# Localized App Name for iOS and Android

Welcome to the *Localized App Name* plugin. This plugin allows you to localize the name of your game on iOS and Android home screens right from the Unity editor. There is no need to mess with the XCode project every time you build your game nor you have to worry about Android's `string.xml` files anymore. We take care of the native integration details for you.

Documentation

1. Import the package into your project. If you look in the **Project View**, you will notice a new folder named *LocalizedAppName* in the *Assets* folder. This folder can be moved and/or renamed. Do not delete this folder or change its contents.
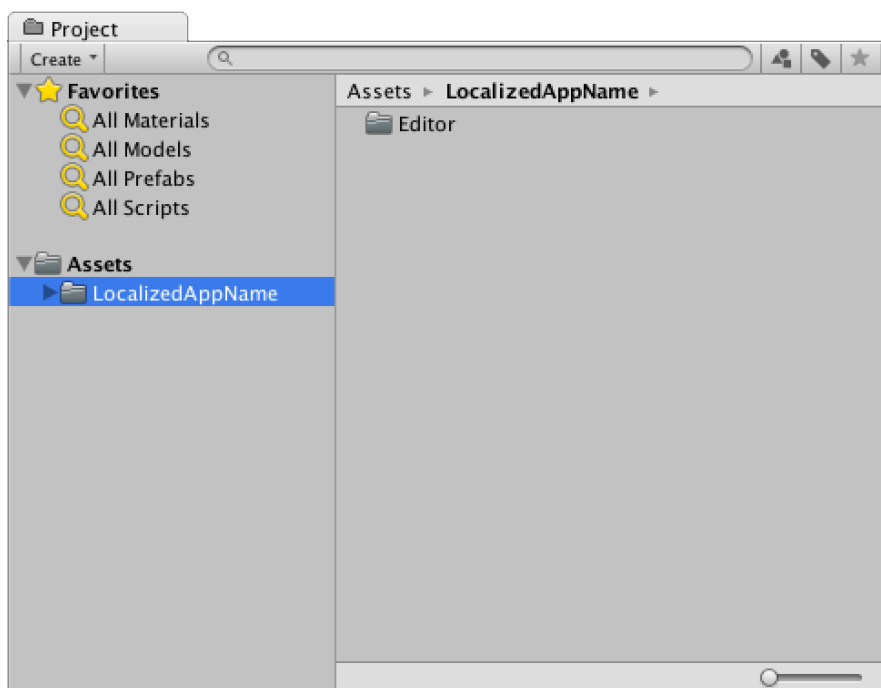
2. In order to set up your project for localization, go to **Edit -> Localized App Name**. This new menu option can be found below the Render settings.
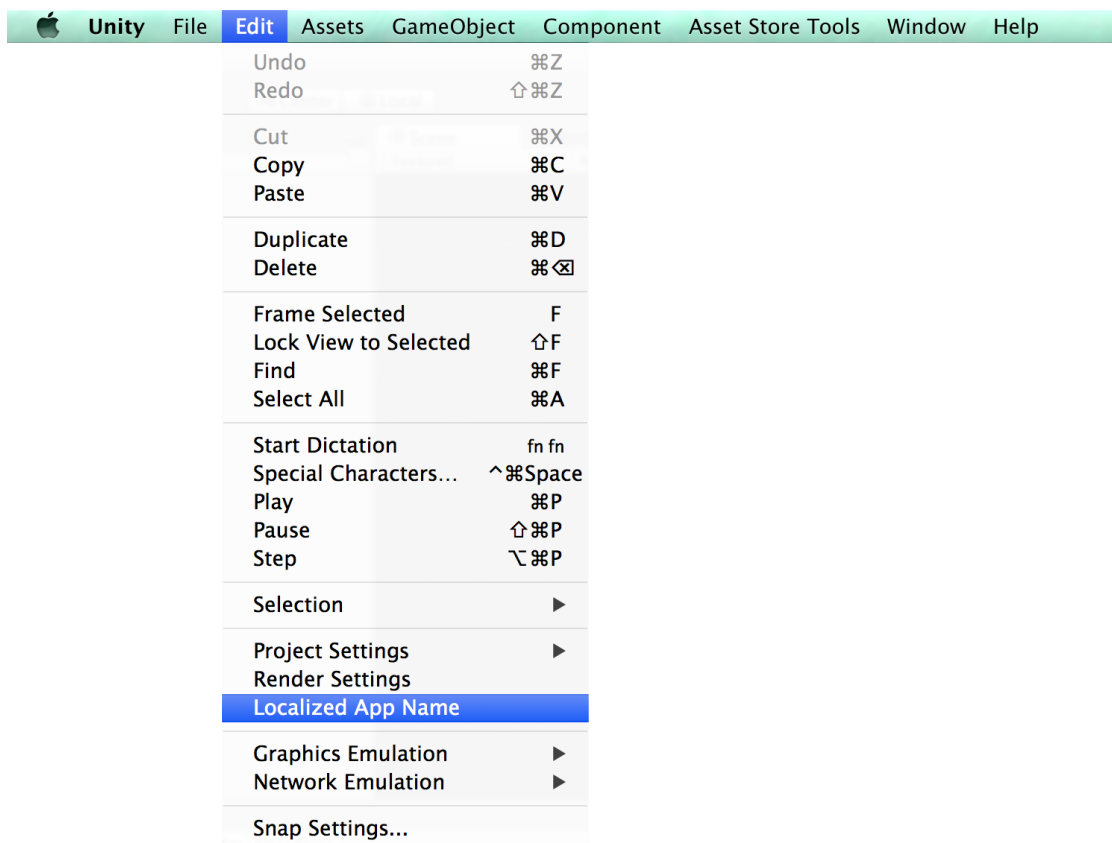
3. A new window will open. In this, set the number of languages to the desired number and hit the *Apply* button.
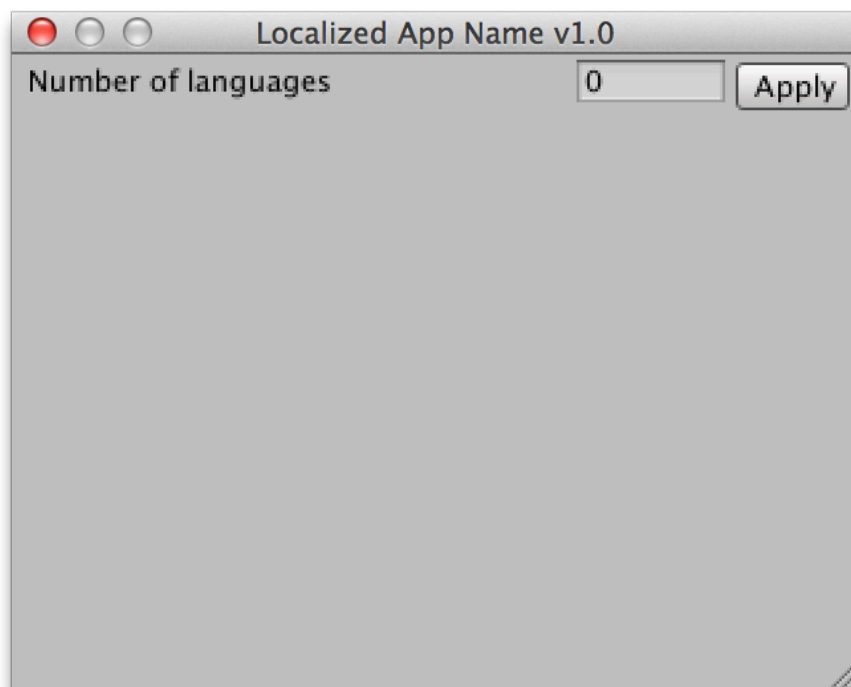

