Language Localization

By Matej Vanco

last update: 20/10/2018 [dd/mm/yyyy]

Content
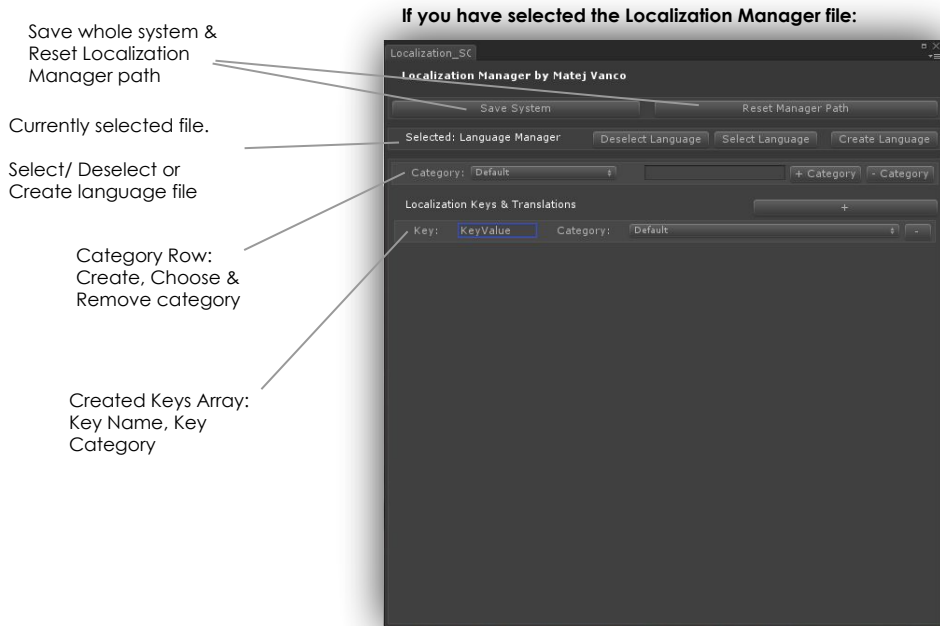

Localization Manager

— — —

Language Localization is an effective 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 able to create custom categories for better overview.

If you have selected the Localization Manager file:

Save whole system & Reset Localization Manager path

Currently selected file.

Select/ Deselect or Create language file

Category Row: Create, Choose & Remove category

Created Keys Array: Key Name, Key Category

Localization_SC

Localization Manager by Matej Vanco

| Save System | Reset Manager Path |

Selected: Language Manager   Deselect Language   Select Language   Create Language

Category: Default   + Category   - Category

Localization Keys & Translations   +

Key: KeyValue   Category: Default   -
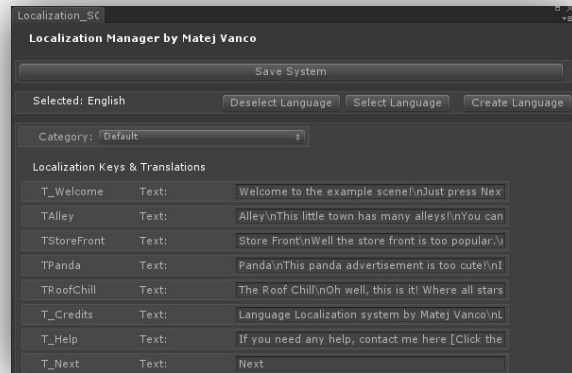
Set Up Any Language

— — —

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]
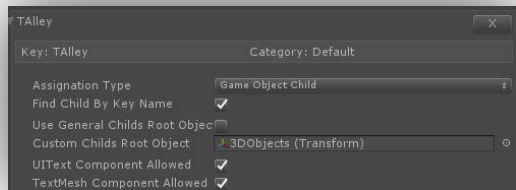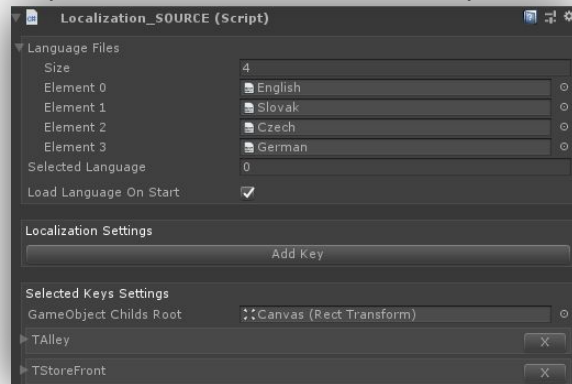3. Add text to the each key

