2020

User Manual

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Asset Repository

2020.03.10

Index

Introduction

1. Description

Localization System is a simple, fast, robust, compatible and configurable translation system for your games.

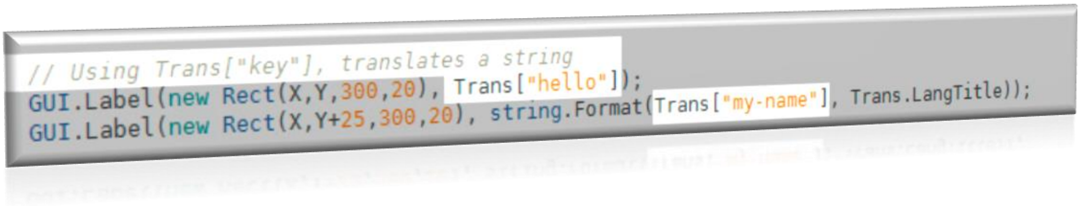
2. Features

- Works with Unity & Unity Pro
- Translation of audio, textures and objects.
- UGUI and NGUI Integration.
- Visual editor (for XML).
- XML text translation.
- CSV text translation.
- Compatible with Excel (using CSV format).
- Loads CSV files from an external server.
- Multiple CSV files on the same scene.

3. Folders

- **Code**: Asset core code.
- **Examples**: Contains six examples.
  - CsvUsingCode: text translation using a C# script and a CSV file.
  - CsvUsingPrefabs: audio, objects (for images), and text translation. Also loads CSV files from a custom URL for some platforms (Android, WebGL).
  - UguiAutoTranslation: uGUI Integration (Automatic Mode).
  - UguiManualTranslation: uGUI Integration (Manual Mode).
  - XmlUsingCode: text translation using a C# script and an XML file.
  - XmlUsingPrefabs: audio, objects (for images), and text translation.
- **Prefabs**: Reusable objects.
- **Resources**: Language files used in the examples.
- **Scripts**: Contains the translation scripts.

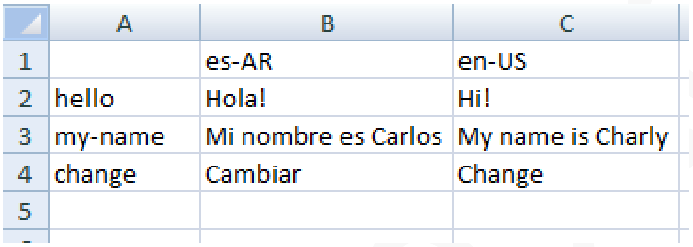
Text translation: CSV



```
// Using Trans["key"], translates a string
GUI.Label(new Rect(X,Y,300,20), Trans["hello"]);
GUI.Label(new Rect(X,Y+25,300,20), string.Format(Trans["my-name"], Trans.LangTitle));
```

