

1) Import the Package to the Project.

2) This Package uses TextMeshPro which is compulsory, if you haven't imported, Please import TextMeshPro Package.

3) There's a Script CharReplacer, you can attach this script either

to TextMeshPro Text Component or TextMeshPro InputField Component for Tamil Font Characters which is must.

4) Create a public Class CharReplacer Initialization in your class before start function

eg.

Tamil

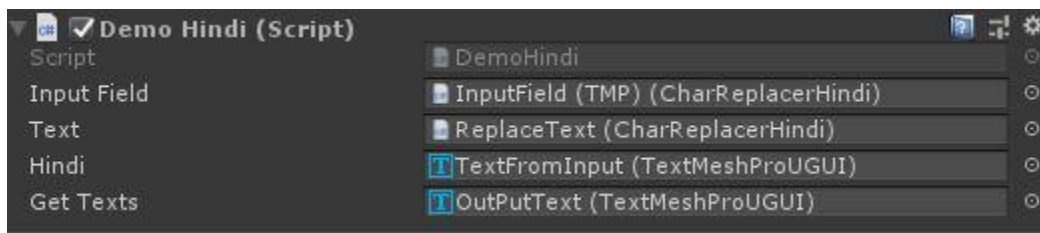
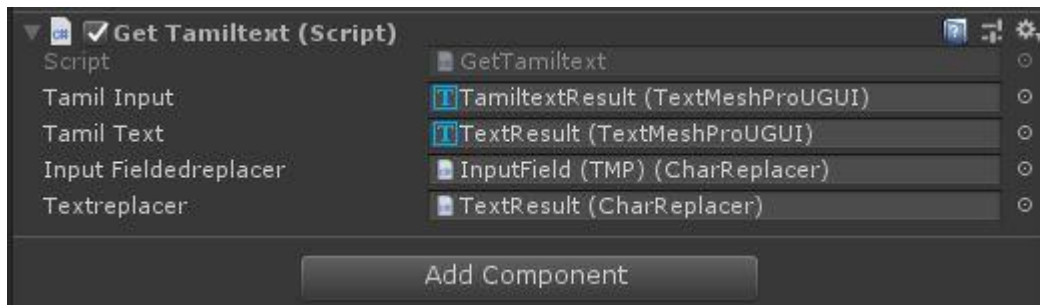
```
public CharReplacer _InputFieldedreplacer = new CharReplacer();(For InputField)
public CharReplacer _Textreplacer = new CharReplacer();(For Text)
```

Hindi

```
public CharReplacerHindi _InputField =new CharReplacerHindi();
```

```
public CharReplacerHindi _Text = new CharReplacerHindi();
```

Check below Image for attaching **InputFieldreplacer** and **textReplacer** Charreplacer Script from Input Field and Text Component in Inspector



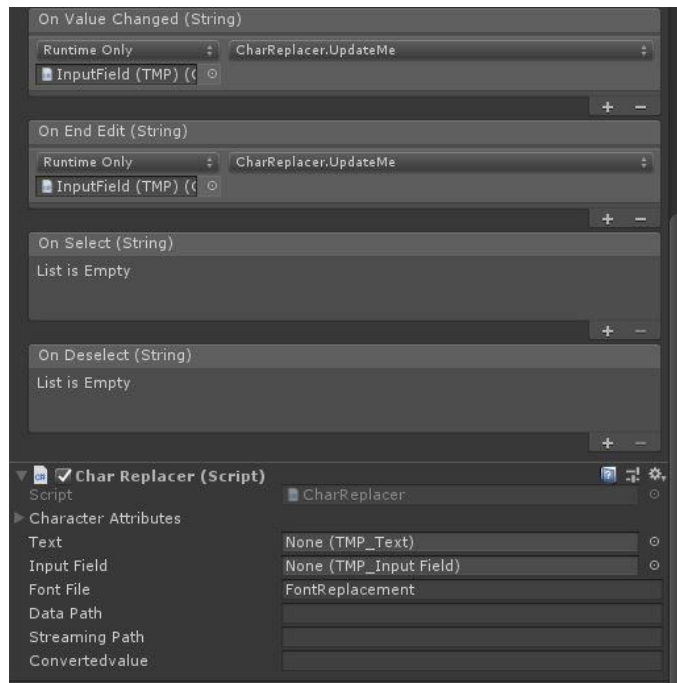
5) If you want to get text Value from InputField value to a Text Component then

