

Localization Service Asset Tutorial

Asset link: <http://u3d.as/miF>

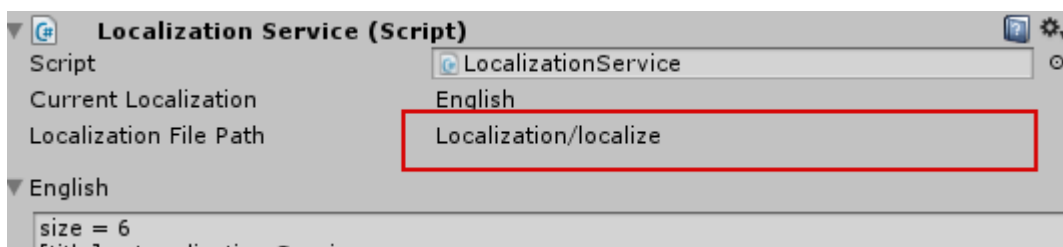
Integration steps:

1) Create a table of localization and export it to a .CSV file

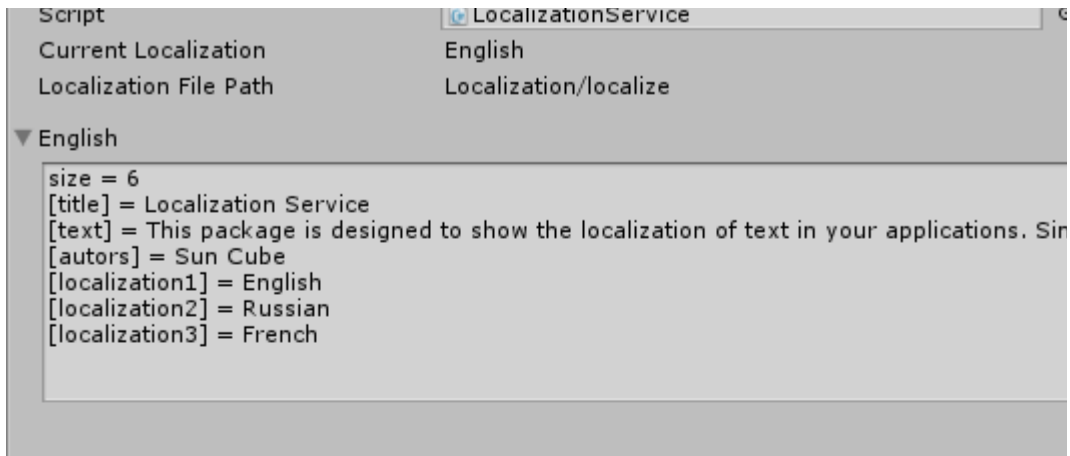
fx	A	B	C	D
1	Id	English	Russian	French
2	title	Localization Service	Сервис Локализации	Service de Localisation
3	text	This package is designed to show the localization of text in your applications. Simple interface. Text of localization located in the .CSV file format. Works with several possible types of text output in Unity3d (MeshText and UIText), there is also has the opportunity to get text value of the code.	Это пакет предназначен для отображения локализации текстов в ваших приложениях. Простой интерфейс. Локализация из файла .CSV формата. Работает с несколькими возможными видами вывода текста в Unity3d (MeshText и UIText), так же есть возможность получить текстовое значение из кода.	Ce forfait est conçu pour montrer la localisation de texte dans vos applications. Interface simple. Texte de localisation situé dans le format de fichier .csv. Fonctionne avec plusieurs types possibles de sortie de texte dans Unity3d (MeshText et UIText), on a aussi la possibilité d'obtenir la valeur de texte du code.
4	authors	Sun Cube	Sun Cube	Sun Cube
5	localization1	English	Английский	Anglaise
6	localization2	Russian	Русский	Russe
7	localization3	French	Французский	Français
8				
9				

2) Copy/put the file to the resources (**Resources\Localization**). Rename the file to **'localize'**.

!!! If you need to to change the path, you must rename it in **LocalizationFilePath** field in class **LocalizationService**.



