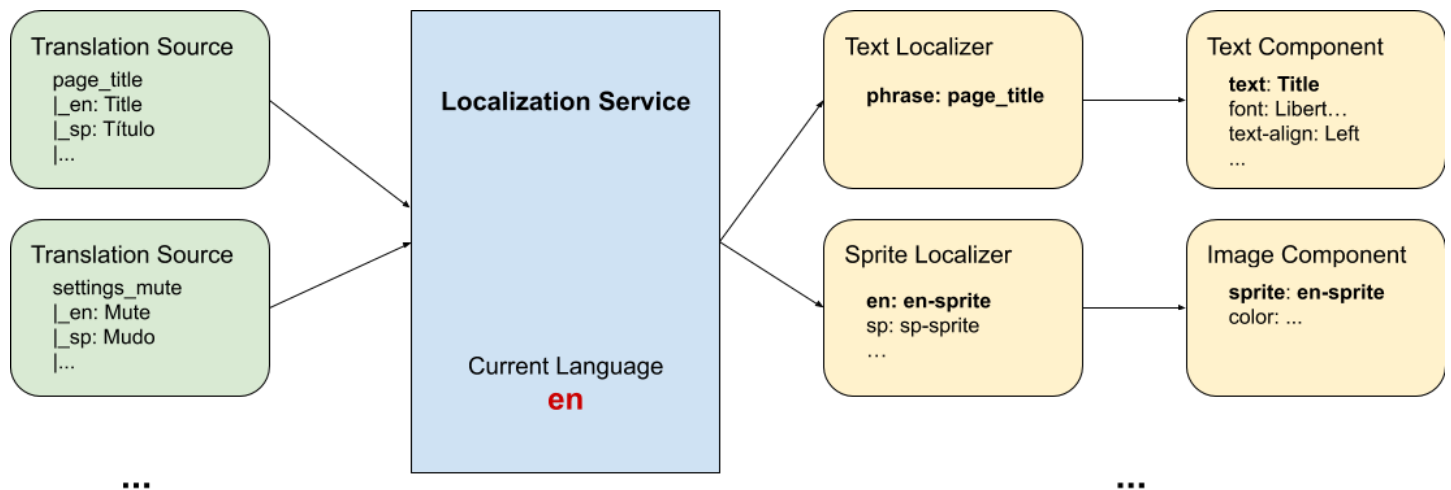
Basics

There must be an instance of `LocalizationService` in a scene to use `No Such Localization`. The service instance acts as the central hub that individual components connect to to publish changes and get notified of changes.

`Localizer` components are components that register to the `LocalizationService` and change other components based on the current language and other properties. The most prominent are Text localizers. The text of different UI components need to change and Text Localizers take care of that by registering with the `Localization Service` and updating the text when current language changes.

Most `Localizer`s change only a single field of their target component. This way they can be mixed and matched to create more complex Localization behaviours. `SliderDirectionLocalizer` is a simple example of a `Localizer` component. It changes the direction of a `@Unity.UI.Slider` component when the language is right-to-left.

`Translation Source` components publish translations for phrases to the `LocalizationService`. In contrast to `Localizer` components, they don't register to the events of `LocalizationService`. This image shows how a menu UI is localized in a sample scene.



You can have as many sources and localizers as you need in your scene. Only one instance of `LocalizationService` will be accessible by them at any given point in time.

You can organize translation sources depending on your needs:

- Distributed on individual `@UnityEngine.GameObject`s in your scene.
- Centralized in a single source in your scene
- One source per translated language
- etc.

It really depends on you, your game and your team. The architecture is flexible and gives you the options. Check out the demo scenes to see `No Such Localization` in action!

Extend No Such Localization

There are generally two ways to extend `No Such Localization`:

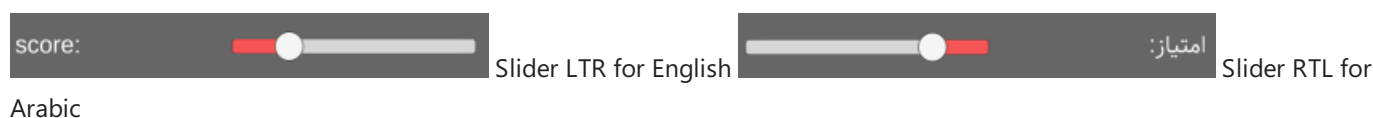
- Creating new `Localizer` components.
- Creating new `Translation Sources`.

Creating Localizer Components

The more common way of extending `No Such Localization` is writing new `Localizer` components. In this section we look at the code of three different `Localizer`s that are included in the Pro version of `No Such Localization`.

Creating a Basic Localizer: [SliderDirectionLocalizer](#)

This localizer toggles the `@UnityEngine.UI.Slider.direction` property of the Slider depending on the RTL-ness of current language.



```
[RequireComponent(typeof(Slider))]
public class SliderDirectionLocalizer : ComponentLocalizer<SliderDirectionLocalizer, Slider> {
    public override void UpdateComponent() {
        string lang = LocalizationService.CurrentLanguage;
        _component.direction = LocalizationUtils.IsLangRTL(lang)
            ? Slider.Direction.RightToLeft
            : Slider.Direction.LeftToRight;
    }
}
```

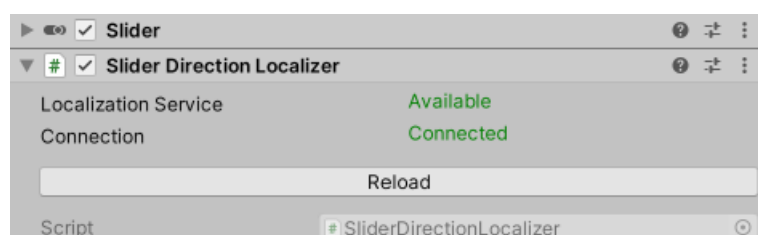
The simplest way to create a new `Localizer` is to subclass `ComponentLocalizer<LT, CT>`. The type parameters are the class you are making and the component that your class localizes. Next you need to override the `UpdateComponent()` method. For this simple `Localizer` all that was needed was to set direction based on the RTL-ness of current language.

Editor

The default Editor often times suffices. Note that the it however lacks the common `Localizer` service status. You can write an Editor to include the service status in just a few lines!

```
[CustomEditor(typeof(SliderDirectionLocalizer))]
public class SliderDirectionLocalizerEditor : ComponentLocalizerEditor<SliderDirectionLocalizerEditor,
SliderDirectionLocalizer, Slider> {
    public override void OnInspectorGUI() {
        base.OnInspectorGUI();

        // default editor
        DrawDefaultInspector();
    }
}
```



▮ Note

If you are not familiar with Editor development in Unity, checkout [Unity's documentation website](#).

Creating a Text Localizer: [TextLocalizer](#)

This localizer changes the `text` property of a Text UI component. In addition to current language, the localizer component needs a `phrase` such as "pageTitle" or "back_button_text" to translate into the current language. `No Such Localization` contains a base class for such localizers that need an additional `phrase` called [PhrasedComponentLocalizer<LT, CT>](#).

```
[RequireComponent(typeof(Text))]
public class TextLocalizer : PhrasedComponentLocalizer<TextLocalizer, Text> {
    public override void UpdatePhrasedComponent() {
        _component.text = _translation;
    }
}
```

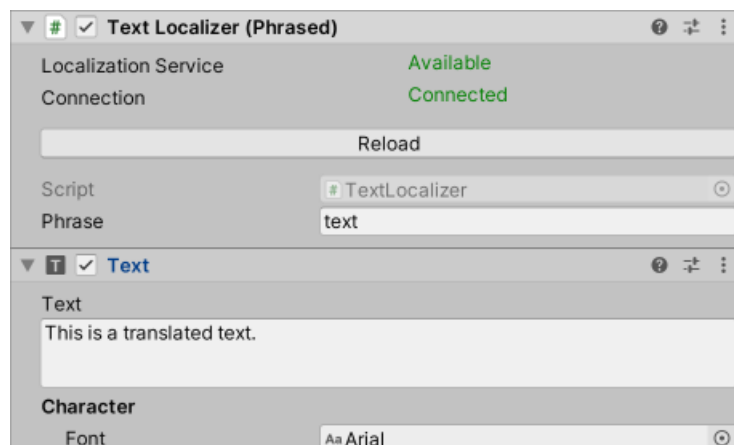
The only difference from the basic localizer discussed before is subclassing of [PhrasedComponentLocalizer<LT, CT>](#) and overriding [UpdatePhrasedComponent\(\)](#). `_translation` is the `phrase` translated to current language and you can use it when updating the target component.

Editor

The editor is going to be very similar to the basic localizer implemented in the previous section:

```
[CustomEditor(typeof(TextLocalizer))]
public class TextLocalizerEditor : ComponentLocalizerEditor<TextLocalizerEditor, TextLocalizer, Text> {
    public override void OnInspectorGUI() {
        base.OnInspectorGUI();

        // default editor
        DrawDefaultInspector();
    }
}
```



Creating an Asset Map Localizer: [ImageSpriteMappedLocalizer](#)

Another common type of `Localizer`s have a map from languages to an asset type (Sprite, Font, Alignment, etc.).

To create a `Localizer` of this category, you need to create two classes:

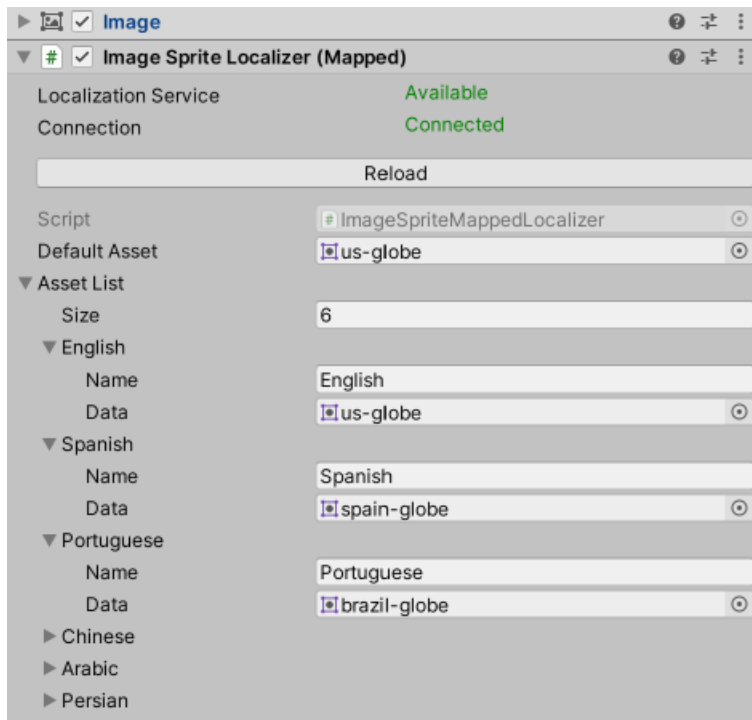
- `AssetDataType` class for the specific field you want to localize, i.e. Sprite, Font, etc. Note: Create these classes in `LocalizedAssetDataTypes.cs` file. You need these once per asset type. Declaring them in a central location avoids declaring them multiple time by mistake.

```
csharp [Serializable] public class LocalizedAssetDataSprite : LocalizedAssetData<Sprite> { public LocalizedAssetDataSprite(string name, Sprite data) : base(name, data) { } }
```

- Localizer class that subclasses [AssetMapComponentLocalizer<LT, CT, AT, LAD>](#). `_assets` field contains the map of language -> asset that you create in Unity's Inspector. Use it to localize the target component.

```
csharp [RequireComponent(typeof(Image))] public class ImageSpriteMappedLocalizer :
AssetMapComponentLocalizer<ImageSpriteMappedLocalizer, Image, Sprite, LocalizedAssetDataSprite> { public
override void UpdateComponent() { string lang = LocalizationService.CurrentLanguage; if
(string.IsNullOrEmpty(lang)) return; _component.sprite = _assets.ContainsKey(lang) && _assets[lang] !=
null ? _assets[lang] : _defaultAsset; } }
```

The editor is going to be similar to other editors discussed above.



Namespace NoSuchStudio.Common

Classes

Helpers

Helper functions.

LoggerConfig

MonoBehaviourRunDelayedExt

Utility class for UnityEngine.Object subclasses (MonoBehaviour, Component, Editor, etc.) that want to use the extended logging capabilities below:

- Option to log ThreadId, class name, object name, game time or other common info to log messages.
- Configure the info PER CLASS. Useful for debugging specific classes.

NoSuchMonoBehaviour

Base class for MonoBehaviours that have helper functions from [UnityObjectLoggerExt](#) and [MonoBehaviourRunDelayedExt](#) included in them.

ToStringExts

UnityObjectLoggerExt

Utility class for UnityEngine.Object subclasses (MonoBehaviour, Component, Editor, etc.) that want to use the extended logging capabilities below:

- Option to log ThreadId, class name, object name, game time or other common info to log messages.
- Configure the info PER CLASS. Useful for debugging specific classes.

Class Helpers

Helper functions.

Inheritance

System.Object

Helpers

Namespace: [NoSuchStudio.Common](#)

Assembly: NoSuchLocalizationCore.dll

Syntax

```
public static class Helpers
```

Properties

IsEditMode

Whether we are in edit mode.

Declaration

```
public static bool IsEditMode { get; }
```

Property Value

TYPE	DESCRIPTION
System.Boolean	

Methods

IsTablet()

Detect device type based on screen size.

Declaration

```
public static bool IsTablet()
```

Returns

TYPE	DESCRIPTION
System.Boolean	Returns true if the screen size is more than 6 inches in diameter.

Random<T>(List<T>)

Select a random element from a list.

Declaration

```
public static T Random<T>(this List<T> list)
```

Parameters

TYPE	NAME	DESCRIPTION

TYPE	NAME	DESCRIPTION
System.Collections.Generic.List<T>	list	List to random select from.

Returns

TYPE	DESCRIPTION
T	

Type Parameters

NAME	DESCRIPTION
T	Type of array.

UniqueRandom(Int32, Int32, Int32)

return c unique random integers in range [min, max).

Declaration

```
public static List<int> UniqueRandom(int c, int min, int max)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Int32	c	number of unique random numbers to generate.
System.Int32	min	min value of generated numbers (inclusive).
System.Int32	max	max value of generated numbers (exclusive).

Returns

TYPE	DESCRIPTION
System.Collections.Generic.List<System.Int32>	A list of c random numbers in range [min, max).

Exceptions

TYPE	CONDITION
System.ApplicationException	thrown when c is larger than half of the specified range for random numbers.

Class LoggerConfig

Inheritance

System.Object

LoggerConfig

Namespace: [NoSuchStudio.Common](#)

Assembly: NoSuchLocalizationCore.dll

Syntax

```
public class LoggerConfig
```

Constructors

LoggerConfig(String, Boolean, Boolean, Boolean, Boolean)

Declaration

```
public LoggerConfig(string className, bool logClassName = true, bool logGameObjectName = true, bool logThreadId = true, bool logGameTime = true)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	className	
System.Boolean	logClassName	
System.Boolean	logGameObjectName	
System.Boolean	logThreadId	
System.Boolean	logGameTime	

Fields

className

Declaration

```
public string className
```

Field Value

TYPE	DESCRIPTION
System.String	

logClassName

Declaration

```
public bool logClassName
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

logGameObjectName

Declaration

```
public bool logGameObjectName
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

logGameTime

Declaration

```
public bool logGameTime
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

logThreadId

Declaration

```
public bool logThreadId
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

Class MonoBehaviourRunDelayedExt

Utility class for UnityEngine.Object subclasses (MonoBehaviour, Component, Editor, etc.) that want to use the extended logging capabilities below:

- Option to log ThreadId, class name, object name, game time or other common info to log messages.
- Configure the info PER CLASS. Useful for debugging specific classes.

Inheritance

System.Object

MonoBehaviourRunDelayedExt

Namespace: NoSuchStudio.Common

Assembly: NoSuchLocalizationCore.dll

Syntax

```
public static class MonoBehaviourRunDelayedExt
```

Remarks

This class keeps track of all types that use it and creates a UnityEngine.Logger for each. Any messages logged through the extension methods will have the info based on the LoggerConfig for that type prepended to the message.

```
MyClass myObj = new MyClass(); // MyClass extends UnityEngine.Object (i.e. MonoBehaviour, Editor, Component, ...)
myObj.LogLog("Hello World!");
// will print "[1][4.56](MyClass)(myObjName) Hello World!"
```

Using sample code like below, you can filter your logs by class.

```
UnityObjectLoggerExt.GetLoggerByType<MyClass>().logger.filterLogType = LogType.Error;
```

Using sample code like below, you can change the logging config for each class.

```
UnityObjectLoggerExt.GetLoggerByType<MyClass>().loggerConfig.logGameTime = false;
```

Methods

DelayedCoroutine(Single, Action)

Declaration

```
public static IEnumerable DelayedCoroutine(float delay, Action a)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Single	delay	
System.Action	a	

Returns

TYPE	DESCRIPTION
System.Collections.IEnumerator	

DelayedCoroutineRealtime(Single, Action)

Declaration

```
public static IEnumerator DelayedCoroutineRealtime(float delay, Action a)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Single	delay	
System.Action	a	

Returns

TYPE	DESCRIPTION
System.Collections.IEnumerator	

RunDelayed(MonoBehaviour, Single, Action)

Declaration

```
public static Coroutine RunDelayed(this MonoBehaviour mono, float delay, Action a)
```

Parameters

TYPE	NAME	DESCRIPTION
UnityEngine.MonoBehaviour	mono	
System.Single	delay	
System.Action	a	

Returns

TYPE	DESCRIPTION
UnityEngine.Coroutine	

RunDelayedRealtime(MonoBehaviour, Single, Action)

Declaration

```
public static Coroutine RunDelayedRealtime(this MonoBehaviour mono, float delay, Action a)
```

Parameters

TYPE	NAME	DESCRIPTION
UnityEngine.MonoBehaviour	mono	
System.Single	delay	
System.Action	a	

Returns

TYPE	DESCRIPTION
UnityEngine.Coroutine	

Class NoSuchMonoBehaviour

Base class for MonoBehaviours that have helper functions from [UnityObjectLoggerExt](#) and [MonoBehaviourRunDelayedExt](#) included in them.

Inheritance

- System.Object
- UnityEngine.Object
- UnityEngine.Component
- UnityEngine.Behaviour
- UnityEngine.MonoBehaviour
- NoSuchMonoBehaviour
- [Service<T>](#)
- [BaseTranslationSource](#)
- [ComponentLocalizer<LT, CT>](#)
- [VariablesListener](#)
- [VariablesSource](#)

Namespace: [NoSuchStudio.Common](#)
Assembly: NoSuchLocalizationCore.dll

Syntax

```
public abstract class NoSuchMonoBehaviour : MonoBehaviour
```

Properties

logger

Declaration

```
public Logger logger { get; }
```

Property Value

TYPE	DESCRIPTION
UnityEngine.Logger	

loggerConfig

Declaration

```
public LoggerConfig loggerConfig { get; }
```

Property Value

TYPE	DESCRIPTION
LoggerConfig	

Methods

LogError(String, Object[])

Declaration

```
protected void LogError(string format, params object[] args)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	format	
System.Object[]	args	

LogError<T>(String, Object[])

Declaration

```
public static void LogError<T>(string format, params object[] args)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	format	
System.Object[]	args	

Type Parameters

NAME	DESCRIPTION
T	

LogError<T>(Object, String, Object[])

Declaration

```
public static void LogError<T>(Object unityObj, string format, params object[] args)
```

Parameters

TYPE	NAME	DESCRIPTION
UnityEngine.Object	unityObj	
System.String	format	
System.Object[]	args	

Type Parameters

NAME	DESCRIPTION
T	

LogLog(String, Object[])

Declaration

```
protected void LogLog(string format, params object[] args)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	format	
System.Object[]	args	

LogLog<T>(String, Object[])

Declaration

```
public static void LogLog<T>(string format, params object[] args)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	format	
System.Object[]	args	

Type Parameters

NAME	DESCRIPTION
T	

LogLog<T>(Object, String, Object[])

Declaration

```
public static void LogLog<T>(Object unityObj, string format, params object[] args)
```

Parameters

TYPE	NAME	DESCRIPTION
UnityEngine.Object	unityObj	
System.String	format	
System.Object[]	args	

Type Parameters

NAME	DESCRIPTION
T	

LogWarn(String, Object[])

Declaration

```
protected void LogWarn(string format, params object[] args)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	format	
System.Object[]	args	

LogWarn<T>(String, Object[])

Declaration

```
public static void LogWarn<T>(string format, params object[] args)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	format	
System.Object[]	args	

Type Parameters

NAME	DESCRIPTION
T	

LogWarn<T>(Object, String, Object[])

Declaration

```
public static void LogWarn<T>(Object unityObj, string format, params object[] args)
```

Parameters

TYPE	NAME	DESCRIPTION
UnityEngine.Object	unityObj	
System.String	format	
System.Object[]	args	

Type Parameters

NAME	DESCRIPTION
T	

RunDelayed(Single, Action)

Declaration

```
protected Coroutine RunDelayed(float delay, Action a)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Single	delay	
System.Action	a	

Returns

TYPE	DESCRIPTION
UnityEngine.Coroutine	

RunDelayedRealtime(Single, Action)

Declaration

```
protected Coroutine RunDelayedRealtime(float delay, Action a)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Single	delay	
System.Action	a	

Returns

TYPE	DESCRIPTION
UnityEngine.Coroutine	

Extension Methods

- [MonoBehaviourRunDelayedExt.RunDelayed\(MonoBehaviour, Single, Action\)](#)
- [MonoBehaviourRunDelayedExt.RunDelayedRealtime\(MonoBehaviour, Single, Action\)](#)
- [UnityObjectLoggerExt.LogLog\(Object, String, Object\[\]\)](#)
- [UnityObjectLoggerExt.LogWarn\(Object, String, Object\[\]\)](#)
- [UnityObjectLoggerExt.LogError\(Object, String, Object\[\]\)](#)

Class ToStringExts

Inheritance

System.Object

ToStringExts

Namespace: [NoSuchStudio.Common](#)

Assembly: NoSuchLocalizationCore.dll

Syntax

```
public static class ToStringExts
```

Methods

ToStringExt<T>(List<T>)

Declaration

```
public static string ToStringExt<T>(this List<T> list)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Collections.Generic.List<T>	list	

Returns

TYPE	DESCRIPTION
System.String	

Type Parameters

NAME	DESCRIPTION
T	

ToStringExt<T>(List<List<T>>)

Declaration

```
public static string ToStringExt<T>(this List<List<T>> listOfLists)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Collections.Generic.List<System.Collections.Generic.List<T>>	listOfLists	

Returns

TYPE	DESCRIPTION
System.String	

Type Parameters

NAME	DESCRIPTION
T	

ToStringExt<K, V>(Dictionary<K, V>)

Declaration

```
public static string ToStringExt<K, V>(this Dictionary<K, V> dic)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Collections.Generic.Dictionary<K, V>	dic	

Returns

TYPE	DESCRIPTION
System.String	

Type Parameters

NAME	DESCRIPTION
K	
V	

ToStringExt<K, V>(Dictionary<K, List<V>>)

Declaration

```
public static string ToStringExt<K, V>(this Dictionary<K, List<V>> dic)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Collections.Generic.Dictionary<K, System.Collections.Generic.List<V>>	dic	

Returns

TYPE	DESCRIPTION
System.String	

Type Parameters

NAME	DESCRIPTION
K	
V	

ToStringExt<K, V>(KeyValuePair<K, V>)

Declaration

```
public static string ToStringExt<K, V>(this KeyValuePair<K, V> kvp)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Collections.Generic.KeyValuePair<K, V>	kvp	

Returns

TYPE	DESCRIPTION
System.String	

Type Parameters

NAME	DESCRIPTION
K	
V	

ToStringExt<K1, V>(KeyValuePair<K1, List<V>>)

Declaration

```
public static string ToStringExt<K1, V>(this KeyValuePair<K1, List<V>> kvp)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Collections.Generic.KeyValuePair<K1, System.Collections.Generic.List<V>>	kvp	

Returns

TYPE	DESCRIPTION
System.String	

Type Parameters

NAME	DESCRIPTION
K1	
V	

ToStringExt<K, K2, V>(Dictionary<K, Dictionary<K2, V>>)

Declaration

```
public static string ToStringExt<K, K2, V>(this Dictionary<K, Dictionary<K2, V>> dic)
```

Parameters

TYPE	NAME	DESCRIPTION

TYPE	NAME	DESCRIPTION
System.Collections.Generic.Dictionary<K, System.Collections.Generic.Dictionary<K2, V>>	dic	

Returns

TYPE	DESCRIPTION
System.String	

Type Parameters

NAME	DESCRIPTION
K	
K2	
V	

ToStringExt<K1, K2, V>(KeyValuePair<K1, Dictionary<K2, V>>)

Declaration

```
public static string ToStringExt<K1, K2, V>(this KeyValuePair<K1, Dictionary<K2, V>> kvp)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Collections.Generic.KeyValuePair<K1, System.Collections.Generic.Dictionary<K2, V>>	kvp	

Returns

TYPE	DESCRIPTION
System.String	

Type Parameters

NAME	DESCRIPTION
K1	
K2	
V	

Class UnityObjectLoggerExt

Utility class for UnityEngine.Object subclasses (MonoBehaviour, Component, Editor, etc.) that want to use the extended logging capabilities below:

- Option to log ThreadId, class name, object name, game time or other common info to log messages.
- Configure the info PER CLASS. Useful for debugging specific classes.

Inheritance

System.Object

UnityObjectLoggerExt

Namespace: NoSuchStudio.Common

Assembly: NoSuchLocalizationCore.dll

Syntax

```
public static class UnityObjectLoggerExt
```

Remarks

This class keeps track of all types that use it and creates a UnityEngine.Logger for each. Any messages logged through the extension methods will have the info based on the LoggerConfig for that type prepended to the message.

```
MyClass myObj = new MyClass(); // MyClass extends UnityEngine.Object (i.e. MonoBehaviour, Editor, Component, ...)
myObj.LogLog("Hello World!");
// will print "[1][4.56](MyClass)(myObjName) Hello World!"
```

Using sample code like below, you can filter your logs by class.

```
UnityObjectLoggerExt.GetLoggerByType<MyClass>().logger.filterLogType = LogType.Error;
```

Using sample code like below, you can change the logging config for each class.

```
UnityObjectLoggerExt.GetLoggerByType<MyClass>().loggerConfig.logGameTime = false;
```

Fields

loggers

Declaration

```
public static readonly Dictionary<Type, (Logger, LoggerConfig)> loggers
```

Field Value

TYPE	DESCRIPTION
System.Collections.Generic.Dictionary<System.Type, ValueTuple<UnityEngine.Logger, LoggerConfig>>	

Methods

GetLoggerByType(Type)

Declaration

```
public static (Logger logger, LoggerConfig loggerConfig) GetLoggerByType(Type type)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Type	type	

Returns

TYPE	DESCRIPTION
ValueTuple <UnityEngine.Logger, LoggerConfig >	

GetLoggerByType<T>()

Declaration

```
public static (Logger logger, LoggerConfig loggerConfig) GetLoggerByType<T>()
```

Returns

TYPE	DESCRIPTION
ValueTuple <UnityEngine.Logger, LoggerConfig >	

Type Parameters

NAME	DESCRIPTION
T	

LogError(Object, String, Object[])

Declaration

```
public static void LogError(this Object unityObj, string format, params object[] args)
```

Parameters

TYPE	NAME	DESCRIPTION
UnityEngine.Object	unityObj	
System.String	format	
System.Object[]	args	

LogError<T>(String, Object[])

Declaration

```
public static void LogError<T>(string format, params object[] args)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	format	
System.Object[]	args	

Type Parameters

NAME	DESCRIPTION
T	

LogError<T>(Object, String, Object[])

Declaration

```
public static void LogError<T>(Object unityObj, string format, params object[] args)
```

Parameters

TYPE	NAME	DESCRIPTION
UnityEngine.Object	unityObj	
System.String	format	
System.Object[]	args	

Type Parameters

NAME	DESCRIPTION
T	

LogLog(Object, String, Object[])

Declaration

```
public static void LogLog(this Object unityObj, string format, params object[] args)
```

Parameters

TYPE	NAME	DESCRIPTION
UnityEngine.Object	unityObj	
System.String	format	
System.Object[]	args	

LogLog<T>(String, Object[])

Declaration

```
public static void LogLog<T>(string format, params object[] args)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	format	
System.Object[]	args	

Type Parameters

NAME	DESCRIPTION
T	

LogLog<T>(Object, String, Object[])

Declaration

```
public static void LogLog<T>(Object unityObj, string format, params object[] args)
```

Parameters

TYPE	NAME	DESCRIPTION
UnityEngine.Object	unityObj	
System.String	format	
System.Object[]	args	

Type Parameters

NAME	DESCRIPTION
T	

LogWarn(Object, String, Object[])

Declaration

```
public static void LogWarn(this Object unityObj, string format, params object[] args)
```

Parameters

TYPE	NAME	DESCRIPTION
UnityEngine.Object	unityObj	
System.String	format	
System.Object[]	args	

LogWarn<T>(String, Object[])

Declaration

```
public static void LogWarn<T>(string format, params object[] args)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	format	
System.Object[]	args	

Type Parameters

NAME	DESCRIPTION
T	

LogWarn<T>(Object, String, Object[])

Declaration

```
public static void LogWarn<T>(Object unityObj, string format, params object[] args)
```

Parameters

TYPE	NAME	DESCRIPTION
UnityEngine.Object	unityObj	
System.String	format	
System.Object[]	args	

Type Parameters

NAME	DESCRIPTION
T	

Namespace NoSuchStudio.Common.Editor

Classes

NoSuchEditor

Class NoSuchEditor

Inheritance

System.Object
UnityEngine.Object
UnityEngine.ScriptableObject
UnityEditor.Editor
NoSuchEditor
[ServiceEditor<SE, S>](#)
[BaseTranslationSourceEditor<ET, ST>](#)
[ComponentLocalizerEditor<ET, LT, CT>](#)
[VariablesSourceEditor](#)

Namespace: [NoSuchStudio.Common.Editor](#)
Assembly: NoSuchLocalizationCore-Editor.dll

Syntax

```
public abstract class NoSuchEditor : Editor, IPreviewable, IToolModeOwner
```

Fields

styleOff

Declaration

```
protected GUIStyle styleOff
```

Field Value

TYPE	DESCRIPTION
UnityEngine.GUIStyle	

styleOn

Declaration

```
protected GUIStyle styleOn
```

Field Value

TYPE	DESCRIPTION
UnityEngine.GUIStyle	

Properties

logger

Declaration

```
public Logger logger { get; }
```

Property Value

TYPE	DESCRIPTION
UnityEngine.Logger	

loggerConfig

Declaration

```
public LoggerConfig loggerConfig { get; }
```

Property Value

TYPE	DESCRIPTION
LoggerConfig	

PrefKeyPrefix

Declaration

```
protected string PrefKeyPrefix { get; }
```

Property Value

TYPE	DESCRIPTION
System.String	

Methods

DrawServiceConnectionStatus<ST>(IServiceComponent<ST>)

Declaration

```
protected void DrawServiceConnectionStatus<ST>(IServiceComponent<ST> sc)
    where ST : Service<ST>
```

Parameters

TYPE	NAME	DESCRIPTION
IServiceComponent<ST>	SC	

Type Parameters

NAME	DESCRIPTION
ST	

LogError(String, Object[])

Declaration

```
protected void LogError(string format, params object[] args)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	format	
System.Object[]	args	

LogError<T>(String, Object[])

Declaration

```
public static void LogError<T>(string format, params object[] args)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	format	
System.Object[]	args	

Type Parameters

NAME	DESCRIPTION
T	

LogLog(String, Object[])

Declaration

```
protected void LogLog(string format, params object[] args)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	format	
System.Object[]	args	

LogLog<T>(String, Object[])

Declaration

```
public static void LogLog<T>(string format, params object[] args)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	format	
System.Object[]	args	

Type Parameters

NAME	DESCRIPTION
T	

LogWarn(String, Object[])

Declaration

```
protected void LogWarn(string format, params object[] args)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	format	
System.Object[]	args	

LogWarn<T>(String, Object[])

Declaration

```
public static void LogWarn<T>(string format, params object[] args)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	format	
System.Object[]	args	

Type Parameters

NAME	DESCRIPTION
T	

OnEnable()

Declaration

```
protected virtual void OnEnable()
```

SetTextureColor(Texture2D, Color32)

Declaration

```
public static void SetTextureColor(Texture2D tex2, Color32 color)
```

Parameters

TYPE	NAME	DESCRIPTION
UnityEngine.Texture2D	tex2	
UnityEngine.Color32	color	

Extension Methods

- UnityObjectLoggerExt.LogLog(Object, String, Object[])
- UnityObjectLoggerExt.LogWarn(Object, String, Object[])
- UnityObjectLoggerExt.LogError(Object, String, Object[])

Namespace NoSuchStudio.Common.Service

Classes

[Service<T>](#)

A Service is a singleton MonoBehaviour with certain capabilities in Unity.

Interfaces

[IServiceComponent<T>](#)

Should be implemented by classes that are part of a Service.

Interface IServiceComponent<T>

Should be implemented by classes that are part of a Service.

Namespace: [NoSuchStudio.Common.Service](#)

Assembly: NoSuchLocalizationCore.dll

Syntax

```
public interface IServiceComponent<T>
    where T : Service<T>
```

Type Parameters

NAME	DESCRIPTION
T	Type of the NoSuchStudio.Common.Service the class is a component of.

Remarks

Any class can access services for one time use. By implementing this interface, you make it explicit that the class requires the service to function properly. Your class will also have its [Connect<ST>\(\)](#) method called by the Service when there is a change in the service, i.e. when the service is loading initially or the global instance is changing.

Properties

mono

Declaration

```
MonoBehaviour mono { get; }
```

Property Value

TYPE	DESCRIPTION
UnityEngine.MonoBehaviour	

Methods

Connect<ST>()

Declaration

```
void Connect<ST>()
    where ST : T
```

Type Parameters

NAME	DESCRIPTION
ST	

Disconnect<ST>()

Declaration

```
void Disconnect<ST>()
    where ST : T
```

Type Parameters

NAME	DESCRIPTION
ST	

IsConnected<ST>()

Declaration

```
bool IsConnected<ST>()  
    where ST : T
```

Returns

TYPE	DESCRIPTION
System.Boolean	

Type Parameters

NAME	DESCRIPTION
ST	

Class Service<T>

A Service is a singleton MonoBehaviour with certain capabilities in Unity.

Inheritance

- System.Object
- UnityEngine.Object
- UnityEngine.Component
- UnityEngine.Behaviour
- UnityEngine.MonoBehaviour
- NoSuchMonoBehaviour
- Service<T>
- LocalizationService
- VariablesService

Inherited Members

- NoSuchMonoBehaviour.logger
- NoSuchMonoBehaviour.loggerConfig
- NoSuchMonoBehaviour.LogLog(String, Object[])
- NoSuchMonoBehaviour.LogWarn(String, Object[])
- NoSuchMonoBehaviour.LogError(String, Object[])
- NoSuchMonoBehaviour.LogLog<T>(String, Object[])
- NoSuchMonoBehaviour.LogWarn<T>(String, Object[])
- NoSuchMonoBehaviour.LogError<T>(String, Object[])
- NoSuchMonoBehaviour.LogLog<T>(Object, String, Object[])
- NoSuchMonoBehaviour.LogWarn<T>(Object, String, Object[])
- NoSuchMonoBehaviour.LogError<T>(Object, String, Object[])
- NoSuchMonoBehaviour.RunDelayed(Single, Action)
- NoSuchMonoBehaviour.RunDelayedRealtime(Single, Action)

Namespace: [NoSuchStudio.Common.Service](#)

Assembly: NoSuchLocalizationCore.dll

Syntax

```
public abstract class Service<T> : NoSuchMonoBehaviour where T : Service<T>
```

Type Parameters

NAME	DESCRIPTION
T	

Remarks

This class serves as a singleton for Unity. A Service:

- Ensures there is at most one Instance of the MonoBehaviour Active at any given point in time. If another Intance becomes Active, the old one will go offline.
- Provides a static API surface through the currently Active Instance. Individual services can provide fallback methods in cases there is no Instance for the service.
- Will find all Components that use it in the Scene initially and connects them. [IServiceComponent<T>](#)

Fields

`_instanceReady`

Declaration

```
protected bool _instanceReady
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

glInstance

The global instance of this [NoSuchStudio.Common.Service](#). For normal usage, use [RegisterInstance\(T\)](#) and [UnregisterInstance\(T\)](#).

