Localization helper for small Unity projects

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

Download From Here or if you would like, buy it at Asset Store! (currently in review)

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.
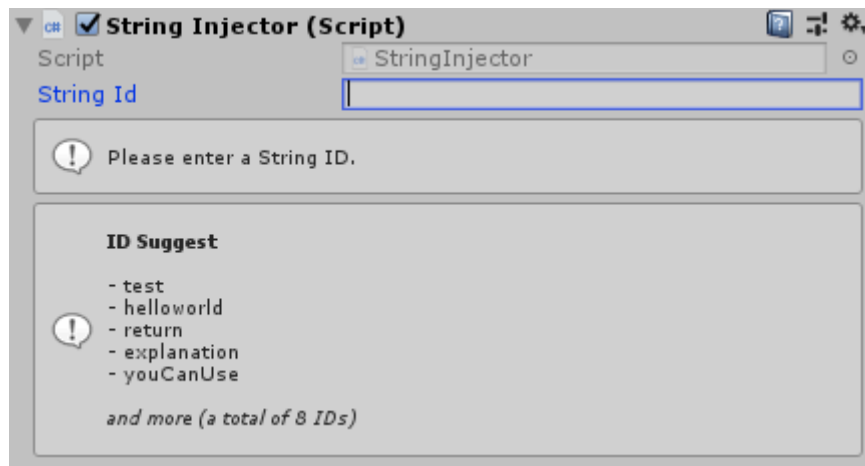

2. Place it to StreamingAssets folder with the name "**LocalizedStrings.tsv**".

Automatic String Injection

Add **String Localizer** next to the supported component and enter String ID. It suggest candidate IDs as you type.

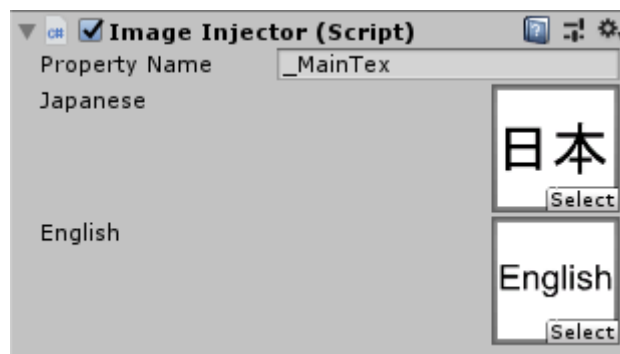Localized strings will be injected when the component starts.

Supported component:

- TextMesh
- Text (UI)
- TextMeshPro
- TextMeshProUGUI

Automatic Image Injection

Add **Image Localizer** next to the supported component and set images.

Localized images will be injected when the component starts.

Supported component:

- Renderer
- Image
- RawImage

Automatic Audio Injection

Add **Audio Localizer** next to the supported component and set AudioClips.

Localized audio will be injected when the components starts.

Supported component:

- AudioSource

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();
```

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