1. Installation & configuration

1. Create a new CSV file and put it on a "Resources" folder.



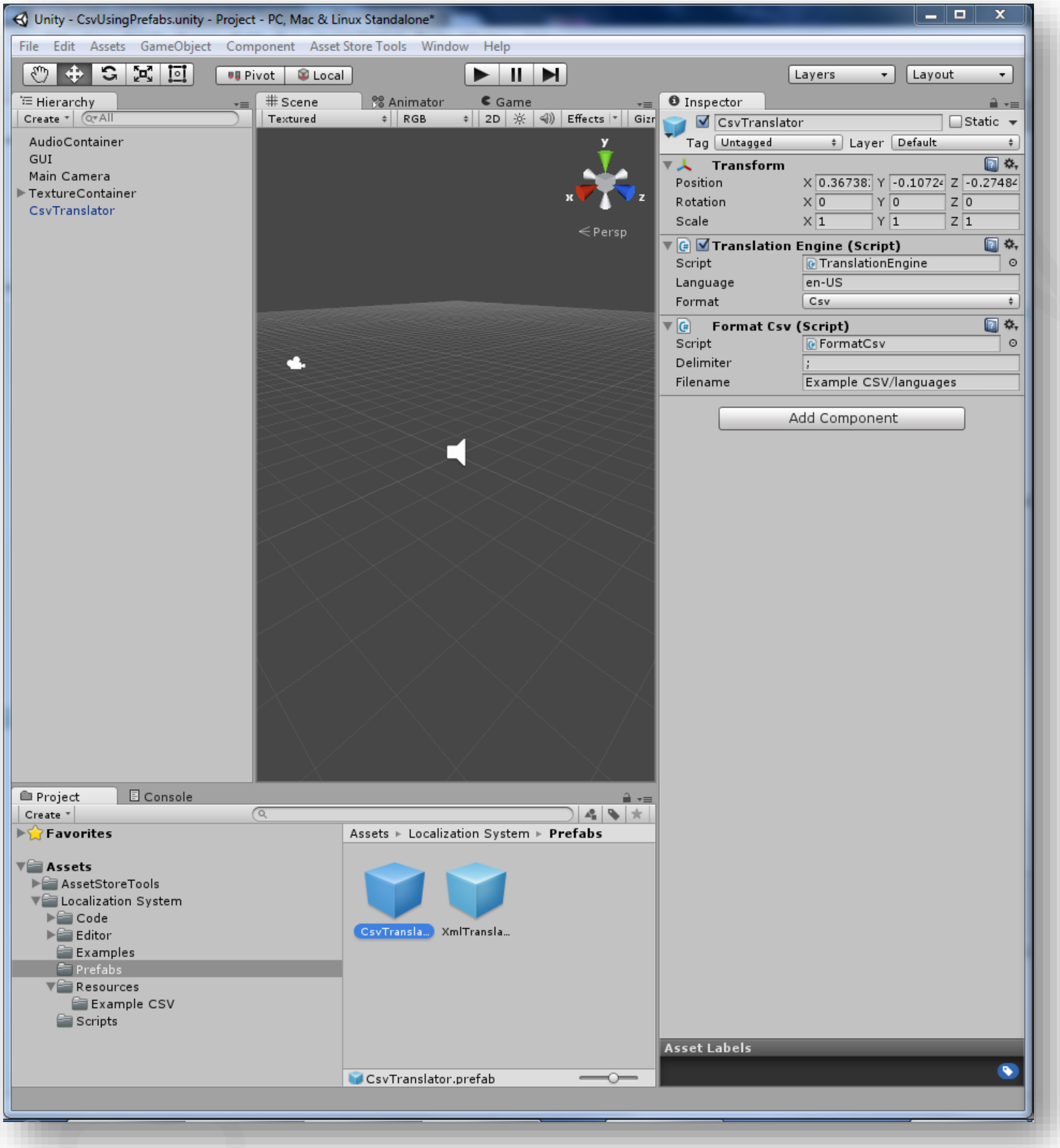
	A	B	C
1		es-AR	en-US
2	hello	Hola!	Hi!
3	my-name	Mi nombre es Carlos	My name is Charly
4	change	Cambiar	Change
5			

Image 1 - CSV File Format. The first row is for the languages definitions, and the others are for the translations.

2. Specify the path to your resource file. For example, if the full path is:
   /Assets/Localization System/Resources/Example CSV/languages.csv
   You must specify:
   Example CSV/languages

Example (using prefabs):

1. Drop the CsvTranslator prefab into your scene.
2. (Optional) Set your CSV resource path into the "Filename" field.



AudioContainer
GUI
Main Camera
TextureContainer
CsvTranslator

CsvTranslator
Static
Tag Untagged
Layer Default

Transform

	X	Y	Z
Position	0.36738:	-0.1072(	-0.27484
Rotation	0	0	0
Scale	1	1	1

Translation Engine (Script)

Script	TranslationEngine
Language	en-US
Format	Csv

Format Csv (Script)

Script	FormatCsv
Delimiter	;
Filename	Example CSV/languages

Assets
- AssetStoreTools
- Localization System
  - Code
  - Editor
  - Examples
  - Prefabs
  - Resources
    - Example CSV
  - Scripts

