Localization helper for small Unity projects

This library intends to use at small Unity project that needs to be localized to multiple languages.

Features

- Automatically inject strings to text-type component.
- Automatically inject images to image-type component.
- Simple API
- Load multi-language definition file. (TSV)
- Editor preview and useful warnings.
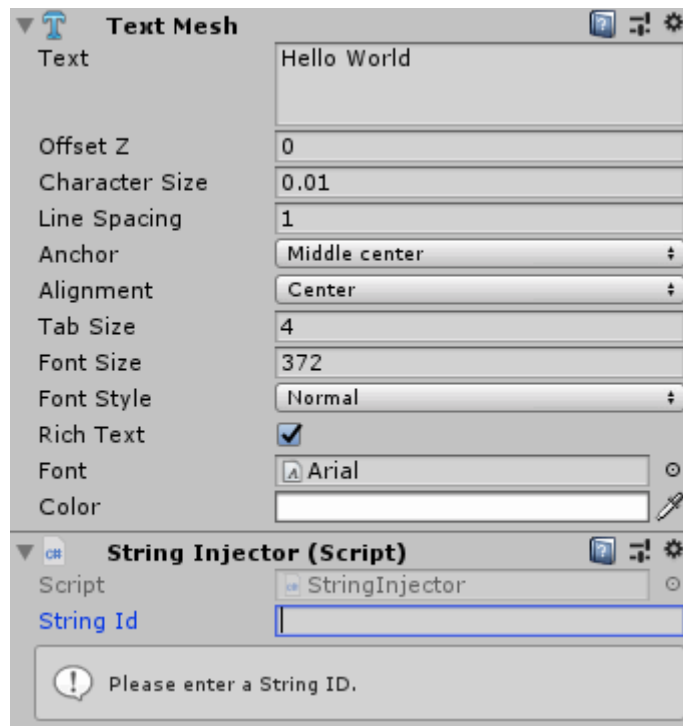
How to Use

Preparation

1. Make UTF-8 TSV.

2. Place it to StreamingAssets folder with the name "**LocalizedStrings.tsv**".

Automatic String Injection

Add **String Injector** next to the text component and enter String ID.

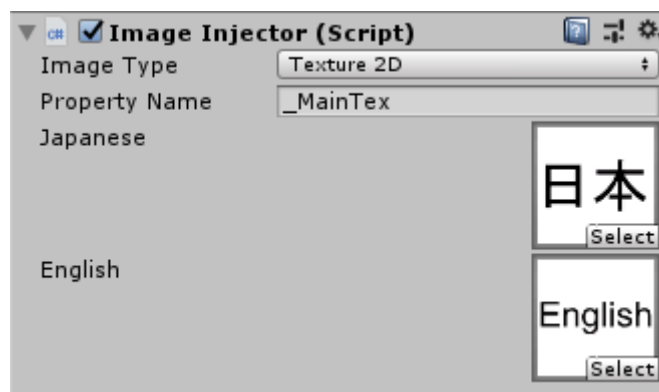Localized strings will be injected when the component starts.

Supported component:

- TextMesh
- Text (UI)
- TextMeshPro
- TextMeshProUGUI

Automatic Image Injection

Add **Image Injector** next to the game object and set images.

Localized images will be injected when the component starts.

Supported component:

- Renderer
- Image
- RawImage

Get String from Code

```
var text = Localizer.GetStringFromId("helloworld"); // ex. Hello, World!
var jpText = Localizer.GetStringFromId("helloworld", "Japanese"); // ex. ハローワ
ールド
```

Change Language

```
Localizer.ActivateNextLanguage(); // easiest way
Localizer.ActivatePreviousLanguage();
Localizer.ChangeLanguage("Japanese");
```

Get Available Language List

```
Localizer.LanguageList; // returns List<string>
```

Get Current Language Name

```
Localizer.CurrentLanguageName; // returns string
```

Reload Strings from Disk

```
Localizer.Load();
```

Force Inject to All IInjectors

```
Localizer.InjectAll();
```

Roadmap

- AudioClip Injection

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