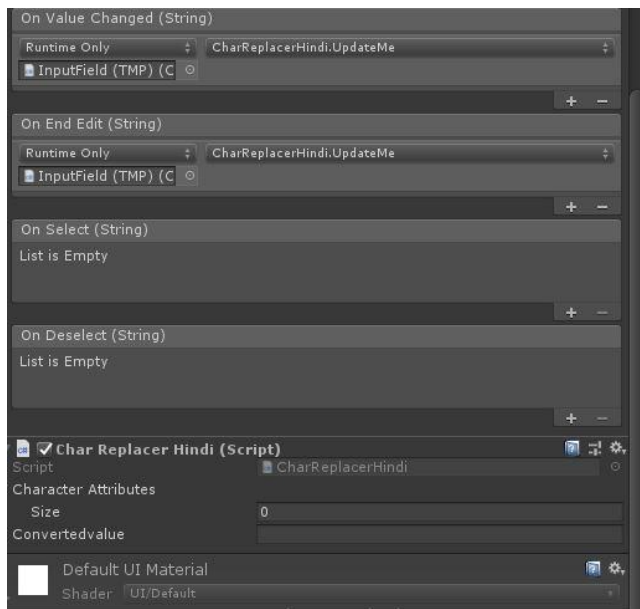
Use this

TmpText = _InputFieldreplacer.ConvertedValue

In Inspector for InputField in OnEndEdit and OnValueChanged call **CharReplacer** Script and call the function (**UpdateMe**), which is must for runtime editing in inputfield for proper Tamil & Hindi characters.

Check below Image for attaching CharReplacer and CharReplacerHindi script to InputField Component





6) If you want only Text Value to be converted from Text Component

Use this

`_Textreplacer.UpdateMe()`(This is the function which converts to proper Tamil Characters)

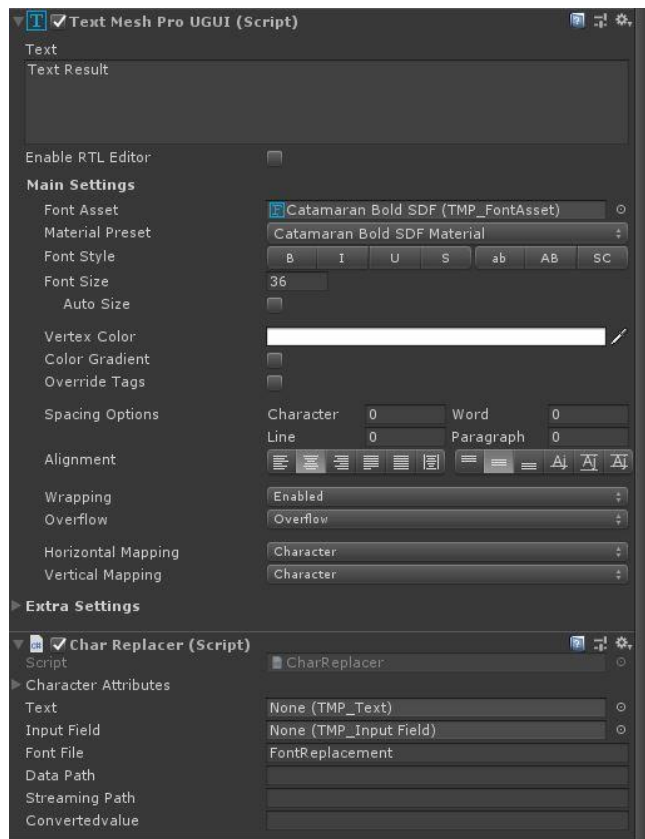
`Tmptext = _Textreplacer.Convertedvalue`

If you don't want text value to other text component don't use above (`_Textreplacer.Convertedvalue`)

`_Textreplacer.UpdateMe()` is enough.

7) You need to attach the inputfield Charreplacer and textcharreplacer in Inspector (point 4).you can check in demo scene.