Declaration

```
protected static T gInstance
```

Field Value

TYPE	DESCRIPTION
T	

Properties

Instance

The property for accessing the global instance of this [NoSuchStudio.Common.Service](#). For normal usage, use [RegisterInstance\(T\)](#) and [UnregisterInstance\(T\)](#).

Declaration

```
public static T Instance { get; protected set; }
```

Property Value

TYPE	DESCRIPTION
T	

InstanceReady

Declaration

```
public bool InstanceReady { get; }
```

Property Value

TYPE	DESCRIPTION
System.Boolean	

IsInstance

Checks if the current instance is the global instance.

Declaration

```
public bool IsInstance { get; }
```

Property Value

TYPE	DESCRIPTION
System.Boolean	

IsReady

Returns true if this Service has an Active Instance and can be used.

Declaration

```
public static bool IsReady { get; }
```

Property Value

TYPE	DESCRIPTION
System.Boolean	

Methods

OnDisable()

Declaration

```
protected virtual void OnDisable()
```

OnEnable()

Declaration

```
protected virtual void OnEnable()
```

OnServiceRegister()

Callback for when an instance becomes the global instance.

Declaration

```
public virtual void OnServiceRegister()
```

OnServiceUnregister()

Callback for when an instance is no longer the global instance.

Declaration

```
public virtual void OnServiceUnregister()
```

RegisterInstance(T)

Service instances call this OnEnable to become the global instance.

Declaration

```
protected static void RegisterInstance(T instance)
```

Parameters

TYPE	NAME	DESCRIPTION
T	instance	

ReRegisterService()

Same effect as disabling and enabling the service instance.

Declaration

```
public void ReRegisterService()
```

UnregisterInstance(T)

Service instances call this OnDisable to release the global instance.

Declaration

```
protected static void UnregisterInstance(T instance)
```

Parameters

TYPE	NAME	DESCRIPTION
T	instance	

Extension Methods

[MonoBehaviourRunDelayedExt.RunDelayed\(MonoBehaviour, Single, Action\)](#)

[MonoBehaviourRunDelayedExt.RunDelayedRealtime\(MonoBehaviour, Single, Action\)](#)

[UnityObjectLoggerExt.LogLog\(Object, String, Object\[\]\)](#)

[UnityObjectLoggerExt.LogWarn\(Object, String, Object\[\]\)](#)

[UnityObjectLoggerExt.LogError\(Object, String, Object\[\]\)](#)

Namespace NoSuchStudio.Common.Service.Editor

Classes

[ServiceEditor<SE, S>](#)

Base UnityEditor.Editor class for editors of [Service<T>](#) types.

Class ServiceEditor<SE, S>

Base UnityEditor.Editor class for editors of [Service<T>](#) types.

Inheritance

- System.Object
- UnityEngine.Object
- UnityEngine.ScriptableObject
- UnityEditor.Editor
- [NoSuchEditor](#)
- ServiceEditor<SE, S>
- [LocalizationServiceEditor](#)
- [VariablesServiceEditor](#)

Inherited Members

- [NoSuchEditor.styleOn](#)
- [NoSuchEditor.styleOff](#)
- [NoSuchEditor.DrawServiceConnectionStatus<ST>\(IServiceComponent<ST>\)](#)
- [NoSuchEditor.PrefKeyPrefix](#)
- [NoSuchEditor.SetTextureColor\(Texture2D, Color32\)](#)
- [NoSuchEditor.logger](#)
- [NoSuchEditor.loggerConfig](#)
- [NoSuchEditor.LogLog\(String, Object\[\]\)](#)
- [NoSuchEditor.LogWarn\(String, Object\[\]\)](#)
- [NoSuchEditor.LogError\(String, Object\[\]\)](#)
- [NoSuchEditor.LogLog<T>\(String, Object\[\]\)](#)
- [NoSuchEditor.LogWarn<T>\(String, Object\[\]\)](#)
- [NoSuchEditor.LogError<T>\(String, Object\[\]\)](#)

Namespace: [NoSuchStudio.Common.Service.Editor](#)
Assembly: [NoSuchLocalizationCore-Editor.dll](#)

Syntax

```
public abstract class ServiceEditor<SE, S> : NoSuchEditor, IPreviewable, IToolModeOwner where SE : ServiceEditor<SE, S> where S : Service<S>
```

Type Parameters

NAME	DESCRIPTION
SE	
S	

Fields

serviceInstance

Declaration

```
protected S serviceInstance
```

Field Value

TYPE	DESCRIPTION
S	

Methods

DrawServiceStatus()

Declaration

```
public void DrawServiceStatus()
```

OnEnable()

Declaration

```
protected override void OnEnable()
```

Overrides

[NoSuchEditor.OnEnable\(\)](#)

OnInspectorGUI()

Declaration

```
public override void OnInspectorGUI()
```

Overrides

[UnityEditor.Editor.OnInspectorGUI\(\)](#)

Extension Methods

[UnityObjectLoggerExt.LogLog\(Object, String, Object\[\]\)](#)

[UnityObjectLoggerExt.LogWarn\(Object, String, Object\[\]\)](#)

[UnityObjectLoggerExt.LogError\(Object, String, Object\[\]\)](#)

Namespace NoSuchStudio.Localization

Classes

[AssetMapComponentLocalizer<LT, CT, AT, LAD>](#)

Base class for component localizers that have a map from language to an asset value.

[BaseTranslationSource](#)

Base class for classes that provide translations for phrases. The translations could be serialized in the scene or come from a File ([FileTranslationSource](#)) or from other places.

[ComponentLocalizer<LT, CT>](#)

Base class for components that localize other components.

[CultureUtil](#)

Contains helper methods for handling locales and languages.

[FileTranslationSource](#)

Base class for translation sources that are backed by a file. This class reads the translations from the backing file and registers them with [LocalizationService](#).

[LocaleDatabase](#)

Class for managing locales. This class loads the locales from a backing json file, validates the locales and provides utility methods for handling locales.

[LocaleDatabase.NormalizedLocaleNameComparer](#)

[LocalizationService](#)

Is responsible for connecting translation sources and localized components together. This service acts as a central hub. Essentially implementing a publisher-consumer pattern. Translation sources publish their translations to the service. Localized components read the corresponding values from the service.

[LocalizationSettings](#)

[LocalizationUtils](#)

Utility methods for handling locales and common localization patterns.

[LocalizedAssetData<T>](#)

To be used with [AssetMapComponentLocalizer<LT, CT, AT, LAD>](#).

[PhrasedComponentLocalizer<LT, CT>](#)

Base class for component localizers that depend on a phrase. UI texts are a good example. Override [UpdatePhrasedComponent\(\)](#) instead of [UpdateComponent\(\)](#) when inheriting this class. [phrase](#) property indicates the phrase to translate. [_translation](#) field is the translated phrase in current language. Use it when updating the component.

[PhrasedWithVariablesComponentLocalizer<LT, CT>](#)

The base class for localized components that have a phrase and also use variable substitution. Override [UpdateVariabledComponent\(\)](#) when inheriting from this class. [_text](#) field is the [_translation](#) with its variables replaced. Use it when updating the component.

Structs

[Locale](#)

A Locale is a language or a language plus a region. To learn more read the related documentation page from [For example:](#)

- `en-US` is the locale for the version of English language that is spoken in the United States (US).
- `en-GB` is the locale for the version of English language that is spoken in the United Kingdom (UK).

Interfaces

[ILocalizationServiceComponent](#)

Interface for all classes that use [LocalizationService](#).

[ITranslationSource](#)

Interface for all classes that act as translation sources for [LocalizationService](#).

Delegates

[LocalizationService.LocaleChangeDelegate](#)

[LocalizationService.TranslationChangeDelegate](#)

[PhrasedWithVariablesComponentLocalizer<LT, CT>.VariableResolverDelegate](#)

Class AssetMapComponentLocalizer<LT, CT, AT, LAD>

Base class for component localizers that have a map from language to an asset value.

Inheritance

System.Object

UnityEngine.Object

UnityEngine.Component

UnityEngine.Behaviour

UnityEngine.MonoBehaviour

NoSuchMonoBehaviour

ComponentLocalizer<LT, CT>

AssetMapComponentLocalizer<LT, CT, AT, LAD>

AudioSourceClipMappedLocalizer

ImageSpriteMappedLocalizer

TMPProFontMappedLocalizer

Implements

ILocalizationServiceComponent

IServiceComponent<LocalizationService>

Inherited Members

ComponentLocalizer<LT, CT>._component

ComponentLocalizer<LT, CT>._readyToConnect

ComponentLocalizer<LT, CT>.Init()

ComponentLocalizer<LT, CT>.Awake()

ComponentLocalizer<LT, CT>.UpdateComponent()

ComponentLocalizer<LT, CT>.mono

ComponentLocalizer<LT, CT>._connected

ComponentLocalizer<LT, CT>.IsConnected<ST>()

ComponentLocalizer<LT, CT>.IServiceComponent<LocalizationService>.IsConnected<ST>()

ComponentLocalizer<LT, CT>.IServiceComponent<LocalizationService>.Connect<ST>()

ComponentLocalizer<LT, CT>.IServiceComponent<LocalizationService>.Disconnect<ST>()

ComponentLocalizer<LT, CT>.Reconnect<ST>()

ComponentLocalizer<LT, CT>.OnLocaleChange(Locale)

ComponentLocalizer<LT, CT>.RegisterToLocalization()

ComponentLocalizer<LT, CT>.UnregisterFromLocalization()

ComponentLocalizer<LT, CT>.OnEnable()

ComponentLocalizer<LT, CT>.OnDisable()

NoSuchMonoBehaviour.logger

NoSuchMonoBehaviour.loggerConfig

NoSuchMonoBehaviour.LogLog(String, Object[])

NoSuchMonoBehaviour.LogWarn(String, Object[])

NoSuchMonoBehaviour.LogError(String, Object[])

NoSuchMonoBehaviour.LogLog<T>(String, Object[])

NoSuchMonoBehaviour.LogWarn<T>(String, Object[])

NoSuchMonoBehaviour.LogError<T>(String, Object[])

NoSuchMonoBehaviour.LogLog<T>(Object, String, Object[])

NoSuchMonoBehaviour.LogWarn<T>(Object, String, Object[])

NoSuchMonoBehaviour.LogError<T>(Object, String, Object[])

NoSuchMonoBehaviour.RunDelayed(Single, Action)

NoSuchMonoBehaviour.RunDelayedRealtime(Single, Action)

Namespace: [NoSuchStudio.Localization](#)

Syntax

```
public abstract class AssetMapComponentLocalizer<LT, CT, AT, LAD> : ComponentLocalizer<LT, CT>,
ILocalizationServiceComponent, IServiceComponent<LocalizationService> where LT :
AssetMapComponentLocalizer<LT, CT, AT, LAD> where CT : Component where LAD : LocalizedAssetData<AT>
```

Type Parameters

NAME	DESCRIPTION
LT	Type of the localizer component that localizes CT.
CT	Type of the component that is being localized. For example if localizing the UnityEngine.Sprite of an UnityEngine.UI.Image component, CT = UnityEngine.UI.Image
AT	Type of the field on CT that is being localized. For example if localizing the UnityEngine.Sprite of an UnityEngine.UI.Image, AT = UnityEngine.Sprite.
LAD	This type parameter can be removed in Unity 2020.1 since Unity will start Serializing generic types.

Remarks

The last generic type parameter (LAD) can be removed in 2020.1 since Unity will start serializing generic classes.

Fields

_assetList

Declaration

```
[SerializeField]
protected List<LAD> _assetList
```

Field Value

TYPE	DESCRIPTION
System.Collections.Generic.List<LAD>	

_assets

Declaration

```
[NonSerialized]
protected Dictionary<string, AT> _assets
```

Field Value

TYPE	DESCRIPTION
System.Collections.Generic.Dictionary<System.String, AT>	

_defaultAsset

Declaration

[SerializeField]
protected AT _defaultAsset

Field Value

TYPE	DESCRIPTION
AT	

Methods

Init()

Declaration

protected override void Init()

Overrides

NoSuchStudio.Localization.ComponentLocalizer<LT, CT>.Init()

Implements

[ILocalizationServiceComponent](#)

[IServiceComponent<T>](#)

Extension Methods

[MonoBehaviourRunDelayedExt.RunDelayed\(MonoBehaviour, Single, Action\)](#)

[MonoBehaviourRunDelayedExt.RunDelayedRealtime\(MonoBehaviour, Single, Action\)](#)

[UnityObjectLoggerExt.LogLog\(Object, String, Object\[\]\)](#)

[UnityObjectLoggerExt.LogWarn\(Object, String, Object\[\]\)](#)

[UnityObjectLoggerExt.LogError\(Object, String, Object\[\]\)](#)

Class BaseTranslationSource

Base class for classes that provide translations for phrases. The translations could be serialized in the scene or come from a File ([FileTranslationSource](#)) or from other places.

Inheritance

System.Object
UnityEngine.Object
UnityEngine.Component
UnityEngine.Behaviour
UnityEngine.MonoBehaviour
[NoSuchMonoBehaviour](#)
BaseTranslationSource
[FileTranslationSource](#)
[StandaloneTranslationSource](#)

Implements

[ITranslationSource](#)
[ILocalizationServiceComponent](#)
[IServiceComponent<LocalizationService>](#)

Inherited Members

[NoSuchMonoBehaviour.logger](#)
[NoSuchMonoBehaviour.loggerConfig](#)
[NoSuchMonoBehaviour.LogLog\(String, Object\[\]\)](#)
[NoSuchMonoBehaviour.LogWarn\(String, Object\[\]\)](#)
[NoSuchMonoBehaviour.LogError\(String, Object\[\]\)](#)
[NoSuchMonoBehaviour.LogLog<T>\(String, Object\[\]\)](#)
[NoSuchMonoBehaviour.LogWarn<T>\(String, Object\[\]\)](#)
[NoSuchMonoBehaviour.LogError<T>\(String, Object\[\]\)](#)
[NoSuchMonoBehaviour.LogLog<T>\(Object, String, Object\[\]\)](#)
[NoSuchMonoBehaviour.LogWarn<T>\(Object, String, Object\[\]\)](#)
[NoSuchMonoBehaviour.LogError<T>\(Object, String, Object\[\]\)](#)
[NoSuchMonoBehaviour.RunDelayed\(Single, Action\)](#)
[NoSuchMonoBehaviour.RunDelayedRealtime\(Single, Action\)](#)

Namespace: [NoSuchStudio.Localization](#)

Assembly: NoSuchLocalizationCore.dll

Syntax

```
[ExecuteInEditMode]
public abstract class BaseTranslationSource : NoSuchMonoBehaviour, ITranslationSource,
ILocalizationServiceComponent, IServiceComponent<LocalizationService>
```

Fields

`_connected`

Keeps the connection status to different services.

Declaration

```
[NonSerialized]
protected Dictionary<Type, bool> _connected
```

Field Value

TYPE	DESCRIPTION
System.Collections.Generic.Dictionary<System.Type, System.Boolean>	

_readyToConnect

Whether the source is ready to be connected to the [LocalizationService](#). Unless overridden, it happens in [OnEnable\(\)](#).

Declaration

```
[NonSerialized]
protected bool _readyToConnect
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

_translations

Populated list of translations this source provides.

Declaration

```
[NonSerialized]
protected Dictionary<string, Dictionary<string, string>> _translations
```

Field Value

TYPE	DESCRIPTION
System.Collections.Generic.Dictionary<System.String, System.Collections.Generic.Dictionary<System.String, System.String>>	

Properties

mono

Declaration

```
public MonoBehaviour mono { get; }
```

Property Value

TYPE	DESCRIPTION
UnityEngine.MonoBehaviour	

translations

Declaration

```
public Dictionary<string, Dictionary<string, string>> translations { get; }
```

Property Value

TYPE	DESCRIPTION
System.Collections.Generic.Dictionary<System.String, System.Collections.Generic.Dictionary<System.String, System.String>>	

Methods

Awake()

Declaration

```
protected virtual void Awake()
```

Connect<ST>()

Try to connect to the given service. Check [IsConnected<ST>\(\)](#) to check if the connection attempt was succssful.

Declaration

```
public void Connect<ST>()
    where ST : Service<ST>
```

Type Parameters

NAME	DESCRIPTION
ST	

Disconnect<ST>()

Try to disconnect from the given service. Check [IsConnected<ST>\(\)](#) to check if the connection attempt was succssful.

Declaration

```
public void Disconnect<ST>()
    where ST : Service<ST>
```

Type Parameters

NAME	DESCRIPTION
ST	

GetTranslation(String, String)

Get translation for "phrase" in "locale" from this translation source.

Declaration

```
public virtual string GetTranslation(string phrase, string locale)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	phrase	phrase to get translation for.

TYPE	NAME	DESCRIPTION
System.String	locale	locale of the translation.

Returns

TYPE	DESCRIPTION
System.String	Translated string if one exists, null otherwise.

Init()

Declaration

```
protected virtual void Init()
```

IsConnected<ST>()

Check connection to service.

Declaration

```
public virtual bool IsConnected<ST>()
    where ST : Service<ST>
```

Returns

TYPE	DESCRIPTION
System.Boolean	Returns true if connected to the service.

Type Parameters

NAME	DESCRIPTION
ST	

OnDisable()

Declaration

```
protected virtual void OnDisable()
```

OnEnable()

Declaration

```
protected virtual void OnEnable()
```

Reset()

Removes all translations from this translation source.

Declaration

```
protected virtual void Reset()
```


Explicit Interface Implementations

IServiceComponent<LocalizationService>.Connect<ST>()

Declaration

```
void IServiceComponent<LocalizationService>.Connect<ST>()
    where ST : LocalizationService
```

Type Parameters

NAME	DESCRIPTION
ST	

IServiceComponent<LocalizationService>.Disconnect<ST>()

Declaration

```
void IServiceComponent<LocalizationService>.Disconnect<ST>()
    where ST : LocalizationService
```

Type Parameters

NAME	DESCRIPTION
ST	

IServiceComponent<LocalizationService>.IsConnected<ST>()

Declaration

```
bool IServiceComponent<LocalizationService>.IsConnected<ST>()
    where ST : LocalizationService
```

Returns

TYPE	DESCRIPTION
System.Boolean	

Type Parameters

NAME	DESCRIPTION
ST	

Implements

- [ITranslationSource](#)
- [ILocalizationServiceComponent](#)
- [IServiceComponent<T>](#)

Extension Methods

- [MonoBehaviourRunDelayedExt.RunDelayed\(MonoBehaviour, Single, Action\)](#)
- [MonoBehaviourRunDelayedExt.RunDelayedRealtime\(MonoBehaviour, Single, Action\)](#)
- [UnityObjectLoggerExt.LogLog\(Object, String, Object\[\]\)](#)
- [UnityObjectLoggerExt.LogWarn\(Object, String, Object\[\]\)](#)
- [UnityObjectLoggerExt.LogError\(Object, String, Object\[\]\)](#)

Class ComponentLocalizer<LT, CT>

Base class for components that localize other components.

Inheritance

System.Object
UnityEngine.Object
UnityEngine.Component
UnityEngine.Behaviour
UnityEngine.MonoBehaviour
NoSuchMonoBehaviour
ComponentLocalizer<LT, CT>
AssetMapComponentLocalizer<LT, CT, AT, LAD>
BidirHorizontalLayoutGroupLocalizer
ImageTransformLocalizer
RTLTMProForceLocalizer
SliderDirectionLocalizer
TMProAlignLocalizer
TMProDropdownLocalizer
PhrasedComponentLocalizer<LT, CT>

Implements

ILocalizationServiceComponent
IServiceComponent<LocalizationService>

Inherited Members

NoSuchMonoBehaviour.logger
NoSuchMonoBehaviour.loggerConfig
NoSuchMonoBehaviour.LogLog(String, Object[])
NoSuchMonoBehaviour.LogWarn(String, Object[])
NoSuchMonoBehaviour.LogError(String, Object[])
NoSuchMonoBehaviour.LogLog<T>(String, Object[])
NoSuchMonoBehaviour.LogWarn<T>(String, Object[])
NoSuchMonoBehaviour.LogError<T>(String, Object[])
NoSuchMonoBehaviour.LogLog<T>(Object, String, Object[])
NoSuchMonoBehaviour.LogWarn<T>(Object, String, Object[])
NoSuchMonoBehaviour.LogError<T>(Object, String, Object[])
NoSuchMonoBehaviour.RunDelayed(Single, Action)
NoSuchMonoBehaviour.RunDelayedRealtime(Single, Action)

Namespace: NoSuchStudio.Localization

Assembly: NoSuchLocalizationCore.dll

Syntax

```
[ExecuteInEditMode]  
public abstract class ComponentLocalizer<LT, CT> : NoSuchMonoBehaviour, ILocalizationServiceComponent,  
IServiceComponent<LocalizationService> where LT : ComponentLocalizer<LT, CT> where CT : Component
```

Type Parameters

NAME	DESCRIPTION
LT	Type of the component that localizes CT.

NAME	DESCRIPTION
CT	Type of the component that is being localized.

Fields

_component

Declaration

[NonSerialized] protected CT _component

Field Value

TYPE	DESCRIPTION
CT	

_connected

Declaration

[NonSerialized] protected Dictionary<Type, bool > _connected

Field Value

TYPE	DESCRIPTION
System.Collections.Generic.Dictionary<System.Type, System.Boolean>	

_readyToConnect

Declaration

[NonSerialized] protected bool _readyToConnect
--

Field Value

TYPE	DESCRIPTION
System.Boolean	

Properties

mono

Declaration

public virtual MonoBehaviour mono { get ; }

Property Value

TYPE	DESCRIPTION
UnityEngine.MonoBehaviour	

Methods

Awake()

Declaration

```
protected virtual void Awake()
```

Init()

Declaration

```
protected virtual void Init()
```

IsConnected<ST>()

Declaration

```
public virtual bool IsConnected<ST>()  
    where ST : Service<ST>
```

Returns

TYPE	DESCRIPTION
System.Boolean	

Type Parameters

NAME	DESCRIPTION
ST	

OnDisable()

Declaration

```
protected virtual void OnDisable()
```

OnEnable()

Declaration

```
protected virtual void OnEnable()
```

OnLocaleChange(Locale)

Declaration

```
protected virtual void OnLocaleChange(Locale locale)
```

Parameters

TYPE	NAME	DESCRIPTION
Locale	locale	

Reconnect<ST>()

Declaration

```
public virtual void Reconnect<ST>()  
    where ST : Service<ST>
```

Type Parameters

NAME	DESCRIPTION
ST	

RegisterToLocalization()

Declaration

```
protected virtual void RegisterToLocalization()
```

UnregisterFromLocalization()

Declaration

```
protected virtual void UnregisterFromLocalization()
```

UpdateComponent()

Called when the component need to update due to a change in the translation service i.e. a language change or service coming online.

Declaration

```
public abstract void UpdateComponent()
```

Explicit Interface Implementations

IServiceComponent<LocalizationService>.Connect<ST>()

Declaration

```
void IServiceComponent<LocalizationService>.Connect<ST>()  
    where ST : LocalizationService
```

Type Parameters

NAME	DESCRIPTION
ST	

IServiceComponent<LocalizationService>.Disconnect<ST>()

Declaration

```
void IServiceComponent<LocalizationService>.Disconnect<ST>()  
    where ST : LocalizationService
```

Type Parameters

NAME	DESCRIPTION
ST	

IServiceComponent<LocalizationService>.IsConnected<ST>()

Declaration

```
bool IServiceComponent<LocalizationService>.IsConnected<ST>()  
    where ST : LocalizationService
```

Returns

TYPE	DESCRIPTION
System.Boolean	

Type Parameters

NAME	DESCRIPTION
ST	

Implements

[ILocalizationServiceComponent](#)
[IServiceComponent<T>](#)

Extension Methods

[MonoBehaviourRunDelayedExt.RunDelayed\(MonoBehaviour, Single, Action\)](#)
[MonoBehaviourRunDelayedExt.RunDelayedRealtime\(MonoBehaviour, Single, Action\)](#)
[UnityObjectLoggerExt.LogLog\(Object, String, Object\[\]\)](#)
[UnityObjectLoggerExt.LogWarn\(Object, String, Object\[\]\)](#)
[UnityObjectLoggerExt.LogError\(Object, String, Object\[\]\)](#)

Class CultureUtil

Contains helper methods for handling locales and languages.

Inheritance

System.Object
CultureUtil

Namespace: [NoSuchStudio.Localization](#)

Assembly: NoSuchLocalizationCore.dll

Syntax

```
public static class CultureUtil
```

Methods

PrintAllCultures()

Declaration

```
public static void PrintAllCultures()
```

SystemCultureInfo()

Get system's active culture info.

Declaration

```
public static CultureInfo SystemCultureInfo()
```

Returns

TYPE	DESCRIPTION
System.Globalization.CultureInfo	system's active culture info.

SystemLanguage()

Get the english name of the current system culture info.

Declaration

```
public static string SystemLanguage()
```

Returns

TYPE	DESCRIPTION
System.String	the english name of the current system culture info.

ToStringExt(CultureInfo)

Declaration

```
public static string ToStringExt(this CultureInfo cultureInfo)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Globalization.CultureInfo	cultureInfo	

Returns

TYPE	DESCRIPTION
System.String	

Class FileTranslationSource

Base class for translation sources that are backed by a file. This class reads the translations from the backing file and registers them with [LocalizationService](#).

Inheritance

System.Object
UnityEngine.Object
UnityEngine.Component
UnityEngine.Behaviour
UnityEngine.MonoBehaviour
[NoSuchMonoBehaviour](#)
[BaseTranslationSource](#)
FileTranslationSource
[CSVTranslationSource](#)
[JsonTranslationSource](#)

Implements

[ITranslationSource](#)
[ILocalizationServiceComponent](#)
[IServiceComponent<LocalizationService>](#)

Inherited Members

[BaseTranslationSource._translations](#)
[BaseTranslationSource.translations](#)
[BaseTranslationSource._readyToConnect](#)
[BaseTranslationSource._connected](#)
[BaseTranslationSource.Init\(\)](#)
[BaseTranslationSource.mono](#)
[BaseTranslationSource.IsConnected<ST>\(\)](#)
[BaseTranslationSource.Connect<ST>\(\)](#)
[BaseTranslationSource.Disconnect<ST>\(\)](#)
[BaseTranslationSource.IServiceComponent<LocalizationService>.Connect<ST>\(\)](#)
[BaseTranslationSource.IServiceComponent<LocalizationService>.Disconnect<ST>\(\)](#)
[BaseTranslationSource.IServiceComponent<LocalizationService>.IsConnected<ST>\(\)](#)
[BaseTranslationSource.Awake\(\)](#)
[BaseTranslationSource.OnEnable\(\)](#)
[BaseTranslationSource.OnDisable\(\)](#)
[BaseTranslationSource.GetTranslation\(String, String\)](#)
[BaseTranslationSource.Reset\(\)](#)
[NoSuchMonoBehaviour.logger](#)
[NoSuchMonoBehaviour.loggerConfig](#)
[NoSuchMonoBehaviour.LogLog\(String, Object\[\]\)](#)
[NoSuchMonoBehaviour.LogWarn\(String, Object\[\]\)](#)
[NoSuchMonoBehaviour.LogError\(String, Object\[\]\)](#)
[NoSuchMonoBehaviour.LogLog<T>\(String, Object\[\]\)](#)
[NoSuchMonoBehaviour.LogWarn<T>\(String, Object\[\]\)](#)
[NoSuchMonoBehaviour.LogError<T>\(String, Object\[\]\)](#)
[NoSuchMonoBehaviour.LogLog<T>\(Object, String, Object\[\]\)](#)
[NoSuchMonoBehaviour.LogWarn<T>\(Object, String, Object\[\]\)](#)
[NoSuchMonoBehaviour.LogError<T>\(Object, String, Object\[\]\)](#)
[NoSuchMonoBehaviour.RunDelayed\(Single, Action\)](#)
[NoSuchMonoBehaviour.RunDelayedRealtime\(Single, Action\)](#)

Namespace: [NoSuchStudio.Localization](#)

Assembly: NoSuchLocalizationCore.dll

Syntax

```
[ExecuteInEditMode]
public abstract class FileTranslationSource : BaseTranslationSource, ITranslationSource,
ILocalizationServiceComponent, IServiceComponent<LocalizationService>
```

Fields

_textAsset

The backing text asset.

Declaration

```
[SerializeField]
protected TextAsset _textAsset
```

Field Value

TYPE	DESCRIPTION
UnityEngine.TextAsset	

Properties

textAsset

Declaration

```
public TextAsset textAsset { get; set; }
```

Property Value

TYPE	DESCRIPTION
UnityEngine.TextAsset	

Methods

ImportTranslations()

Subclasses should implement this method to read the file contents and populate the [_translations](#) field.

Declaration

```
protected abstract void ImportTranslations()
```

NormalizeLocaleNames()

Goes through all the locales loaded by this FileTranslationSource and tries to use the name from the current locale database.

Declaration

```
protected void NormalizeLocaleNames()
```

Reload()

Declaration

```
public void Reload()
```

Start()

Declaration

```
protected virtual void Start()
```

Implements

[ITranslationSource](#)

[ILocalizationServiceComponent](#)

[IServiceComponent<T>](#)

Extension Methods

[MonoBehaviourRunDelayedExt.RunDelayed\(MonoBehaviour, Single, Action\)](#)

[MonoBehaviourRunDelayedExt.RunDelayedRealtime\(MonoBehaviour, Single, Action\)](#)

[UnityObjectLoggerExt.LogLog\(Object, String, Object\[\]\)](#)

[UnityObjectLoggerExt.LogWarn\(Object, String, Object\[\]\)](#)

[UnityObjectLoggerExt.LogError\(Object, String, Object\[\]\)](#)

Interface ILocalizationServiceComponent

Interface for all classes that use [LocalizationService](#).

Inherited Members

[IServiceComponent<LocalizationService>.mono](#)

[IServiceComponent<LocalizationService>.IsConnected<ST>\(\)](#)

[IServiceComponent<LocalizationService>.Connect<ST>\(\)](#)

[IServiceComponent<LocalizationService>.Disconnect<ST>\(\)](#)

Namespace: [NoSuchStudio.Localization](#)

Assembly: [NoSuchLocalizationCore.dll](#)

Syntax

```
public interface ILocalizationServiceComponent : IServiceComponent<LocalizationService>
```

Interface ITranslationSource

Interface for all classes that act as translation sources for [LocalizationService](#).

Inherited Members

```
IServiceComponent<LocalizationService>.mono
IServiceComponent<LocalizationService>.IsConnected<ST>()
IServiceComponent<LocalizationService>.Connect<ST>()
IServiceComponent<LocalizationService>.Disconnect<ST>()
```

Namespace: `NoSuchStudio.Localization`
Assembly: `NoSuchLocalizationCore.dll`

Syntax

```
public interface ITranslationSource : ILocalizationServiceComponent, IServiceComponent<LocalizationService>
```

Methods

GetTranslation(String, String)

Declaration

```
string GetTranslation(string phrase, string language)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	phrase	
System.String	language	

Returns

TYPE	DESCRIPTION
System.String	Returns the translation for the given phrase in the given language. null if a translation does not exist.

