Unity Localization Integration

Requirements

For the integration to work you need to have the ‘Unity Localization’ package by Unity Technologies Inc. imported in your project.

For general setup check out their official documentation:

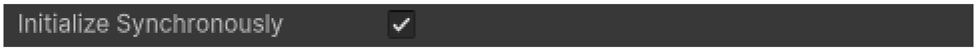
- How to Install
- Quickstart Guide

Limitations

The integration only supports text localizations.

The settings menu related prefabs use dedicated scripts for their localization using the integration. For other UI elements or menus you can keep using the scripts provided by the Unity localization package, meaning you don’t have to make any changes if you have those already set up.

Note:
If you see flickering when changing the language it is most likely due to the LocalizationSettings being initialized asynchronously. Try enabling synchronous initialization.

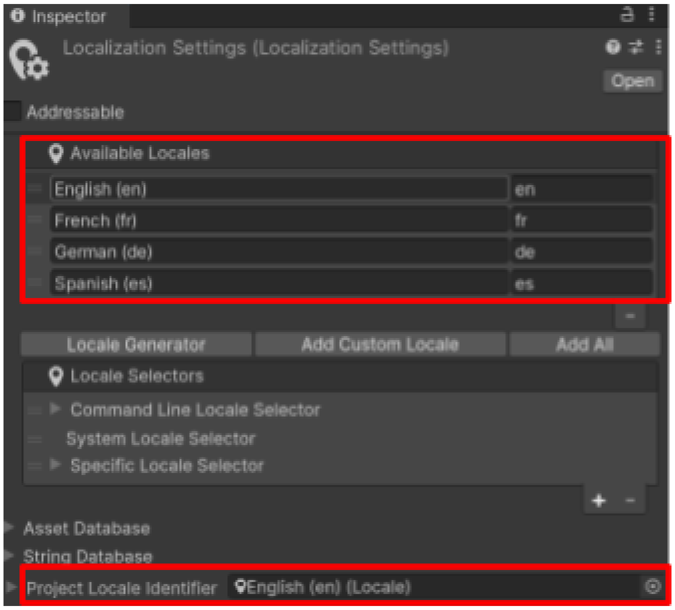


Initialize Synchronously ☑

If it persists it may be due to interference with your own Unity localization assets. Removing the demo scene should then resolve the issue.

Integration Setup

1. Add the ‘Language (Unity)’ setting to your settings list. The provided language setting does automatically read the available languages from the ‘Localization Settings’ as well as the specified default language.

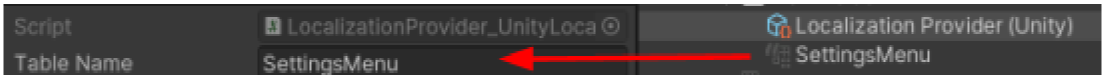


English (en)	en
French (fr)	fr
German (de)	de
Spanish (es)	es

Project Locale Identifier: English (en) (Locale)

If you want to display different languages you'd need to use a generic string setting (Pro version only) and manually set that up.

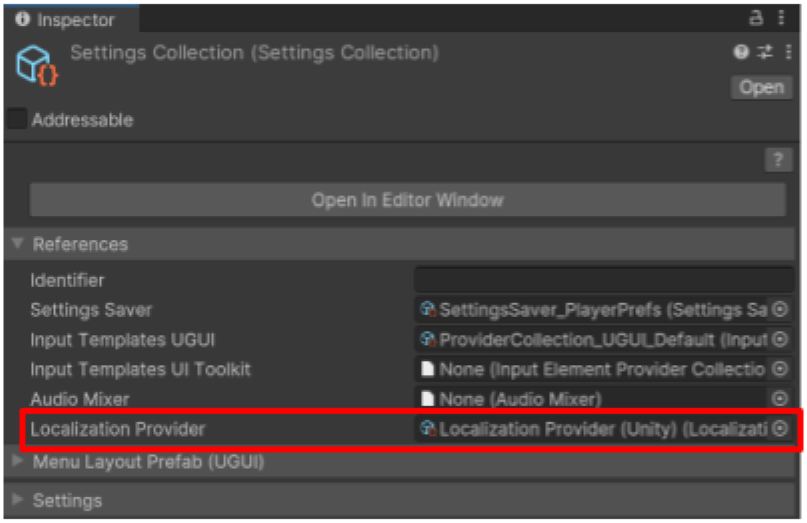
2. Create a Unity Localization Provider via Create > CitrioN > Settings Menu Creator > Localization > Localization Provider (Unity)
3. Specify the name of the 'String Table Collection' to use for the settings menu localization on the Localization Provider. The table collection name must match the one specified in the LocalizationProvider's 'Table Name' field.



