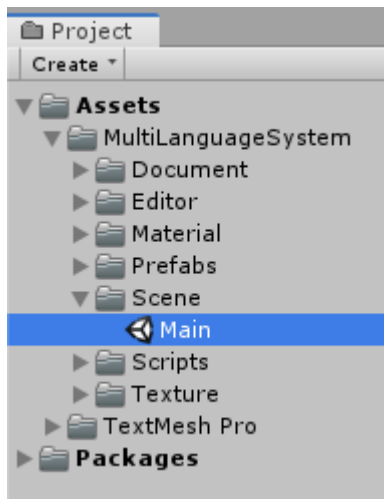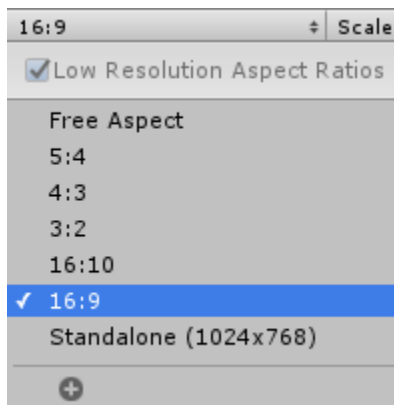# Introduction

Create a new project and import package to your project.

Open the Main scene from Assets\MultiLanguageSystem\Scene directory.

Set game window aspect ratio to 16:9 Landscape

LanguageController

LanguageController game object in the hierarchy is a instance of LanguageController prefab. LanguageController contains languages data and it must exist in th scene.

Add New Language

1. Select LanguageController in hierarchy.
2. Click on add button in the inspector.
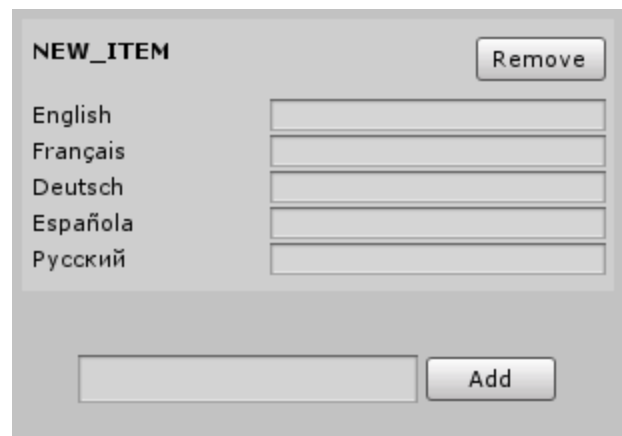3. Enter the language name.

Remove A Language

1. Select LanguageController in hierarchy.
2. Select a language.
3. Click on remove button.

Add New Language Item

1. Select LanguageController in hierarchy.
2. Scroll down to bottom of inspector.
3. Enter a key for language item then click on add button.
4. Enter values of each language in new language item.

Remove A Language Item

1. Select LanguageController in hierarchy.
2. Click the remove button of the language item that you want to remove.

Note : After change LanguageController data in the hierarchy you must apply changes to the LanguageController prefab.

Use Language Item On Text UI, Text Mesh, Text MeshPro And Text MeshPro UGUI

1. Attach TextController script to text object.

2. Select text object and choose a language item in the inspector.
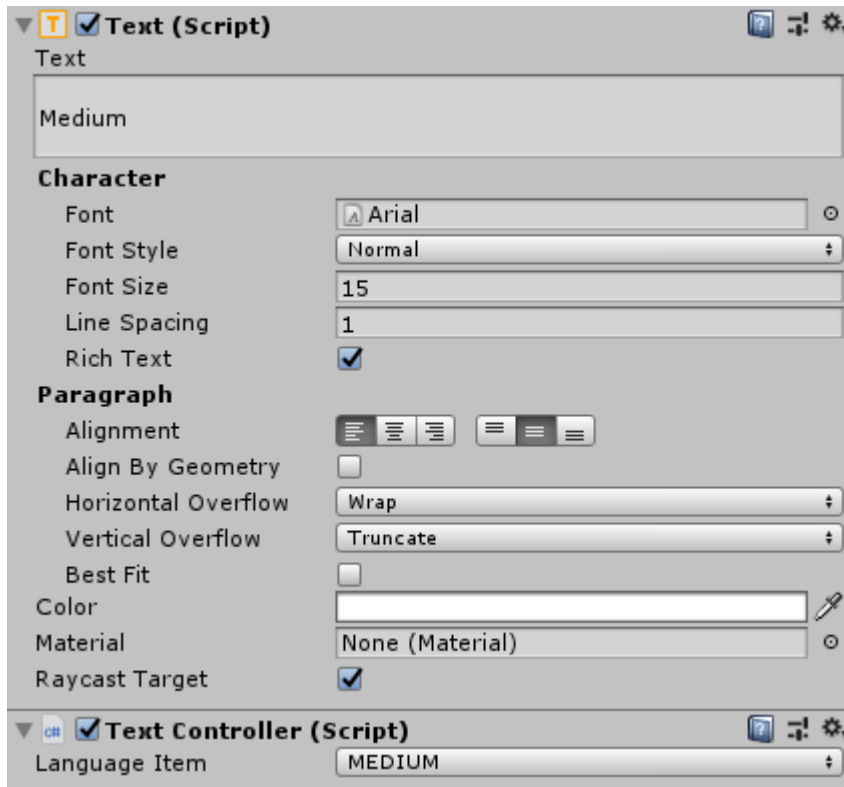
Get A Text Translation By Languag Key

You first must get LanguageController on the Scene and then you can get language item list.

```
LanguageController LC = GameObject.Find("LanguageController").GetComponent<LanguageController>();

string textTranslation = LC.itemsList.Get("key").Get(PlayerPrefs.GetString("language"));
```

Change A Multi Languag UI Text From Script

For change a multi language ui text from script you just need to call setText function in the TextController class and send new language item key to it after attached TextController class to ui text game object.

For example "SampleText" is a ui text and TextController attached to it and "MEDIUM" is a language item key and previously added in LanguageController.

```
GameObject sampleText = GameObject.Find("SampleText");

sampleText.SendMessage("setText", "MEDIUM");
```