Struct Locale

A Locale is a language or a language plus a region. To learn more read the related documentation page from For example:

- en-US is the locale for the version of English language that is spoken in the United States (US).
- en-GB is the locale for the version of English language that is spoken in the United Kingdom (UK).

Implements

System.IEquatable<Locale>

Inherited Members

System.ValueType.Equals(System.Object)

System.ValueType.GetHashCode()

Namespace: NoSuchStudio.Localization

Assembly: NoSuchLocalizationCore.dll

Syntax

```
[Serializable]
[JsonObject(MemberSerialization.OptIn)]
public struct Locale : IEquatable<Locale>
```

Fields

EmptyLocale

Declaration

```
public static readonly Locale EmptyLocale
```

Field Value

TYPE	DESCRIPTION
Locale	

Properties

EnglishName

English name of the locale.

Declaration

```
public string EnglishName { get; }
```

Property Value

TYPE	DESCRIPTION
System.String	

IsNeutral

Declaration

```
public bool IsNeutral { get; }
```

Property Value

TYPE	DESCRIPTION
System.Boolean	

ISO

ISO language code for the locale (is not unique).

Declaration

```
public string ISO { get; }
```

Property Value

TYPE	DESCRIPTION
System.String	

IsRTL

Whether the locale is right-to-left.

Declaration

```
public bool IsRTL { get; }
```

Property Value

TYPE	DESCRIPTION
System.Boolean	

LanguageInName

Get the language portion of the code name. For United States English (en-US), English (en) will be returned.

Declaration

```
public string LanguageInName { get; }
```

Property Value

TYPE	DESCRIPTION
System.String	

Name

Code name of the locale.

Declaration

```
public string Name { get; }
```

Property Value

TYPE	DESCRIPTION
System.String	

NativeName

Native name of the locale.

Declaration

```
public string NativeName { get; }
```

Property Value

TYPE	DESCRIPTION
System.String	

NormalizedEnglishName

Unique normalized english name of the locale. Suitable for keys of a dictionary.

Declaration

```
public string NormalizedEnglishName { get; }
```

Property Value

TYPE	DESCRIPTION
System.String	

NormalizedName

Get the normalized name of the locale. It is the suggested form to get a unique name for a locale (e.g. for use as keys in a dictionary)

Declaration

```
public string NormalizedName { get; }
```

Property Value

TYPE	DESCRIPTION
System.String	

Parent

Declaration

```
public string Parent { get; }
```

Property Value

TYPE	DESCRIPTION
System.String	

RegionInEnglishName

Get the language portion of the english name. For "English (United States)", "United States" will be returned.

Declaration

```
public string RegionInEnglishName { get; }
```


Property Value

TYPE	DESCRIPTION
System.String	

RegionInName

Get the language portion of the code name. For United States English (en-US), United States (US) will be returned.

Declaration

<pre>public string RegionInName { get; }</pre>
--

Property Value

TYPE	DESCRIPTION
System.String	

Methods

Equals(Locale)

Declaration

<pre>public bool Equals(Locale other)</pre>

Parameters

TYPE	NAME	DESCRIPTION
Locale	other	

Returns

TYPE	DESCRIPTION
System.Boolean	

NormalizeLocaleName(String)

Maps locale name to a canonical version to be used as keys for dictionaries.

Declaration

<pre>public static string NormalizeLocaleName(string localeName)</pre>
--

Parameters

TYPE	NAME	DESCRIPTION
System.String	localeName	

Returns

TYPE	DESCRIPTION
System.String	

ToDebugString()

Declaration

```
public string ToDebugString()
```

Returns

TYPE	DESCRIPTION
System.String	

ToString()

Declaration

```
public override string ToString()
```

Returns

TYPE	DESCRIPTION
System.String	

Overrides

System.ValueType.ToString()

Operators

Implicit(Locale to String)

Declaration

```
public static implicit operator string (Locale l)
```

Parameters

TYPE	NAME	DESCRIPTION
Locale	l	

Returns

TYPE	DESCRIPTION
System.String	

Implicit(String to Locale)

Declaration

```
public static implicit operator Locale(string str)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	str	

Returns

TYPE	DESCRIPTION
Locale	

Implements

System.IEquatable<T>

Class LocaleDatabase

Class for managing locales. This class loads the locales from a backing json file, validates the locales and provides utility methods for handling locales.

Inheritance

System.Object
LocaleDatabase

Namespace: [NoSuchStudio.Localization](#)
Assembly: NoSuchLocalizationCore.dll

Syntax

```
public class LocaleDatabase
```

Remarks

There are two locale database files included with the Unity package.

"alllocales.json" contains a large list of all locales (~850). It includes languages like "English" as well as specific locales like "United States English" and "United Kingdom English". This is intended for more in-depth use cases.

"neutrallocales.json" includes only the neutral locales a.k.a languages. For example there is only "English" in it without the region specifications. This is suitable for most cases.

Constructors

LocaleDatabase()

Declaration

```
public LocaleDatabase()
```

Properties

allLocalesByEnglishName

Returns list of all locales that are curretnly loaded, sorted in ascending alphabetic (a-z) order of their **english** name.

Declaration

```
public IList<Locale> allLocalesByEnglishName { get; }
```

Property Value

TYPE	DESCRIPTION
System.Collections.Generic.IList< Locale >	

allLocalesByName

Returns list of all locales that are curretnly loaded, sorted in ascending alphabetic (a-z) order of their name.

Declaration

```
public IList<Locale> allLocalesByName { get; }
```

Property Value

TYPE	DESCRIPTION
System.Collections.Generic.IList<Locale>	

Item[String]

Retrieve a locale by its code name or english name.

Declaration

```
public Locale this[string locale] { get; }
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	locale	The name of the locale. The name will be normalized. For example any of these ("en" or "EN" or "English" or "english") will return the neutral English locale.

Property Value

TYPE	DESCRIPTION
Locale	Locale with the given code or english name if one exists, null otherwise.

neutralLocalesByEnglishName

Returns list of all neutral locales that are curretnly loaded, sorted in ascending alphabetic (a-z) order of their **english** name.

Declaration

```
public IList<Locale> neutralLocalesByEnglishName { get; }
```

Property Value

TYPE	DESCRIPTION
System.Collections.Generic.IList<Locale>	

neutralLocalesByName

Returns list of all neutral locales that are curretnly loaded, sorted in ascending alphabetic (a-z) order of their name.

Declaration

```
public IList<Locale> neutralLocalesByName { get; }
```

Property Value

TYPE	DESCRIPTION
System.Collections.Generic.IList<Locale>	

specificLocalesByEnglishName

Returns list of all specific locales that are curretnly loaded, sorted in ascending alphabetic (a-z) order of their **english** name.

Declaration

```
public IList<Locale> specificLocalesByEnglishName { get; }
```

Property Value

TYPE	DESCRIPTION
System.Collections.Generic.IList< Locale >	

specificLocalesByName

Returns list of all specific locales that are currently loaded, sorted in ascending alphabetic (a-z) order of their name.

Declaration

```
public IList<Locale> specificLocalesByName { get; }
```

Property Value

TYPE	DESCRIPTION
System.Collections.Generic.IList< Locale >	

Methods

ContainsLocale(String)

Whether the locale database contains a locale.

Declaration

```
public bool ContainsLocale(string localeName)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	localeName	The code name or english name of the locale. For example any of these ("en", "EN", "English", "english") will return true if the database contain the neutral English locale.

Returns

TYPE	DESCRIPTION
System.Boolean	true if a locale with the provided code name or english name exists in the database.

Dump()

Declaration

```
public void Dump()
```

GetLocaleEnglishNamePath(Locale, String)

Similar to [GetLocaleNamePath\(Locale, String\)](#)

Declaration

```
public string GetLocaleEnglishNamePath(Locale locale, string delimiter = "/")
```

Parameters

TYPE	NAME	DESCRIPTION
Locale	locale	Locale to get path for.
System.String	delimiter	Delimiter between the locale names.

Returns

TYPE	DESCRIPTION
System.String	For English (Australia) it returns: "English/English (Australia)"

GetLocaleEnglishPathFromCache(Locale)

Declaration

```
public string GetLocaleEnglishPathFromCache(Locale l)
```

Parameters

TYPE	NAME	DESCRIPTION
Locale	l	

Returns

TYPE	DESCRIPTION
System.String	

GetLocaleNamePath(Locale, String)

Returns a string with names of locales from the most general to the most specific provided to the call.

Declaration

```
public string GetLocaleNamePath(Locale locale, string delimiter = "/")
```

Parameters

TYPE	NAME	DESCRIPTION
Locale	locale	Locale to get path for.
System.String	delimiter	Delimiter between the locale names.

Returns

TYPE	DESCRIPTION

TYPE	DESCRIPTION
System.String	For English (Australia) it returns: "en/en-AU"

GetLocalePathFromCache(Locale)

Declaration

```
public string GetLocalePathFromCache(Locale l)
```

Parameters

TYPE	NAME	DESCRIPTION
Locale	l	

Returns

TYPE	DESCRIPTION
System.String	

GetNeutralLocale(Locale)

Declaration

```
public Locale GetNeutralLocale(Locale l)
```

Parameters

TYPE	NAME	DESCRIPTION
Locale	l	

Returns

TYPE	DESCRIPTION
Locale	The neutral locale (i.e. language) for the provided specific locale. If the provided locale is already neutral, it will be returned.

GetSpecificLocales(Locale, Boolean)

Declaration

```
public List<Locale> GetSpecificLocales(Locale l, bool includeNeutral = false)
```

Parameters

TYPE	NAME	DESCRIPTION
Locale	l	The neutral locale (i.e. language) for which to get specific locales.
System.Boolean	includeNeutral	if true, the first locale in the list will be the provided neutral locale.

Returns

TYPE	DESCRIPTION
System.Collections.Generic.List<Locale>	All the specific locales for the provided neutral locale.

HasChildren(Locale)

Declaration

```
public bool HasChildren(Locale l)
```

Parameters

TYPE	NAME	DESCRIPTION
Locale	l	query locale

Returns

TYPE	DESCRIPTION
System.Boolean	true if locale has child locales, false otherwise.

NormalizeAndCompare(String, String)

Declaration

```
public static int NormalizeAndCompare(string x, string y)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	x	
System.String	y	

Returns

TYPE	DESCRIPTION
System.Int32	

Class LocaleDatabase.NormalizedLocaleNameComparer

Inheritance

System.Object
System.Collections.Generic.Comparer<System.String>
LocaleDatabase.NormalizedLocaleNameComparer

Implements

System.Collections.Generic.IComparer<System.String>
System.Collections.IComparer

Inherited Members

System.Collections.Generic.Comparer<System.String>.Create(System.Comparison<System.String>)
System.Collections.Generic.Comparer<System.String>.System.Collections.IComparer.Compare(System.Object, System.Object)
System.Collections.Generic.Comparer<System.String>.Default

Namespace: [NoSuchStudio.Localization](#)

Assembly: NoSuchLocalizationCore.dll

Syntax

```
public class NormalizedLocaleNameComparer : Comparer<string>, IComparer<string>, IComparer
```

Methods

Compare(String, String)

Declaration

```
public override int Compare(string x, string y)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	x	
System.String	y	

Returns

TYPE	DESCRIPTION
System.Int32	

Overrides

System.Collections.Generic.Comparer<System.String>.Compare(System.String, System.String)

Implements

System.Collections.Generic.IComparer<T>
System.Collections.IComparer

Class LocalizationService

Is responsible for connecting translation sources and localized components together. This service acts as a central hub. Essentially implementing a publisher-consumer pattern. Translation sources publish their translations to the service. Localized components read the corresponding values from the service.

Inheritance

System.Object
UnityEngine.Object
UnityEngine.Component
UnityEngine.Behaviour
UnityEngine.MonoBehaviour
NoSuchMonoBehaviour
Service<LocalizationService>
LocalizationService

Inherited Members

Service<LocalizationService>.GetInstance
Service<LocalizationService>.Instance
Service<LocalizationService>._instanceReady
Service<LocalizationService>.InstanceReady
Service<LocalizationService>.OnEnable()
Service<LocalizationService>.OnDisable()
Service<LocalizationService>.IsReady
Service<LocalizationService>.IsInstance
Service<LocalizationService>.RegisterInstance(LocalizationService)
Service<LocalizationService>.UnregisterInstance(LocalizationService)
Service<LocalizationService>.ReRegisterService()
NoSuchMonoBehaviour.logger
NoSuchMonoBehaviour.loggerConfig
NoSuchMonoBehaviour.LogLog(String, Object[])
NoSuchMonoBehaviour.LogWarn(String, Object[])
NoSuchMonoBehaviour.LogError(String, Object[])
NoSuchMonoBehaviour.LogLog<T>(String, Object[])
NoSuchMonoBehaviour.LogWarn<T>(String, Object[])
NoSuchMonoBehaviour.LogError<T>(String, Object[])
NoSuchMonoBehaviour.LogLog<T>(Object, String, Object[])
NoSuchMonoBehaviour.LogWarn<T>(Object, String, Object[])
NoSuchMonoBehaviour.LogError<T>(Object, String, Object[])
NoSuchMonoBehaviour.RunDelayed(Single, Action)
NoSuchMonoBehaviour.RunDelayedRealtime(Single, Action)

Namespace: **NoSuchStudio.Localization**

Assembly: NoSuchLocalizationCore.dll

Syntax

```
[ExecuteInEditMode]  
public class LocalizationService : Service<LocalizationService>
```

Remarks

For common usage, you should use the static methods of this class.

Fields

ComponentMenuPath

Declaration

```
public const string ComponentMenuPath = "Localization"
```

Field Value

TYPE	DESCRIPTION
System.String	

PlayerPrefKeyLocale

Declaration

```
public const string PlayerPrefKeyLocale = "nosuchstudio.localization.currentlocale"
```

Field Value

TYPE	DESCRIPTION
System.String	

Properties

autoDetectLocale

Declaration

```
public bool autoDetectLocale { get; set; }
```

Property Value

TYPE	DESCRIPTION
System.Boolean	

CurrentLanguage

Declaration

```
[Obsolete("use CurrentLocale instead")]
public static Locale CurrentLanguage { get; set; }
```

Property Value

TYPE	DESCRIPTION
Locale	Return the current locale of the service, null if the service is not ready.

CurrentLocale

Declaration

```
public static Locale CurrentLocale { get; set; }
```

Property Value

TYPE	DESCRIPTION

TYPE	DESCRIPTION
Locale	Return the current locale of the service, null if the service is not ready.

DefaultLanguage

Return the default locale of the service, null if the service is not ready.

Declaration

```
[Obsolete("use DefaultLocale instead")]
public static string DefaultLanguage { get; set; }
```

Property Value

TYPE	DESCRIPTION
System.String	

DefaultLocale

Declaration

```
public static string DefaultLocale { get; set; }
```

Property Value

TYPE	DESCRIPTION
System.String	Return the default locale of the service, null if the service is not ready.

localeDatabase

Declaration

```
public LocaleDatabase localeDatabase { get; }
```

Property Value

TYPE	DESCRIPTION
LocaleDatabase	

locales

Declaration

```
public List<Locale> locales { set; }
```

Property Value

TYPE	DESCRIPTION
System.Collections.Generic.List< Locale >	

saveLocale

Declaration

```
public bool saveLocale { get; set; }
```

Property Value

TYPE	DESCRIPTION
System.Boolean	

Methods

AddLanguageChangeListener2(LocalizationService.LocaleChangeDelegate)

Add an event listener for when the current locale changes.

Declaration

```
[Obsolete("use AddLocaleChangeListener instead")]  
public static void AddLanguageChangeListener2(LocalizationService.LocaleChangeDelegate action)
```

Parameters

TYPE	NAME	DESCRIPTION
LocalizationService.LocaleChangeDelegate	action	Delegate to run when current Locale changes.

AddLocaleChangeListener(LocalizationService.LocaleChangeDelegate)

Add an event listener for when the current locale changes.

Declaration

```
public static void AddLocaleChangeListener(LocalizationService.LocaleChangeDelegate action)
```

Parameters

TYPE	NAME	DESCRIPTION
LocalizationService.LocaleChangeDelegate	action	

AddLocalizationSource(String, String, ITranslationSource)

Called by translation sources to make their data available to the localization system. [ITranslationSource](#)

Declaration

```
public static void AddLocalizationSource(string phrase, string locale, ITranslationSource source)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	phrase	The phrase for which there is a translation.
System.String	locale	The locale for which there is a translation.

TYPE	NAME	DESCRIPTION
ITranslationSource	source	The translation source providing the translation of phrase in the given locale

AddTranslationChangeListener(String, LocalizationService.TranslationChangeDelegate)

Declaration

```
public static void AddTranslationChangeListener(string phrase, LocalizationService.TranslationChangeDelegate action)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	phrase	
LocalizationService.TranslationChangeDelegate	action	

DetectAndApplySystemLocale(Boolean)

Set the NoSuchStudio.Localization.LocalizationService.currentLocale to the system locale if the system locale is recognized and has been enabled in the localization service.

Declaration

```
public bool DetectAndApplySystemLocale(bool useDefaultIfFailed = false)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Boolean	useDefaultIfFailed	

Returns

TYPE	DESCRIPTION
System.Boolean	true if system locale was successfully applied, false otherwise.

GetLocaleDatabase()

Get the currently loaded locale database. Avoid modifying the database from code.

To modify the database, update the backing json file and reload the database from the Editor for [LocalizationService](#)

Declaration

```
public LocaleDatabase GetLocaleDatabase()
```

Returns

TYPE	DESCRIPTION
LocaleDatabase	The current locale database.

GetLocales()

Declaration

```
public IList<Locale> GetLocales()
```

Returns

TYPE	DESCRIPTION
System.Collections.Generic.IList<Locale>	

GetPhraseTranslation(String)

Get the translation string for a given phrase.

Declaration

```
public static string GetPhraseTranslation(string phrase)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	phrase	phrase to look up.

Returns

TYPE	DESCRIPTION
System.String	The translation if phrase if found. And error string otherwise.

Init()

Declaration

```
public void Init()
```

OnServiceRegister()

Declaration

```
public override void OnServiceRegister()
```

Overrides

NoSuchStudio.Common.Service.Service<NoSuchStudio.Localization.LocalizationService>.OnServiceRegister()

OnServiceUnregister()

Declaration

```
public override void OnServiceUnregister()
```

Overrides

NoSuchStudio.Common.Service.Service<NoSuchStudio.Localization.LocalizationService>.OnServiceUnregister()

RemoveLanguageChangeListener2(LocalizationService.LocaleChangeDelegate)

Remove an event listener for when the current locale changes.

Declaration

```
[Obsolete("use RemoveLocaleChangeListener instead")]  
public static void RemoveLanguageChangeListener2(LocalizationService.LocaleChangeDelegate action)
```

Parameters

TYPE	NAME	DESCRIPTION
LocalizationService.LocaleChangeDelegate	action	Delegate to run when current Locale changes.

RemoveLocaleChangeListener(LocalizationService.LocaleChangeDelegate)

Remove an event listener for when the current locale changes.

Declaration

```
public static void RemoveLocaleChangeListener(LocalizationService.LocaleChangeDelegate action)
```

Parameters

TYPE	NAME	DESCRIPTION
LocalizationService.LocaleChangeDelegate	action	

RemoveLocalizationSource(String, String, ITranslationSource)

Called by translation sources to remove their data from the localization service when they go offline (get disabled or destroyed).
[ITranslationSource](#)

Declaration

```
public static void RemoveLocalizationSource(string phrase, string locale, ITranslationSource source)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	phrase	The phrase for which there is a translation.
System.String	locale	The locale for which there is a translation.
ITranslationSource	source	The translation source providing the translation of phrase in the given locale

RemoveTranslationChangeListener(String, LocalizationService.TranslationChangeDelegate)

Declaration

```
public static void RemoveTranslationChangeListener(string phrase,  
LocalizationService.TranslationChangeDelegate action)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	phrase	
LocalizationService.TranslationChangeDelegate	action	

Extension Methods

- [MonoBehaviourRunDelayedExt.RunDelayed\(MonoBehaviour, Single, Action\)](#)
- [MonoBehaviourRunDelayedExt.RunDelayedRealtime\(MonoBehaviour, Single, Action\)](#)
- [UnityObjectLoggerExt.LogLog\(Object, String, Object\[\]\)](#)
- [UnityObjectLoggerExt.LogWarn\(Object, String, Object\[\]\)](#)
- [UnityObjectLoggerExt.LogError\(Object, String, Object\[\]\)](#)

Delegate LocalizationService.LocaleChangeDelegate

Namespace: [NoSuchStudio.Localization](#)

Assembly: NoSuchLocalizationCore.dll

Syntax

```
public delegate void LocaleChangeDelegate(Locale locale);
```

Parameters

TYPE	NAME	DESCRIPTION
Locale	locale	

Delegate LocalizationService.TranslationChangeDelegate

Namespace: [NoSuchStudio.Localization](#)

Assembly: NoSuchLocalizationCore.dll

Syntax

```
public delegate void TranslationChangeDelegate(string phrase, Locale locale, string translation);
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	phrase	
Locale	locale	
System.String	translation	

Class LocalizationSettings

Inheritance

System.Object

LocalizationSettings

Namespace: [NoSuchStudio.Localization](#)

Assembly: NoSuchLocalizationCore.dll

Syntax

```
public static class LocalizationSettings
```

Properties

jsonSettings

Declaration

```
public static JsonSerializerSettings jsonSettings { get; }
```

Property Value

TYPE	DESCRIPTION
Newtonsoft.Json.JsonSerializerSettings	

Methods

OnJsonError(Object, EventArgs)

Declaration

```
public static void OnJsonError(object target, EventArgs args)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Object	target	
Newtonsoft.Json.Serialization.ErrorEventArgs	args	

Class LocalizationUtils

Utility methods for handling locales and common localization patterns.

Inheritance

System.Object

LocalizationUtils

Namespace: [NoSuchStudio.Localization](#)

Assembly: NoSuchLocalizationPro.dll

Syntax

```
public static class LocalizationUtils
```

Methods

LTR(TextAlignmentOptions)

Declaration

```
public static TextAlignmentOptions LTR(this TextAlignmentOptions tao)
```

Parameters

TYPE	NAME	DESCRIPTION
TMPro.TextAlignmentOptions	tao	

Returns

TYPE	DESCRIPTION
TMPro.TextAlignmentOptions	

LTR(TextAnchor)

Declaration

```
public static TextAnchor LTR(this TextAnchor textAnchor)
```

Parameters

TYPE	NAME	DESCRIPTION
UnityEngine.TextAnchor	textAnchor	

Returns

TYPE	DESCRIPTION
UnityEngine.TextAnchor	

RTL(TextAlignmentOptions)

Declaration

```
public static TextAlignmentOptions RTL(this TextAlignmentOptions tao)
```

Parameters

TYPE	NAME	DESCRIPTION
TMPro.TextAlignmentOptions	tao	

Returns

TYPE	DESCRIPTION
TMPro.TextAlignmentOptions	

RTL(TextAnchor)

Declaration

```
public static TextAnchor RTL(this TextAnchor textAnchor)
```

Parameters

TYPE	NAME	DESCRIPTION
UnityEngine.TextAnchor	textAnchor	

Returns

TYPE	DESCRIPTION
UnityEngine.TextAnchor	

RTLReverse(TextAlignmentOptions)

Declaration

```
public static TextAlignmentOptions RTLReverse(this TextAlignmentOptions tao)
```

Parameters

TYPE	NAME	DESCRIPTION
TMPro.TextAlignmentOptions	tao	

Returns

TYPE	DESCRIPTION
TMPro.TextAlignmentOptions	

RTLReverse(TextAlignment)

Declaration

```
public static TextAlignment RTLReverse(this TextAlignment textAlignment)
```

Parameters

TYPE	NAME	DESCRIPTION
UnityEngine.TextAlignment	textAlignment	

Returns

TYPE	DESCRIPTION
UnityEngine.TextAlignment	

RTLReverse(TextAnchor)

Declaration

```
public static TextAnchor RTLReverse(this TextAnchor textAnchor)
```

Parameters

TYPE	NAME	DESCRIPTION
UnityEngine.TextAnchor	textAnchor	

Returns

TYPE	DESCRIPTION
UnityEngine.TextAnchor	

Class LocalizedAssetData<T>

To be used with [AssetMapComponentLocalizer<LT, CT, AT, LAD>](#).

Inheritance

System.Object
LocalizedAssetData<T>
[LocalizedAssetDataAudioClip](#)
[LocalizedAssetDataFont](#)
[LocalizedAssetDataSprite](#)

Namespace: [NoSuchStudio.Localization](#)
Assembly: NoSuchLocalizationCore.dll

Syntax

```
[Serializable]
public class LocalizedAssetData<T>
```

Type Parameters

NAME	DESCRIPTION
T	Type of the asset. It should be Serializable by Unity.

Remarks

Use a non-generic subclass of this class for localizing different field types.

Examples

```
public class SpriteLocalizedAssetData : LocalizedAssetData<Sprite> {
    public SpriteLocalizedAssetData(string name, Sprite data) : base(name, data) { }
}
```

Constructors

LocalizedAssetData(String, T)

Declaration

```
public LocalizedAssetData(string name, T data)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	name	
T	data	

Properties

data

Declaration

```
public T data { get; }
```

Property Value

TYPE	DESCRIPTION
T	

locale

Declaration

```
public string locale { get; }
```

Property Value

TYPE	DESCRIPTION
System.String	

Class PhrasedComponentLocalizer<LT, CT>

Base class for component localizers that depend on a phrase. UI texts are a good example. Override [UpdatePhrasedComponent\(\)](#) instead of [UpdateComponent\(\)](#) when inheriting this class. [phrase](#) property indicates the phrase to translate. [_translation](#) field is the translated phrase in current language. Use it when updating the component.

Inheritance

System.Object
UnityEngine.Object
UnityEngine.Component
UnityEngine.Behaviour
UnityEngine.MonoBehaviour
[NoSuchMonoBehaviour](#)
[ComponentLocalizer](#)<LT, CT>
[PhrasedComponentLocalizer](#)<LT, CT>
[PhrasedWithVariablesComponentLocalizer](#)<LT, CT>

Implements

[ILocalizationServiceComponent](#)
[IServiceComponent](#)<[LocalizationService](#)>

Inherited Members

[ComponentLocalizer](#)<LT, CT>._component
[ComponentLocalizer](#)<LT, CT>._readyToConnect
[ComponentLocalizer](#)<LT, CT>.Init()
[ComponentLocalizer](#)<LT, CT>.Awake()
[ComponentLocalizer](#)<LT, CT>.UpdateComponent()
[ComponentLocalizer](#)<LT, CT>.mono
[ComponentLocalizer](#)<LT, CT>._connected
[ComponentLocalizer](#)<LT, CT>.IsConnected<ST>()
[ComponentLocalizer](#)<LT, CT>.IServiceComponent<[LocalizationService](#)>.IsConnected<ST>()
[ComponentLocalizer](#)<LT, CT>.IServiceComponent<[LocalizationService](#)>.Connect<ST>()
[ComponentLocalizer](#)<LT, CT>.IServiceComponent<[LocalizationService](#)>.Disconnect<ST>()
[ComponentLocalizer](#)<LT, CT>.Reconnect<ST>()
[ComponentLocalizer](#)<LT, CT>.OnLocaleChange(Locale)
[ComponentLocalizer](#)<LT, CT>.RegisterToLocalization()
[ComponentLocalizer](#)<LT, CT>.UnregisterFromLocalization()
[ComponentLocalizer](#)<LT, CT>.OnEnable()
[ComponentLocalizer](#)<LT, CT>.OnDisable()
[NoSuchMonoBehaviour](#).logger
[NoSuchMonoBehaviour](#).loggerConfig
[NoSuchMonoBehaviour](#).LogLog(String, Object[])
[NoSuchMonoBehaviour](#).LogWarn(String, Object[])
[NoSuchMonoBehaviour](#).LogError(String, Object[])
[NoSuchMonoBehaviour](#).LogLog<T>(String, Object[])
[NoSuchMonoBehaviour](#).LogWarn<T>(String, Object[])
[NoSuchMonoBehaviour](#).LogError<T>(String, Object[])
[NoSuchMonoBehaviour](#).LogLog<T>(Object, String, Object[])
[NoSuchMonoBehaviour](#).LogWarn<T>(Object, String, Object[])
[NoSuchMonoBehaviour](#).LogError<T>(Object, String, Object[])
[NoSuchMonoBehaviour](#).RunDelayed(Single, Action)
[NoSuchMonoBehaviour](#).RunDelayedRealtime(Single, Action)

Namespace: [NoSuchStudio.Localization](#)

Syntax

```
public abstract class PhrasedComponentLocalizer<LT, CT> : ComponentLocalizer<LT, CT>,
ILocalizationServiceComponent, IServiceComponent<LocalizationService> where LT : PhrasedComponentLocalizer<LT,
CT> where CT : Component
```

Type Parameters

NAME	DESCRIPTION
LT	The component that inherits ComponentLocalizer.
CT	The component that is localized by LT.

Remarks

For example, a LT component that localizes a text would have LT = LT and CT = Text.

Fields

_phrase

The phrase for this localized component.

