# Localization Instructions

1. In Unity, Airstrafe Tools > Global Localization Handler > ONE-CLICK LOCALIZATION > One Click Localized Assets
2. Press "EXPORT CSV"
   a. File explorer will **automatically** open to the folder containing the CSV ("BudgetHero\Assets\Data Assets\LocalizationSettings\FromUnity")
3. Download the CSV titled "Localization_[Name].csv"
4. Go to this Google Drive folder and Add Shortcut to Drive (in "My Drive" if asked)
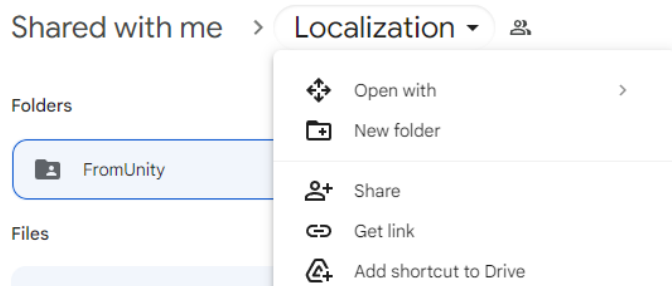
5. Go to My Drive and open the shortcut (it will be a folder called "Localization")
6. Import the downloaded CSV into the **FromUnity** folder
7. Open **!translate.ipynb**
8. Press the Play button
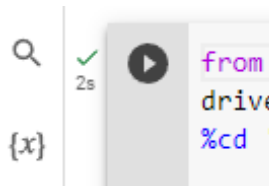
   a. Accept all pop-up prompts
   b. Then, wait for code to finish running (~15 seconds)
9. The CSV will be created in the **ToUnity** folder. Open it **using Google Sheets**. (May have to wait a bit for the CSV to show up in ToUnity)
   a. Wait for the translations to automatically complete (~1-2 minutes)
   b. DO make edits to the English column here!!
10. Download the Google Sheets **as a CSV** (File > Download > .csv)
    a. It will automatically be named "Localization_[Name] - Localization_[Name].csv" **Do not rename.**
11. Move this CSV into "BudgetHero\Assets\Data Assets\LocalizationSettings\ToUnity"
    a. Do NOT make edits to the English column here!!
12. Return to Unity and press "IMPORT CSV"
    a. Make sure CSV is not open (will cause IOException: Sharing violation)