Script: LocalizationProvider_UnityLoca

Table Name: SettingsMenu

4. Reference the created Localization Provider on your SettingsCollection


Inspector
Settings Collection (Settings Collection)
Open
Addressable
?
Open In Editor Window
References

Identifier:

Settings Saver: SettingsSaver_PlayerPrefs (Settings Sa

Input Templates UGUI: ProviderCollection_UGUI_Default (Input

Input Templates UI Toolkit: None (Input Element Provider Collectio

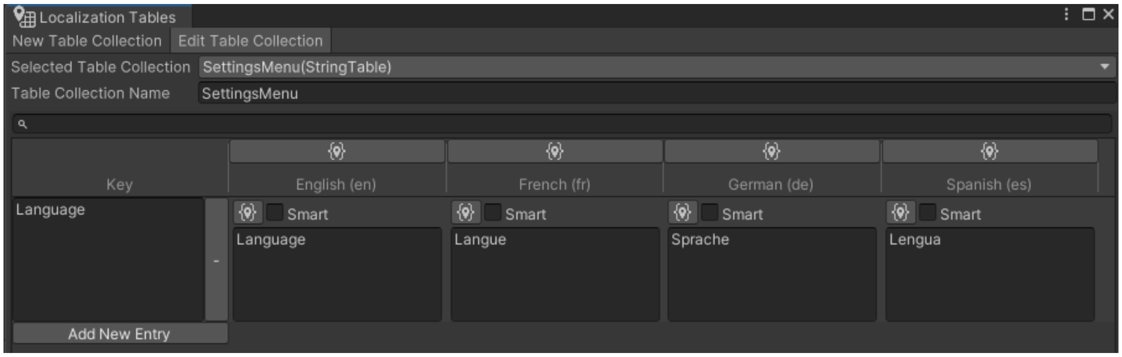
Audio Mixer: None (Audio Mixer)

Localization Provider: Localization Provider (Unity) (Localizati

Menu Layout Prefab (UGUI)
Settings

5. Configure the Unity localization package according to their official documentation meaning you need to have the relevant localization keys you want to have localized

in your tables.



Selected Table Collection: SettingsMenu(StringTable)

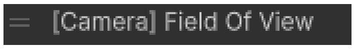
Table Collection Name: SettingsMenu

Key	English (en)	French (fr)	German (de)	Spanish (es)
	□ Smart	□ Smart	□ Smart	□ Smart
Language	Language	Langue	Sprache	Lengua

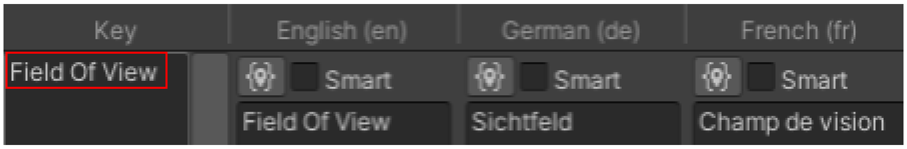
Specifying Keys

Each setting's display name is used as the key for localization. You can specify your own by using a custom display name for a setting or use the default display name for a setting and provide a localization entry for it.

Example 1:
For the field of view setting the default display name is 'Field Of View'. For most settings this is the same as the one displayed on the setting in the SettingsCollection. Some may differ but can easily be verified by checking the menu prefab or the menu at runtime.

