Localization++

Content:

Example:

- - „Example" Scene: Here is an example how you can use Localization++.
- - GUIButtons.cs :   This is an Example class for GUI with Text.

Localization++

- - LocalizationText.cs: This class does the Main work and is been called for GetText.
- - LocalizationUpdateComponentText.cs: This class references all Gameobjects and does an update on all of them if the Language has been changed.
- - LocalizationText.xml: This ist he Text Content for your game.

Creating your Text:

File : LocalizationText.xml

```
<TextKey name="CarName">

    <EN>The Name of the Car</EN>

    <DE>Der Name des Autos</DE>

  </TextKey>
```

You just make as many constructs as you need of these in your xml.

TextKey name="KEY"   The KEY here is your reference when you call fort he Text.

<EN>Text text </EN> this is you english text you can make as many different languages as you want.

Getting your Text:

There are 2 Ways to get your text.

1.

If you use any function that is always being updated you just put the following to the place where the string belongs.

LocalizationText.GetText("KEY")

This will find the right Text with the KEY in your xml.

Example:

Normally you would do:

GUI.Button(new Rect(10, 280, 100, 20), „Name of the Button");

But now you want to do:

GUI.Button(new Rect(10, 280, 100, 20), LocalizationText.GetText("lblPlayerStats"))

2.

If you have 3D Text Components and want to change the Text of those, it gets a little bit tricky.

First give your 3d TextMesh a Name in the Inspector to find it later.

!!And for this to work you need to Attach this LocalizationUpdateComponentText.cs to a gameobject, only 1 gameobject!!!

Attach it to the maincamera or an empty gameobject doesn´t matter, it just needs to be attached to something, so that it can starts running!

//you need this for every single one of your TextMesh components, if you have 4 than do this 4 times!First make a property in LocalizationUpdateComponentText.cs Like

- „private GameObject myComponent;

Then add to SetAllObjects()

- myComponent = GameObject.Find(„TheNameOfTheTextMeshComponent");

So now we have a reference to our TextMesh so that we can change the text whenever we want.

The last step is adding this to SetAllText()

- myComponent.GetComponent<TextMesh>().text = LocalizationText.GetText("lblDoor");

There is already some done in the class. You can change them as you like.

Change Language:

And whichever Language is set you will have the text for that language and you can change that on the Fly with the following:

LocalizationText.SetLanguage("EN"); //for english

So whenever you change the Language in your Game with LocalizationText.SetLanguage(„EN"), all your text will be changed too ☺

Example:

Here you have 2 buttons which switch between English and German.

```
    if (GUI.Button(new Rect(30, 40, 80, 20), LocalizationText.GetText("btnEnglish")))

    {

        LocalizationText.SetLanguage("EN");

    }

    if (GUI.Button(new Rect(30, 70, 80, 20), LocalizationText.GetText("btnGerman")))

    {

        LocalizationText.SetLanguage("DE");

    }
```

Of course you don´t need to call it EN or DE you can change that to „mySecretLanguage" you just need to have your text within a <mySecretLanguage>mytext</mySecretLanguage> in your xml so that we can find it! Or if you have path for different images for different languages you could put the Filepath of the image here and retrieve that!

Some Rules for using this:
-   TextKey name="KEY" => This key is only allowed once if you have a key set twice you won´t get your Text, instead you get a message which tells you that it is allowed only once.

- If you try to get Text with key which isn´t set in your xml you will get a message instead, „KEY[Language] No Text defined"
- But be carefull, if you use <EN> two times under a TextKey only the first will be found!
- If myComponent = GameObject.Find(„TheNameOfTheTextMeshComponent"); Can´t find the GameObject, this will be null so don´t forget to check if the component is null before you assign it a text or otherwise no 3d TextMesh will work.

Contact for any Questions

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