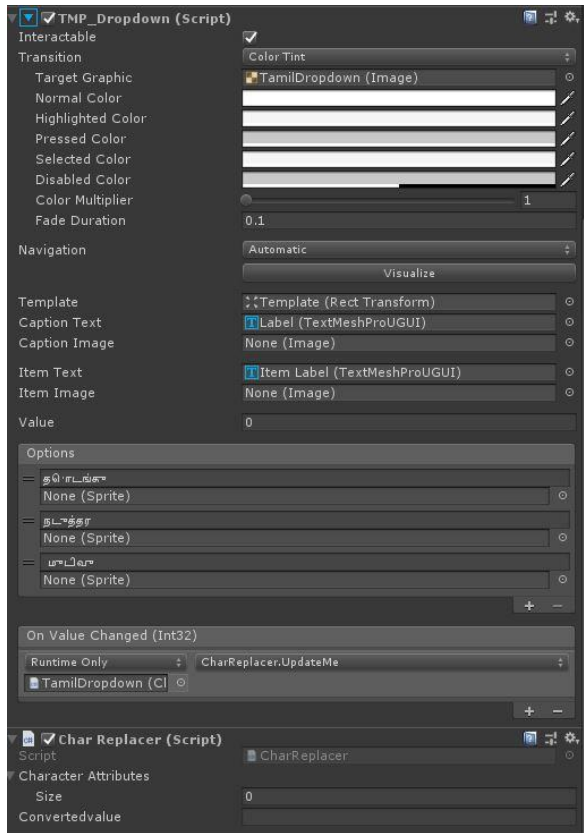
Check below Image for attaching charreplacer script to TextComponent

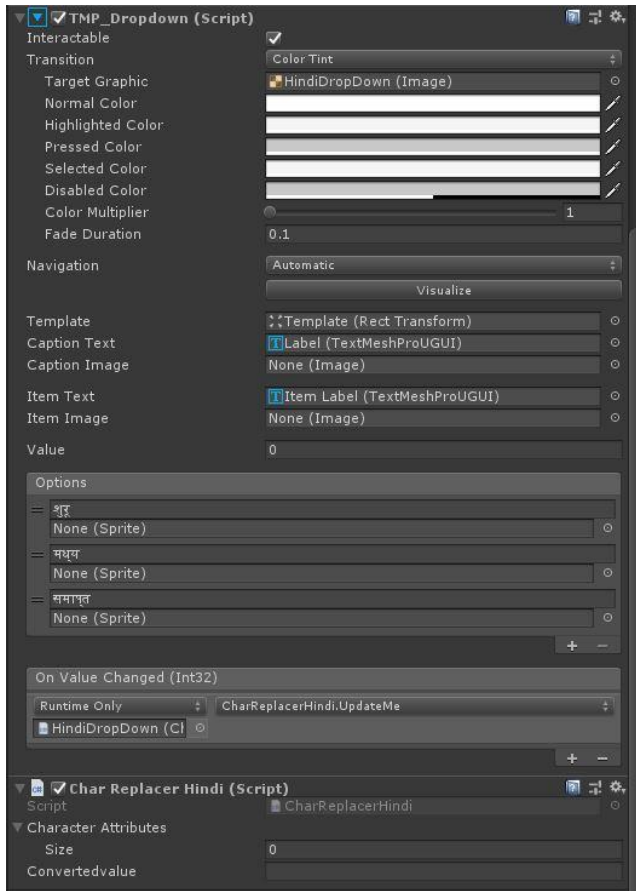


8) There are two font asset catamaran and Notosans Tamil, you can use both font assets whichever you like.

Dropdown Text

1. You can Attach CharReplacer script for TamilDropdown and CharReplacerHindi Script for HindiDropdown. See Below Image for TamilDropdown and HindiDropdown.





2. In dropdown there is template GameObject which shows dropdown options, Goto Template->Viewport->Content->Item->Item Label ,Attach CharReplacer script for Tamildropdown and CharReplacerHindi script in Item Label gameobject. Attaching scripts will show proper texts in Tamil/Hindi.
3. In dropdown onvaluechanged call, CharReplacer.updateme for Tamildropdown and CharReplacerHindi.updateme for HindiDropdown.
4. If you want dropdowns Caption text value to be displayed to the Text Component then use following function

```
public TMP_Text Tamiltext;
public TMP_Text Hinditext;
public CharReplacer _TamilDropdown = new CharReplacer();
public CharReplacerHindi _HindiDropdown = new CharReplacerHindi();
```

```

public void getTamiltext()
{
    Tamiltext.text = _TamilDropdown.Convertedvalue;
}

public void getHinditext()
{
    Hinditext.text = _HindiDropdown.Convertedvalue;
}

```

Attach Dropdown in the Inspector For _TamilDropdown and _HindiDropdown.

