Read Me

Thank you for downloading Lean Localization!

If you have any questions, feel free to e-mail me at: carlos.wilkes@gmail.com

Step 1 - Create a LeanLocalization

Click **GameObject / Lean / Localization**, or right click your Hierarchy window and go to **Lean / Localization**.

You should now have a LeanLocalization component selected.

Step 2 - Add Languages

Inside the LeanLocalization component, you should see an 'Add' button next to the Languages title.

If you click this, then you can add some languages.

Step 3 - Add Phrases

Inside the LeanLocalization component, you should see an 'Add' button next to the Phrases title.

If you click this, then you can add some phrases. By default, the phrase will be called 'New Phrase', feel free to rename this.

Step 4 - Translate Phrase

After you've named your new phrase, you should see some buttons under it, like: English   Create Translation

If you click 'Create Translation', then you will be able to input the text used for that particular language.

You can also see an 'Object' setting, this allows you to set an Object (e.g. Texture, Prefab, Sound) that you want to associate with this phrase. This is very useful if you want to replace graphics based on the current language.

Step 5 - Localize Your Text/Image/Sprite Renderer

To make use of these translations, add the LeanLocalizedText/Image/SpriteRenderer component to your GameObjects.

Once added, you will see the 'Phrase Name' setting, and clicking the 'List' button allows you to choose which phrase you want the component to use. It will then be automatically updated.

How do I Change Language?

The easiest way to change the language is by selecting the LeanLocalization component, and clicking the List button next to the Current Language field. However, this only works from within the editor.

If your GUI has a Button, then you can add an OnClick event that triggers this. Simply add a new OnClick event listener, drag and drop the LeanLocalization GameObject into the Object field, and set the method to LeanLocalization.SetLanguage(string). You can then set the language string to 'English' or some other language.

This can also be done from code using: Lean.LeanLocalization.Instance.SetLanguage("English");

How do I Add to the Language List?

If you're not happy with the default language name selection, then you can open LeanLocalization_Editor.cs, and edit the NewLanguages array on line 11.

How do I Localize Other Components?

To localize more components, simply extend the LeanLocalizedBehavior class. Take a look at the code for LeanLocalizedSpriteRenderer to see just how easy this is.

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