Declaration

```
[SerializeField]
protected string _phrase
```

Field Value

TYPE	DESCRIPTION
System.String	

_translation

Declaration

```
[NonSerialized]
protected string _translation
```

Field Value

TYPE	DESCRIPTION
System.String	

Properties

phrase

Declaration

```
public string phrase { get; set; }
```

Property Value

TYPE	DESCRIPTION
System.String	

Methods

OnTranslationChange(String, Locale, String)

Declaration

```
protected virtual void OnTranslationChange(string phrase, Locale locale, string translation)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	phrase	
Locale	locale	
System.String	translation	

RegisterToLocalization()

Declaration

```
protected override void RegisterToLocalization()
```

Overrides

NoSuchStudio.Localization.ComponentLocalizer<LT, CT>.RegisterToLocalization()

UnregisterFromLocalization()

Declaration

```
protected override void UnregisterFromLocalization()
```

Overrides

NoSuchStudio.Localization.ComponentLocalizer<LT, CT>.UnregisterFromLocalization()

UpdateComponent()

Declaration

```
public override sealed void UpdateComponent()
```

Overrides

NoSuchStudio.Localization.ComponentLocalizer<LT, CT>.UpdateComponent()

UpdatePhrasedComponent()

Declaration

```
public abstract void UpdatePhrasedComponent()
```

Implements

- ILocalizationServiceComponent
- IServiceComponent<T>

Extension Methods

`MonoBehaviourRunDelayedExt.RunDelayed(MonoBehaviour, Single, Action)`
`MonoBehaviourRunDelayedExt.RunDelayedRealtime(MonoBehaviour, Single, Action)`
`UnityObjectLoggerExt.LogLog(Object, String, Object[])`
`UnityObjectLoggerExt.LogWarn(Object, String, Object[])`
`UnityObjectLoggerExt.LogError(Object, String, Object[])`

Class PhrasedWithVariablesComponentLocalizer<LT, CT>

The base class for localized components that have a phrase and also use variable substitution. Override

[UpdateVariabledComponent\(\)](#) when inheriting from this class. [_text](#) field is the [_translation](#) with its variables replaced. Use it when updating the component.

Inheritance

System.Object

UnityEngine.Object

UnityEngine.Component

UnityEngine.Behaviour

UnityEngine.MonoBehaviour

[NoSuchMonoBehaviour](#)

[ComponentLocalizer](#)<LT, CT>

[PhrasedComponentLocalizer](#)<LT, CT>

PhrasedWithVariablesComponentLocalizer<LT, CT>

[TextLocalizer](#)

[TMProTextLocalizer](#)

Implements

[ILocalizationServiceComponent](#)

[IServiceComponent](#)<LocalizationService>

[IVariablesServiceComponent](#)

[IServiceComponent](#)<VariablesService>

Inherited Members

[PhrasedComponentLocalizer](#)<LT, CT>._phrase

[PhrasedComponentLocalizer](#)<LT, CT>.phrase

[PhrasedComponentLocalizer](#)<LT, CT>._translation

[PhrasedComponentLocalizer](#)<LT, CT>.UpdatePhrasedComponent()

[PhrasedComponentLocalizer](#)<LT, CT>.UpdateComponent()

[PhrasedComponentLocalizer](#)<LT, CT>.OnTranslationChange(String, Locale, String)

[PhrasedComponentLocalizer](#)<LT, CT>.RegisterToLocalization()

[PhrasedComponentLocalizer](#)<LT, CT>.UnregisterFromLocalization()

[ComponentLocalizer](#)<LT, CT>._component

[ComponentLocalizer](#)<LT, CT>._readyToConnect

[ComponentLocalizer](#)<LT, CT>.Init()

[ComponentLocalizer](#)<LT, CT>.Awake()

[ComponentLocalizer](#)<LT, CT>.UpdateComponent()

[ComponentLocalizer](#)<LT, CT>.mono

[ComponentLocalizer](#)<LT, CT>._connected

[ComponentLocalizer](#)<LT, CT>.IsConnected<ST>()

[ComponentLocalizer](#)<LT, CT>.IServiceComponent<LocalizationService>.IsConnected<ST>()

[ComponentLocalizer](#)<LT, CT>.IServiceComponent<LocalizationService>.Connect<ST>()

[ComponentLocalizer](#)<LT, CT>.IServiceComponent<LocalizationService>.Disconnect<ST>()

[ComponentLocalizer](#)<LT, CT>.Reconnect<ST>()

[ComponentLocalizer](#)<LT, CT>.OnLocaleChange(Locale)

[ComponentLocalizer](#)<LT, CT>.RegisterToLocalization()

[ComponentLocalizer](#)<LT, CT>.UnregisterFromLocalization()

[ComponentLocalizer](#)<LT, CT>.OnEnable()

[ComponentLocalizer](#)<LT, CT>.OnDisable()

[NoSuchMonoBehaviour](#).logger

[NoSuchMonoBehaviour](#).loggerConfig

NoSuchMonoBehaviour.LogLog(String, Object[])
NoSuchMonoBehaviour.LogWarn(String, Object[])
NoSuchMonoBehaviour.LogError(String, Object[])
NoSuchMonoBehaviour.LogLog<T>(String, Object[])
NoSuchMonoBehaviour.LogWarn<T>(String, Object[])
NoSuchMonoBehaviour.LogError<T>(String, Object[])
NoSuchMonoBehaviour.LogLog<T>(Object, String, Object[])
NoSuchMonoBehaviour.LogWarn<T>(Object, String, Object[])
NoSuchMonoBehaviour.LogError<T>(Object, String, Object[])
NoSuchMonoBehaviour.RunDelayed(Single, Action)
NoSuchMonoBehaviour.RunDelayedRealtime(Single, Action)

Namespace: [NoSuchStudio.Localization](#)
Assembly: NoSuchLocalizationCore.dll

Syntax

```
public abstract class PhrasedWithVariablesComponentLocalizer<LT, CT> : PhrasedComponentLocalizer<LT, CT>,
    ILocalizationServiceComponent, IServiceComponent<LocalizationService>, IVariablesServiceComponent,
    IServiceComponent<VariablesService> where LT : PhrasedWithVariablesComponentLocalizer<LT, CT> where CT :
    Component
```

Type Parameters

NAME	DESCRIPTION
LT	The class that inherits PhrasedWithVariablesComponentLocalizer.
CT	The component that is localized by LT.

Fields

`_text`

Declaration

```
[NonSerialized]
protected string _text
```

Field Value

TYPE	DESCRIPTION
System.String	

`_variables`

Declaration

```
[NonSerialized]
protected List<string> _variables
```

Field Value

TYPE	DESCRIPTION
System.Collections.Generic.List<System.String>	

Methods

FormatText(String, PhrasedWithVariablesComponentLocalizer<LT, CT>.VariableResolverDelegate)

Declaration

```
public static (string, List<string>) FormatText(string text, PhrasedWithVariablesComponentLocalizer<LT, CT>.VariableResolverDelegate resolver)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	text	
PhrasedWithVariablesComponentLocalizer.VariableResolverDelegate<>	resolver	

Returns

TYPE	DESCRIPTION
ValueTuple<System.String, System.Collections.Generic.List<System.String>>	

Init()

Declaration

```
protected override void Init()
```

Overrides

NoSuchStudio.Localization.ComponentLocalizer<LT, CT>.Init()

OnDisable()

Declaration

```
protected override void OnDisable()
```

Overrides

NoSuchStudio.Localization.ComponentLocalizer<LT, CT>.OnDisable()

OnEnable()

Declaration

```
protected override void OnEnable()
```

Overrides

NoSuchStudio.Localization.ComponentLocalizer<LT, CT>.OnEnable()

Reconnect<ST>()

Declaration

```
public override void Reconnect<ST>()
    where ST : Service<ST>
```

Type Parameters

NAME	DESCRIPTION
ST	

Overrides

NoSuchStudio.Localization.ComponentLocalizer<LT, CT>.Reconnect<ST>()

UpdatePhrasedComponent()

Declaration

```
public override sealed void UpdatePhrasedComponent()
```

Overrides

NoSuchStudio.Localization.PhrasedComponentLocalizer<LT, CT>.UpdatePhrasedComponent()

UpdateVariabledComponent()

Declaration

```
public abstract void UpdateVariabledComponent()
```

Explicit Interface Implementations

IServiceComponent<VariablesService>.Connect<ST>()

Declaration

```
void IServiceComponent<VariablesService>.Connect<ST>()
    where ST : VariablesService
```

Type Parameters

NAME	DESCRIPTION
ST	

IServiceComponent<VariablesService>.Disconnect<ST>()

Declaration

```
void IServiceComponent<VariablesService>.Disconnect<ST>()
    where ST : VariablesService
```

Type Parameters

NAME	DESCRIPTION
ST	

IServiceComponent<VariablesService>.IsConnected<ST>()

Declaration

```
bool IServiceComponent<VariablesService>.IsConnected<ST>()
    where ST : VariablesService
```

Returns

TYPE	DESCRIPTION
System.Boolean	

Type Parameters

NAME	DESCRIPTION
ST	

Implements

- [ILocalizationServiceComponent](#)
- [IServiceComponent<T>](#)
- [IVariablesServiceComponent](#)
- [IServiceComponent<T>](#)

Extension Methods

- [MonoBehaviourRunDelayedExt.RunDelayed\(MonoBehaviour, Single, Action\)](#)
- [MonoBehaviourRunDelayedExt.RunDelayedRealtime\(MonoBehaviour, Single, Action\)](#)
- [UnityObjectLoggerExt.LogLog\(Object, String, Object\[\]\)](#)
- [UnityObjectLoggerExt.LogWarn\(Object, String, Object\[\]\)](#)
- [UnityObjectLoggerExt.LogError\(Object, String, Object\[\]\)](#)

Delegate PhrasedWithVariablesComponentLocalizer<LT, CT>.VariableResolverDelegate

Namespace: [NoSuchStudio.Localization](#)

Assembly: NoSuchLocalizationCore.dll

Syntax

```
public delegate string VariableResolverDelegate(string variable);
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	variable	

Returns

TYPE	DESCRIPTION
System.String	

Namespace NoSuchStudio.Localization.Editor

Classes

[BaseTranslationSourceEditor<ET, ST>](#)

Base Editor type for Translation Source components. [BaseTranslationSource](#).

[ComponentLocalizerEditor<ET, LT, CT>](#)

Base class for Editors of [ComponentLocalizer<LT, CT>](#)s.

[LocalePropertyAttributeDrawer](#)

[LocalePropertyDrawer](#)

Custom property drawer for [Locale](#). Let's you select the Locale from a selection menu. All locales currently loaded by [LocalizationService](#) are available to choose from.

[LocalizationEditorSettings](#)

[LocalizationServiceEditor](#)

Editor for [LocalizationService](#).

[PhrasedWithVariablesComponentLocalizerEditor<ET, LT, CT>](#)

Base class for Editors of [PhrasedWithVariablesComponentLocalizer<LT, CT>](#)s.

Enums

[DisplayMode](#)

Class BaseTranslationSourceEditor<ET, ST>

Base Editor type for Translation Source components. [BaseTranslationSource](#).

Inheritance

- System.Object
- UnityEngine.Object
- UnityEngine.ScriptableObject
- UnityEditor.Editor
- [NoSuchEditor](#)
- BaseTranslationSourceEditor<ET, ST>
- [CSVTranslationSourceEditor](#)
- [JsonTranslationSourceEditor](#)
- [StandaloneTranslationSourceEditor](#)

Inherited Members

- [NoSuchEditor.styleOn](#)
- [NoSuchEditor.styleOff](#)
- [NoSuchEditor.DrawServiceConnectionStatus<ST>\(IServiceComponent<ST>\)](#)
- [NoSuchEditor.PrefKeyPrefix](#)
- [NoSuchEditor.SetTextureColor\(Texture2D, Color32\)](#)
- [NoSuchEditor.logger](#)
- [NoSuchEditor.loggerConfig](#)
- [NoSuchEditor.LogLog\(String, Object\[\]\)](#)
- [NoSuchEditor.LogWarn\(String, Object\[\]\)](#)
- [NoSuchEditor.LogError\(String, Object\[\]\)](#)
- [NoSuchEditor.LogLog<T>\(String, Object\[\]\)](#)
- [NoSuchEditor.LogWarn<T>\(String, Object\[\]\)](#)
- [NoSuchEditor.LogError<T>\(String, Object\[\]\)](#)

Namespace: [NoSuchStudio.Localization.Editor](#)

Assembly: NoSuchLocalizationCore-Editor.dll

Syntax

```
public abstract class BaseTranslationSourceEditor<ET, ST> : NoSuchEditor, IPreviewable, IToolModeOwner where
ST : BaseTranslationSource
```

Type Parameters

NAME	DESCRIPTION
ET	The Editor type that inherits BaseTranslationSourceEditor.
ST	The TranslationSource component type.

Fields

tsTarget

Declaration

```
protected ST tsTarget
```

Field Value

TYPE	DESCRIPTION
ST	

Methods

DrawTranslationStats(Int32, Int32)

Declaration

```
public void DrawTranslationStats(int phraseCount, int translationCount)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Int32	phraseCount	
System.Int32	translationCount	

OnEnable()

Declaration

```
protected override void OnEnable()
```

Overrides

[NoSuchEditor.OnEnable\(\)](#)

OnInspectorGUI()

Declaration

```
public override void OnInspectorGUI()
```

Overrides

[UnityEditor.Editor.OnInspectorGUI\(\)](#)

Extension Methods

- [UnityObjectLoggerExt.LogLog\(Object, String, Object\[\]\)](#)
- [UnityObjectLoggerExt.LogWarn\(Object, String, Object\[\]\)](#)
- [UnityObjectLoggerExt.LogError\(Object, String, Object\[\]\)](#)

Class ComponentLocalizerEditor<ET, LT, CT>

Base class for Editors of [ComponentLocalizer<LT, CT>](#)s.

Inheritance

- System.Object
- UnityEngine.Object
- UnityEngine.ScriptableObject
- UnityEditor.Editor
- NoSuchEditor
- ComponentLocalizerEditor<ET, LT, CT>
- PhrasedWithVariablesComponentLocalizerEditor<ET, LT, CT>
- AudioSourceClipMappedLocalizerEditor
- BidirHorizontalLayoutGroupLocalizerEditor
- ImageSpriteMappedLocalizerEditor
- ImageTransformLocalizerEditor
- RTLTMProForceLocalizerEditor
- SliderDirectionLocalizerEditor
- TMProAlignLocalizerEditor
- TMProDropdownLocalizerEditor
- TMProFontMappedLocalizerEditor

Inherited Members

- NoSuchEditor.styleOn
- NoSuchEditor.styleOff
- NoSuchEditor.DrawServiceConnectionStatus<ST>(IServiceComponent<ST>)
- NoSuchEditor.PrefKeyPrefix
- NoSuchEditor.SetTextureColor(Texture2D, Color32)
- NoSuchEditor.logger
- NoSuchEditor.loggerConfig
- NoSuchEditor.LogLog(String, Object[])
- NoSuchEditor.LogWarn(String, Object[])
- NoSuchEditor.LogError(String, Object[])
- NoSuchEditor.LogLog<T>(String, Object[])
- NoSuchEditor.LogWarn<T>(String, Object[])
- NoSuchEditor.LogError<T>(String, Object[])

Namespace: [NoSuchStudio.Localization.Editor](#)
Assembly: [NoSuchLocalizationCore-Editor.dll](#)

Syntax

```
public abstract class ComponentLocalizerEditor<ET, LT, CT> : NoSuchEditor, IPreviewable, IToolModeOwner where
ET : ComponentLocalizerEditor<ET, LT, CT> where LT : ComponentLocalizer<LT, CT> where CT : Component
```

Type Parameters

NAME	DESCRIPTION
ET	The Editor class that inherits ComponentLocalizerEditor.
LT	The ComponentLocalizer type that the Editor class handles.

NAME	DESCRIPTION
CT	The type of UnityEngine.Component that LT handles.

Fields

IcTarget

Editor UnityEditor.Editor.target as the target type of this Editor.

Declaration

```
protected ComponentLocalizer<LT, CT> IcTarget
```

Field Value

TYPE	DESCRIPTION
ComponentLocalizer<LT, CT>	

Methods

OnEnable()

Declaration

```
protected override void OnEnable()
```

Overrides

[NoSuchEditor.OnEnable\(\)](#)

OnInspectorGUI()

Declaration

```
public override void OnInspectorGUI()
```

Overrides

UnityEditor.Editor.OnInspectorGUI()

Extension Methods

- [UnityObjectLoggerExt.LogLog\(Object, String, Object\[\]\)](#)
- [UnityObjectLoggerExt.LogWarn\(Object, String, Object\[\]\)](#)
- [UnityObjectLoggerExt.LogError\(Object, String, Object\[\]\)](#)

Enum DisplayMode

Namespace: [NoSuchStudio.Localization.Editor](#)

Assembly: NoSuchLocalizationCore-Editor.dll

Syntax

```
public enum DisplayMode
```

Fields

NAME	DESCRIPTION
Code	
Name	

Class LocalePropertyAttributeDrawer

Inheritance

System.Object
UnityEditor.GUIDrawer
UnityEditor.PropertyDrawer
LocalePropertyAttributeDrawer

Namespace: [NoSuchStudio.Localization.Editor](#)
Assembly: NoSuchLocalizationCore-Editor.dll

Syntax

```
[CustomPropertyDrawer(typeof(LocalePropertyAttribute))]  
public class LocalePropertyAttributeDrawer : PropertyDrawer
```

Methods

OnGUI(Rect, SerializedProperty, GUIContent)

Declaration

```
public override void OnGUI(Rect position, SerializedProperty property, GUIContent label)
```

Parameters

TYPE	NAME	DESCRIPTION
UnityEngine.Rect	position	
UnityEditor.SerializedProperty	property	
UnityEngine.GUIContent	label	

Overrides

UnityEditor.PropertyDrawer.OnGUI(UnityEngine.Rect, UnityEditor.SerializedProperty, UnityEngine.GUIContent)

Class LocalePropertyDrawer

Custom property drawer for [Locale](#). Let's you select the Locale from a selection menu. All locales currently loaded by [LocalizationService](#) are available to choose from.

Inheritance

System.Object
UnityEditor.GUIDrawer
UnityEditor.PropertyDrawer
LocalePropertyDrawer

Namespace: [NoSuchStudio.Localization.Editor](#)

Assembly: NoSuchLocalizationCore-Editor.dll

Syntax

```
[CustomPropertyDrawer(typeof(Locale))]  
public class LocalePropertyDrawer : PropertyDrawer
```

Remarks

By using LocalePropertyAttribute, you can tell the drawer to include either all loaded locales or just the ones added by the user.

Methods

GetLocaleFlatDisplayName(Locale)

Declaration

```
public static string GetLocaleFlatDisplayName(Locale l)
```

Parameters

TYPE	NAME	DESCRIPTION
Locale	l	

Returns

TYPE	DESCRIPTION
System.String	

GetLocaleListByEnglishName(ICollection<String>)

Declaration

```
public static ICollection<Locale> GetLocaleListByEnglishName(ICollection<string> englishNames)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Collections.Generic.ICollection<System.String>	englishNames	

Returns

TYPE	DESCRIPTION
System.Collections.Generic.ICollection< Locale >	

GetLocaleListByName(ICollection<String>)

Declaration

```
public static ICollection<Locale> GetLocaleListByName(ICollection<string> names)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Collections.Generic.ICollection<System.String>	names	

Returns

TYPE	DESCRIPTION
System.Collections.Generic.ICollection<Locale>	

GetLocaleMenuDisplayName(Locale)

Declaration

```
public static string GetLocaleMenuDisplayName(Locale l)
```

Parameters

TYPE	NAME	DESCRIPTION
Locale	l	

Returns

TYPE	DESCRIPTION
System.String	

LocaleFromProperty(SerializedProperty, LocaleDatabase)

Extracts the locale name from the serialized property and looks it up in the database.

Declaration

```
public static Locale LocaleFromProperty(SerializedProperty property, LocaleDatabase localeDB)
```

Parameters

TYPE	NAME	DESCRIPTION
UnityEditor.SerializedProperty	property	Can be either a string property or a generic property.
LocaleDatabase	localeDB	The localedatabase.

Returns

TYPE	DESCRIPTION

TYPE	DESCRIPTION
Locale	The locale from the property if it exists in the locale database, null otherwise.

LocaleNameFromProperty(SerializedProperty)

Extract the name of a locale from a serialized property.

Declaration

```
public static string LocaleNameFromProperty(SerializedProperty property)
```

Parameters

TYPE	NAME	DESCRIPTION
UnityEditor.SerializedProperty	property	Can be either a string property or a generic property.

Returns

TYPE	DESCRIPTION
System.String	The name of the locale.

LocaleToProperty(Locale, SerializedProperty)

Save the locale to a serialized property.

Declaration

```
public static void LocaleToProperty(Locale locale, SerializedProperty property)
```

Parameters

TYPE	NAME	DESCRIPTION
Locale	locale	Locale to be written to the serialized property.
UnityEditor.SerializedProperty	property	Can be either a string property or a generic property.

MenuDropdownLocaleField(Boolean, Rect, SerializedProperty, GUIContent, Boolean)

Declaration

```
public static void MenuDropdownLocaleField(bool filterToAvailable, Rect position, SerializedProperty property, GUIContent label, bool flat = false)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Boolean	filterToAvailable	

TYPE	NAME	DESCRIPTION
UnityEngine.Rect	position	
UnityEditor.SerializedProperty	property	
UnityEngine.GUIContent	label	
System.Boolean	flat	

OnGUI(Rect, SerializedProperty, GUIContent)

Declaration

```
public override void OnGUI(Rect position, SerializedProperty property, GUIContent label)
```

Parameters

TYPE	NAME	DESCRIPTION
UnityEngine.Rect	position	
UnityEditor.SerializedProperty	property	
UnityEngine.GUIContent	label	

Overrides

UnityEditor.PropertyDrawer.OnGUI(UnityEngine.Rect, UnityEditor.SerializedProperty, UnityEngine.GUIContent)

Class LocalizationEditorSettings

Inheritance

System.Object

LocalizationEditorSettings

Namespace: [NoSuchStudio.Localization.Editor](#)

Assembly: NoSuchLocalizationCore-Editor.dll

Syntax

```
[InitializeOnLoad]
public static class LocalizationEditorSettings
```

Fields

MainMenuKey

Declaration

```
public const string MainMenuKey = "No Such Studio"
```

Field Value

TYPE	DESCRIPTION
System.String	

MenuKeyDisplayMode

Declaration

```
public const string MenuKeyDisplayMode = "No Such Studio/Localization/Display Mode"
```

Field Value

TYPE	DESCRIPTION
System.String	

MenuKeyDisplayModeCode

Declaration

```
public const string MenuKeyDisplayModeCode = "No Such Studio/Localization/Display Mode/Code"
```

Field Value

TYPE	DESCRIPTION
System.String	

MenuKeyDisplayModeName

Declaration

```
public const string MenuKeyDisplayModeName = "No Such Studio/Localization/Display Mode/Name"
```

Field Value

TYPE	DESCRIPTION
System.String	

ModuleKey

Declaration

```
public const string ModuleKey = "Localization"
```

Field Value

TYPE	DESCRIPTION
System.String	

Properties

displayMode

Declaration

```
public static DisplayMode displayMode { get; set; }
```

Property Value

TYPE	DESCRIPTION
DisplayMode	

Methods

SetLocaleDisplayModeCode()

Declaration

```
[MenuItem("No Such Studio/Localization/Display Mode/Code")]  
public static void SetLocaleDisplayModeCode()
```

SetLocaleDisplayModeName()

Declaration

```
[MenuItem("No Such Studio/Localization/Display Mode/Name")]  
public static void SetLocaleDisplayModeName()
```

Class LocalizationServiceEditor

Editor for [LocalizationService](#).

Inheritance

System.Object

UnityEngine.Object

UnityEngine.ScriptableObject

UnityEditor.Editor

[NoSuchEditor](#)

[ServiceEditor](#)<[LocalizationServiceEditor](#), [LocalizationService](#)>

[LocalizationServiceEditor](#)

Inherited Members

[ServiceEditor](#)<[LocalizationServiceEditor](#), [LocalizationService](#)>.serviceInstance

[ServiceEditor](#)<[LocalizationServiceEditor](#), [LocalizationService](#)>.OnEnable()

[ServiceEditor](#)<[LocalizationServiceEditor](#), [LocalizationService](#)>.DrawServiceStatus()

[ServiceEditor](#)<[LocalizationServiceEditor](#), [LocalizationService](#)>.OnInspectorGUI()

[NoSuchEditor](#).styleOn

[NoSuchEditor](#).styleOff

[NoSuchEditor](#).DrawServiceConnectionStatus<ST>(IServiceComponent<ST>)

[NoSuchEditor](#).PrefKeyPrefix

[NoSuchEditor](#).SetTextureColor(Texture2D, Color32)

[NoSuchEditor](#).OnEnable()

[NoSuchEditor](#).logger

[NoSuchEditor](#).loggerConfig

[NoSuchEditor](#).LogLog(String, Object[])

[NoSuchEditor](#).LogWarn(String, Object[])

[NoSuchEditor](#).LogError(String, Object[])

[NoSuchEditor](#).LogLog<T>(String, Object[])

[NoSuchEditor](#).LogWarn<T>(String, Object[])

[NoSuchEditor](#).LogError<T>(String, Object[])

Namespace: [NoSuchStudio.Localization.Editor](#)

Assembly: NoSuchLocalizationCore-Editor.dll

Syntax

```
[CustomEditor(typeof(LocalizationService))]  
[CanEditMultipleObjects]  
public sealed class LocalizationServiceEditor : ServiceEditor<LocalizationServiceEditor, LocalizationService>, IPreviewable, IToolModeOwner
```

Extension Methods

[UnityObjectLoggerExt](#).LogLog(Object, String, Object[])

[UnityObjectLoggerExt](#).LogWarn(Object, String, Object[])

[UnityObjectLoggerExt](#).LogError(Object, String, Object[])

Class PhrasedWithVariablesComponentLocalizerEditor<ET, LT, CT>

Base class for Editors of [PhrasedWithVariablesComponentLocalizer<LT, CT>](#)s.

Inheritance

System.Object
UnityEngine.Object
UnityEngine.ScriptableObject
UnityEditor.Editor
[NoSuchEditor](#)
[ComponentLocalizerEditor<ET, LT, CT>](#)
[PhrasedWithVariablesComponentLocalizerEditor<ET, LT, CT>](#)
[TextLocalizerEditor](#)
[TMProTextLocalizerEditor](#)

Inherited Members

[ComponentLocalizerEditor<ET, LT, CT>.lcTarget](#)
[ComponentLocalizerEditor<ET, LT, CT>.OnEnable\(\)](#)
[ComponentLocalizerEditor<ET, LT, CT>.OnInspectorGUI\(\)](#)
[NoSuchEditor.styleOn](#)
[NoSuchEditor.styleOff](#)
[NoSuchEditor.DrawServiceConnectionStatus<ST>\(IServiceComponent<ST>\)](#)
[NoSuchEditor.PrefKeyPrefix](#)
[NoSuchEditor.SetTextureColor\(Texture2D, Color32\)](#)
[NoSuchEditor.logger](#)
[NoSuchEditor.loggerConfig](#)
[NoSuchEditor.LogLog\(String, Object\[\]\)](#)
[NoSuchEditor.LogWarn\(String, Object\[\]\)](#)
[NoSuchEditor.LogError\(String, Object\[\]\)](#)
[NoSuchEditor.LogLog<T>\(String, Object\[\]\)](#)
[NoSuchEditor.LogWarn<T>\(String, Object\[\]\)](#)
[NoSuchEditor.LogError<T>\(String, Object\[\]\)](#)

Namespace: [NoSuchStudio.Localization.Editor](#)
Assembly: NoSuchLocalizationCore-Editor.dll

Syntax

```
public abstract class PhrasedWithVariablesComponentLocalizerEditor<ET, LT, CT> : ComponentLocalizerEditor<ET, LT, CT>, IPreviewable, IToolModeOwner where ET : PhrasedWithVariablesComponentLocalizerEditor<ET, LT, CT> where LT : PhrasedWithVariablesComponentLocalizer<LT, CT> where CT : Component
```

Type Parameters

NAME	DESCRIPTION
ET	The PhrasedWithVariablesComponentLocalizerEditor<ET, LT, CT> type that inherits ComponentLocalizerEditor<ET, LT, CT> .
LT	The PhrasedWithVariablesComponentLocalizer<LT, CT> type that the Editor class handles.
CT	The type of UnityEngine.Component that LT handles.

Methods

OnEnable()

Declaration

```
protected override void OnEnable()
```

Overrides

NoSuchStudio.Localization.Editor.ComponentLocalizerEditor<ET, LT, CT>.OnEnable()

OnInspectorGUI()

Declaration

```
public override void OnInspectorGUI()
```

Overrides

NoSuchStudio.Localization.Editor.ComponentLocalizerEditor<ET, LT, CT>.OnInspectorGUI()

Extension Methods

[UnityObjectLoggerExt.LogLog\(Object, String, Object\[\]\)](#)

[UnityObjectLoggerExt.LogWarn\(Object, String, Object\[\]\)](#)

[UnityObjectLoggerExt.LogError\(Object, String, Object\[\]\)](#)

Namespace NoSuchStudio.Localization.Localizers

Classes

[AudioSourceClipMappedLocalizer](#)

Localizes UnityEngine.AudioClip field of a UnityEngine.AudioSource component by providing a mapping from language to UnityEngine.AudioClip resources.

[BidirHorizontalLayoutGroupLocalizer](#)

Localizes NoSuchStudio.UI.BidirHorizontalLayoutGroup by setting its NoSuchStudio.UI.BidirHorizontalLayoutGroup.IsReverse property based on the RTL-ness of [CurrentLanguage](#).

[ImageSpriteMappedLocalizer](#)

Localizes UnityEngine.Sprite field of a Image component by providing a mapping from language to UnityEngine.Sprite resources.

[ImageTransformLocalizer](#)

Localizes Image by mirroring it (using its UnityEngine.Transform.localScale property) based on the RTL-ness of [CurrentLanguage](#).

[LocalizedAssetDataAudioClip](#)

[LocalizedAssetDataFont](#)

[LocalizedAssetDataSprite](#)

[RTLTMPProForceLocalizer](#)

Localizes RTLTMPPro.RTLTextMeshPro by setting its RTLTMPPro.RTLTextMeshPro.ForceFix property based on the RTL-ness of [CurrentLanguage](#).

[SliderDirectionLocalizer](#)

Localizes UnityEngine.UI.Slider by adjusting its UnityEngine.UI.Slider.direction property based on the RTL-ness of [CurrentLanguage](#) and its [reverse](#) property.

[TextLocalizer](#)

Localizes UnityEngine.UI.Text by setting its UnityEngine.UI.Text.text property based on the [phrase](#) assigned to it and [CurrentLanguage](#). This component also uses the [VariablesService](#) and substitutes any variable names that occur in the text.

[TMPProAlignLocalizer](#)

Localizes TMPPro.TextMeshProUGUI by setting its TMPPro.TextAlignmentOptions property based on the RTL-ness of [CurrentLanguage](#).

[TMPProDropdownLocalizer](#)

Localizes TMPPro.TMP_Dropdown by setting its TMPPro.TMP_Dropdown.options property based on its own NoSuchStudio.Localization.Localizers.TMPProDropdownLocalizer._options. Each [TMPProDropdownLocalizer.Option](#) has a phrase which get's translated based on [CurrentLanguage](#).

This component does not support variable substitution.

[TMPProDropdownLocalizer.Option](#)

[TMPProFontMappedLocalizer](#)

Localizes TMPPro.TMP_Text.font field of a TMPPro.TextMeshProUGUI component by providing a mapping from language to TMPPro.TMP_FontAsset resources.

[TMPProTextLocalizer](#)

Localizes TPro.TextMeshProUGUI by setting its TPro.TMP_Text.text property based on the [phrase](#) assigned to it and [CurrentLanguage](#). This component also uses the [VariablesService](#) and substitutes any variable names that occur in the text.

Class AudioSourceClipMappedLocalizer

Localizes UnityEngine.AudioClip field of a UnityEngine.AudioSource component by providing a mapping from language to UnityEngine.AudioClip resources.

Inheritance

System.Object

UnityEngine.Object

UnityEngine.Component

UnityEngine.Behaviour

UnityEngine.MonoBehaviour

NoSuchMonoBehaviour

ComponentLocalizer<AudioSourceClipMappedLocalizer, UnityEngine.AudioSource>

AssetMapComponentLocalizer<AudioSourceClipMappedLocalizer, UnityEngine.AudioSource, UnityEngine.AudioClip, LocalizedAssetDataAudioClip>

AudioSourceClipMappedLocalizer

Implements

ILocalizationServiceComponent

IServiceComponent<LocalizationService>

Inherited Members

AssetMapComponentLocalizer<AudioSourceClipMappedLocalizer, AudioSource, AudioClip, LocalizedAssetDataAudioClip>._defaultAsset

AssetMapComponentLocalizer<AudioSourceClipMappedLocalizer, AudioSource, AudioClip, LocalizedAssetDataAudioClip>._assetList

AssetMapComponentLocalizer<AudioSourceClipMappedLocalizer, AudioSource, AudioClip, LocalizedAssetDataAudioClip>._assets

AssetMapComponentLocalizer<AudioSourceClipMappedLocalizer, AudioSource, AudioClip, LocalizedAssetDataAudioClip>.Init()

ComponentLocalizer<AudioSourceClipMappedLocalizer, AudioSource>._component

ComponentLocalizer<AudioSourceClipMappedLocalizer, AudioSource>._readyToConnect

ComponentLocalizer<AudioSourceClipMappedLocalizer, AudioSource>._connected

NoSuchStudio.Localization.ComponentLocalizer<NoSuchStudio.Localization.Localizers.AudioSourceClipMappedLocalizer, UnityEngine.AudioSource>.OnValidate()

ComponentLocalizer<AudioSourceClipMappedLocalizer, AudioSource>.Init()

ComponentLocalizer<AudioSourceClipMappedLocalizer, AudioSource>.Awake()

ComponentLocalizer<AudioSourceClipMappedLocalizer, AudioSource>.UpdateComponent()

ComponentLocalizer<AudioSourceClipMappedLocalizer, AudioSource>.IsConnected<ST>()

ComponentLocalizer<AudioSourceClipMappedLocalizer, AudioSource>.IServiceComponent<LocalizationService>.IsConnected<ST>()

ComponentLocalizer<AudioSourceClipMappedLocalizer, AudioSource>.IServiceComponent<LocalizationService>.Connect<ST>()

ComponentLocalizer<AudioSourceClipMappedLocalizer, AudioSource>.IServiceComponent<LocalizationService>.Disconnect<ST>()

ComponentLocalizer<AudioSourceClipMappedLocalizer, AudioSource>.Reconnect<ST>()

ComponentLocalizer<AudioSourceClipMappedLocalizer, AudioSource>.OnLocaleChange(Locale)

ComponentLocalizer<AudioSourceClipMappedLocalizer, AudioSource>.RegisterToLocalization()

ComponentLocalizer<AudioSourceClipMappedLocalizer, AudioSource>.UnregisterFromLocalization()

ComponentLocalizer<AudioSourceClipMappedLocalizer, AudioSource>.OnEnable()

ComponentLocalizer<AudioSourceClipMappedLocalizer, AudioSource>.OnDisable()

ComponentLocalizer<AudioSourceClipMappedLocalizer, AudioSource>.mono

NoSuchMonoBehaviour.LogLog(String, Object[])

NoSuchMonoBehaviour.LogWarn(String, Object[])

[NoSuchMonoBehaviour.LogError\(String, Object\[\]\)](#)
[NoSuchMonoBehaviour.LogLog<T>\(String, Object\[\]\)](#)
[NoSuchMonoBehaviour.LogWarn<T>\(String, Object\[\]\)](#)
[NoSuchMonoBehaviour.LogError<T>\(String, Object\[\]\)](#)
[NoSuchMonoBehaviour.LogLog<T>\(Object, String, Object\[\]\)](#)
[NoSuchMonoBehaviour.LogWarn<T>\(Object, String, Object\[\]\)](#)
[NoSuchMonoBehaviour.LogError<T>\(Object, String, Object\[\]\)](#)
[NoSuchMonoBehaviour.RunDelayed\(Single, Action\)](#)
[NoSuchMonoBehaviour.RunDelayedRealtime\(Single, Action\)](#)
[NoSuchMonoBehaviour.logger](#)
[NoSuchMonoBehaviour.loggerConfig](#)

Namespace: [NoSuchStudio.Localization.Localizers](#)

Assembly: NoSuchLocalizationPro.dll

Syntax

```
[RequireComponent(typeof(AudioSource))]  
[AddComponentMenu("Localization/Audio Source Clip Localizer (Mapped)")]  
public class AudioSourceClipMappedLocalizer : AssetMapComponentLocalizer<AudioSourceClipMappedLocalizer,  
AudioSource, AudioClip, LocalizedAssetDataAudioClip>, ILocalizationServiceComponent,  
IServiceComponent<LocalizationService>
```

Methods

UpdateComponent()

Declaration