3) Create an empty object at the root of scene's hierarchy and add the component **LocalizationService**. If done correctly you have something like this -

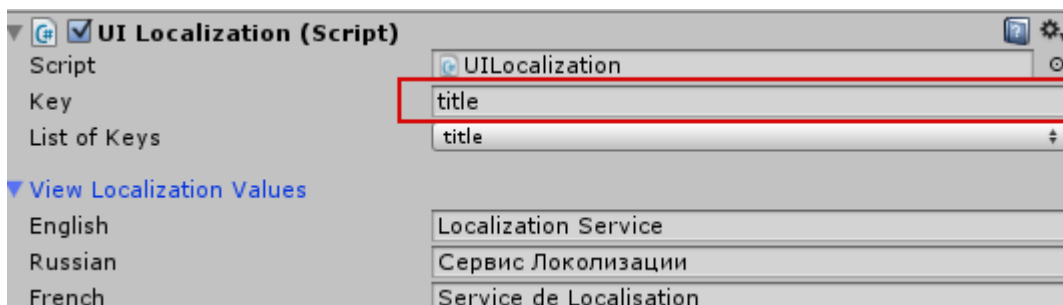


It will show all the available locations.

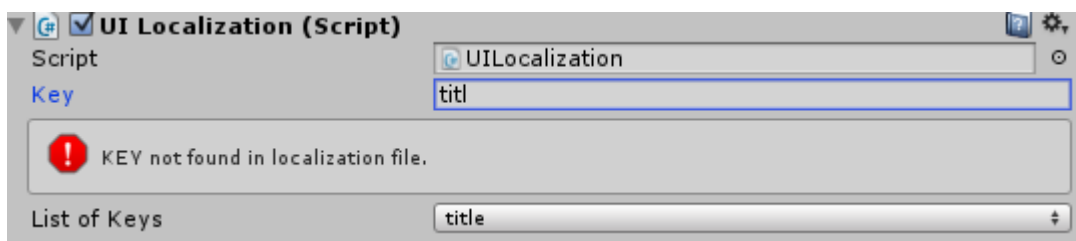
4) Select your text component on the scene(MeshText and UIText) and add the component **UILocalization.**

5) Specify localization's key

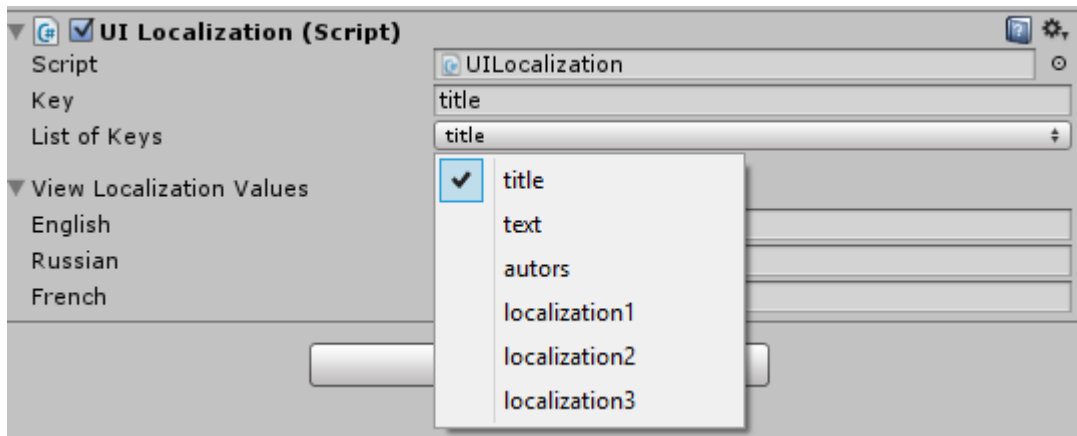
- or write to the Key field



If the entered key does not exist you will get an error. Check that the key in the localization!



- or choose from a list of available keys



Change the location in the code

```
LocalizationService.Instance.Localization = "English";// localization key
```

Get the key in the code

```
LocalizationService.Instance.GetTextByKeyWithLocalize("localization1",  
"English")); // for any localizations in file
```

or

```
LocalizationService.Instance.GetTextByKeyWithLocalize("localization1"); // for  
current set localization
```