To see if it really works, go to your **Scene** and choose any object
that will represent **Localization Source**. Add **Localization Source**.

Add **language files** and now you can easily choose any key.
The key can be assigned to the **Text Mesh** or to the **UI Text**.
You can also **automatize** the process of the text object
assignation by choosing between 3 **Assignation Types**.

TAlley

Key: TAlley   Category: Default

Assignation Type   Game Object Child
Find Child By Key Name   ✓
Use General Childs Root Object
Custom Childs Root Object   3DObjects (Transform)
UIText Component Allowed   ✓
TextMesh Component Allowed ✓

If you have selected the Language file:

Localization_SC

Localization Manager by Matej Vanco

Save System

Selected: English   Deselect Language   Select Language   Create Language

Category: Default

Localization Keys & Translations

T_Welcome   Text: Welcome to the example scene!\nJust press Nex
TAlley   Text: Alley\nThis little town has many alleys!\nYou can
TStoreFront Text: Store Front\nWell the store front is too popular.\n
TPanda   Text: Panda\nThis panda advertisement is too cute!\nI
TRoofChill   Text: The Roof Chill\nOh well, this is it! Where all stars
T_Credits   Text: Language Localization system by Matej Vanco\nL
T_Help   Text: If you need any help, contact me here [Click the
T_Next   Text: Next

If you have selected the Localization Source script:

Localization_SOURCE (Script)

Language Files
  Size   4
  Element 0   English
  Element 1   Slovak
  Element 2   Czech
  Element 3   German
Selected Language   0
Load Language On Start   ✓

Localization Settings

Add Key

Selected Keys Settings
GameObject Childs Root   Canvas (Rect Transform)
TAlley   X
TStoreFront   X

API

— — —

The Language Localization contains its own API. The API can be found in the **Localization_SOURCE.cs**
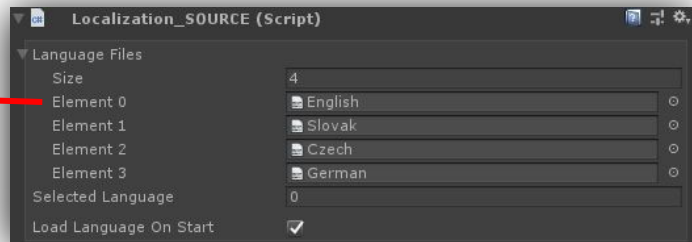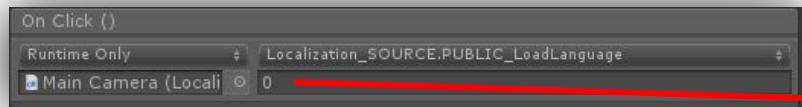
public void PUBLIC_LoadAssignationTypes()
- Load and Refresh all text objects by the selected options

public void PUBLIC_LoadLanguage(int)
- Load whole language database by the selected language index

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

FAQ

— — —

1. **Is Language Localization compatible with mobile devices?**
   – Yes, it is.
2. **How many languages am I able to create?**
   – As many as you wish!
3. **Am I able to use diacritics?**
   – Yes, you are.
4. **Am I able to assign localized text to my internal variable?**
   – Programmatically and by yourself – yes, but LL plugin doesn't contain such a feature, so you must do it by yourself.
5. **Does the plugin contains any example scene?**
   – Yes, it does and it's called Little Town. You can also check out the included language files and take it as an example.

Thank you!

If you have any questions or issues
contact me here