```
public override void UpdateComponent()
```

Overrides

[NoSuchStudio.Localization.ComponentLocalizer<NoSuchStudio.Localization.Localizers.AudioSourceClipMappedLocalizer, UnityEngine.AudioSource>.UpdateComponent\(\)](#)

Implements

[ILocalizationServiceComponent](#)

[IServiceComponent<T>](#)

Extension Methods

[MonoBehaviourRunDelayedExt.RunDelayed\(MonoBehaviour, Single, Action\)](#)
[MonoBehaviourRunDelayedExt.RunDelayedRealtime\(MonoBehaviour, Single, Action\)](#)
[UnityObjectLoggerExt.LogLog\(Object, String, Object\[\]\)](#)
[UnityObjectLoggerExt.LogWarn\(Object, String, Object\[\]\)](#)
[UnityObjectLoggerExt.LogError\(Object, String, Object\[\]\)](#)

Class BidirHorizontalLayoutGroupLocalizer

Localizes NoSuchStudio.UI.BidirHorizontalLayoutGroup by setting its NoSuchStudio.UI.BidirHorizontalLayoutGroup.IsReverse property based on the RTL-ness of [CurrentLanguage](#).

Inheritance

System.Object

UnityEngine.Object

UnityEngine.Component

UnityEngine.Behaviour

UnityEngine.MonoBehaviour

[NoSuchMonoBehaviour](#)

[ComponentLocalizer](#) <[BidirHorizontalLayoutGroupLocalizer](#), NoSuchStudio.UI.BidirHorizontalLayoutGroup>

[BidirHorizontalLayoutGroupLocalizer](#)

Implements

[ILocalizationServiceComponent](#)

[IServiceComponent](#) <[LocalizationService](#)>

Inherited Members

[ComponentLocalizer](#) <[BidirHorizontalLayoutGroupLocalizer](#), [BidirHorizontalLayoutGroup](#)>._component

[ComponentLocalizer](#) <[BidirHorizontalLayoutGroupLocalizer](#), [BidirHorizontalLayoutGroup](#)>._readyToConnect

[ComponentLocalizer](#) <[BidirHorizontalLayoutGroupLocalizer](#), [BidirHorizontalLayoutGroup](#)>._connected

NoSuchStudio.Localization.ComponentLocalizer <NoSuchStudio.Localization.Localizers.BidirHorizontalLayoutGroupLocalizer, NoSuchStudio.UI.BidirHorizontalLayoutGroup>.OnValidate()

[ComponentLocalizer](#) <[BidirHorizontalLayoutGroupLocalizer](#), [BidirHorizontalLayoutGroup](#)>.Init()

[ComponentLocalizer](#) <[BidirHorizontalLayoutGroupLocalizer](#), [BidirHorizontalLayoutGroup](#)>.Awake()

[ComponentLocalizer](#) <[BidirHorizontalLayoutGroupLocalizer](#), [BidirHorizontalLayoutGroup](#)>.UpdateComponent()

[ComponentLocalizer](#) <[BidirHorizontalLayoutGroupLocalizer](#), [BidirHorizontalLayoutGroup](#)>.IsConnected <ST> ()

[ComponentLocalizer](#) <[BidirHorizontalLayoutGroupLocalizer](#),
[BidirHorizontalLayoutGroup](#)>.IServiceComponent <[LocalizationService](#)>.IsConnected <ST> ()

[ComponentLocalizer](#) <[BidirHorizontalLayoutGroupLocalizer](#),
[BidirHorizontalLayoutGroup](#)>.IServiceComponent <[LocalizationService](#)>.Connect <ST> ()

[ComponentLocalizer](#) <[BidirHorizontalLayoutGroupLocalizer](#),
[BidirHorizontalLayoutGroup](#)>.IServiceComponent <[LocalizationService](#)>.Disconnect <ST> ()

[ComponentLocalizer](#) <[BidirHorizontalLayoutGroupLocalizer](#), [BidirHorizontalLayoutGroup](#)>.Reconnect <ST> ()

[ComponentLocalizer](#) <[BidirHorizontalLayoutGroupLocalizer](#), [BidirHorizontalLayoutGroup](#)>.OnLocaleChange(Locale)

[ComponentLocalizer](#) <[BidirHorizontalLayoutGroupLocalizer](#), [BidirHorizontalLayoutGroup](#)>.RegisterToLocalization()

[ComponentLocalizer](#) <[BidirHorizontalLayoutGroupLocalizer](#), [BidirHorizontalLayoutGroup](#)>.UnregisterFromLocalization()

[ComponentLocalizer](#) <[BidirHorizontalLayoutGroupLocalizer](#), [BidirHorizontalLayoutGroup](#)>.OnEnable()

[ComponentLocalizer](#) <[BidirHorizontalLayoutGroupLocalizer](#), [BidirHorizontalLayoutGroup](#)>.OnDisable()

[ComponentLocalizer](#) <[BidirHorizontalLayoutGroupLocalizer](#), [BidirHorizontalLayoutGroup](#)>.mono

NoSuchMonoBehaviour.LogLog(String, Object[])

NoSuchMonoBehaviour.LogWarn(String, Object[])

NoSuchMonoBehaviour.LogError(String, Object[])

NoSuchMonoBehaviour.LogLog<T>(String, Object[])

NoSuchMonoBehaviour.LogWarn<T>(String, Object[])

NoSuchMonoBehaviour.LogError<T>(String, Object[])

NoSuchMonoBehaviour.LogLog<T>(Object, String, Object[])

NoSuchMonoBehaviour.LogWarn<T>(Object, String, Object[])

NoSuchMonoBehaviour.LogError<T>(Object, String, Object[])

NoSuchMonoBehaviour.RunDelayed(Single, Action)

NoSuchMonoBehaviour.RunDelayedRealtime(Single, Action)

[NoSuchMonoBehaviour.logger](#)

[NoSuchMonoBehaviour.loggerConfig](#)

Namespace: [NoSuchStudio.Localization.Localizers](#)

Assembly: NoSuchLocalizationPro.dll

Syntax

```
[RequireComponent(typeof(BidirHorizontalLayoutGroup))]  
[AddComponentMenu("Localization/BidirHorizontalLayoutGroup Localizer")]  
public class BidirHorizontalLayoutGroupLocalizer : ComponentLocalizer<BidirHorizontalLayoutGroupLocalizer,  
BidirHorizontalLayoutGroup>, ILocalizationServiceComponent, IServiceComponent<LocalizationService>
```

Methods

UpdateComponent()

Declaration

```
public override void UpdateComponent()
```

Overrides

[NoSuchStudio.Localization.ComponentLocalizer](#) <[NoSuchStudio.Localization.Localizers.BidirHorizontalLayoutGroupLocalizer](#),
[NoSuchStudio.UI.BidirHorizontalLayoutGroup](#)>.UpdateComponent()

Implements

[ILocalizationServiceComponent](#)

[IServiceComponent<T>](#)

Extension Methods

[MonoBehaviourRunDelayedExt.RunDelayed](#)([MonoBehaviour](#), [Single](#), [Action](#))

[MonoBehaviourRunDelayedExt.RunDelayedRealtime](#)([MonoBehaviour](#), [Single](#), [Action](#))

[UnityObjectLoggerExt.LogLog](#)([Object](#), [String](#), [Object\[\]](#))

[UnityObjectLoggerExt.LogWarn](#)([Object](#), [String](#), [Object\[\]](#))

[UnityObjectLoggerExt.LogError](#)([Object](#), [String](#), [Object\[\]](#))

Class ImageSpriteMappedLocalizer

Localizes UnityEngine.Sprite field of a Image component by providing a mapping from language to UnityEngine.Sprite resources.

Inheritance

System.Object

UnityEngine.Object

UnityEngine.Component

UnityEngine.Behaviour

UnityEngine.MonoBehaviour

NoSuchMonoBehaviour

ComponentLocalizer<ImageSpriteMappedLocalizer, UnityEngine.UI.Image>

AssetMapComponentLocalizer<ImageSpriteMappedLocalizer, UnityEngine.UI.Image, UnityEngine.Sprite,

LocalizedAssetDataSprite>

ImageSpriteMappedLocalizer

Implements

ILocalizationServiceComponent

IServiceComponent<LocalizationService>

Inherited Members

AssetMapComponentLocalizer<ImageSpriteMappedLocalizer, Image, Sprite, LocalizedAssetDataSprite>._defaultAsset

AssetMapComponentLocalizer<ImageSpriteMappedLocalizer, Image, Sprite, LocalizedAssetDataSprite>._assetList

AssetMapComponentLocalizer<ImageSpriteMappedLocalizer, Image, Sprite, LocalizedAssetDataSprite>._assets

AssetMapComponentLocalizer<ImageSpriteMappedLocalizer, Image, Sprite, LocalizedAssetDataSprite>.Init()

ComponentLocalizer<ImageSpriteMappedLocalizer, Image>._component

ComponentLocalizer<ImageSpriteMappedLocalizer, Image>._readyToConnect

ComponentLocalizer<ImageSpriteMappedLocalizer, Image>._connected

NoSuchStudio.Localization.ComponentLocalizer<NoSuchStudio.Localization.Localizers.ImageSpriteMappedLocalizer,

UnityEngine.UI.Image>._OnValidate()

ComponentLocalizer<ImageSpriteMappedLocalizer, Image>.Init()

ComponentLocalizer<ImageSpriteMappedLocalizer, Image>.Awake()

ComponentLocalizer<ImageSpriteMappedLocalizer, Image>.UpdateComponent()

ComponentLocalizer<ImageSpriteMappedLocalizer, Image>.IsConnected<ST>()

ComponentLocalizer<ImageSpriteMappedLocalizer, Image>._IServiceComponent<LocalizationService>.IsConnected<ST>()

ComponentLocalizer<ImageSpriteMappedLocalizer, Image>._IServiceComponent<LocalizationService>.Connect<ST>()

ComponentLocalizer<ImageSpriteMappedLocalizer, Image>._IServiceComponent<LocalizationService>.Disconnect<ST>()

ComponentLocalizer<ImageSpriteMappedLocalizer, Image>.Reconnect<ST>()

ComponentLocalizer<ImageSpriteMappedLocalizer, Image>.OnLocaleChange(Locale)

ComponentLocalizer<ImageSpriteMappedLocalizer, Image>.RegisterToLocalization()

ComponentLocalizer<ImageSpriteMappedLocalizer, Image>.UnregisterFromLocalization()

ComponentLocalizer<ImageSpriteMappedLocalizer, Image>.OnEnable()

ComponentLocalizer<ImageSpriteMappedLocalizer, Image>.OnDisable()

ComponentLocalizer<ImageSpriteMappedLocalizer, Image>._mono

NoSuchMonoBehaviour.LogLog(String, Object[])

NoSuchMonoBehaviour.LogWarn(String, Object[])

NoSuchMonoBehaviour.LogError(String, Object[])

NoSuchMonoBehaviour.LogLog<T>(String, Object[])

NoSuchMonoBehaviour.LogWarn<T>(String, Object[])

NoSuchMonoBehaviour.LogError<T>(String, Object[])

NoSuchMonoBehaviour.LogLog<T>(Object, String, Object[])

NoSuchMonoBehaviour.LogWarn<T>(Object, String, Object[])

NoSuchMonoBehaviour.LogError<T>(Object, String, Object[])

[NoSuchMonoBehaviour.RunDelayed\(Single, Action\)](#)
[NoSuchMonoBehaviour.RunDelayedRealtime\(Single, Action\)](#)
[NoSuchMonoBehaviour.logger](#)
[NoSuchMonoBehaviour.loggerConfig](#)

Namespace: [NoSuchStudio.Localization.Localizers](#)

Assembly: NoSuchLocalizationPro.dll

Syntax

```
[RequireComponent(typeof(Image))]  
[AddComponentMenu("Localization/Image Sprite Localizer (Mapped)")]  
public class ImageSpriteMappedLocalizer : AssetMapComponentLocalizer<ImageSpriteMappedLocalizer, Image,  
Sprite, LocalizedAssetDataSprite>, ILocalizationServiceComponent, IServiceComponent<LocalizationService>
```

Methods

UpdateComponent()

Declaration

```
public override void UpdateComponent()
```

Overrides

[NoSuchStudio.Localization.ComponentLocalizer](#) <[NoSuchStudio.Localization.Localizers.ImageSpriteMappedLocalizer](#),
[UnityEngine.UI.Image](#)>.UpdateComponent()

Implements

[ILocalizationServiceComponent](#)

[IServiceComponent<T>](#)

Extension Methods

[MonoBehaviourRunDelayedExt.RunDelayed\(MonoBehaviour, Single, Action\)](#)
[MonoBehaviourRunDelayedExt.RunDelayedRealtime\(MonoBehaviour, Single, Action\)](#)
[UnityObjectLoggerExt.LogLog\(Object, String, Object\[\]\)](#)
[UnityObjectLoggerExt.LogWarn\(Object, String, Object\[\]\)](#)
[UnityObjectLoggerExt.LogError\(Object, String, Object\[\]\)](#)

Class ImageTransformLocalizer

Localizes Image by mirroring it (using its `UnityEngine.Transform.localScale` property) based on the RTL-ness of [CurrentLanguage](#).

Inheritance

System.Object
UnityEngine.Object
UnityEngine.Component
UnityEngine.Behaviour
UnityEngine.MonoBehaviour
[NoSuchMonoBehaviour](#)
[ComponentLocalizer](#)<[ImageTransformLocalizer](#), `UnityEngine.UI.Image`>
[ImageTransformLocalizer](#)

Implements

[ILocalizationServiceComponent](#)
[IServiceComponent](#)<[LocalizationService](#)>

Inherited Members

[ComponentLocalizer](#)<[ImageTransformLocalizer](#), `Image`>._component
[ComponentLocalizer](#)<[ImageTransformLocalizer](#), `Image`>._readyToConnect
[ComponentLocalizer](#)<[ImageTransformLocalizer](#), `Image`>._connected
[NoSuchStudio.Localization.ComponentLocalizer](#)<[NoSuchStudio.Localization.Localizers.ImageTransformLocalizer](#), `UnityEngine.UI.Image`>.OnValidate()
[ComponentLocalizer](#)<[ImageTransformLocalizer](#), `Image`>.Init()
[ComponentLocalizer](#)<[ImageTransformLocalizer](#), `Image`>.Awake()
[ComponentLocalizer](#)<[ImageTransformLocalizer](#), `Image`>.UpdateComponent()
[ComponentLocalizer](#)<[ImageTransformLocalizer](#), `Image`>.IsConnected<ST>()
[ComponentLocalizer](#)<[ImageTransformLocalizer](#), `Image`>.IServiceComponent<[LocalizationService](#)>.IsConnected<ST>()
[ComponentLocalizer](#)<[ImageTransformLocalizer](#), `Image`>.IServiceComponent<[LocalizationService](#)>.Connect<ST>()
[ComponentLocalizer](#)<[ImageTransformLocalizer](#), `Image`>.IServiceComponent<[LocalizationService](#)>.Disconnect<ST>()
[ComponentLocalizer](#)<[ImageTransformLocalizer](#), `Image`>.Reconnect<ST>()
[ComponentLocalizer](#)<[ImageTransformLocalizer](#), `Image`>.OnLocaleChange(Locale)
[ComponentLocalizer](#)<[ImageTransformLocalizer](#), `Image`>.RegisterToLocalization()
[ComponentLocalizer](#)<[ImageTransformLocalizer](#), `Image`>.UnregisterFromLocalization()
[ComponentLocalizer](#)<[ImageTransformLocalizer](#), `Image`>.OnEnable()
[ComponentLocalizer](#)<[ImageTransformLocalizer](#), `Image`>.OnDisable()
[ComponentLocalizer](#)<[ImageTransformLocalizer](#), `Image`>.mono
[NoSuchMonoBehaviour](#).LogLog(String, Object[])
[NoSuchMonoBehaviour](#).LogWarn(String, Object[])
[NoSuchMonoBehaviour](#).LogError(String, Object[])
[NoSuchMonoBehaviour](#).LogLog<T>(String, Object[])
[NoSuchMonoBehaviour](#).LogWarn<T>(String, Object[])
[NoSuchMonoBehaviour](#).LogError<T>(String, Object[])
[NoSuchMonoBehaviour](#).LogLog<T>(Object, String, Object[])
[NoSuchMonoBehaviour](#).LogWarn<T>(Object, String, Object[])
[NoSuchMonoBehaviour](#).LogError<T>(Object, String, Object[])
[NoSuchMonoBehaviour](#).RunDelayed(Single, Action)
[NoSuchMonoBehaviour](#).RunDelayedRealtime(Single, Action)
[NoSuchMonoBehaviour](#).logger
[NoSuchMonoBehaviour](#).loggerConfig

Namespace: [NoSuchStudio.Localization.Localizers](#)

Assembly: [NoSuchLocalizationPro.dll](#)

```
[RequireComponent(typeof(Image))]  
[AddComponentMenu("Localization/Image Transform Localizer (Mirror)")]  
public class ImageTransformLocalizer : ComponentLocalizer<ImageTransformLocalizer, Image>, ILocalizationServiceComponent, IServiceComponent<LocalizationService>
```

Fields

mirrorVector

Declaration

```
public static readonly Vector3 mirrorVector
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Vector3	

Methods

UpdateComponent()

Declaration

```
public override void UpdateComponent()
```

Overrides

NoSuchStudio.Localization.ComponentLocalizer<NoSuchStudio.Localization.Localizers.ImageTransformLocalizer, UnityEngine.UI.Image>.UpdateComponent()

Implements

[ILocalizationServiceComponent](#)
[IServiceComponent<T>](#)

Extension Methods

[MonoBehaviourRunDelayedExt.RunDelayed\(MonoBehaviour, Single, Action\)](#)
[MonoBehaviourRunDelayedExt.RunDelayedRealtime\(MonoBehaviour, Single, Action\)](#)
[UnityObjectLoggerExt.LogLog\(Object, String, Object\[\]\)](#)
[UnityObjectLoggerExt.LogWarn\(Object, String, Object\[\]\)](#)
[UnityObjectLoggerExt.LogError\(Object, String, Object\[\]\)](#)

Class LocalizedAssetDataAudioClip

Inheritance

System.Object

[LocalizedAssetData](#)<UnityEngine.AudioClip>

LocalizedAssetDataAudioClip

Inherited Members

[LocalizedAssetData](#)<AudioClip>.locale

[LocalizedAssetData](#)<AudioClip>.data

Namespace: [NoSuchStudio.Localization.Localizers](#)

Assembly: NoSuchLocalizationPro.dll

Syntax

```
[Serializable]
public class LocalizedAssetDataAudioClip : LocalizedAssetData<AudioClip>
```

Constructors

LocalizedAssetDataAudioClip(String, AudioClip)

Declaration

```
public LocalizedAssetDataAudioClip(string name, AudioClip data)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	name	
UnityEngine.AudioClip	data	

Class LocalizedAssetDataFont

Inheritance

System.Object

[LocalizedAssetData](#)<TMPro.TMP_FontAsset>

LocalizedAssetDataFont

Inherited Members

[LocalizedAssetData](#)<TMPro.TMP_FontAsset>.locale

[LocalizedAssetData](#)<TMPro.TMP_FontAsset>.data

Namespace: [NoSuchStudio.Localization.Localizers](#)

Assembly: NoSuchLocalizationPro.dll

Syntax

```
[Serializable]
public class LocalizedAssetDataFont : LocalizedAssetData<TMPro.TMP_FontAsset>
```

Constructors

LocalizedAssetDataFont(String, TMP_FontAsset)

Declaration

```
public LocalizedAssetDataFont(string name, TMP_FontAsset data)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	name	
TMPro.TMP_FontAsset	data	

Class LocalizedAssetDataSprite

Inheritance

System.Object
[LocalizedAssetData](#)<UnityEngine.Sprite>
LocalizedAssetDataSprite

Inherited Members

[LocalizedAssetData](#)<Sprite>.locale
[LocalizedAssetData](#)<Sprite>.data

Namespace: [NoSuchStudio.Localization.Localizers](#)

Assembly: NoSuchLocalizationPro.dll

Syntax

```
[Serializable]  
public class LocalizedAssetDataSprite : LocalizedAssetData<Sprite>
```

Constructors

LocalizedAssetDataSprite(String, Sprite)

Declaration

```
public LocalizedAssetDataSprite(string name, Sprite data)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	name	
UnityEngine.Sprite	data	

Class RTLTMProForceLocalizer

Localizes RTLTMPro.RTLTextMeshPro by setting its RTLTMPro.RTLTextMeshPro.ForceFix property based on the RTL-ness of [CurrentLanguage](#).

Inheritance

System.Object
UnityEngine.Object
UnityEngine.Component
UnityEngine.Behaviour
UnityEngine.MonoBehaviour
[NoSuchMonoBehaviour](#)
[ComponentLocalizer](#)<[RTLTMProForceLocalizer](#), RTLTMPro.RTLTextMeshPro>
RTLTMProForceLocalizer

Implements

[ILocalizationServiceComponent](#)
[IServiceComponent](#)<[LocalizationService](#)>

Inherited Members

[ComponentLocalizer](#)<[RTLTMProForceLocalizer](#), [RTLTextMeshPro](#)>._component
[ComponentLocalizer](#)<[RTLTMProForceLocalizer](#), [RTLTextMeshPro](#)>._readyToConnect
[ComponentLocalizer](#)<[RTLTMProForceLocalizer](#), [RTLTextMeshPro](#)>._connected
[NoSuchStudio.Localization.ComponentLocalizer](#)<[NoSuchStudio.Localization.Localizers.RLTMProForceLocalizer](#), [RTLTMPro.RTLTextMeshPro](#)>.OnValidate()
[ComponentLocalizer](#)<[RTLTMProForceLocalizer](#), [RTLTextMeshPro](#)>.Init()
[ComponentLocalizer](#)<[RTLTMProForceLocalizer](#), [RTLTextMeshPro](#)>.Awake()
[ComponentLocalizer](#)<[RTLTMProForceLocalizer](#), [RTLTextMeshPro](#)>.UpdateComponent()
[ComponentLocalizer](#)<[RTLTMProForceLocalizer](#), [RTLTextMeshPro](#)>.IsConnected<ST>()
[ComponentLocalizer](#)<[RTLTMProForceLocalizer](#), [RTLTextMeshPro](#)>.IServiceComponent<[LocalizationService](#)>.IsConnected<ST>()
[ComponentLocalizer](#)<[RTLTMProForceLocalizer](#), [RTLTextMeshPro](#)>.IServiceComponent<[LocalizationService](#)>.Connect<ST>()
[ComponentLocalizer](#)<[RTLTMProForceLocalizer](#), [RTLTextMeshPro](#)>.IServiceComponent<[LocalizationService](#)>.Disconnect<ST>()
[ComponentLocalizer](#)<[RTLTMProForceLocalizer](#), [RTLTextMeshPro](#)>.Reconnect<ST>()
[ComponentLocalizer](#)<[RTLTMProForceLocalizer](#), [RTLTextMeshPro](#)>.OnLocaleChange(Locale)
[ComponentLocalizer](#)<[RTLTMProForceLocalizer](#), [RTLTextMeshPro](#)>.RegisterToLocalization()
[ComponentLocalizer](#)<[RTLTMProForceLocalizer](#), [RTLTextMeshPro](#)>.UnregisterFromLocalization()
[ComponentLocalizer](#)<[RTLTMProForceLocalizer](#), [RTLTextMeshPro](#)>.OnEnable()
[ComponentLocalizer](#)<[RTLTMProForceLocalizer](#), [RTLTextMeshPro](#)>.OnDisable()
[ComponentLocalizer](#)<[RTLTMProForceLocalizer](#), [RTLTextMeshPro](#)>.mono
[NoSuchMonoBehaviour.LogLog](#)(String, Object[])
[NoSuchMonoBehaviour.LogWarn](#)(String, Object[])
[NoSuchMonoBehaviour.LogError](#)(String, Object[])
[NoSuchMonoBehaviour.LogLog](#)<T>(String, Object[])
[NoSuchMonoBehaviour.LogWarn](#)<T>(String, Object[])
[NoSuchMonoBehaviour.LogError](#)<T>(String, Object[])
[NoSuchMonoBehaviour.LogLog](#)<T>(Object, String, Object[])
[NoSuchMonoBehaviour.LogWarn](#)<T>(Object, String, Object[])
[NoSuchMonoBehaviour.LogError](#)<T>(Object, String, Object[])
[NoSuchMonoBehaviour.RunDelayed](#)(Single, Action)
[NoSuchMonoBehaviour.RunDelayedRealtime](#)(Single, Action)
[NoSuchMonoBehaviour.logger](#)
[NoSuchMonoBehaviour.loggerConfig](#)

Namespace: [NoSuchStudio.Localization.Localizers](#)

Syntax

```
[RequireComponent(typeof(RTLTextMeshPro))]  
[AddComponentMenu("Localization/RTL TextMeshPro Force Fix Localizer")]  
public class RTLTMProForceLocalizer : ComponentLocalizer<RTLTMProForceLocalizer, RTLTextMeshPro>, ILocalizationServiceComponent, IServiceComponent<LocalizationService>
```

Properties

reverse

Declaration

```
public bool reverse { get; set; }
```

Property Value

TYPE	DESCRIPTION
System.Boolean	

Methods

UpdateComponent()

Declaration

```
public override void UpdateComponent()
```

Overrides

NoSuchStudio.Localization.ComponentLocalizer<NoSuchStudio.Localization.Localizers.RTLTMProForceLocalizer, RTLTMPro.RTLTextMeshPro>.UpdateComponent()

Implements

[ILocalizationServiceComponent](#)
[IServiceComponent<T>](#)

Extension Methods

[MonoBehaviourRunDelayedExt.RunDelayed\(MonoBehaviour, Single, Action\)](#)
[MonoBehaviourRunDelayedExt.RunDelayedRealtime\(MonoBehaviour, Single, Action\)](#)
[UnityObjectLoggerExt.LogLog\(Object, String, Object\[\]\)](#)
[UnityObjectLoggerExt.LogWarn\(Object, String, Object\[\]\)](#)
[UnityObjectLoggerExt.LogError\(Object, String, Object\[\]\)](#)

Class SliderDirectionLocalizer

Localizes `UnityEngine.UI.Slider` by adjusting its `UnityEngine.UI.Slider.direction` property based on the RTL-ness of `CurrentLanguage` and its `reverse` property.

Inheritance

`System.Object`
`UnityEngine.Object`
`UnityEngine.Component`
`UnityEngine.Behaviour`
`UnityEngine.MonoBehaviour`
`NoSuchMonoBehaviour`
`ComponentLocalizer`<`SliderDirectionLocalizer`, `UnityEngine.UI.Slider`>
`SliderDirectionLocalizer`

Implements

`ILocalizationServiceComponent`
`IServiceComponent`<`LocalizationService`>

Inherited Members

`ComponentLocalizer`<`SliderDirectionLocalizer`, `Slider`> `._component`
`ComponentLocalizer`<`SliderDirectionLocalizer`, `Slider`> `._readyToConnect`
`ComponentLocalizer`<`SliderDirectionLocalizer`, `Slider`> `._connected`
`NoSuchStudio.Localization.ComponentLocalizer`<`NoSuchStudio.Localization.Localizers.SliderDirectionLocalizer`, `UnityEngine.UI.Slider`> `.OnValidate()`
`ComponentLocalizer`<`SliderDirectionLocalizer`, `Slider`> `.Init()`
`ComponentLocalizer`<`SliderDirectionLocalizer`, `Slider`> `.Awake()`
`ComponentLocalizer`<`SliderDirectionLocalizer`, `Slider`> `.UpdateComponent()`
`ComponentLocalizer`<`SliderDirectionLocalizer`, `Slider`> `.IsConnected`<`ST`>()
`ComponentLocalizer`<`SliderDirectionLocalizer`, `Slider`> `.IServiceComponent`<`LocalizationService`> `.IsConnected`<`ST`>()
`ComponentLocalizer`<`SliderDirectionLocalizer`, `Slider`> `.IServiceComponent`<`LocalizationService`> `.Connect`<`ST`>()
`ComponentLocalizer`<`SliderDirectionLocalizer`, `Slider`> `.IServiceComponent`<`LocalizationService`> `.Disconnect`<`ST`>()
`ComponentLocalizer`<`SliderDirectionLocalizer`, `Slider`> `.Reconnect`<`ST`>()
`ComponentLocalizer`<`SliderDirectionLocalizer`, `Slider`> `.OnLocaleChange`(`Locale`)
`ComponentLocalizer`<`SliderDirectionLocalizer`, `Slider`> `.RegisterToLocalization()`
`ComponentLocalizer`<`SliderDirectionLocalizer`, `Slider`> `.UnregisterFromLocalization()`
`ComponentLocalizer`<`SliderDirectionLocalizer`, `Slider`> `.OnEnable()`
`ComponentLocalizer`<`SliderDirectionLocalizer`, `Slider`> `.OnDisable()`
`ComponentLocalizer`<`SliderDirectionLocalizer`, `Slider`> `.mono`
`NoSuchMonoBehaviour` `.LogLog`(`String`, `Object`[])
`NoSuchMonoBehaviour` `.LogWarn`(`String`, `Object`[])
`NoSuchMonoBehaviour` `.LogError`(`String`, `Object`[])
`NoSuchMonoBehaviour` `.LogLog`<`T`>(`String`, `Object`[])
`NoSuchMonoBehaviour` `.LogWarn`<`T`>(`String`, `Object`[])
`NoSuchMonoBehaviour` `.LogError`<`T`>(`String`, `Object`[])
`NoSuchMonoBehaviour` `.LogLog`<`T`>(`Object`, `String`, `Object`[])
`NoSuchMonoBehaviour` `.LogWarn`<`T`>(`Object`, `String`, `Object`[])
`NoSuchMonoBehaviour` `.LogError`<`T`>(`Object`, `String`, `Object`[])
`NoSuchMonoBehaviour` `.RunDelayed`(`Single`, `Action`)
`NoSuchMonoBehaviour` `.RunDelayedRealtime`(`Single`, `Action`)
`NoSuchMonoBehaviour` `.logger`
`NoSuchMonoBehaviour` `.loggerConfig`

Namespace: `NoSuchStudio.Localization.Localizers`

Syntax

```
[RequireComponent(typeof(Slider))]  
[AddComponentMenu("Localization/Slider Direction Localizer")]  
public class SliderDirectionLocalizer : ComponentLocalizer<SliderDirectionLocalizer, Slider>, ILocalizationServiceComponent, IServiceComponent<LocalizationService>
```

Properties

reverse

Declaration

```
public bool reverse { get; set; }
```

Property Value

TYPE	DESCRIPTION
System.Boolean	

Methods

UpdateComponent()

Declaration

```
public override void UpdateComponent()
```

Overrides

NoSuchStudio.Localization.ComponentLocalizer<NoSuchStudio.Localization.Localizers.SliderDirectionLocalizer, UnityEngine.UI.Slider>.UpdateComponent()

Implements

[ILocalizationServiceComponent](#)
[IServiceComponent<T>](#)

Extension Methods

[MonoBehaviourRunDelayedExt.RunDelayed\(MonoBehaviour, Single, Action\)](#)
[MonoBehaviourRunDelayedExt.RunDelayedRealtime\(MonoBehaviour, Single, Action\)](#)
[UnityObjectLoggerExt.LogLog\(Object, String, Object\[\]\)](#)
[UnityObjectLoggerExt.LogWarn\(Object, String, Object\[\]\)](#)
[UnityObjectLoggerExt.LogError\(Object, String, Object\[\]\)](#)

Class TextLocalizer

Localizes `UnityEngine.UI.Text` by setting its `UnityEngine.UI.Text.text` property based on the [phrase](#) assigned to it and [CurrentLanguage](#). This component also uses the [VariablesService](#) and substitutes any variable names that occur in the text.

Inheritance

`System.Object`

`UnityEngine.Object`

`UnityEngine.Component`

`UnityEngine.Behaviour`

`UnityEngine.MonoBehaviour`

[NoSuchMonoBehaviour](#)

[ComponentLocalizer](#) <[TextLocalizer](#), `UnityEngine.UI.Text`>

[PhrasedComponentLocalizer](#) <[TextLocalizer](#), `UnityEngine.UI.Text`>

[PhrasedWithVariablesComponentLocalizer](#) <[TextLocalizer](#), `UnityEngine.UI.Text`>

`TextLocalizer`

Implements

[ILocalizationServiceComponent](#)

[IServiceComponent](#) <[LocalizationService](#)>

[IVariablesServiceComponent](#)

[IServiceComponent](#) <[VariablesService](#)>

Inherited Members

[PhrasedWithVariablesComponentLocalizer](#) <[TextLocalizer](#), `Text`> `._variables`

[PhrasedWithVariablesComponentLocalizer](#) <[TextLocalizer](#), `Text`> `._text`

[PhrasedWithVariablesComponentLocalizer](#) <[TextLocalizer](#), `Text`> `.Init()`

[PhrasedWithVariablesComponentLocalizer](#) <[TextLocalizer](#), `Text`> `.UpdateVariabledComponent()`

[PhrasedWithVariablesComponentLocalizer](#) <[TextLocalizer](#), `Text`> `.UpdatePhrasedComponent()`

[PhrasedWithVariablesComponentLocalizer](#) <[TextLocalizer](#), `Text`> `.FormatText(String,`

[PhrasedWithVariablesComponentLocalizer](#) `.VariableResolverDelegate<>)`

[PhrasedWithVariablesComponentLocalizer](#) <[TextLocalizer](#), `Text`> `.IServiceComponent<VariablesService>.IsConnected<ST>()`

[PhrasedWithVariablesComponentLocalizer](#) <[TextLocalizer](#), `Text`> `.IServiceComponent<VariablesService>.Connect<ST>()`

[PhrasedWithVariablesComponentLocalizer](#) <[TextLocalizer](#), `Text`> `.IServiceComponent<VariablesService>.Disconnect<ST>()`

[PhrasedWithVariablesComponentLocalizer](#) <[TextLocalizer](#), `Text`> `.Reconnect<ST>()`

[PhrasedWithVariablesComponentLocalizer](#) <[TextLocalizer](#), `Text`> `.OnEnable()`

[PhrasedWithVariablesComponentLocalizer](#) <[TextLocalizer](#), `Text`> `.OnDisable()`

`NoSuchStudio.Localization.PhrasedWithVariablesComponentLocalizer` <`NoSuchStudio.Localization.Localizers.TextLocalizer`, `UnityEngine.UI.Text`> `.OnValidate()`

[PhrasedComponentLocalizer](#) <[TextLocalizer](#), `Text`> `._phrase`

[PhrasedComponentLocalizer](#) <[TextLocalizer](#), `Text`> `._translation`

[PhrasedComponentLocalizer](#) <[TextLocalizer](#), `Text`> `.UpdateComponent()`

[PhrasedComponentLocalizer](#) <[TextLocalizer](#), `Text`> `.OnTranslationChange(String, Locale, String)`

[PhrasedComponentLocalizer](#) <[TextLocalizer](#), `Text`> `.RegisterToLocalization()`

[PhrasedComponentLocalizer](#) <[TextLocalizer](#), `Text`> `.UnregisterFromLocalization()`

[PhrasedComponentLocalizer](#) <[TextLocalizer](#), `Text`> `.phrase`

[ComponentLocalizer](#) <[TextLocalizer](#), `Text`> `._component`

[ComponentLocalizer](#) <[TextLocalizer](#), `Text`> `._readyToConnect`

[ComponentLocalizer](#) <[TextLocalizer](#), `Text`> `._connected`

[ComponentLocalizer](#) <[TextLocalizer](#), `Text`> `.Awake()`

[ComponentLocalizer](#) <[TextLocalizer](#), `Text`> `.IsConnected<ST>()`

[ComponentLocalizer](#) <[TextLocalizer](#), `Text`> `.IServiceComponent<LocalizationService>.IsConnected<ST>()`

[ComponentLocalizer](#) <[TextLocalizer](#), `Text`> `.IServiceComponent<LocalizationService>.Connect<ST>()`

[ComponentLocalizer<TextLocalizer, Text>.IServiceComponent<LocalizationService>.Disconnect<ST>\(\)](#)
[ComponentLocalizer<TextLocalizer, Text>.OnLocaleChange\(Locale\)](#)
[ComponentLocalizer<TextLocalizer, Text>.mono](#)
[NoSuchMonoBehaviour.LogLog\(String, Object\[\]\)](#)
[NoSuchMonoBehaviour.LogWarn\(String, Object\[\]\)](#)
[NoSuchMonoBehaviour.LogError\(String, Object\[\]\)](#)
[NoSuchMonoBehaviour.LogLog<T>\(String, Object\[\]\)](#)
[NoSuchMonoBehaviour.LogWarn<T>\(String, Object\[\]\)](#)
[NoSuchMonoBehaviour.LogError<T>\(String, Object\[\]\)](#)
[NoSuchMonoBehaviour.LogLog<T>\(Object, String, Object\[\]\)](#)
[NoSuchMonoBehaviour.LogWarn<T>\(Object, String, Object\[\]\)](#)
[NoSuchMonoBehaviour.LogError<T>\(Object, String, Object\[\]\)](#)
[NoSuchMonoBehaviour.RunDelayed\(Single, Action\)](#)
[NoSuchMonoBehaviour.RunDelayedRealtime\(Single, Action\)](#)
[NoSuchMonoBehaviour.logger](#)
[NoSuchMonoBehaviour.loggerConfig](#)

Namespace: [NoSuchStudio.Localization.Localizers](#)

Assembly: NoSuchLocalizationPro.dll

Syntax