4. Select the desired language from the dropdown list and write the localized app name in the text field besides it. Repeat for each language. The default language should be the language that you expect

most of your application's users to speak.

Note: On iOS, the default language will be used to set the `CFBundleDevelopmentRegion` and it is only used as the last fallback if **none** of the user's preferred languages are supported by your app. For more information about how language selection works on iOS refer to this document. On Android, the default language is used to populate the `res/values/strings.xml` file. For more information about how language selection works on Android refer to this document.

5. Close the window to save the changes. If you look in the Project View again, you will notice another folder named *Plugins*. This is a special folder that has to reside within the top-level Assets folder (this folder may not be in any subfolder). Do not move or delete this folder or its contents.
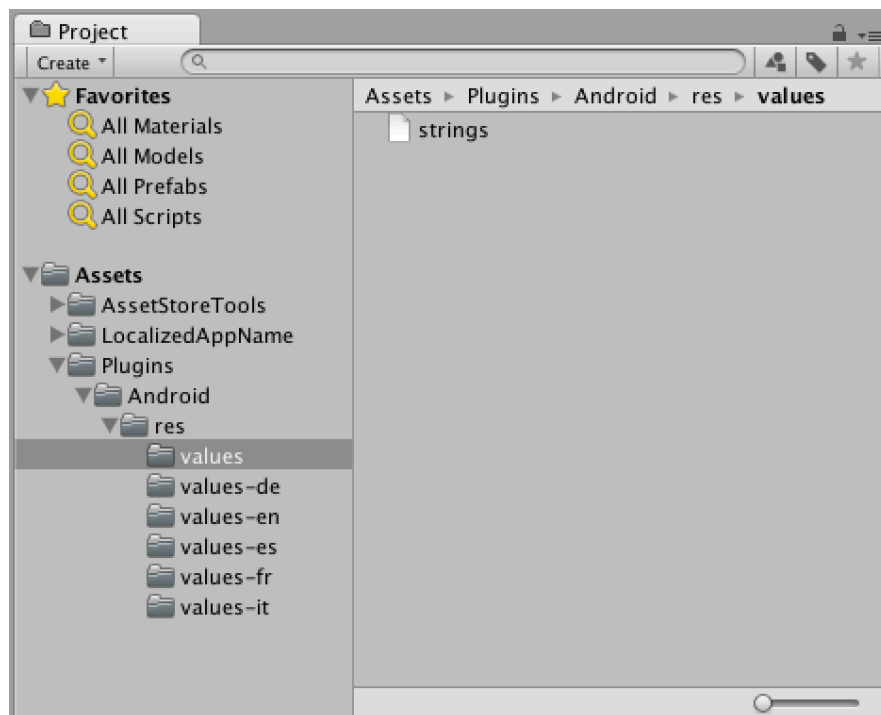
6. Build your project as usual.