Assets ▸ Localization System ▸ Prefabs

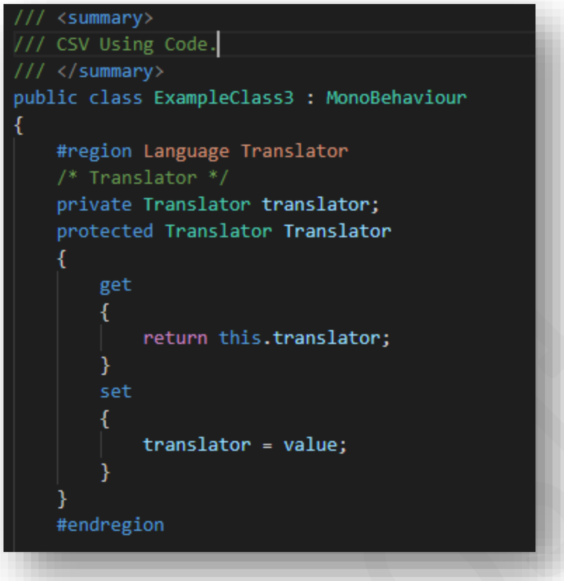
CsvTransla...
XmlTransla...

CsvTranslator.prefab

Image 2 - Example using Prefabs

Example (using code):

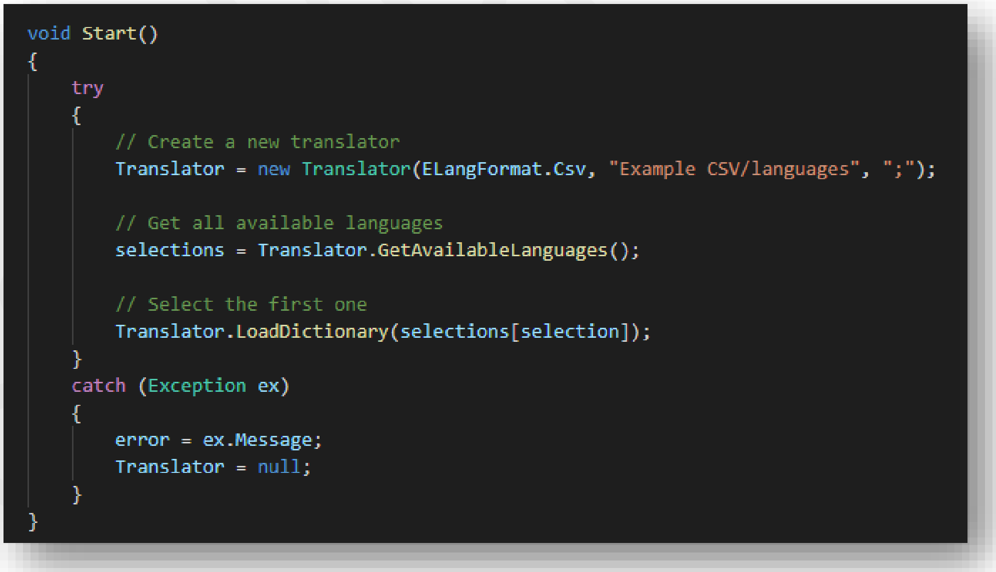
1. Declare a Translator on a Script.



```
/// <summary>
/// CSV Using Code.
/// </summary>
public class ExampleClass3 : MonoBehaviour
{
    #region Language Translator
    /* Translator */
    private Translator translator;
    protected Translator Translator
    {
        get
        {
            return this.translator;
        }
        set
        {
            translator = value;
        }
    }
    #endregion
```

Image 3 - Translator declaration

2. Start the Translator. I recommend to put this code inside the "Awake" method.



```
void Start()
{
    try
    {
        // Create a new translator
        Translator = new Translator(ELangFormat.Csv, "Example CSV/languages", ";");

        // Get all available languages
        selections = Translator.GetAvailableLanguages();

        // Select the first one
        Translator.LoadDictionary(selections[selection]);
    }
    catch (Exception ex)
    {
        error = ex.Message;
        Translator = null;
    }
}
```

Image 4 - Loading the languages and selecting one

2. Translation

To translate a text, you just need to call the Translator.

