

Language Localization

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Localization Manager

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Language Localization is a simple tool to localize any application in text. The plugin contains user-friendly **Editor Window** that allows you to set up keys which will correspond to the localized text in any language.

To access the Localization Manager window, go to **Window/Localization Manager**.

First of all, you will need to create **Localization Manager file** that will store created keys.

If the **Localization Manager file exists**, you are able to start creating keys.

You are also free to create custom categories for better overview.

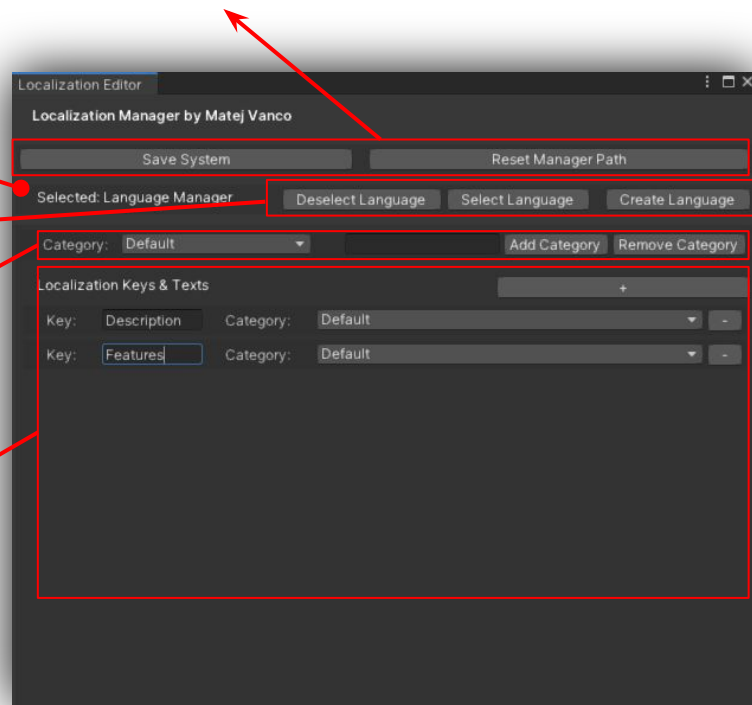
Save whole system & Reset Localization Manager path

Currently selected file

Select/ Deselect or Create language file

Create, Choose & Remove category

Created keys array;
Key Name, Key Category



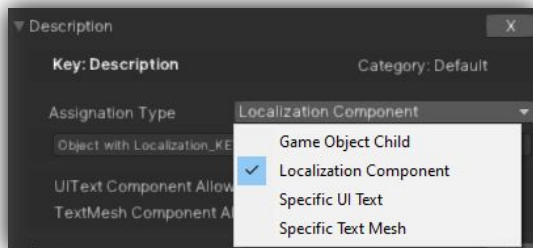
Language Setup

If the Localization Manager file exists, you are able to create a language file.

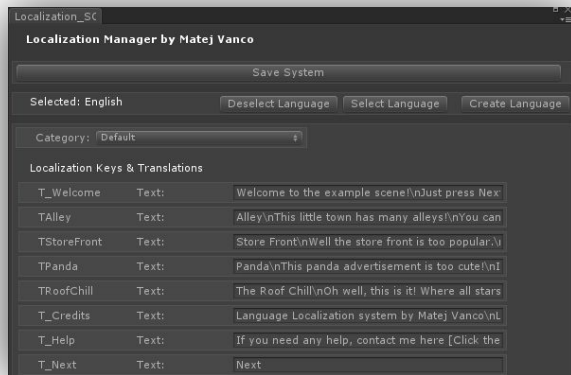
1. Create couple of keys that will represent text you want to translate.
2. Click **Create** or **Choose** language [if you have one]
3. Add text for each key

To check the results, go to your **Scene** and choose any object that will represent **Localization Source**. Add **Localization Source** component.

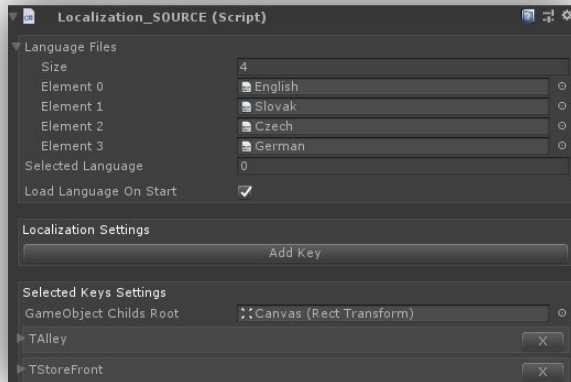
Add **language files** and you can easily choose any key. The key can be assigned to **Text Mesh**, **Text Mesh Pro** or to **UI Text**. You can also **automate** the process of the text object assignation by choosing between 4 **Assignment Types**.



Language file selected in Localization Editor



Language Localization on object



API

The Language Localization contains its own API. The API can be found in the **Localization_SOURCE.cs**

public void Lang_RefreshKeyAssignations()

- Refresh all resource objects by selected options *(this is optional, otherwise it's called OnAwake automatically)*

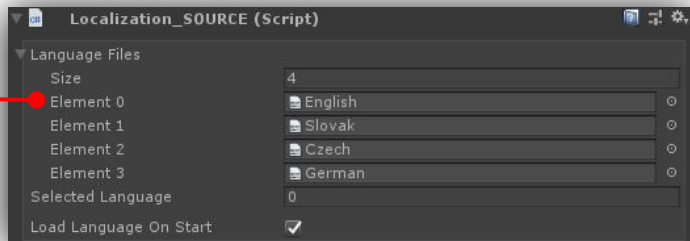
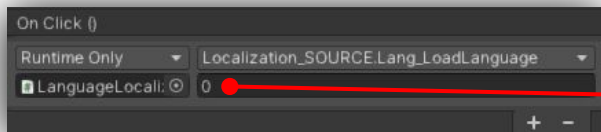
public void Lang_LoadLanguage(int LanguageIndex)

- Load language database by the selected language index

public void Lang_ReturnText(string KeyInput)

- Return exists text by the specific key input

You can call these methods via UI Buttons or other events.



FAQ

1. **Is Language Localization compatible with mobile devices?**
 - Yes, it is compatible with all operating systems & devices.
2. **How many languages am I able to create?**
 - As many as you wish!
3. **Am I able to use diacritics?**
 - Yes, you are able to use diacritics as well as interpunction.
4. **Am I able to edit translations in custom text editor?**
 - Yes, you can edit translations wherever you wish. Fortunately the **LL** plugin does contain custom Language Editor Window which helps you to edit translations in very quick & effective way. Check the [Localization Manager](#) slide for more.
5. **Am I able to make new lines in translations?**
 - Yes, you are able to make new lines, tabs, breaks and all these stuff without any issue.
6. **Am I able to assign localized text to my internal variable?**
 - No, **LL** plugin doesn't contain such a feature, so it's necessary to do it by yourself.
7. **Does the plugin contains any example scene?**
 - Yes, **LL** plugin does contain a quick example scene with example language database.
8. **Does the plugin support TMP?**
 - Yes, **LL** plugin does support TMP (Text Mesh Pro). UGUI version only!

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Thank you!

Join to my official discord channel to stay in touch!

[Just click the image below]