```
[RequireComponent(typeof(Text))]  
[AddComponentMenu("Localization/Text Localizer (Phrased)")]  
[HelpURL("http://nosuchstudio.com/nosuchlocalization/api/NoSuchStudio.Localization.Localizers.TextLocalizer.html")]  
public class TextLocalizer : PhrasedWithVariablesComponentLocalizer<TextLocalizer, Text>,  
    ILocalizationServiceComponent, IServiceComponent<LocalizationService>, IVariablesServiceComponent,  
    IServiceComponent<VariablesService>
```

Methods

UpdateVariabledComponent()

Declaration

```
public override void UpdateVariabledComponent()
```

Overrides

[NoSuchStudio.Localization.PhrasedWithVariablesComponentLocalizer<NoSuchStudio.Localization.Localizers.TextLocalizer, UnityEngine.UI.Text>.UpdateVariabledComponent\(\)](#)

Implements

[ILocalizationServiceComponent](#)

[IServiceComponent<T>](#)

[IVariablesServiceComponent](#)

[IServiceComponent<T>](#)

Extension Methods

[MonoBehaviourRunDelayedExt.RunDelayed\(MonoBehaviour, Single, Action\)](#)

[MonoBehaviourRunDelayedExt.RunDelayedRealtime\(MonoBehaviour, Single, Action\)](#)

[UnityObjectLoggerExt.LogLog\(Object, String, Object\[\]\)](#)

[UnityObjectLoggerExt.LogWarn\(Object, String, Object\[\]\)](#)

[UnityObjectLoggerExt.LogError\(Object, String, Object\[\]\)](#)

Class TProAlignLocalizer

Localizes TPro.TextMeshProUGUI by setting its TPro.TextAlignmentOptions property based on the RTL-ness of [CurrentLanguage](#).

Inheritance

System.Object
UnityEngine.Object
UnityEngine.Component
UnityEngine.Behaviour
UnityEngine.MonoBehaviour
[NoSuchMonoBehaviour](#)
[ComponentLocalizer](#)<[TProAlignLocalizer](#), TPro.TextMeshProUGUI>
TProAlignLocalizer

Implements

[ILocalizationServiceComponent](#)
[IServiceComponent](#)<[LocalizationService](#)>

Inherited Members

[ComponentLocalizer](#)<[TProAlignLocalizer](#), [TextMeshProUGUI](#)>._component
[ComponentLocalizer](#)<[TProAlignLocalizer](#), [TextMeshProUGUI](#)>._readyToConnect
[ComponentLocalizer](#)<[TProAlignLocalizer](#), [TextMeshProUGUI](#)>._connected
[NoSuchStudio.Localization.ComponentLocalizer](#)<[NoSuchStudio.Localization.Localizers.TProAlignLocalizer](#),
[TPro.TextMeshProUGUI](#)>.OnValidate()
[ComponentLocalizer](#)<[TProAlignLocalizer](#), [TextMeshProUGUI](#)>.Init()
[ComponentLocalizer](#)<[TProAlignLocalizer](#), [TextMeshProUGUI](#)>.Awake()
[ComponentLocalizer](#)<[TProAlignLocalizer](#), [TextMeshProUGUI](#)>.UpdateComponent()
[ComponentLocalizer](#)<[TProAlignLocalizer](#), [TextMeshProUGUI](#)>.IsConnected<ST>()
[ComponentLocalizer](#)<[TProAlignLocalizer](#), [TextMeshProUGUI](#)>.IServiceComponent<[LocalizationService](#)>.IsConnected<ST>()
[ComponentLocalizer](#)<[TProAlignLocalizer](#), [TextMeshProUGUI](#)>.IServiceComponent<[LocalizationService](#)>.Connect<ST>()
[ComponentLocalizer](#)<[TProAlignLocalizer](#), [TextMeshProUGUI](#)>.IServiceComponent<[LocalizationService](#)>.Disconnect<ST>()
[ComponentLocalizer](#)<[TProAlignLocalizer](#), [TextMeshProUGUI](#)>.Reconnect<ST>()
[ComponentLocalizer](#)<[TProAlignLocalizer](#), [TextMeshProUGUI](#)>.OnLocaleChange(Locale)
[ComponentLocalizer](#)<[TProAlignLocalizer](#), [TextMeshProUGUI](#)>.RegisterToLocalization()
[ComponentLocalizer](#)<[TProAlignLocalizer](#), [TextMeshProUGUI](#)>.UnregisterFromLocalization()
[ComponentLocalizer](#)<[TProAlignLocalizer](#), [TextMeshProUGUI](#)>.OnEnable()
[ComponentLocalizer](#)<[TProAlignLocalizer](#), [TextMeshProUGUI](#)>.OnDisable()
[ComponentLocalizer](#)<[TProAlignLocalizer](#), [TextMeshProUGUI](#)>.mono
[NoSuchMonoBehaviour.LogLog](#)(String, Object[])
[NoSuchMonoBehaviour.LogWarn](#)(String, Object[])
[NoSuchMonoBehaviour.LogError](#)(String, Object[])
[NoSuchMonoBehaviour.LogLog](#)<T>(String, Object[])
[NoSuchMonoBehaviour.LogWarn](#)<T>(String, Object[])
[NoSuchMonoBehaviour.LogError](#)<T>(String, Object[])
[NoSuchMonoBehaviour.LogLog](#)<T>(Object, String, Object[])
[NoSuchMonoBehaviour.LogWarn](#)<T>(Object, String, Object[])
[NoSuchMonoBehaviour.LogError](#)<T>(Object, String, Object[])
[NoSuchMonoBehaviour.RunDelayed](#)(Single, Action)
[NoSuchMonoBehaviour.RunDelayedRealtime](#)(Single, Action)
[NoSuchMonoBehaviour.logger](#)
[NoSuchMonoBehaviour.loggerConfig](#)

Namespace: [NoSuchStudio.Localization.Localizers](#)

Syntax

```
[RequireComponent(typeof(TextMeshProUGUI))]  
[AddComponentMenu("Localization/TextMeshPro Align Localizer")]  
public class TProAlignLocalizer : ComponentLocalizer<TProAlignLocalizer, TextMeshProUGUI>, ILocalizationServiceComponent, IServiceComponent<LocalizationService>
```

Properties

reverse

Declaration

```
public bool reverse { get; set; }
```

Property Value

TYPE	DESCRIPTION
System.Boolean	

Methods

UpdateComponent()

Declaration

```
public override void UpdateComponent()
```

Overrides

NoSuchStudio.Localization.ComponentLocalizer<NoSuchStudio.Localization.Localizers.TProAlignLocalizer, TPro.TextMeshProUGUI>.UpdateComponent()

Implements

[ILocalizationServiceComponent](#)
[IServiceComponent<T>](#)

Extension Methods

[MonoBehaviourRunDelayedExt.RunDelayed\(MonoBehaviour, Single, Action\)](#)
[MonoBehaviourRunDelayedExt.RunDelayedRealtime\(MonoBehaviour, Single, Action\)](#)
[UnityObjectLoggerExt.LogLog\(Object, String, Object\[\]\)](#)
[UnityObjectLoggerExt.LogWarn\(Object, String, Object\[\]\)](#)
[UnityObjectLoggerExt.LogError\(Object, String, Object\[\]\)](#)

Class TProDropdownLocalizer

Localizes TPro.TMP_Dropdown by setting its TPro.TMP_Dropdown.options property based on its own NoSuchStudio.Localization.Localizers.TProDropdownLocalizer._options. Each [TProDropdownLocalizer.Option](#) has a phrase which get's translated based on [CurrentLanguage](#).

This component does not support variable substitution.

Inheritance

System.Object
UnityEngine.Object
UnityEngine.Component
UnityEngine.Behaviour
UnityEngine.MonoBehaviour
[NoSuchMonoBehaviour](#)
[ComponentLocalizer](#)<[TProDropdownLocalizer](#), TPro.TMP_Dropdown>
TProDropdownLocalizer

Implements

[ILocalizationServiceComponent](#)
[IServiceComponent](#)<[LocalizationService](#)>

Inherited Members

[ComponentLocalizer](#)<[TProDropdownLocalizer](#), TMP_Dropdown>._component
[ComponentLocalizer](#)<[TProDropdownLocalizer](#), TMP_Dropdown>._readyToConnect
[ComponentLocalizer](#)<[TProDropdownLocalizer](#), TMP_Dropdown>._connected
NoSuchStudio.Localization.ComponentLocalizer<NoSuchStudio.Localization.Localizers.TProDropdownLocalizer, TPro.TMP_Dropdown>.OnValidate()
[ComponentLocalizer](#)<[TProDropdownLocalizer](#), TMP_Dropdown>.Init()
[ComponentLocalizer](#)<[TProDropdownLocalizer](#), TMP_Dropdown>.Awake()
[ComponentLocalizer](#)<[TProDropdownLocalizer](#), TMP_Dropdown>.UpdateComponent()
[ComponentLocalizer](#)<[TProDropdownLocalizer](#), TMP_Dropdown>.IsConnected<ST>()
[ComponentLocalizer](#)<[TProDropdownLocalizer](#), TMP_Dropdown>.IServiceComponent<[LocalizationService](#)>.IsConnected<ST>()
[ComponentLocalizer](#)<[TProDropdownLocalizer](#), TMP_Dropdown>.IServiceComponent<[LocalizationService](#)>.Connect<ST>()
[ComponentLocalizer](#)<[TProDropdownLocalizer](#), TMP_Dropdown>.IServiceComponent<[LocalizationService](#)>.Disconnect<ST>()
[ComponentLocalizer](#)<[TProDropdownLocalizer](#), TMP_Dropdown>.Reconnect<ST>()
[ComponentLocalizer](#)<[TProDropdownLocalizer](#), TMP_Dropdown>.OnLocaleChange(Locale)
[ComponentLocalizer](#)<[TProDropdownLocalizer](#), TMP_Dropdown>.RegisterToLocalization()
[ComponentLocalizer](#)<[TProDropdownLocalizer](#), TMP_Dropdown>.UnregisterFromLocalization()
[ComponentLocalizer](#)<[TProDropdownLocalizer](#), TMP_Dropdown>.OnEnable()
[ComponentLocalizer](#)<[TProDropdownLocalizer](#), TMP_Dropdown>.OnDisable()
[ComponentLocalizer](#)<[TProDropdownLocalizer](#), TMP_Dropdown>.mono
[NoSuchMonoBehaviour](#).LogLog(String, Object[])
[NoSuchMonoBehaviour](#).LogWarn(String, Object[])
[NoSuchMonoBehaviour](#).LogError(String, Object[])
[NoSuchMonoBehaviour](#).LogLog<T>(String, Object[])
[NoSuchMonoBehaviour](#).LogWarn<T>(String, Object[])
[NoSuchMonoBehaviour](#).LogError<T>(String, Object[])
[NoSuchMonoBehaviour](#).LogLog<T>(Object, String, Object[])
[NoSuchMonoBehaviour](#).LogWarn<T>(Object, String, Object[])
[NoSuchMonoBehaviour](#).LogError<T>(Object, String, Object[])
[NoSuchMonoBehaviour](#).RunDelayed(Single, Action)
[NoSuchMonoBehaviour](#).RunDelayedRealtime(Single, Action)
[NoSuchMonoBehaviour](#).logger

NoSuchMonoBehaviour.loggerConfig

Namespace: [NoSuchStudio.Localization.Localizers](#)

Assembly: NoSuchLocalizationPro.dll

Syntax

```
[RequireComponent(typeof(TMP_Dropdown))]  
[AddComponentMenu("Localization/Dropdown - TextMeshPro Localizer")]  
public class TmpProDropdownLocalizer : ComponentLocalizer<TmpProDropdownLocalizer, TMP_Dropdown>, ILocalizationServiceComponent, IServiceComponent<LocalizationService>
```

Properties

options

Declaration

```
public List<TmpProDropdownLocalizer.Option> options { get; set; }
```

Property Value

TYPE	DESCRIPTION
System.Collections.Generic.List< TmpProDropdownLocalizer.Option >	

Methods

UpdateComponent()

Declaration

```
public override void UpdateComponent()
```

Overrides

NoSuchStudio.Localization.ComponentLocalizer<NoSuchStudio.Localization.Localizers.TmpProDropdownLocalizer, TmpPro.TMP_Dropdown>.UpdateComponent()

Implements

[ILocalizationServiceComponent](#)
[IServiceComponent<T>](#)

Extension Methods

[MonoBehaviourRunDelayedExt.RunDelayed\(MonoBehaviour, Single, Action\)](#)
[MonoBehaviourRunDelayedExt.RunDelayedRealtime\(MonoBehaviour, Single, Action\)](#)
[UnityObjectLoggerExt.LogLog\(Object, String, Object\[\]\)](#)
[UnityObjectLoggerExt.LogWarn\(Object, String, Object\[\]\)](#)
[UnityObjectLoggerExt.LogError\(Object, String, Object\[\]\)](#)

Class TMLProDropdownLocalizer.Option

Inheritance

System.Object
TMLProDropdownLocalizer.Option

Namespace: [NoSuchStudio.Localization.Localizers](#)

Assembly: NoSuchLocalizationPro.dll

Syntax

```
[Serializable]  
public class Option
```

Constructors

Option(String)

Declaration

```
public Option(string phrase)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	phrase	

Fields

_phrase

Declaration

```
public string _phrase
```

Field Value

TYPE	DESCRIPTION
System.String	

Class TMProFontMappedLocalizer

Localizes TMPro.TMP_Text.font field of a TMPro.TextMeshProUGUI component by providing a mapping from language to TMPro.TMP_FontAsset resources.

Inheritance

System.Object

UnityEngine.Object

UnityEngine.Component

UnityEngine.Behaviour

UnityEngine.MonoBehaviour

NoSuchMonoBehaviour

ComponentLocalizer<TMProFontMappedLocalizer, TMPro.TextMeshProUGUI>

AssetMapComponentLocalizer<TMProFontMappedLocalizer, TMPro.TextMeshProUGUI, TMPro.TMP_FontAsset, LocalizedAssetDataFont>

TMProFontMappedLocalizer

Implements

ILocalizationServiceComponent

IServiceComponent<LocalizationService>

Inherited Members

AssetMapComponentLocalizer<TMProFontMappedLocalizer, TextMeshProUGUI, TMP_FontAsset, LocalizedAssetDataFont>._defaultAsset

AssetMapComponentLocalizer<TMProFontMappedLocalizer, TextMeshProUGUI, TMP_FontAsset, LocalizedAssetDataFont>._assetList

AssetMapComponentLocalizer<TMProFontMappedLocalizer, TextMeshProUGUI, TMP_FontAsset, LocalizedAssetDataFont>._assets

AssetMapComponentLocalizer<TMProFontMappedLocalizer, TextMeshProUGUI, TMP_FontAsset, LocalizedAssetDataFont>.Init()

ComponentLocalizer<TMProFontMappedLocalizer, TextMeshProUGUI>._component

ComponentLocalizer<TMProFontMappedLocalizer, TextMeshProUGUI>._readyToConnect

ComponentLocalizer<TMProFontMappedLocalizer, TextMeshProUGUI>._connected

NoSuchStudio.Localization.ComponentLocalizer<NoSuchStudio.Localization.Localizers.TMProFontMappedLocalizer, TMPro.TextMeshProUGUI>.OnValidate()

ComponentLocalizer<TMProFontMappedLocalizer, TextMeshProUGUI>.Init()

ComponentLocalizer<TMProFontMappedLocalizer, TextMeshProUGUI>.Awake()

ComponentLocalizer<TMProFontMappedLocalizer, TextMeshProUGUI>.UpdateComponent()

ComponentLocalizer<TMProFontMappedLocalizer, TextMeshProUGUI>.IsConnected<ST>()

ComponentLocalizer<TMProFontMappedLocalizer, TextMeshProUGUI>.IServiceComponent<LocalizationService>.IsConnected<ST>()

ComponentLocalizer<TMProFontMappedLocalizer, TextMeshProUGUI>.IServiceComponent<LocalizationService>.Connect<ST>()

ComponentLocalizer<TMProFontMappedLocalizer, TextMeshProUGUI>.IServiceComponent<LocalizationService>.Disconnect<ST>()

ComponentLocalizer<TMProFontMappedLocalizer, TextMeshProUGUI>.Reconnect<ST>()

ComponentLocalizer<TMProFontMappedLocalizer, TextMeshProUGUI>.OnLocaleChange(Locale)

ComponentLocalizer<TMProFontMappedLocalizer, TextMeshProUGUI>.RegisterToLocalization()

ComponentLocalizer<TMProFontMappedLocalizer, TextMeshProUGUI>.UnregisterFromLocalization()

ComponentLocalizer<TMProFontMappedLocalizer, TextMeshProUGUI>.OnEnable()

ComponentLocalizer<TMProFontMappedLocalizer, TextMeshProUGUI>.OnDisable()

ComponentLocalizer<TMProFontMappedLocalizer, TextMeshProUGUI>.mono

NoSuchMonoBehaviour.LogLog(String, Object[])

NoSuchMonoBehaviour.LogWarn(String, Object[])

NoSuchMonoBehaviour.LogError(String, Object[])

NoSuchMonoBehaviour.LogLog<T>(String, Object[])
NoSuchMonoBehaviour.LogWarn<T>(String, Object[])
NoSuchMonoBehaviour.LogError<T>(String, Object[])
NoSuchMonoBehaviour.LogLog<T>(Object, String, Object[])
NoSuchMonoBehaviour.LogWarn<T>(Object, String, Object[])
NoSuchMonoBehaviour.LogError<T>(Object, String, Object[])
NoSuchMonoBehaviour.RunDelayed(Single, Action)
NoSuchMonoBehaviour.RunDelayedRealtime(Single, Action)
NoSuchMonoBehaviour.logger
NoSuchMonoBehaviour.loggerConfig

Namespace: `NoSuchStudio.Localization.Localizers`

Assembly: `NoSuchLocalizationPro.dll`

Syntax

```
[RequireComponent(typeof(TextMeshProUGUI))]  
[AddComponentMenu("Localization/TextMeshPro Font Localizer (Mapped)")]  
public class TMProFontMappedLocalizer : AssetMapComponentLocalizer<TMProFontMappedLocalizer, TextMeshProUGUI,  
TMP_FontAsset, LocalizedAssetDataFont>, ILocalizationServiceComponent, IServiceComponent<LocalizationService>
```

Methods

UpdateComponent()

Declaration

```
public override void UpdateComponent()
```

Overrides

`NoSuchStudio.Localization.ComponentLocalizer<NoSuchStudio.Localization.Localizers.TMProFontMappedLocalizer, TMPro.TextMeshProUGUI>.UpdateComponent()`

Implements

`ILocalizationServiceComponent`

`IServiceComponent<T>`

Extension Methods

`MonoBehaviourRunDelayedExt.RunDelayed(MonoBehaviour, Single, Action)`
`MonoBehaviourRunDelayedExt.RunDelayedRealtime(MonoBehaviour, Single, Action)`
`UnityObjectLoggerExt.LogLog(Object, String, Object[])`
`UnityObjectLoggerExt.LogWarn(Object, String, Object[])`
`UnityObjectLoggerExt.LogError(Object, String, Object[])`

Class TMProTextLocalizer

Localizes TMPro.TextMeshProUGUI by setting its TMPro.TMP_Text.text property based on the [phrase](#) assigned to it and [CurrentLanguage](#). This component also uses the [VariablesService](#) and substitutes any variable names that occur in the text.

Inheritance

System.Object

UnityEngine.Object

UnityEngine.Component

UnityEngine.Behaviour

UnityEngine.MonoBehaviour

[NoSuchMonoBehaviour](#)

[ComponentLocalizer](#)<[TMProTextLocalizer](#), TMPro.TextMeshProUGUI>

[PhrasedComponentLocalizer](#)<[TMProTextLocalizer](#), TMPro.TextMeshProUGUI>

[PhrasedWithVariablesComponentLocalizer](#)<[TMProTextLocalizer](#), TMPro.TextMeshProUGUI>

TMProTextLocalizer

Implements

[ILocalizationServiceComponent](#)

[IServiceComponent](#)<[LocalizationService](#)>

[IVariablesServiceComponent](#)

[IServiceComponent](#)<[VariablesService](#)>

Inherited Members

[PhrasedWithVariablesComponentLocalizer](#)<[TMProTextLocalizer](#), TextMeshProUGUI>._variables

[PhrasedWithVariablesComponentLocalizer](#)<[TMProTextLocalizer](#), TextMeshProUGUI>._text

[PhrasedWithVariablesComponentLocalizer](#)<[TMProTextLocalizer](#), TextMeshProUGUI>.Init()

[PhrasedWithVariablesComponentLocalizer](#)<[TMProTextLocalizer](#), TextMeshProUGUI>.UpdateVariabledComponent()

[PhrasedWithVariablesComponentLocalizer](#)<[TMProTextLocalizer](#), TextMeshProUGUI>.UpdatePhrasedComponent()

[PhrasedWithVariablesComponentLocalizer](#)<[TMProTextLocalizer](#), TextMeshProUGUI>.FormatText(String,

[PhrasedWithVariablesComponentLocalizer](#).VariableResolverDelegate<>)

[PhrasedWithVariablesComponentLocalizer](#)<[TMProTextLocalizer](#),
TextMeshProUGUI>.IServiceComponent<[VariablesService](#)>.IsConnected<ST>()

[PhrasedWithVariablesComponentLocalizer](#)<[TMProTextLocalizer](#),
TextMeshProUGUI>.IServiceComponent<[VariablesService](#)>.Connect<ST>()

[PhrasedWithVariablesComponentLocalizer](#)<[TMProTextLocalizer](#),
TextMeshProUGUI>.IServiceComponent<[VariablesService](#)>.Disconnect<ST>()

[PhrasedWithVariablesComponentLocalizer](#)<[TMProTextLocalizer](#), TextMeshProUGUI>.Reconnect<ST>()

[PhrasedWithVariablesComponentLocalizer](#)<[TMProTextLocalizer](#), TextMeshProUGUI>.OnEnable()

[PhrasedWithVariablesComponentLocalizer](#)<[TMProTextLocalizer](#), TextMeshProUGUI>.OnDisable()

[NoSuchStudio.Localization.PhrasedWithVariablesComponentLocalizer](#)<[NoSuchStudio.Localization.Localizers.TMProTextLocalizer](#),
TMPro.TextMeshProUGUI>.OnValidate()

[PhrasedComponentLocalizer](#)<[TMProTextLocalizer](#), TextMeshProUGUI>._phrase

[PhrasedComponentLocalizer](#)<[TMProTextLocalizer](#), TextMeshProUGUI>._translation

[PhrasedComponentLocalizer](#)<[TMProTextLocalizer](#), TextMeshProUGUI>.UpdateComponent()

[PhrasedComponentLocalizer](#)<[TMProTextLocalizer](#), TextMeshProUGUI>.OnTranslationChange(String, Locale, String)

[PhrasedComponentLocalizer](#)<[TMProTextLocalizer](#), TextMeshProUGUI>.RegisterToLocalization()

[PhrasedComponentLocalizer](#)<[TMProTextLocalizer](#), TextMeshProUGUI>.UnregisterFromLocalization()

[PhrasedComponentLocalizer](#)<[TMProTextLocalizer](#), TextMeshProUGUI>.phrase

[ComponentLocalizer](#)<[TMProTextLocalizer](#), TextMeshProUGUI>._component

[ComponentLocalizer](#)<[TMProTextLocalizer](#), TextMeshProUGUI>._readyToConnect

[ComponentLocalizer](#)<[TMProTextLocalizer](#), TextMeshProUGUI>._connected

[ComponentLocalizer](#)<[TMProTextLocalizer](#), TextMeshProUGUI>.Awake()

[ComponentLocalizer<TMProTextLocalizer, TextMeshProUGUI>.IsConnected<ST>\(\)](#)
[ComponentLocalizer<TMProTextLocalizer, TextMeshProUGUI>.IServiceComponent<LocalizationService>.IsConnected<ST>\(\)](#)
[ComponentLocalizer<TMProTextLocalizer, TextMeshProUGUI>.IServiceComponent<LocalizationService>.Connect<ST>\(\)](#)
[ComponentLocalizer<TMProTextLocalizer, TextMeshProUGUI>.IServiceComponent<LocalizationService>.Disconnect<ST>\(\)](#)
[ComponentLocalizer<TMProTextLocalizer, TextMeshProUGUI>.OnLocaleChange\(Locale\)](#)
[ComponentLocalizer<TMProTextLocalizer, TextMeshProUGUI>.mono](#)
[NoSuchMonoBehaviour.LogLog\(String, Object\[\]\)](#)
[NoSuchMonoBehaviour.LogWarn\(String, Object\[\]\)](#)
[NoSuchMonoBehaviour.LogError\(String, Object\[\]\)](#)
[NoSuchMonoBehaviour.LogLog<T>\(String, Object\[\]\)](#)
[NoSuchMonoBehaviour.LogWarn<T>\(String, Object\[\]\)](#)
[NoSuchMonoBehaviour.LogError<T>\(String, Object\[\]\)](#)
[NoSuchMonoBehaviour.LogLog<T>\(Object, String, Object\[\]\)](#)
[NoSuchMonoBehaviour.LogWarn<T>\(Object, String, Object\[\]\)](#)
[NoSuchMonoBehaviour.LogError<T>\(Object, String, Object\[\]\)](#)
[NoSuchMonoBehaviour.RunDelayed\(Single, Action\)](#)
[NoSuchMonoBehaviour.RunDelayedRealtime\(Single, Action\)](#)
[NoSuchMonoBehaviour.logger](#)
[NoSuchMonoBehaviour.loggerConfig](#)

Namespace: [NoSuchStudio.Localization.Localizers](#)

Assembly: NoSuchLocalizationPro.dll

Syntax

```
[RequireComponent(typeof(TextMeshProUGUI))]  
[AddComponentMenu("Localization/TextMeshPro Text Localizer (Phrased)")]  
public class TMProTextLocalizer : PhrasedWithVariablesComponentLocalizer<TMProTextLocalizer, TextMeshProUGUI>,  
    ILocalizationServiceComponent, IServiceComponent<LocalizationService>, IVariablesServiceComponent,  
    IServiceComponent<VariablesService>
```

Methods

UpdateVariabledComponent()

Declaration

```
public override void UpdateVariabledComponent()
```

Overrides

[NoSuchStudio.Localization.PhrasedWithVariablesComponentLocalizer<NoSuchStudio.Localization.Localizers.TMProTextLocalizer, TMPro.TextMeshProUGUI>.UpdateVariabledComponent\(\)](#)

Implements

[ILocalizationServiceComponent](#)

[IServiceComponent<T>](#)

[IVariablesServiceComponent](#)

[IServiceComponent<T>](#)

Extension Methods

[MonoBehaviourRunDelayedExt.RunDelayed\(MonoBehaviour, Single, Action\)](#)

[MonoBehaviourRunDelayedExt.RunDelayedRealtime\(MonoBehaviour, Single, Action\)](#)

[UnityObjectLoggerExt.LogLog\(Object, String, Object\[\]\)](#)

[UnityObjectLoggerExt.LogWarn\(Object, String, Object\[\]\)](#)

[UnityObjectLoggerExt.LogError\(Object, String, Object\[\]\)](#)

Namespace NoSuchStudio.Localization.Localizers.Editor

Classes

[AudioSourceClipMappedLocalizerEditor](#)

[BidirHorizontalLayoutGroupLocalizerEditor](#)

[ImageSpriteMappedLocalizerEditor](#)

[ImageTransformLocalizerEditor](#)

[RTLTMProForceLocalizerEditor](#)

[SliderDirectionLocalizerEditor](#)

[TextLocalizerEditor](#)

[TMProAlignLocalizerEditor](#)

[TMProDropdownLocalizerEditor](#)

[TMProFontMappedLocalizerEditor](#)

[TMProTextLocalizerEditor](#)

Class AudioSourceClipMappedLocalizerEditor

Inheritance

System.Object

UnityEngine.Object

UnityEngine.ScriptableObject

UnityEditor.Editor

[NoSuchEditor](#)

[ComponentLocalizerEditor](#) <[AudioSourceClipMappedLocalizerEditor](#), [AudioSourceClipMappedLocalizer](#),
UnityEngine.AudioSource>

[AudioSourceClipMappedLocalizerEditor](#)

Inherited Members

[ComponentLocalizerEditor](#) <[AudioSourceClipMappedLocalizerEditor](#), [AudioSourceClipMappedLocalizer](#), [AudioSource](#)>.IcTarget

[ComponentLocalizerEditor](#) <[AudioSourceClipMappedLocalizerEditor](#), [AudioSourceClipMappedLocalizer](#),
[AudioSource](#)>.OnEnable()

[ComponentLocalizerEditor](#) <[AudioSourceClipMappedLocalizerEditor](#), [AudioSourceClipMappedLocalizer](#),
[AudioSource](#)>.OnInspectorGUI()

[NoSuchEditor](#).styleOn

[NoSuchEditor](#).styleOff

[NoSuchEditor](#).DrawServiceConnectionStatus<ST>(IServiceComponent<ST>)

[NoSuchEditor](#).SetTextureColor(Texture2D, Color32)

[NoSuchEditor](#).OnEnable()

[NoSuchEditor](#).LogLog(String, Object[])

[NoSuchEditor](#).LogWarn(String, Object[])

[NoSuchEditor](#).LogError(String, Object[])

[NoSuchEditor](#).LogLog<T>(String, Object[])

[NoSuchEditor](#).LogWarn<T>(String, Object[])

[NoSuchEditor](#).LogError<T>(String, Object[])

[NoSuchEditor](#).PrefKeyPrefix

[NoSuchEditor](#).logger

[NoSuchEditor](#).loggerConfig

Namespace: [NoSuchStudio.Localization.Localizers.Editor](#)

Assembly: NoSuchLocalizationPro-Editor.dll

Syntax

```
[CustomEditor(typeof(AudioSourceClipMappedLocalizer))]  
public class AudioSourceClipMappedLocalizerEditor :  
    ComponentLocalizerEditor<AudioSourceClipMappedLocalizerEditor, AudioSourceClipMappedLocalizer, AudioSource>,  
    IPreviewable, IToolModeOwner
```

Class BidirHorizontalLayoutGroupLocalizerEditor

Inheritance

System.Object

UnityEngine.Object

UnityEngine.ScriptableObject

UnityEditor.Editor

[NoSuchEditor](#)