7. If you have built for iOS, open your XCode project and verify that the `InfoPlist.strings` files have been added to the project.
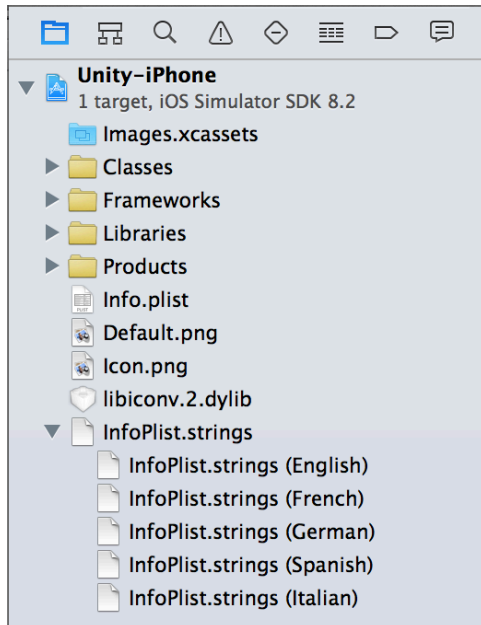
API Access

If you want to set the app name localizations programmatically instead of using the UI, you must create a `LocalizedAppNameData` object within an editor script. Pass the default language and name to the constructor and then invoke the `putLocalization()` method for each pair of language and name that you wish to add. Finally, invoke the `Apply()` method. You can even chain the methods like this:

```
new LocalizedAppNameData(Language.English, "Hello world")
    .putLocalization(Language.Spanish, "Hola mundo")
    .Apply();
```

The `APIDemo.cs` script is included as an example. If you open it, you will see that the `APIDemo` class is tagged with the `LocalizedAppNameAPI` attribute. Because of this, its parameterless static methods are shown as buttons in the `LocalizedAppNameData` inspector. If you click on the `LocalizedAppNameData` file inside the `LocalizedAppName` folder and look at the inspector, you will see two buttons: "API Demo Example 1" and "API Demo Example 2". If you click on one of them and then you open the Localized App Name window, you will see that its contents have changed. There is no need to use the `LocalizedAppNameAPI` attribute in your own scripts but you are welcome to do so.

List of supported languages

The currently supported languages are:

English	English (United States)	English (Great Britain)	French	French (Canada)	German
Italian	Dutch	Swedish	Spanish	Spanish (Mexico)	Spanish (Latin America)
Danish	Portuguese	Portuguese (Portugal)	Portuguese (Brazil)	Norwegian	Hebrew
Japanese	Arabic	Finnish	Greek	Icelandic	Maltese
Turkish	Croatian	Chinese	Chinese (Simplified)	Chinese (Traditional)	Chinese (Hong Kong)
Urdu	Hindi	Thai	Korean	Lithuanian	Polish
Hungarian	Estonian	Latvian	Sami	Faroese	Farsi
Russian	Irish	Albanian	Romanian	Czech	Slovak
Slovenian	Yiddish	Serbian	Macedonian	Bulgarian	Ukrainian
Byelorussian	Uzbek	Kazakh	Azerbaijani	Armenian	Georgian
Moldavian	Kirghiz	Tajiki	Turkmen	Mongolian	Pashto
Kurdish	Kashmiri	Sindhi	Tibetan	Nepali	Sanskrit
Marathi	Bengali	Assamese	Gujarati	Punjabi	Oriya
Malayalam	Kannada	Tamil	Telugu	Sinhalese	Burmese
Khmer	Lao	Vietnamese	Indonesian	Tagalog	Malay
Amharic	Tigrinya	Oromo	Somali	Swahili	Kinyarwanda
Rundi	Malagasy	Esperanto	Welsh	Basque	Catalan
Latin	Quechua	Guarani	Aymara	Tatar	Uighur
Dzongkha	Javanese	Sundanese	Galician	Afrikaans	Breton
Inuktitut	Scottish	Manx	Tongan	Greenlandic	Nynorsk.

Do you need a language that is not in the list? Contact us at support@thenextflow.com to request it.

I need help!

Please write us at support@thenextflow.com and we will be happy to help you

Please make sure to include as many details as you can about your issue. Specifically, you should include the plugin version, which can be found in the title bar of the Localized App Name window. You should also include your Unity Editor version, OS version, XCode version (if applicable) and any errors or messages shown in the Unity Console.

I need feature X your plugin does not provide!

Please tell us! We are constantly updating and extending the functionality of our plugins in order to better serve the needs of our customers. If you have a suggestion on how we can improve our work feel free to write us at support@thenextflow.com and we will do our best to implement it in a future version. Thank you!