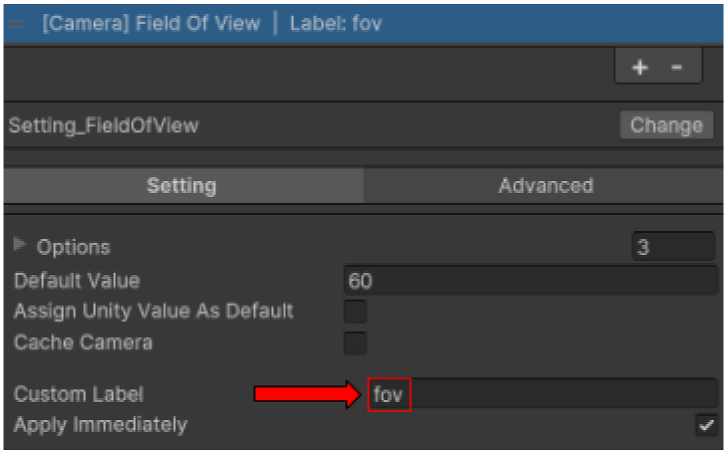


[Camera] Field Of View



Key	English (en)	German (de)	French (fr)
	□ Smart	□ Smart	□ Smart
Field Of View	Field Of View	Sichtfeld	Champ de vision

Example 2:
You can specify any display name in the 'Custom Label' field. This will then be used for the localization key instead. In the example image below we specified 'fov' as our custom label/key and used that in the localization table.

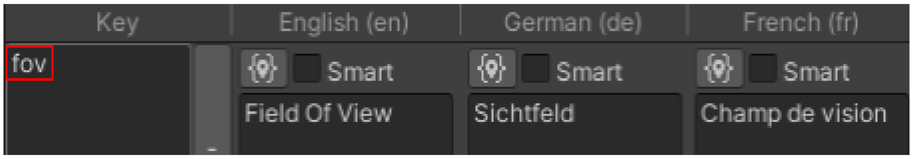


[Camera] Field Of View | Label: fov

Setting_FieldOfView — Change

Setting | Advanced

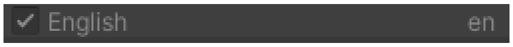
- Options: 3
- Default Value: 60
- Assign Unity Value As Default: □
- Cache Camera: □
- Custom Label: fov
- Apply Immediately: ☑



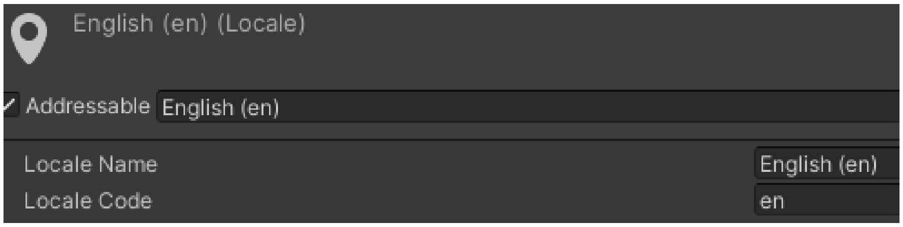
Key	English (en)	German (de)	French (fr)
fov	□ Smart Field Of View	□ Smart Sichtfeld	□ Smart Champ de vision

Language Keys

The language keys are the locale identifiers. For example, ‘en’ for English.
They are the identifiers shown in the locale generator or in brackets after the locale name.

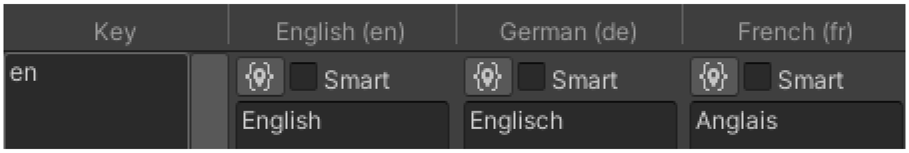


☑ English en



English (en) (Locale)

- ✓ Addressable: English (en)
- Locale Name: English (en)
- Locale Code: en

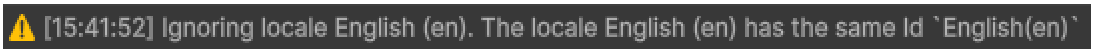


Key	English (en)	German (de)	French (fr)
en	□ Smart English	□ Smart Englisch	□ Smart Anglais

Demo

You can find a demo scene containing the Unity language setting at Assets > CitrioN > SMC > Integrations > Unity Localization > Demo