[ComponentLocalizerEditor](#) <[BidirHorizontalLayoutGroupLocalizerEditor](#), [BidirHorizontalLayoutGroupLocalizer](#),
[NoSuchStudio.UI.BidirHorizontalLayoutGroup](#)>
[BidirHorizontalLayoutGroupLocalizerEditor](#)

Inherited Members

[ComponentLocalizerEditor](#) <[BidirHorizontalLayoutGroupLocalizerEditor](#), [BidirHorizontalLayoutGroupLocalizer](#),
[BidirHorizontalLayoutGroup](#)>.IcTarget

[ComponentLocalizerEditor](#) <[BidirHorizontalLayoutGroupLocalizerEditor](#), [BidirHorizontalLayoutGroupLocalizer](#),
[BidirHorizontalLayoutGroup](#)>.OnEnable()

[ComponentLocalizerEditor](#) <[BidirHorizontalLayoutGroupLocalizerEditor](#), [BidirHorizontalLayoutGroupLocalizer](#),
[BidirHorizontalLayoutGroup](#)>.OnInspectorGUI()

[NoSuchEditor](#).styleOn

[NoSuchEditor](#).styleOff

[NoSuchEditor](#).DrawServiceConnectionStatus<ST>(IServiceComponent<ST>)

[NoSuchEditor](#).SetTextureColor(Texture2D, Color32)

[NoSuchEditor](#).OnEnable()

[NoSuchEditor](#).LogLog(String, Object[])

[NoSuchEditor](#).LogWarn(String, Object[])

[NoSuchEditor](#).LogError(String, Object[])

[NoSuchEditor](#).LogLog<T>(String, Object[])

[NoSuchEditor](#).LogWarn<T>(String, Object[])

[NoSuchEditor](#).LogError<T>(String, Object[])

[NoSuchEditor](#).PrefKeyPrefix

[NoSuchEditor](#).logger

[NoSuchEditor](#).loggerConfig

Namespace: [NoSuchStudio.Localization.Localizers.Editor](#)

Assembly: NoSuchLocalizationPro-Editor.dll

Syntax

```
[CustomEditor(typeof(BidirHorizontalLayoutGroupLocalizer))]  
public class BidirHorizontalLayoutGroupLocalizerEditor :  
    ComponentLocalizerEditor<BidirHorizontalLayoutGroupLocalizerEditor, BidirHorizontalLayoutGroupLocalizer,  
    BidirHorizontalLayoutGroup>, IPreviewable, IToolModeOwner
```

Class ImageSpriteMappedLocalizerEditor

Inheritance

System.Object

UnityEngine.Object

UnityEngine.ScriptableObject

UnityEditor.Editor

NoSuchEditor

ComponentLocalizerEditor<ImageSpriteMappedLocalizerEditor, ImageSpriteMappedLocalizer, UnityEngine.UI.Image>

ImageSpriteMappedLocalizerEditor

Inherited Members

ComponentLocalizerEditor<ImageSpriteMappedLocalizerEditor, ImageSpriteMappedLocalizer, Image>.IcTarget

ComponentLocalizerEditor<ImageSpriteMappedLocalizerEditor, ImageSpriteMappedLocalizer, Image>.OnEnable()

ComponentLocalizerEditor<ImageSpriteMappedLocalizerEditor, ImageSpriteMappedLocalizer, Image>.OnInspectorGUI()

NoSuchEditor.styleOn

NoSuchEditor.styleOff

NoSuchEditor.DrawServiceConnectionStatus<ST>(IServiceComponent<ST>)

NoSuchEditor.SetTextureColor(Texture2D, Color32)

NoSuchEditor.OnEnable()

NoSuchEditor.LogLog(String, Object[])

NoSuchEditor.LogWarn(String, Object[])

NoSuchEditor.LogError(String, Object[])

NoSuchEditor.LogLog<T>(String, Object[])

NoSuchEditor.LogWarn<T>(String, Object[])

NoSuchEditor.LogError<T>(String, Object[])

NoSuchEditor.PrefKeyPrefix

NoSuchEditor.logger

NoSuchEditor.loggerConfig

Namespace: [NoSuchStudio.Localization.Localizers.Editor](#)

Assembly: NoSuchLocalizationPro-Editor.dll

Syntax

```
[CustomEditor(typeof(ImageSpriteMappedLocalizer))]  
public class ImageSpriteMappedLocalizerEditor : ComponentLocalizerEditor<ImageSpriteMappedLocalizerEditor,  
ImageSpriteMappedLocalizer, Image>, IPreviewable, IToolModeOwner
```

Class ImageTransformLocalizerEditor

Inheritance

System.Object

UnityEngine.Object

UnityEngine.ScriptableObject

UnityEditor.Editor

NoSuchEditor

ComponentLocalizerEditor<ImageTransformLocalizerEditor, ImageTransformLocalizer, UnityEngine.UI.Image>

ImageTransformLocalizerEditor

Inherited Members

ComponentLocalizerEditor<ImageTransformLocalizerEditor, ImageTransformLocalizer, Image>.IcTarget

ComponentLocalizerEditor<ImageTransformLocalizerEditor, ImageTransformLocalizer, Image>.OnEnable()

ComponentLocalizerEditor<ImageTransformLocalizerEditor, ImageTransformLocalizer, Image>.OnInspectorGUI()

NoSuchEditor.styleOn

NoSuchEditor.styleOff

NoSuchEditor.DrawServiceConnectionStatus<ST>(IServiceComponent<ST>)

NoSuchEditor.SetTextureColor(Texture2D, Color32)

NoSuchEditor.OnEnable()

NoSuchEditor.LogLog(String, Object[])

NoSuchEditor.LogWarn(String, Object[])

NoSuchEditor.LogError(String, Object[])

NoSuchEditor.LogLog<T>(String, Object[])

NoSuchEditor.LogWarn<T>(String, Object[])

NoSuchEditor.LogError<T>(String, Object[])

NoSuchEditor.PrefKeyPrefix

NoSuchEditor.logger

NoSuchEditor.loggerConfig

Namespace: [NoSuchStudio.Localization.Localizers.Editor](#)

Assembly: NoSuchLocalizationPro-Editor.dll

Syntax

```
[CustomEditor(typeof(ImageTransformLocalizer))]  
public class ImageTransformLocalizerEditor : ComponentLocalizerEditor<ImageTransformLocalizerEditor,  
ImageTransformLocalizer, Image>, IPreviewable, IToolModeOwner
```

Class RTLTMProForceLocalizerEditor

Inheritance

System.Object

UnityEngine.Object

UnityEngine.ScriptableObject

UnityEditor.Editor

NoSuchEditor

ComponentLocalizerEditor<RTLTMProForceLocalizerEditor, RTLTMProForceLocalizer, RTLTMPro.RTLTextMeshPro>

RTLTMProForceLocalizerEditor

Inherited Members

ComponentLocalizerEditor<RTLTMProForceLocalizerEditor, RTLTMProForceLocalizer, RTLTextMeshPro>.IcTarget

ComponentLocalizerEditor<RTLTMProForceLocalizerEditor, RTLTMProForceLocalizer, RTLTextMeshPro>.OnEnable()

ComponentLocalizerEditor<RTLTMProForceLocalizerEditor, RTLTMProForceLocalizer, RTLTextMeshPro>.OnInspectorGUI()

NoSuchEditor.styleOn

NoSuchEditor.styleOff

NoSuchEditor.DrawServiceConnectionStatus<ST>(IServiceComponent<ST>)

NoSuchEditor.SetTextureColor(Texture2D, Color32)

NoSuchEditor.OnEnable()

NoSuchEditor.LogLog(String, Object[])

NoSuchEditor.LogWarn(String, Object[])

NoSuchEditor.LogError(String, Object[])

NoSuchEditor.LogLog<T>(String, Object[])

NoSuchEditor.LogWarn<T>(String, Object[])

NoSuchEditor.LogError<T>(String, Object[])

NoSuchEditor.PrefKeyPrefix

NoSuchEditor.logger

NoSuchEditor.loggerConfig

Namespace: [NoSuchStudio.Localization.Localizers.Editor](#)

Assembly: NoSuchLocalizationPro-Editor.dll

Syntax

```
[CustomEditor(typeof(RLTMProForceLocalizer))]  
public class RTLTMProForceLocalizerEditor : ComponentLocalizerEditor<RTLTMProForceLocalizerEditor,  
RTLTMProForceLocalizer, RTLTextMeshPro>, IPreviewable, IToolModeOwner
```

Class SliderDirectionLocalizerEditor

Inheritance

System.Object

UnityEngine.Object

UnityEngine.ScriptableObject

UnityEditor.Editor

[NoSuchEditor](#)

[ComponentLocalizerEditor](#) <[SliderDirectionLocalizerEditor](#), [SliderDirectionLocalizer](#), UnityEngine.UI.Slider>

SliderDirectionLocalizerEditor

Inherited Members

[ComponentLocalizerEditor](#) <[SliderDirectionLocalizerEditor](#), [SliderDirectionLocalizer](#), [Slider](#)>.IcTarget

[ComponentLocalizerEditor](#) <[SliderDirectionLocalizerEditor](#), [SliderDirectionLocalizer](#), [Slider](#)>.OnEnable()

[ComponentLocalizerEditor](#) <[SliderDirectionLocalizerEditor](#), [SliderDirectionLocalizer](#), [Slider](#)>.OnInspectorGUI()

[NoSuchEditor](#).styleOn

[NoSuchEditor](#).styleOff

[NoSuchEditor](#).DrawServiceConnectionStatus<ST>(IServiceComponent<ST>)

[NoSuchEditor](#).SetTextureColor(Texture2D, Color32)

[NoSuchEditor](#).OnEnable()

[NoSuchEditor](#).LogLog(String, Object[])

[NoSuchEditor](#).LogWarn(String, Object[])

[NoSuchEditor](#).LogError(String, Object[])

[NoSuchEditor](#).LogLog<T>(String, Object[])

[NoSuchEditor](#).LogWarn<T>(String, Object[])

[NoSuchEditor](#).LogError<T>(String, Object[])

[NoSuchEditor](#).PrefKeyPrefix

[NoSuchEditor](#).logger

[NoSuchEditor](#).loggerConfig

Namespace: [NoSuchStudio.Localization.Localizers.Editor](#)

Assembly: NoSuchLocalizationPro-Editor.dll

Syntax

```
[CustomEditor(typeof(SliderDirectionLocalizer))]  
public class SliderDirectionLocalizerEditor : ComponentLocalizerEditor<SliderDirectionLocalizerEditor,  
SliderDirectionLocalizer, Slider>, IPreviewable, IToolModeOwner
```

Class TextLocalizerEditor

Inheritance

System.Object

UnityEngine.Object

UnityEngine.ScriptableObject

UnityEditor.Editor

NoSuchEditor

ComponentLocalizerEditor<TextLocalizerEditor, TextLocalizer, UnityEngine.UI.Text>

PhrasedWithVariablesComponentLocalizerEditor<TextLocalizerEditor, TextLocalizer, UnityEngine.UI.Text>

TextLocalizerEditor

Inherited Members

PhrasedWithVariablesComponentLocalizerEditor<TextLocalizerEditor, TextLocalizer, Text>.OnEnable()

PhrasedWithVariablesComponentLocalizerEditor<TextLocalizerEditor, TextLocalizer, Text>.OnInspectorGUI()

ComponentLocalizerEditor<TextLocalizerEditor, TextLocalizer, Text>.lcTarget

NoSuchEditor.styleOn

NoSuchEditor.styleOff

NoSuchEditor.DrawServiceConnectionStatus<ST>(IServiceComponent<ST>)

NoSuchEditor.SetTextureColor(Texture2D, Color32)

NoSuchEditor.OnEnable()

NoSuchEditor.LogLog(String, Object[])

NoSuchEditor.LogWarn(String, Object[])

NoSuchEditor.LogError(String, Object[])

NoSuchEditor.LogLog<T>(String, Object[])

NoSuchEditor.LogWarn<T>(String, Object[])

NoSuchEditor.LogError<T>(String, Object[])

NoSuchEditor.PrefKeyPrefix

NoSuchEditor.logger

NoSuchEditor.loggerConfig

Namespace: **NoSuchStudio.Localization.Localizers.Editor**

Assembly: NoSuchLocalizationPro-Editor.dll

Syntax

```
[CustomEditor(typeof(TextLocalizer))]  
public class TextLocalizerEditor : PhrasedWithVariablesComponentLocalizerEditor<TextLocalizerEditor,  
TextLocalizer, Text>, IPreviewable, IToolModeOwner
```


Class TProAlignLocalizerEditor

Inheritance

System.Object

UnityEngine.Object

UnityEngine.ScriptableObject

UnityEditor.Editor

NoSuchEditor

ComponentLocalizerEditor<TProAlignLocalizerEditor, TProAlignLocalizer, TPro.TextMeshProUGUI>

TProAlignLocalizerEditor

Inherited Members

ComponentLocalizerEditor<TProAlignLocalizerEditor, TProAlignLocalizer, TextMeshProUGUI>.IcTarget

ComponentLocalizerEditor<TProAlignLocalizerEditor, TProAlignLocalizer, TextMeshProUGUI>.OnEnable()

ComponentLocalizerEditor<TProAlignLocalizerEditor, TProAlignLocalizer, TextMeshProUGUI>.OnInspectorGUI()

NoSuchEditor.styleOn

NoSuchEditor.styleOff

NoSuchEditor.DrawServiceConnectionStatus<ST>(IServiceComponent<ST>)

NoSuchEditor.SetTextureColor(Texture2D, Color32)

NoSuchEditor.OnEnable()

NoSuchEditor.LogLog(String, Object[])

NoSuchEditor.LogWarn(String, Object[])

NoSuchEditor.LogError(String, Object[])

NoSuchEditor.LogLog<T>(String, Object[])

NoSuchEditor.LogWarn<T>(String, Object[])

NoSuchEditor.LogError<T>(String, Object[])

NoSuchEditor.PrefKeyPrefix

NoSuchEditor.logger

NoSuchEditor.loggerConfig

Namespace: [NoSuchStudio.Localization.Localizers.Editor](#)

Assembly: NoSuchLocalizationPro-Editor.dll

Syntax

```
[CustomEditor(typeof(TProAlignLocalizer))]  
public class TProAlignLocalizerEditor : ComponentLocalizerEditor<TProAlignLocalizerEditor,  
TProAlignLocalizer, TextMeshProUGUI>, IPreviewable, IToolModeOwner
```

Class TMPProDropdownLocalizerEditor

Inheritance

System.Object

UnityEngine.Object

UnityEngine.ScriptableObject

UnityEditor.Editor

[NoSuchEditor](#)

[ComponentLocalizerEditor](#) <[TMPProDropdownLocalizerEditor](#), [TMPProDropdownLocalizer](#), [TMPPro.TMP_Dropdown](#)>

[TMPProDropdownLocalizerEditor](#)

Inherited Members

[ComponentLocalizerEditor](#) <[TMPProDropdownLocalizerEditor](#), [TMPProDropdownLocalizer](#), [TMP_Dropdown](#)>.IcTarget

[ComponentLocalizerEditor](#) <[TMPProDropdownLocalizerEditor](#), [TMPProDropdownLocalizer](#), [TMP_Dropdown](#)>.OnEnable()

[ComponentLocalizerEditor](#) <[TMPProDropdownLocalizerEditor](#), [TMPProDropdownLocalizer](#), [TMP_Dropdown](#)>.OnInspectorGUI()

[NoSuchEditor](#).styleOn

[NoSuchEditor](#).styleOff

[NoSuchEditor](#).DrawServiceConnectionStatus<ST>(IServiceComponent<ST>)

[NoSuchEditor](#).SetTextureColor(Texture2D, Color32)

[NoSuchEditor](#).OnEnable()

[NoSuchEditor](#).LogLog(String, Object[])

[NoSuchEditor](#).LogWarn(String, Object[])

[NoSuchEditor](#).LogError(String, Object[])

[NoSuchEditor](#).LogLog<T>(String, Object[])

[NoSuchEditor](#).LogWarn<T>(String, Object[])

[NoSuchEditor](#).LogError<T>(String, Object[])

[NoSuchEditor](#).PrefKeyPrefix

[NoSuchEditor](#).logger

[NoSuchEditor](#).loggerConfig

Namespace: [NoSuchStudio.Localization.Localizers.Editor](#)

Assembly: NoSuchLocalizationPro-Editor.dll

Syntax

```
[CustomEditor(typeof(TMPProDropdownLocalizer))]  
public class TMPProDropdownLocalizerEditor : ComponentLocalizerEditor<TMPProDropdownLocalizerEditor,  
TMPProDropdownLocalizer, TMP_Dropdown>, IPreviewable, IToolModeOwner
```

Class TMProFontMappedLocalizerEditor

Inheritance

System.Object

UnityEngine.Object

UnityEngine.ScriptableObject

UnityEditor.Editor

NoSuchEditor

ComponentLocalizerEditor<TMProFontMappedLocalizerEditor, TMProFontMappedLocalizer, TMPro.TextMeshProUGUI>

TMProFontMappedLocalizerEditor

Inherited Members

ComponentLocalizerEditor<TMProFontMappedLocalizerEditor, TMProFontMappedLocalizer, TextMeshProUGUI>.IcTarget

ComponentLocalizerEditor<TMProFontMappedLocalizerEditor, TMProFontMappedLocalizer, TextMeshProUGUI>.OnEnable()

ComponentLocalizerEditor<TMProFontMappedLocalizerEditor, TMProFontMappedLocalizer, TextMeshProUGUI>.OnInspectorGUI()

NoSuchEditor.styleOn

NoSuchEditor.styleOff

NoSuchEditor.DrawServiceConnectionStatus<ST>(IServiceComponent<ST>)

NoSuchEditor.SetTextureColor(Texture2D, Color32)

NoSuchEditor.OnEnable()

NoSuchEditor.LogLog(String, Object[])

NoSuchEditor.LogWarn(String, Object[])

NoSuchEditor.LogError(String, Object[])

NoSuchEditor.LogLog<T>(String, Object[])

NoSuchEditor.LogWarn<T>(String, Object[])

NoSuchEditor.LogError<T>(String, Object[])

NoSuchEditor.PrefKeyPrefix

NoSuchEditor.logger

NoSuchEditor.loggerConfig

Namespace: **NoSuchStudio.Localization.Localizers.Editor**

Assembly: NoSuchLocalizationPro-Editor.dll

Syntax

```
[CustomEditor(typeof(TMProFontMappedLocalizer))]  
public class TMProFontMappedLocalizerEditor : ComponentLocalizerEditor<TMProFontMappedLocalizerEditor,  
TMProFontMappedLocalizer, TextMeshProUGUI>, IPreviewable, IToolModeOwner
```

Class TMProTextLocalizerEditor

Inheritance

System.Object

UnityEngine.Object

UnityEngine.ScriptableObject

UnityEditor.Editor

NoSuchEditor

ComponentLocalizerEditor <TMPProTextLocalizerEditor, TMProTextLocalizer, TMPro.TextMeshProUGUI>

PhrasedWithVariablesComponentLocalizerEditor <TMPProTextLocalizerEditor, TMProTextLocalizer, TMPro.TextMeshProUGUI>

TMProTextLocalizerEditor

Inherited Members

PhrasedWithVariablesComponentLocalizerEditor <TMPProTextLocalizerEditor, TMProTextLocalizer, TextMeshProUGUI>.OnEnable()

PhrasedWithVariablesComponentLocalizerEditor <TMPProTextLocalizerEditor, TMProTextLocalizer, TextMeshProUGUI>.OnInspectorGUI()

ComponentLocalizerEditor <TMPProTextLocalizerEditor, TMProTextLocalizer, TextMeshProUGUI>.lcTarget

NoSuchEditor.styleOn

NoSuchEditor.styleOff

NoSuchEditor.DrawServiceConnectionStatus <ST> (IServiceComponent <ST>)

NoSuchEditor.SetTextureColor(Texture2D, Color32)

NoSuchEditor.OnEnable()

NoSuchEditor.LogLog(String, Object[])

NoSuchEditor.LogWarn(String, Object[])

NoSuchEditor.LogError(String, Object[])

NoSuchEditor.LogLog <T> (String, Object[])

NoSuchEditor.LogWarn <T> (String, Object[])

NoSuchEditor.LogError <T> (String, Object[])

NoSuchEditor.PrefKeyPrefix

NoSuchEditor.logger

NoSuchEditor.loggerConfig

Namespace: [NoSuchStudio.Localization.Localizers.Editor](#)

Assembly: NoSuchLocalizationPro-Editor.dll

Syntax

```
[CustomEditor(typeof(TMProTextLocalizer))]  
public class TMProTextLocalizerEditor : PhrasedWithVariablesComponentLocalizerEditor<TMPProTextLocalizerEditor,  
TMPProTextLocalizer, TextMeshProUGUI>, IPreviewable, IToolModeOwner
```

Namespace NoSuchStudio.Localization.Source

Classes

[CSVTranslationSource](#)

Parses a CSV file and provides the entries to [LocalizationService](#). Each line should contains 3 values: phrase, language, translation. '|' is the delimiter character.

[CSVTranslationSource.TranslationCSVData](#)

[JsonTranslationSource](#)

Parses a JSON file and provides the entries to [LocalizationService](#). Each line should contains 3 values: phrase, language, translation. '|' is the delimiter character.

[StandaloneTranslationSource](#)

Use this class to translate phrases in Unity Editor.

Class CSVTranslationSource

Parses a CSV file and provides the entries to [LocalizationService](#). Each line should contains 3 values: phrase, language, translation. '|' is the delimiter character.

Inheritance

System.Object
UnityEngine.Object
UnityEngine.Component
UnityEngine.Behaviour
UnityEngine.MonoBehaviour
[NoSuchMonoBehaviour](#)
[BaseTranslationSource](#)
[FileTranslationSource](#)
CSVTranslationSource

Implements

[ITranslationSource](#)
[ILocalizationServiceComponent](#)
[IServiceComponent<LocalizationService>](#)

Inherited Members

[FileTranslationSource._textAsset](#)
[FileTranslationSource.Reload\(\)](#)
[FileTranslationSource.NormalizeLocaleNames\(\)](#)
[FileTranslationSource.Start\(\)](#)
[NoSuchStudio.Localization.FileTranslationSource.Reset\(\)](#)
[NoSuchStudio.Localization.FileTranslationSource.OnValidate\(\)](#)
[FileTranslationSource.textAsset](#)
[BaseTranslationSource._translations](#)
[BaseTranslationSource._readyToConnect](#)
[BaseTranslationSource._connected](#)
[BaseTranslationSource.Init\(\)](#)
[BaseTranslationSource.IsConnected<ST>\(\)](#)
[BaseTranslationSource.Connect<ST>\(\)](#)
[BaseTranslationSource.Disconnect<ST>\(\)](#)
[BaseTranslationSource.IServiceComponent<LocalizationService>.Connect<ST>\(\)](#)
[BaseTranslationSource.IServiceComponent<LocalizationService>.Disconnect<ST>\(\)](#)
[BaseTranslationSource.IServiceComponent<LocalizationService>.IsConnected<ST>\(\)](#)
[BaseTranslationSource.Awake\(\)](#)
[BaseTranslationSource.OnEnable\(\)](#)
[BaseTranslationSource.OnDisable\(\)](#)
[BaseTranslationSource.GetTranslation\(String, String\)](#)
[BaseTranslationSource.translations](#)
[BaseTranslationSource.mono](#)
[NoSuchMonoBehaviour.LogLog\(String, Object\[\]\)](#)
[NoSuchMonoBehaviour.LogWarn\(String, Object\[\]\)](#)
[NoSuchMonoBehaviour.LogError\(String, Object\[\]\)](#)
[NoSuchMonoBehaviour.LogLog<T>\(String, Object\[\]\)](#)
[NoSuchMonoBehaviour.LogWarn<T>\(String, Object\[\]\)](#)
[NoSuchMonoBehaviour.LogError<T>\(String, Object\[\]\)](#)
[NoSuchMonoBehaviour.LogLog<T>\(Object, String, Object\[\]\)](#)
[NoSuchMonoBehaviour.LogWarn<T>\(Object, String, Object\[\]\)](#)

[NoSuchMonoBehaviour.LogError<T>\(Object, String, Object\[\]\)](#)
[NoSuchMonoBehaviour.RunDelayed\(Single, Action\)](#)
[NoSuchMonoBehaviour.RunDelayedRealtime\(Single, Action\)](#)
[NoSuchMonoBehaviour.logger](#)
[NoSuchMonoBehaviour.loggerConfig](#)

Namespace: [NoSuchStudio.Localization.Source](#)
Assembly: NoSuchLocalizationPro.dll

Syntax

```
[ExecuteInEditMode]
public class CSVTranslationSource : FileTranslationSource, ITranslationSource, ILocalizationServiceComponent,
IServiceComponent<LocalizationService>
```

Methods

[ExportAsCSVString\(Dictionary<String, Dictionary<String, String>>\)](#)

Declaration

```
public static string ExportAsCSVString(Dictionary<string, Dictionary<string, string>> translations)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Collections.Generic.Dictionary<System.String, System.Collections.Generic.Dictionary<System.String, System.String>>	translations	

Returns

TYPE	DESCRIPTION
System.String	

[ImportTranslations\(\)](#)

Declaration

```
protected override void ImportTranslations()
```

Overrides

[FileTranslationSource.ImportTranslations\(\)](#)

Implements

[ITranslationSource](#)
[ILocalizationServiceComponent](#)
[IServiceComponent<T>](#)

Extension Methods

[MonoBehaviourRunDelayedExt.RunDelayed\(MonoBehaviour, Single, Action\)](#)
[MonoBehaviourRunDelayedExt.RunDelayedRealtime\(MonoBehaviour, Single, Action\)](#)
[UnityObjectLoggerExt.LogLog\(Object, String, Object\[\]\)](#)
[UnityObjectLoggerExt.LogWarn\(Object, String, Object\[\]\)](#)
[UnityObjectLoggerExt.LogError\(Object, String, Object\[\]\)](#)

Class CSVTranslationSource.TranslationCSVData

Inheritance

System.Object

CSVTranslationSource.TranslationCSVData

Namespace: [NoSuchStudio.Localization.Source](#)

Assembly: NoSuchLocalizationPro.dll

Syntax

```
[DelimitedRecord("|", null)]
public class TranslationCSVData
```

Constructors

TranslationCSVData()

Declaration

```
public TranslationCSVData()
```

TranslationCSVData(String, String, String)

Declaration

```
public TranslationCSVData(string phrase, string locale, string translation)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	phrase	
System.String	locale	
System.String	translation	

Fields

locale

Declaration

```
public string locale
```

Field Value

TYPE	DESCRIPTION
System.String	

phrase

Declaration

```
public string phrase
```

Field Value

TYPE	DESCRIPTION
System.String	

translation

Declaration

```
public string translation
```

Field Value

TYPE	DESCRIPTION
System.String	

Class JsonTranslationSource

Parses a JSON file and provides the entries to [LocalizationService](#). Each line should contains 3 values: phrase, language, translation. '|' is the delimiter character.

Inheritance

System.Object
UnityEngine.Object
UnityEngine.Component
UnityEngine.Behaviour
UnityEngine.MonoBehaviour
[NoSuchMonoBehaviour](#)
[BaseTranslationSource](#)
[FileTranslationSource](#)
JsonTranslationSource

Implements

[ITranslationSource](#)
[ILocalizationServiceComponent](#)
[IServiceComponent<LocalizationService>](#)

Inherited Members

[FileTranslationSource._textAsset](#)
[FileTranslationSource.Reload\(\)](#)
[FileTranslationSource.NormalizeLocaleNames\(\)](#)
[FileTranslationSource.Start\(\)](#)
[NoSuchStudio.Localization.FileTranslationSource.Reset\(\)](#)
[NoSuchStudio.Localization.FileTranslationSource.OnValidate\(\)](#)
[FileTranslationSource.textAsset](#)
[BaseTranslationSource._translations](#)
[BaseTranslationSource._readyToConnect](#)
[BaseTranslationSource._connected](#)
[BaseTranslationSource.Init\(\)](#)
[BaseTranslationSource.IsConnected<ST>\(\)](#)
[BaseTranslationSource.Connect<ST>\(\)](#)
[BaseTranslationSource.Disconnect<ST>\(\)](#)
[BaseTranslationSource.IServiceComponent<LocalizationService>.Connect<ST>\(\)](#)
[BaseTranslationSource.IServiceComponent<LocalizationService>.Disconnect<ST>\(\)](#)
[BaseTranslationSource.IServiceComponent<LocalizationService>.IsConnected<ST>\(\)](#)
[BaseTranslationSource.Awake\(\)](#)
[BaseTranslationSource.OnEnable\(\)](#)
[BaseTranslationSource.OnDisable\(\)](#)
[BaseTranslationSource.GetTranslation\(String, String\)](#)
[BaseTranslationSource.translations](#)
[BaseTranslationSource.mono](#)
[NoSuchMonoBehaviour.LogLog\(String, Object\[\]\)](#)
[NoSuchMonoBehaviour.LogWarn\(String, Object\[\]\)](#)
[NoSuchMonoBehaviour.LogError\(String, Object\[\]\)](#)
[NoSuchMonoBehaviour.LogLog<T>\(String, Object\[\]\)](#)
[NoSuchMonoBehaviour.LogWarn<T>\(String, Object\[\]\)](#)
[NoSuchMonoBehaviour.LogError<T>\(String, Object\[\]\)](#)
[NoSuchMonoBehaviour.LogLog<T>\(Object, String, Object\[\]\)](#)
[NoSuchMonoBehaviour.LogWarn<T>\(Object, String, Object\[\]\)](#)

NoSuchMonoBehaviour.LogError<T>(Object, String, Object[])
NoSuchMonoBehaviour.RunDelayed(Single, Action)
NoSuchMonoBehaviour.RunDelayedRealtime(Single, Action)
NoSuchMonoBehaviour.logger
NoSuchMonoBehaviour.loggerConfig

Namespace: [NoSuchStudio.Localization.Source](#)
Assembly: NoSuchLocalizationPro.dll

Syntax

```
[ExecuteInEditMode]  
public class JsonTranslationSource : FileTranslationSource, ITranslationSource, ILocalizationServiceComponent, IServiceComponent<LocalizationService>
```

Methods

ExportAsJsonString(Dictionary<String, Dictionary<String, String>>)

Declaration

```
public static string ExportAsJsonString(Dictionary<string, Dictionary<string, string>> translations)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Collections.Generic.Dictionary<System.String, System.Collections.Generic.Dictionary<System.String, System.String>>	translations	

Returns

TYPE	DESCRIPTION
System.String	

ImportTranslations()

Declaration

```
protected override void ImportTranslations()
```

Overrides

[FileTranslationSource.ImportTranslations\(\)](#)

Implements

[ITranslationSource](#)
[ILocalizationServiceComponent](#)
[IServiceComponent<T>](#)

Extension Methods

[MonoBehaviourRunDelayedExt.RunDelayed\(MonoBehaviour, Single, Action\)](#)
[MonoBehaviourRunDelayedExt.RunDelayedRealtime\(MonoBehaviour, Single, Action\)](#)
[UnityObjectLoggerExt.LogLog\(Object, String, Object\[\]\)](#)
[UnityObjectLoggerExt.LogWarn\(Object, String, Object\[\]\)](#)
[UnityObjectLoggerExt.LogError\(Object, String, Object\[\]\)](#)

Class StandaloneTranslationSource

Use this class to translate phrases in Unity Editor.

Inheritance

System.Object
UnityEngine.Object
UnityEngine.Component
UnityEngine.Behaviour
UnityEngine.MonoBehaviour
[NoSuchMonoBehaviour](#)
[BaseTranslationSource](#)
StandaloneTranslationSource

Implements

[ITranslationSource](#)
[ILocalizationServiceComponent](#)
[IServiceComponent<LocalizationService>](#)

Inherited Members

[BaseTranslationSource._translations](#)
[BaseTranslationSource._readyToConnect](#)
[BaseTranslationSource._connected](#)
[BaseTranslationSource.IsConnected<ST>\(\)](#)
[BaseTranslationSource.Connect<ST>\(\)](#)
[BaseTranslationSource.Disconnect<ST>\(\)](#)
[BaseTranslationSource.IServiceComponent<LocalizationService>.Connect<ST>\(\)](#)
[BaseTranslationSource.IServiceComponent<LocalizationService>.Disconnect<ST>\(\)](#)
[BaseTranslationSource.IServiceComponent<LocalizationService>.IsConnected<ST>\(\)](#)
[BaseTranslationSource.Awake\(\)](#)
[BaseTranslationSource.OnEnable\(\)](#)
[BaseTranslationSource.OnDisable\(\)](#)
[BaseTranslationSource.GetTranslation\(String, String\)](#)
[BaseTranslationSource.Reset\(\)](#)
[BaseTranslationSource.translations](#)
[BaseTranslationSource.mono](#)
[NoSuchMonoBehaviour.LogLog\(String, Object\[\]\)](#)
[NoSuchMonoBehaviour.LogWarn\(String, Object\[\]\)](#)
[NoSuchMonoBehaviour.LogError\(String, Object\[\]\)](#)
[NoSuchMonoBehaviour.LogLog<T>\(String, Object\[\]\)](#)
[NoSuchMonoBehaviour.LogWarn<T>\(String, Object\[\]\)](#)
[NoSuchMonoBehaviour.LogError<T>\(String, Object\[\]\)](#)
[NoSuchMonoBehaviour.LogLog<T>\(Object, String, Object\[\]\)](#)
[NoSuchMonoBehaviour.LogWarn<T>\(Object, String, Object\[\]\)](#)
[NoSuchMonoBehaviour.LogError<T>\(Object, String, Object\[\]\)](#)
[NoSuchMonoBehaviour.RunDelayed\(Single, Action\)](#)
[NoSuchMonoBehaviour.RunDelayedRealtime\(Single, Action\)](#)
[NoSuchMonoBehaviour.logger](#)
[NoSuchMonoBehaviour.loggerConfig](#)

Namespace: [NoSuchStudio.Localization.Source](#)

Assembly: [NoSuchLocalizationPro.dll](#)

Syntax

