Multi-Language - Localization Editor Documentation

Developed by Michael Pan (github.com/panmpan17)

System | How it works

LanguageMgr

It's a static class that stored current language and change all the text.

```
LanguageData LanguageMgr.languageData
```

Return current language data.

```
bool LanguageMgr.DataLoaded
```

Return wether current language data is not null.

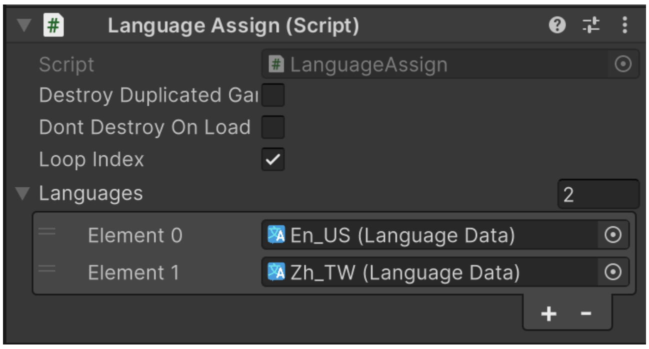
```
void LanguageMgr. AssignLanguageData(LanguageData newData, bool forceReload=false)
```

Assign new language manually.

```
string LanguageMgr.GetTextById(int id)
```

Get text by language id.

LanguageAssign



Language Assign (Script)

Script: LanguageAssign

Destroy Duplicated Gai ☐

Dont Destroy On Load ☐

Loop Index ☑

Languages: 2

Element 0: En_US (Language Data)

Element 1: Zh_TW (Language Data)

It's a singleton class. It can be set to destroy duplicated game object, or don't destroy on load.

Will call LanguageMgr for you.
*** I recommend using LanguageAssign to handle the all language assign work**.

```
void NextLanguage()
```

Change the language to next on the list.

```
void PreviousLanguage()
```

Change the language to previous one on the list.

```
void SetLanguageByID(int ID)
```

Change the language to specify language's Id.

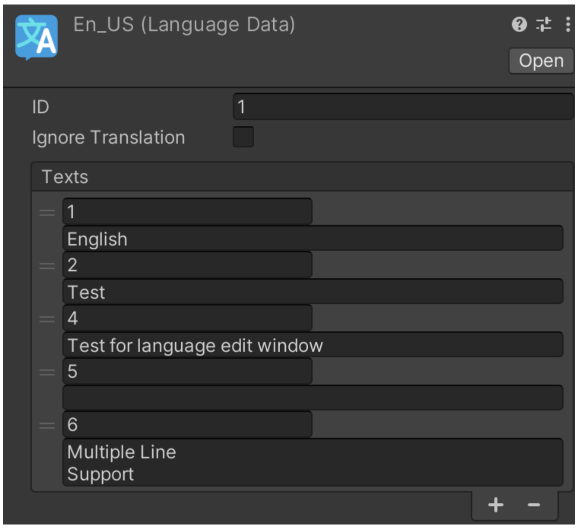
```
void SetLanguageByIndex(int index)
```

Change the language to specify language list's index.

LanguageData

It's scriptable object that store one language per file.

- ID: language id
- Ignore Translation: editor will ignore it when translation
- Texts: ID and string value. the string field support multiple line.



En_US (Language Data)

ID 1

Ignore Translation ☐

Texts

1
English

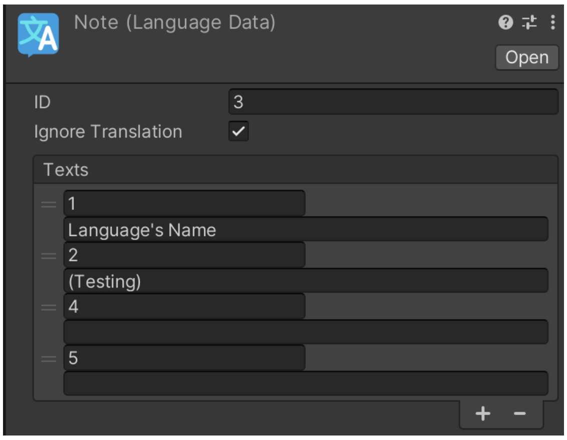
2
Test

4
Test for language edit window

5

6
Multiple Line
Support

En_US



Note (Language Data)

ID 3

Ignore Translation ☑

Texts

1
Language's Name

2
(Testing)

4

5

Note

Text Object

TextBehaviour

A base class which controlsTextMeshPro or TextMeshProUGUI.

```
Color Color
```

Get / Set the color of the text component.

```
float Alpha
```

Get / Set the alpha of the text component.

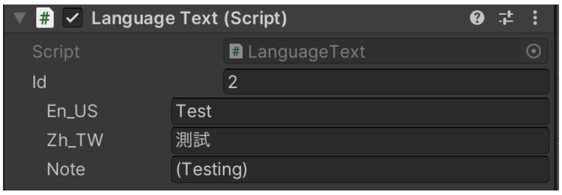
```
string Text
```

Get content of the text component.

```
void SetText(string newValue)
```

Set text component's content.