You might see this warning if you have already set up a language in your project. You can safely ignore this as it only affects the demo scene.



```
⚠ [15:41:52] Ignoring locale English (en). The locale English (en) has the same Id `English(en)`
```

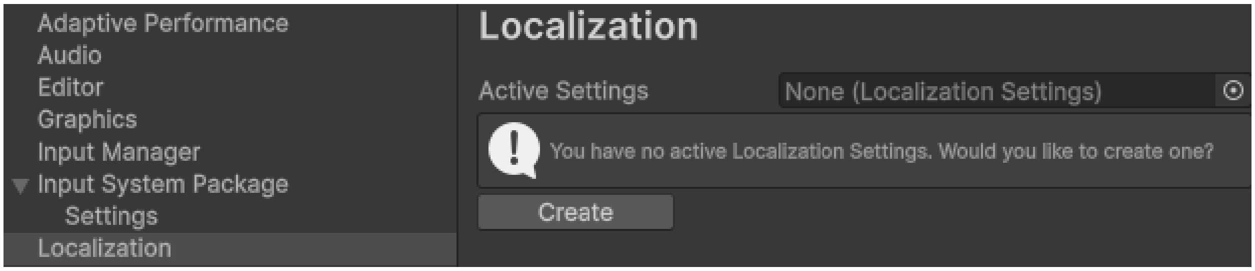
Important Note:
For your own menu it is recommended to create your own Unity locale/language/localization assets based on Unity's guide and *NOT* use the ones from the demo scene as they may get overridden in future updates of the asset.

Settings Overview

Setting	Render Pipelines		
	✓ Has an effect in pipeline ❌ Has no effect in pipeline		
	Builtin	**URP**	**HDRP**
Language (Unity)	✓	✓	✓

FAQ

Q: I get errors in the console when I enter play mode or test a build.
A: You may be missing the reference to a LocalizationSettings asset in the Localization tab of the project settings. Make sure you have one referenced, preferably the one from the demo for testing.

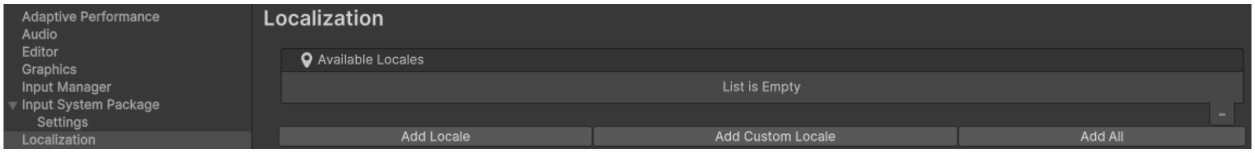


Localization

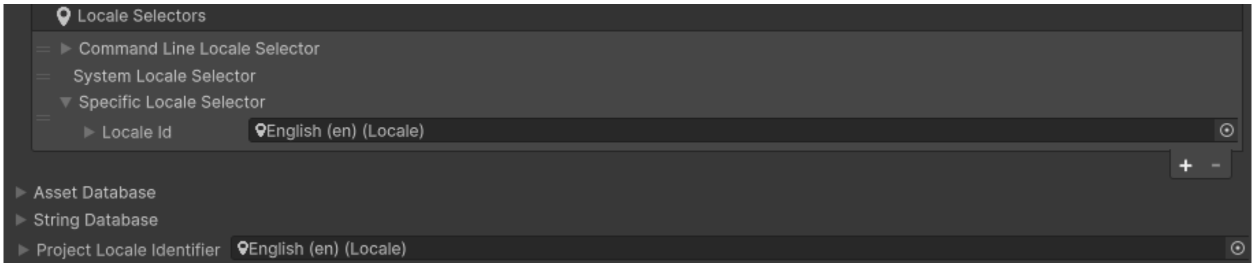
Active Settings: None (Localization Settings)

You have no active Localization Settings. Would you like to create one?

You may also be missing the locale references. You can press 'Add All' if you have integration/demo already imported. It should add English, German and French locales to your list.



Lastly make sure your ‘Project Locale Identifier’ and ‘Specific Locale Selector’ contain references.



Locale Id English (en) (Locale)

Project Locale Identifier English (en) (Locale)