```
[ExecuteInEditMode]  
public class StandaloneTranslationSource : BaseTranslationSource, ITranslationSource,  
ILocalizationServiceComponent, IServiceComponent<LocalizationService>, ISerializationCallbackReceiver
```

Fields

_dataChanged

Declaration

```
[NonSerialized]  
protected bool _dataChanged
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

Methods

AddPhrase(String)

Declaration

```
public bool AddPhrase(string phrase)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	phrase	

Returns

TYPE	DESCRIPTION
System.Boolean	

AddTranslation(String, String, String)

Declaration

```
public bool AddTranslation(string phrase, string lang, string value)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	phrase	
System.String	lang	
System.String	value	

Returns

TYPE	DESCRIPTION
System.Boolean	

Init()

Declaration

```
protected override void Init()
```

Overrides

[BaseTranslationSource.Init\(\)](#)

OnAfterDeserialize()

Declaration

```
public void OnAfterDeserialize()
```

OnBeforeSerialize()

Declaration

```
public void OnBeforeSerialize()
```

OnValidate()

Declaration

```
public void OnValidate()
```

RemoveTranslation(String, String, String)

Declaration

```
public bool RemoveTranslation(string phrase, string lang, string value)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	phrase	
System.String	lang	
System.String	value	

Returns

TYPE	DESCRIPTION
System.Boolean	

Update()

Declaration

```
protected virtual void Update()
```

Implements

- [ITranslationSource](#)
- [ILocalizationServiceComponent](#)
- [IServiceComponent<T>](#)

Extension Methods

[MonoBehaviourRunDelayedExt.RunDelayed\(MonoBehaviour, Single, Action\)](#)

`MonoBehaviourRunDelayedExt.RunDelayedRealtime(MonoBehaviour, Single, Action)`

`UnityObjectLoggerExt.LogLog(Object, String, Object[])`

`UnityObjectLoggerExt.LogWarn(Object, String, Object[])`

`UnityObjectLoggerExt.LogError(Object, String, Object[])`

Namespace NoSuchStudio.Localization.Source.Editor

Classes

[CSVTranslationSourceEditor](#)

[JsonTranslationSourceEditor](#)

[StandaloneTranslationSourceEditor](#)

Class CSVTranslationSourceEditor

Inheritance

System.Object
UnityEngine.Object
UnityEngine.ScriptableObject
UnityEditor.Editor
NoSuchEditor
BaseTranslationSourceEditor<CSVTranslationSourceEditor, CSVTranslationSource>
CSVTranslationSourceEditor

Inherited Members

BaseTranslationSourceEditor<CSVTranslationSourceEditor, CSVTranslationSource>.tsTarget
BaseTranslationSourceEditor<CSVTranslationSourceEditor, CSVTranslationSource>.OnEnable()
BaseTranslationSourceEditor<CSVTranslationSourceEditor, CSVTranslationSource>.DrawTranslationStats(Int32, Int32)
BaseTranslationSourceEditor<CSVTranslationSourceEditor, CSVTranslationSource>.OnInspectorGUI()
NoSuchEditor.styleOn
NoSuchEditor.styleOff
NoSuchEditor.DrawServiceConnectionStatus<ST>(IServiceComponent<ST>)
NoSuchEditor.SetTextureColor(Texture2D, Color32)
NoSuchEditor.LogLog(String, Object[])
NoSuchEditor.LogWarn(String, Object[])
NoSuchEditor.LogError(String, Object[])
NoSuchEditor.LogLog<T>(String, Object[])
NoSuchEditor.LogWarn<T>(String, Object[])
NoSuchEditor.LogError<T>(String, Object[])
NoSuchEditor.PrefKeyPrefix
NoSuchEditor.logger
NoSuchEditor.loggerConfig

Namespace: NoSuchStudio.Localization.Source.Editor
Assembly: NoSuchLocalizationPro-Editor.dll

Syntax

```
[CustomEditor(typeof(CSVTranslationSource))]  
public class CSVTranslationSourceEditor : BaseTranslationSourceEditor<CSVTranslationSourceEditor,  
CSVTranslationSource>, IPreviewable, IToolModeOwner
```

Methods

OnEnable()

Declaration

```
protected override void OnEnable()
```

Overrides

NoSuchStudio.Localization.Editor.BaseTranslationSourceEditor<NoSuchStudio.Localization.Source.Editor.CSVTranslationSourceEditor, NoSuchStudio.Localization.Source.CSVTranslationSource>.OnEnable()

OnInspectorGUI()

Declaration

```
public override void OnInspectorGUI()
```

Overrides

NoSuchStudio.Localization.Editor.BaseTranslationSourceEditor<NoSuchStudio.Localization.Source.Editor.CSVTranslationSourceEditor, NoSuchStudio.Localization.Source.CSVTranslationSource>.OnInspectorGUI()

Class JsonTranslationSourceEditor

Inheritance

System.Object

UnityEngine.Object

UnityEngine.ScriptableObject

UnityEditor.Editor

NoSuchEditor

BaseTranslationSourceEditor<JsonTranslationSourceEditor, JsonTranslationSource>

JsonTranslationSourceEditor

Inherited Members

BaseTranslationSourceEditor<JsonTranslationSourceEditor, JsonTranslationSource>.tsTarget

BaseTranslationSourceEditor<JsonTranslationSourceEditor, JsonTranslationSource>.OnEnable()

BaseTranslationSourceEditor<JsonTranslationSourceEditor, JsonTranslationSource>.DrawTranslationStats(Int32, Int32)

BaseTranslationSourceEditor<JsonTranslationSourceEditor, JsonTranslationSource>.OnInspectorGUI()

NoSuchEditor.styleOn

NoSuchEditor.styleOff

NoSuchEditor.DrawServiceConnectionStatus<ST>(IServiceComponent<ST>)

NoSuchEditor.SetTextureColor(Texture2D, Color32)

NoSuchEditor.LogLog(String, Object[])

NoSuchEditor.LogWarn(String, Object[])

NoSuchEditor.LogError(String, Object[])

NoSuchEditor.LogLog<T>(String, Object[])

NoSuchEditor.LogWarn<T>(String, Object[])

NoSuchEditor.LogError<T>(String, Object[])

NoSuchEditor.PrefKeyPrefix

NoSuchEditor.logger

NoSuchEditor.loggerConfig

Namespace: [NoSuchStudio.Localization.Source.Editor](#)

Assembly: [NoSuchLocalizationPro-Editor.dll](#)

Syntax

```
[CustomEditor(typeof(JsonTranslationSource))]  
public class JsonTranslationSourceEditor : BaseTranslationSourceEditor<JsonTranslationSourceEditor,  
    JsonTranslationSource>, IPreviewable, IToolModeOwner
```

Methods

OnEnable()

Declaration

```
protected override void OnEnable()
```

Overrides

NoSuchStudio.Localization.Editor.BaseTranslationSourceEditor<NoSuchStudio.Localization.Source.Editor.JsonTranslationSourceEditor, NoSuchStudio.Localization.Source.JsonTranslationSource>.OnEnable()

OnInspectorGUI()

Declaration

```
public override void OnInspectorGUI()
```

Overrides

NoSuchStudio.Localization.Editor.BaseTranslationSourceEditor<NoSuchStudio.Localization.Source.Editor.JsonTranslationSourceEditor, NoSuchStudio.Localization.Source.JsonTranslationSource>.OnInspectorGUI()

Class StandaloneTranslationSourceEditor

Inheritance

System.Object
UnityEngine.Object
UnityEngine.ScriptableObject
UnityEditor.Editor
NoSuchEditor
BaseTranslationSourceEditor<StandaloneTranslationSourceEditor, StandaloneTranslationSource>
StandaloneTranslationSourceEditor

Inherited Members

BaseTranslationSourceEditor<StandaloneTranslationSourceEditor, StandaloneTranslationSource>.tsTarget
BaseTranslationSourceEditor<StandaloneTranslationSourceEditor, StandaloneTranslationSource>.OnEnable()
BaseTranslationSourceEditor<StandaloneTranslationSourceEditor, StandaloneTranslationSource>.DrawTranslationStats(Int32, Int32)
BaseTranslationSourceEditor<StandaloneTranslationSourceEditor, StandaloneTranslationSource>.OnInspectorGUI()
NoSuchEditor.styleOn
NoSuchEditor.styleOff
NoSuchEditor.DrawServiceConnectionStatus<ST>(IServiceComponent<ST>)
NoSuchEditor.SetTextureColor(Texture2D, Color32)
NoSuchEditor.LogLog(String, Object[])
NoSuchEditor.LogWarn(String, Object[])
NoSuchEditor.LogError(String, Object[])
NoSuchEditor.LogLog<T>(String, Object[])
NoSuchEditor.LogWarn<T>(String, Object[])
NoSuchEditor.LogError<T>(String, Object[])
NoSuchEditor.PrefKeyPrefix
NoSuchEditor.logger
NoSuchEditor.loggerConfig

Namespace: NoSuchStudio.Localization.Source.Editor

Assembly: NoSuchLocalizationPro-Editor.dll

Syntax

```
[CustomEditor(typeof(StandaloneTranslationSource))]  
public class StandaloneTranslationSourceEditor : BaseTranslationSourceEditor<StandaloneTranslationSourceEditor,  
StandaloneTranslationSource>, IPreviewable, IToolModeOwner
```

Methods

OnEnable()

Declaration

```
protected override void OnEnable()
```

Overrides

NoSuchStudio.Localization.Editor.BaseTranslationSourceEditor<NoSuchStudio.Localization.Source.Editor.StandaloneTranslationSourceEditor, NoSuchStudio.Localization.Source.StandaloneTranslationSource>.OnEnable()

OnInspectorGUI()

Declaration

```
public override void OnInspectorGUI()
```

Overrides

NoSuchStudio.Localization.Editor.BaseTranslationSourceEditor<NoSuchStudio.Localization.Source.Editor.StandaloneTranslationSourceEditor, NoSuchStudio.Localization.Source.StandaloneTranslationSource>.OnInspectorGUI()

Namespace NoSuchStudio.Variables

Classes

[VariablesListener](#)

Components for listening for changes in values of a list of variables. An event is raised if ANY of the variables in the list change. Useful for updating UI elements when a value changes (Observable Pattern).

[VariablesListener.ChangeEvent](#)

[VariablesService](#)

The variable service can be used to provide variables to other components. It is essentially a producer-consumer service. Variable Sources provide variables names along with their values. Any component can register as a listener of variables and receive callbacks when any of those variables change value.

[VariablesSource](#)

Use this class to define variables for other components to use. Use [AddVariable\(String\)](#), [RemoveVariable\(String\)](#) and [SetVariable\(String, String\)](#) to manage variables in the source. Any class can register to the [VariablesService](#) to get notified of changes to variables.!-- Changes to variable values should happen through the VariableSource that defines the variable.

Interfaces

[IVariableSource](#)

All components that provide variables to the [VariablesService](#) should implement this interface.

[IVariablesServiceComponent](#)

All components that are part of the [VariablesService](#) should implement this interface (or one of its sub interfaces like [IVariableSource](#)).

Delegates

[VariablesService.VariableChangeDelegate](#)

Interface IVariableSource

All components that provide variables to the [VariablesService](#) should implement this interface.

Inherited Members

[IServiceComponent<VariablesService>.mono](#)
[IServiceComponent<VariablesService>.IsConnected<ST>\(\)](#)
[IServiceComponent<VariablesService>.Connect<ST>\(\)](#)
[IServiceComponent<VariablesService>.Disconnect<ST>\(\)](#)

Namespace: [NoSuchStudio.Variables](#)
Assembly: [NoSuchLocalizationCore.dll](#)

Syntax

```
public interface IVariableSource : IVariablesServiceComponent, IServiceComponent<VariablesService>
```

Methods

GetVariable(String)

Declaration

```
string GetVariable(string variable)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	variable	

Returns

TYPE	DESCRIPTION
System.String	

SetVariable(String, String)

Declaration

```
bool SetVariable(string variable, string value)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	variable	
System.String	value	

Returns

TYPE	DESCRIPTION
System.Boolean	

Interface IVariablesServiceComponent

All components that are part of the [VariablesService](#) should implement this interface (or one of its sub interfaces like [VariableSource](#)).

Inherited Members

[IServiceComponent<VariablesService>.mono](#)
[IServiceComponent<VariablesService>.IsConnected<ST>\(\)](#)
[IServiceComponent<VariablesService>.Connect<ST>\(\)](#)
[IServiceComponent<VariablesService>.Disconnect<ST>\(\)](#)

Namespace: [NoSuchStudio.Variables](#)

Assembly: NoSuchLocalizationCore.dll

Syntax

```
public interface IVariablesServiceComponent : IServiceComponent<VariablesService>
```

Class VariablesListener

Components for listening for changes in values of a list of variables. An event is raised if ANY of the variables in the list change. Useful for updating UI elements when a value changes (Observable Pattern).

Inheritance

System.Object
UnityEngine.Object
UnityEngine.Component
UnityEngine.Behaviour
UnityEngine.MonoBehaviour
[NoSuchMonoBehaviour](#)
VariablesListener

Implements

[IVariablesServiceComponent](#)
[IServiceComponent<VariablesService>](#)

Inherited Members

[NoSuchMonoBehaviour.logger](#)
[NoSuchMonoBehaviour.loggerConfig](#)
[NoSuchMonoBehaviour.LogLog\(String, Object\[\]\)](#)
[NoSuchMonoBehaviour.LogWarn\(String, Object\[\]\)](#)
[NoSuchMonoBehaviour.LogError\(String, Object\[\]\)](#)
[NoSuchMonoBehaviour.LogLog<T>\(String, Object\[\]\)](#)
[NoSuchMonoBehaviour.LogWarn<T>\(String, Object\[\]\)](#)
[NoSuchMonoBehaviour.LogError<T>\(String, Object\[\]\)](#)
[NoSuchMonoBehaviour.LogLog<T>\(Object, String, Object\[\]\)](#)
[NoSuchMonoBehaviour.LogWarn<T>\(Object, String, Object\[\]\)](#)
[NoSuchMonoBehaviour.LogError<T>\(Object, String, Object\[\]\)](#)
[NoSuchMonoBehaviour.RunDelayed\(Single, Action\)](#)
[NoSuchMonoBehaviour.RunDelayedRealtime\(Single, Action\)](#)

Namespace: [NoSuchStudio.Variables](#)
Assembly: NoSuchLocalizationCore.dll

Syntax

```
[ExecuteInEditMode]
public class VariablesListener : NoSuchMonoBehaviour, IVariablesServiceComponent,
    IServiceComponent<VariablesService>
```

Fields

`_connected`

Declaration

```
[NonSerialized]
protected Dictionary<Type, bool> _connected
```

Field Value

TYPE	DESCRIPTION
System.Collections.Generic.Dictionary<System.Type, System.Boolean>	

`changeEvent`

Declaration

```
public VariablesListener.ChangeEvent changeEvent
```

Field Value

TYPE	DESCRIPTION
VariablesListener.ChangeEvent	

Properties

mono

Declaration

```
public MonoBehaviour mono { get; }
```

Property Value

TYPE	DESCRIPTION
UnityEngine.MonoBehaviour	

variablesList

Declaration

```
public List<string> variablesList { set; }
```

Property Value

TYPE	DESCRIPTION
System.Collections.Generic.List<System.String>	

Methods

IsConnected<ST>()

Declaration

```
public virtual bool IsConnected<ST>()  
    where ST : Service<ST>
```

Returns

TYPE	DESCRIPTION
System.Boolean	

Type Parameters

NAME	DESCRIPTION
ST	

OnDisable()

Declaration

```
protected virtual void OnDisable()
```


OnEnable()

Declaration

```
protected virtual void OnEnable()
```

Update()

Declaration

```
protected void Update()
```

Explicit Interface Implementations

IServiceComponent<VariablesService>.Connect<ST>()

Declaration

```
void IServiceComponent<VariablesService>.Connect<ST>()  
    where ST : VariablesService
```

Type Parameters

NAME	DESCRIPTION
ST	

IServiceComponent<VariablesService>.Disconnect<ST>()

Declaration

```
void IServiceComponent<VariablesService>.Disconnect<ST>()  
    where ST : VariablesService
```

Type Parameters

NAME	DESCRIPTION
ST	

IServiceComponent<VariablesService>.IsConnected<ST>()

Declaration

```
bool IServiceComponent<VariablesService>.IsConnected<ST>()  
    where ST : VariablesService
```

Returns

TYPE	DESCRIPTION
System.Boolean	

Type Parameters

NAME	DESCRIPTION
ST	

Implements

- [IVariablesServiceComponent](#)
- [IServiceComponent<T>](#)

Extension Methods

[MonoBehaviourRunDelayedExt.RunDelayed\(MonoBehaviour, Single, Action\)](#)

[MonoBehaviourRunDelayedExt.RunDelayedRealtime\(MonoBehaviour, Single, Action\)](#)

[UnityObjectLoggerExt.LogLog\(Object, String, Object\[\]\)](#)

[UnityObjectLoggerExt.LogWarn\(Object, String, Object\[\]\)](#)

[UnityObjectLoggerExt.LogError\(Object, String, Object\[\]\)](#)

Class VariablesListener.ChangeEvent

Inheritance

System.Object

UnityEngine.Events.UnityEventBase

UnityEngine.Events.UnityEvent<[VariablesListener](#)>

VariablesListener.ChangeEvent

Namespace: [NoSuchStudio.Variables](#)

Assembly: NoSuchLocalizationCore.dll

Syntax

```
[Serializable]  
public class ChangeEvent : UnityEvent<VariablesListener>, ISerializationCallbackReceiver
```

Class VariablesService

The variable service can be used to provide variables to other components. It is essentially a producer-consumer service. Variable Sources provide variables names along with their values. Any component can register as a listener of variables and receive callbacks when any of those variables change value.

Inheritance

System.Object
UnityEngine.Object
UnityEngine.Component
UnityEngine.Behaviour
UnityEngine.MonoBehaviour
NoSuchMonoBehaviour
Service<VariablesService>
VariablesService

Inherited Members

Service<VariablesService>.gInstance
Service<VariablesService>.Instance
Service<VariablesService>._instanceReady
Service<VariablesService>.InstanceReady
Service<VariablesService>.OnEnable()
Service<VariablesService>.OnDisable()
Service<VariablesService>.IsReady
Service<VariablesService>.IsInstance
Service<VariablesService>.RegisterInstance(VariablesService)
Service<VariablesService>.UnregisterInstance(VariablesService)
Service<VariablesService>.ReRegisterService()
NoSuchMonoBehaviour.logger
NoSuchMonoBehaviour.loggerConfig
NoSuchMonoBehaviour.LogLog(String, Object[])
NoSuchMonoBehaviour.LogWarn(String, Object[])
NoSuchMonoBehaviour.LogError(String, Object[])
NoSuchMonoBehaviour.LogLog<T>(String, Object[])
NoSuchMonoBehaviour.LogWarn<T>(String, Object[])
NoSuchMonoBehaviour.LogError<T>(String, Object[])
NoSuchMonoBehaviour.LogLog<T>(Object, String, Object[])
NoSuchMonoBehaviour.LogWarn<T>(Object, String, Object[])
NoSuchMonoBehaviour.LogError<T>(Object, String, Object[])
NoSuchMonoBehaviour.RunDelayed(Single, Action)
NoSuchMonoBehaviour.RunDelayedRealtime(Single, Action)

Namespace: NoSuchStudio.Variables
Assembly: NoSuchLocalizationCore.dll

Syntax

```
[ExecuteInEditMode]
public class VariablesService : Service<VariablesService>
```

Properties

undefinedVariableValue

Declaration

```
public string undefinedVariableValue { get; set; }
```

Property Value

TYPE	DESCRIPTION
System.String	

UndefinedVariableValue

The value to use for variables that are undefined (No Variable Source provides the variable).

Declaration

```
public static string UndefinedVariableValue { get; set; }
```

Property Value

TYPE	DESCRIPTION
System.String	

variableSources

Declaration

```
public Dictionary<string, IVariableSource> variableSources { get; }
```

Property Value

TYPE	DESCRIPTION
System.Collections.Generic.Dictionary<System.String, IVariableSource >	

Methods

AddVariableChangeListener(String, VariablesService.VariableChangeDelegate)

Declaration

```
public static void AddVariableChangeListener(string variable, VariablesService.VariableChangeDelegate action)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	variable	
VariablesService.VariableChangeDelegate	action	

AddVariableSource(String, IVariableSource)

Declaration

```
public static void AddVariableSource(string variable, IVariableSource source)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	variable	

TYPE	NAME	DESCRIPTION
IVariableSource	source	

GetVariable(String)

Declaration

```
public static string GetVariable(string variable)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	variable	

Returns

TYPE	DESCRIPTION
System.String	

Init()

Declaration

```
public void Init()
```

OnServiceRegister()

Declaration

```
public override void OnServiceRegister()
```

Overrides

NoSuchStudio.Common.Service.Service<NoSuchStudio.Variables.VariablesService>.OnServiceRegister()

OnServiceUnregister()

Declaration

```
public override void OnServiceUnregister()
```

Overrides

NoSuchStudio.Common.Service.Service<NoSuchStudio.Variables.VariablesService>.OnServiceUnregister()

RemoveVariableChangeListener(String, VariablesService.VariableChangeDelegate)

Declaration

```
public static void RemoveVariableChangeListener(string variable, VariablesService.VariableChangeDelegate action)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	variable	
VariablesService.VariableChangeDelegate	action	

RemoveVariableSource(String, IVariableSource)

Declaration

```
public static void RemoveVariableSource(string variable, IVariableSource source)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	variable	
IVariableSource	source	

SetVariable(String, String)

Declaration

```
public static bool SetVariable(string variable, string value)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	variable	
System.String	value	

Returns

TYPE	DESCRIPTION
System.Boolean	

SetVariableValueChanged(String, IVariableSource)

Declaration

```
public static bool SetVariableValueChanged(string variable, IVariableSource source)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	variable	
IVariableSource	source	

Returns

TYPE	DESCRIPTION
System.Boolean	

Extension Methods

[MonoBehaviourRunDelayedExt.RunDelayed\(MonoBehaviour, Single, Action\)](#)

[MonoBehaviourRunDelayedExt.RunDelayedRealtime\(MonoBehaviour, Single, Action\)](#)

[UnityObjectLoggerExt.LogLog\(Object, String, Object\[\]\)](#)

[UnityObjectLoggerExt.LogWarn\(Object, String, Object\[\]\)](#)

UnityObjectLoggerExt.LogError(Object, String, Object[])

Delegate VariablesService.VariableChangeDelegate

Namespace: [NoSuchStudio.Variables](#)

Assembly: NoSuchLocalizationCore.dll

Syntax

```
public delegate void VariableChangeDelegate(string variable, string value);
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	variable	
System.String	value	

Class VariablesSource

Use this class to define variables for other components to use. Use [AddVariable\(String\)](#), [RemoveVariable\(String\)](#) and [SetVariable\(String, String\)](#) to manage variables in the source. Any class can register to the [VariablesService](#) to get notified of changes to variables.!-- Changes to variable values should happen through the VariableSource that defines the variable.

Inheritance

System.Object
UnityEngine.Object
UnityEngine.Component
UnityEngine.Behaviour
UnityEngine.MonoBehaviour
[NoSuchMonoBehaviour](#)
VariablesSource

Implements

[IVariableSource](#)
[IVariablesServiceComponent](#)
[IServiceComponent<VariablesService>](#)

Inherited Members

[NoSuchMonoBehaviour.logger](#)
[NoSuchMonoBehaviour.loggerConfig](#)
[NoSuchMonoBehaviour.LogLog\(String, Object\[\]\)](#)
[NoSuchMonoBehaviour.LogWarn\(String, Object\[\]\)](#)
[NoSuchMonoBehaviour.LogError\(String, Object\[\]\)](#)
[NoSuchMonoBehaviour.LogLog<T>\(String, Object\[\]\)](#)
[NoSuchMonoBehaviour.LogWarn<T>\(String, Object\[\]\)](#)
[NoSuchMonoBehaviour.LogError<T>\(String, Object\[\]\)](#)
[NoSuchMonoBehaviour.LogLog<T>\(Object, String, Object\[\]\)](#)
[NoSuchMonoBehaviour.LogWarn<T>\(Object, String, Object\[\]\)](#)
[NoSuchMonoBehaviour.LogError<T>\(Object, String, Object\[\]\)](#)
[NoSuchMonoBehaviour.RunDelayed\(Single, Action\)](#)
[NoSuchMonoBehaviour.RunDelayedRealtime\(Single, Action\)](#)

Namespace: [NoSuchStudio.Variables](#)
Assembly: NoSuchLocalizationCore.dll

Syntax

```
[ExecuteInEditMode]
public class VariablesSource : NoSuchMonoBehaviour, IVariableSource, IVariablesServiceComponent,
    IServiceComponent<VariablesService>, ISerializationCallbackReceiver
```

Fields

`_changedVariables`

Declaration

```
[NonSerialized]
protected HashSet<string> _changedVariables
```

Field Value

TYPE	DESCRIPTION
System.Collections.Generic.HashSet<System.String>	

_connected

Declaration

```
[NonSerialized]
protected Dictionary<Type, bool> _connected
```

Field Value

TYPE	DESCRIPTION
System.Collections.Generic.Dictionary<System.Type, System.Boolean>	

_dataChanged

Declaration

```
[NonSerialized]
protected bool _dataChanged
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

Properties

mono

Declaration

```
public MonoBehaviour mono { get; }
```

Property Value

TYPE	DESCRIPTION
UnityEngine.MonoBehaviour	

variables

Declaration

```
public Dictionary<string, string> variables { get; }
```

Property Value

TYPE	DESCRIPTION
System.Collections.Generic.Dictionary<System.String, System.String>	

Methods

AddVariable(String)

Declaration

```
public bool AddVariable(string variable)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	variable	

Returns

TYPE	DESCRIPTION
System.Boolean	

Connect<ST>()

Declaration

```
public void Connect<ST>()
    where ST : Service<ST>
```

Type Parameters

NAME	DESCRIPTION
ST	

Disconnect<ST>()

Declaration

```
public void Disconnect<ST>()
    where ST : Service<ST>
```

Type Parameters

NAME	DESCRIPTION
ST	

GetVariable(String)

Declaration

```
public string GetVariable(string variable)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	variable	

Returns

TYPE	DESCRIPTION
System.String	

IsConnected<ST>()

Declaration

```
public bool IsConnected<ST>()
    where ST : Service<ST>
```

Returns

TYPE	DESCRIPTION
System.Boolean	

Type Parameters

NAME	DESCRIPTION
ST	

OnAfterDeserialize()

Declaration

<code>public void OnAfterDeserialize()</code>

OnBeforeSerialize()

Declaration

<code>public void OnBeforeSerialize()</code>
--

OnDisable()

Declaration

<code>protected virtual void OnDisable()</code>

OnEnable()

Declaration

<code>protected virtual void OnEnable()</code>
--

RemoveVariable(String)

Declaration

<code>public bool RemoveVariable(string variable)</code>
--

Parameters

TYPE	NAME	DESCRIPTION
System.String	variable	

Returns

TYPE	DESCRIPTION
System.Boolean	

SetVariable(String, String)

Declaration

<code>public bool SetVariable(string variable, string value)</code>

Parameters

TYPE	NAME	DESCRIPTION
System.String	variable	
System.String	value	

Returns

TYPE	DESCRIPTION
System.Boolean	

Update()

Declaration

```
protected void Update()
```

Explicit Interface Implementations

IServiceComponent<VariablesService>.Connect<ST>()

Declaration

```
void IServiceComponent<VariablesService>.Connect<ST>()
    where ST : VariablesService
```

Type Parameters

NAME	DESCRIPTION
ST	

IServiceComponent<VariablesService>.Disconnect<ST>()

Declaration

```
void IServiceComponent<VariablesService>.Disconnect<ST>()
    where ST : VariablesService
```

Type Parameters

NAME	DESCRIPTION
ST	

IServiceComponent<VariablesService>.IsConnected<ST>()

Declaration

```
bool IServiceComponent<VariablesService>.IsConnected<ST>()
    where ST : VariablesService
```

Returns

TYPE	DESCRIPTION
System.Boolean	

Type Parameters

NAME	DESCRIPTION
ST	

Implements

- [IVariableSource](#)
- [IVariablesServiceComponent](#)
- [IServiceComponent<T>](#)

Extension Methods

- [MonoBehaviourRunDelayedExt.RunDelayed\(MonoBehaviour, Single, Action\)](#)
- [MonoBehaviourRunDelayedExt.RunDelayedRealtime\(MonoBehaviour, Single, Action\)](#)
- [UnityObjectLoggerExt.LogLog\(Object, String, Object\[\]\)](#)
- [UnityObjectLoggerExt.LogWarn\(Object, String, Object\[\]\)](#)
- [UnityObjectLoggerExt.LogError\(Object, String, Object\[\]\)](#)

Namespace NoSuchStudio.Variables.Editor

Classes

[VariablesServiceEditor](#)

[VariablesSourceEditor](#)

Class VariablesServiceEditor

Inheritance

System.Object
UnityEngine.Object
UnityEngine.ScriptableObject
UnityEditor.Editor
NoSuchEditor
ServiceEditor<VariablesServiceEditor, VariablesService>
VariablesServiceEditor

Inherited Members

ServiceEditor<VariablesServiceEditor, VariablesService>.serviceInstance
ServiceEditor<VariablesServiceEditor, VariablesService>.OnEnable()
ServiceEditor<VariablesServiceEditor, VariablesService>.DrawServiceStatus()
ServiceEditor<VariablesServiceEditor, VariablesService>.OnInspectorGUI()
NoSuchEditor.styleOn
NoSuchEditor.styleOff
NoSuchEditor.DrawServiceConnectionStatus<ST>(IServiceComponent<ST>)
NoSuchEditor.PrefKeyPrefix
NoSuchEditor.SetTextureColor(Texture2D, Color32)
NoSuchEditor.logger
NoSuchEditor.loggerConfig
NoSuchEditor.LogLog(String, Object[])
NoSuchEditor.LogWarn(String, Object[])
NoSuchEditor.LogError(String, Object[])
NoSuchEditor.LogLog<T>(String, Object[])
NoSuchEditor.LogWarn<T>(String, Object[])
NoSuchEditor.LogError<T>(String, Object[])

Namespace: NoSuchStudio.Variables.Editor
Assembly: NoSuchLocalizationCore-Editor.dll

Syntax

```
[CustomEditor(typeof(VariablesService))]  
[CanEditMultipleObjects]  
public sealed class VariablesServiceEditor : ServiceEditor<VariablesServiceEditor, VariablesService>,  
IPreviewable, IToolModeOwner
```

Methods

OnEnable()

Declaration

```
protected override void OnEnable()
```

Overrides

NoSuchStudio.Common.Service.Editor.ServiceEditor<NoSuchStudio.Variables.Editor.VariablesServiceEditor, NoSuchStudio.Variables.VariablesService>.OnEnable()

OnInspectorGUI()

Declaration

```
public override void OnInspectorGUI()
```

Overrides

```
NoSuchStudio.Common.Service.Editor.ServiceEditor<NoSuchStudio.Variables.Editor.VariablesServiceEditor,  
NoSuchStudio.Variables.VariablesService>.OnInspectorGUI()
```

Extension Methods

```
UnityObjectLoggerExt.LogLog(Object, String, Object[])
```

```
UnityObjectLoggerExt.LogWarn(Object, String, Object[])
```

```
UnityObjectLoggerExt.LogError(Object, String, Object[])
```

Class VariablesSourceEditor

Inheritance

System.Object
UnityEngine.Object
UnityEngine.ScriptableObject
UnityEditor.Editor
[NoSuchEditor](#)
VariablesSourceEditor

Inherited Members

[NoSuchEditor.styleOn](#)
[NoSuchEditor.styleOff](#)
[NoSuchEditor.DrawServiceConnectionStatus<ST>\(IServiceComponent<ST>\)](#)
[NoSuchEditor.PrefKeyPrefix](#)
[NoSuchEditor.SetTextureColor\(Texture2D, Color32\)](#)
[NoSuchEditor.logger](#)
[NoSuchEditor.loggerConfig](#)
[NoSuchEditor.LogLog\(String, Object\[\]\)](#)
[NoSuchEditor.LogWarn\(String, Object\[\]\)](#)
[NoSuchEditor.LogError\(String, Object\[\]\)](#)
[NoSuchEditor.LogLog<T>\(String, Object\[\]\)](#)
[NoSuchEditor.LogWarn<T>\(String, Object\[\]\)](#)
[NoSuchEditor.LogError<T>\(String, Object\[\]\)](#)

Namespace: [NoSuchStudio.Variables.Editor](#)
Assembly: NoSuchLocalizationCore-Editor.dll

Syntax

```
[CustomEditor(typeof(VariablesSource))]  
public class VariablesSourceEditor : NoSuchEditor, IPreviewable, IToolModeOwner
```

Methods

OnEnable()

Declaration

```
protected override void OnEnable()
```

Overrides

[NoSuchEditor.OnEnable\(\)](#)

OnInspectorGUI()

Declaration

```
public override void OnInspectorGUI()
```

Overrides

UnityEditor.Editor.OnInspectorGUI()

Extension Methods

[UnityObjectLoggerExt.LogLog\(Object, String, Object\[\]\)](#)
[UnityObjectLoggerExt.LogWarn\(Object, String, Object\[\]\)](#)
[UnityObjectLoggerExt.LogError\(Object, String, Object\[\]\)](#)