LanguageText



☑ Language Text (Script)

Script: LanguageText

Id: 2

En_US: Test

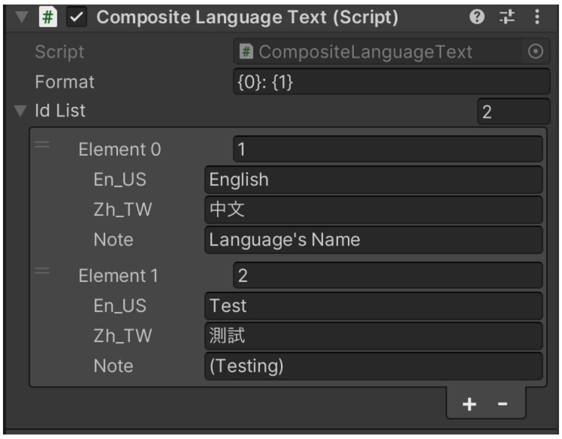
Zh_TW: 測試

Note: (Testing)

```
void ChangeId(int _id, bool forceRefresh=false)
```

Change the id of the text.

CompositeLanguageText


Composite Language Text (Script)

Script CompositeLanguageText

Format {0}: {1}

Id List 2

Element 0 1
En_US English
Zh_TW 中文
Note Language's Name

Element 1 2
En_US Test
Zh_TW 測試
Note (Testing)

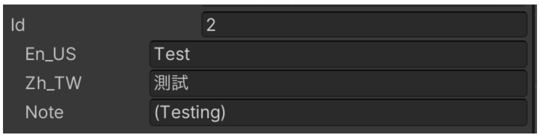
```
ChangeIds(int[] _idList, bool forceRefresh = false)
```

Change the id array of the text.

```
ChangeId(int idIndex, int id, bool forceRefresh=false)
```

Only change one of the the id array of the text.

LanguageIDAttribute

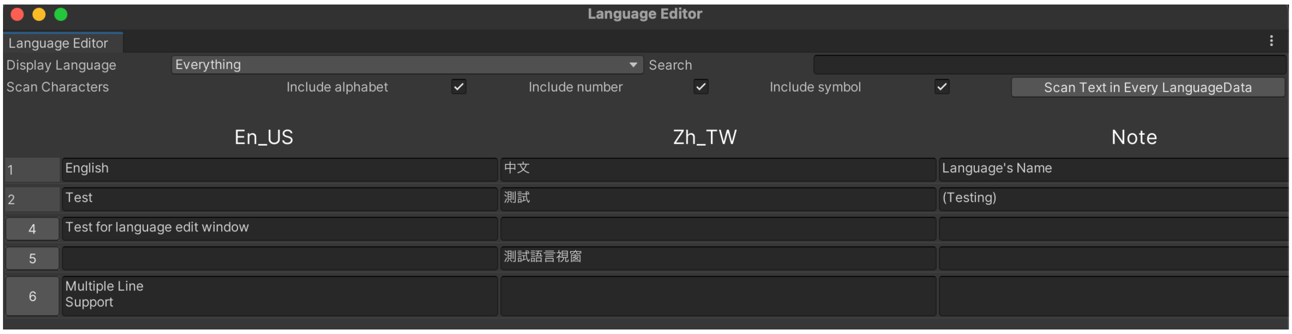

Id 2
En_US Test
Zh_TW 測試
Note (Testing)

```
[LanguageID] public int langaugeId;
```

Use for decorate int field, to display inspector custom drawer.

Language Editor

Open it using menu bar [Tools > MPack > Language Editor]



Language Editor

Display Language: Everything

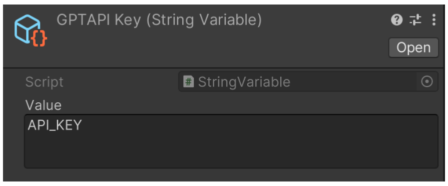
Search:

Scan Characters — Include alphabet ☑ Include number ☑ Include symbol ☑

	En_US	Zh_TW	Note
1	English	中文	Language's Name
2	Test	測試	(Testing)
4	Test for language edit window		
5		測試語言視窗	
6	Multiple Line Support		

GPT Translate

Before using it, you have to input GPT api key, using menu bar [Tools > MPack > Language - Create GPT API Key]



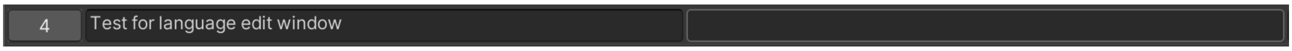
GPTAPI Key (String Variable)

Script: StringVariable

Value: API_KEY

When one language is missing translation, the id label will become button.
Pressing it will send GPT api to translate.

＊In LanguageData, if "Ignore Translation" is on, the button won't show, useful when there's a "Note" language.



4	Test for language edit window	