You have two ways:

- If you have started the translator using "code", you can use your class property named "Translator" in the previous example.

```
string myTranslation = Translator["hello-world"];
```

- If you have started the translator using "prefabs" or "scripts", you first need to get the instance of the main translator:

```
Translator translator = TranslationEngine.Instance.Translator;
string myTranslation = translator["hello-world"];
```

Text translation: XML

HTML content inside XML files

To include HTML content inside a “word” tag, you must use a CDATA section.

```
<?xml version='1.0' encoding='utf-8' ?>
<root>
      <spec-version>1</spec-version>
      <language name='es-AR' title='es-AR'>
            <word name='hello'>¡Hola mundo!</word>
            <word name='my-lang-is'>Mi idioma es {0}</word>
            <word name='change'>Cambiar</word>
            <word name='html-text'>
                  <![CDATA[
                        <span>Este es un texto con <b color="red">HTML</b></span>
                  ]]>
            </word>
      </language>
</root>
```

Text translation: Special characters

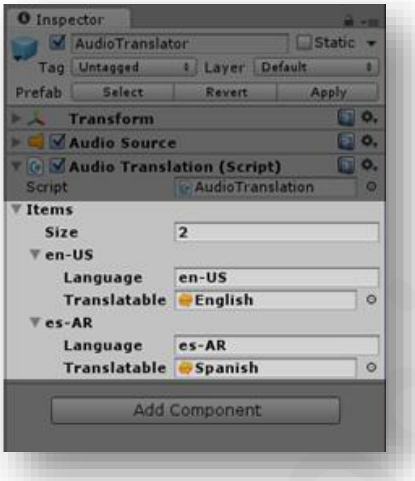
You can use special characters in your translation, to add lines, tabs or backslashes.

Special characters:

Special Character	Text output
\	\
\n	New line (\n character)
\r	Carriage Return (used for windows after a \n character)
\l	New line based on the environment (for Windows \n\r, for Linux \n)
\t	Tabulation

Audio Translation

1. Drop the AudioTranslator prefab into your scene.
2. Add the audio files into the translator, and then specify the language key of each.



☑ AudioTranslator □ Static

Tag Untagged Layer Default

Script AudioTranslation

Items

Size 2

en-US

Language en-US

Translatable English

es-AR

Language es-AR

Translatable Spanish

Image 5 - Audio Translator example

3. Play the sound. To do this, just add the following lines into a script:

```
AudioTranslation component = gameObject.GetComponent<AudioTranslation>();
component.Play();
```

GameObjects Translation

// IT DOESN'T REQUIRE PROGRAMMING ;)

GameObjects translation works by enabling/disabling the GameObjectTranslator's children, so you can translate EVERYTHING without problems.

1. Drop the GameObjectTranslator prefab into your scene. As you'll see, the prefab contains two children, and both are associated to their parent class by the "Object Translation" script.
2. You can add or remove children using Unity Hierarchy, and then you need to impact the changes in the "Object Translation" script (adding/editing/removing items).

uGUI Translation

// IT DOESN'T REQUIRE PROGRAMMING ;)

Automatic uGUI Translation

1. Generate your GUI using uGUI.
2. Drop the “Ugui Auto Translation” script on your “Canvas” GameObject.

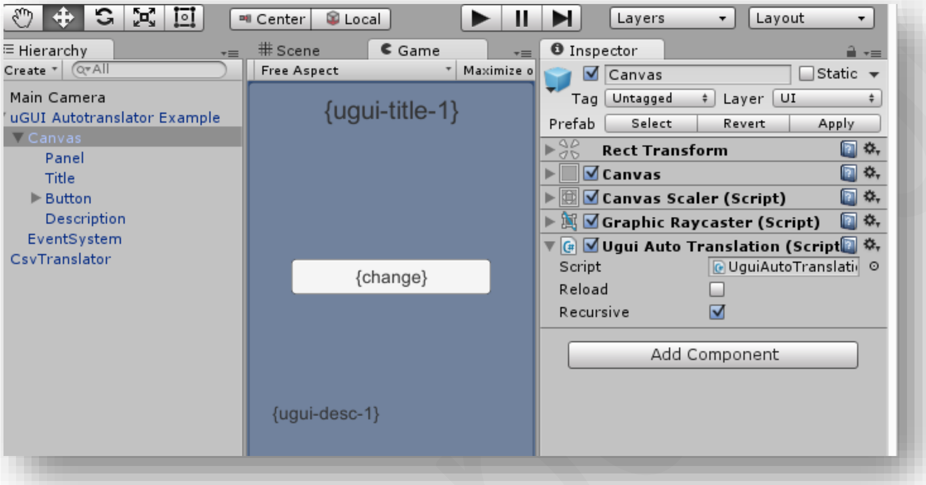


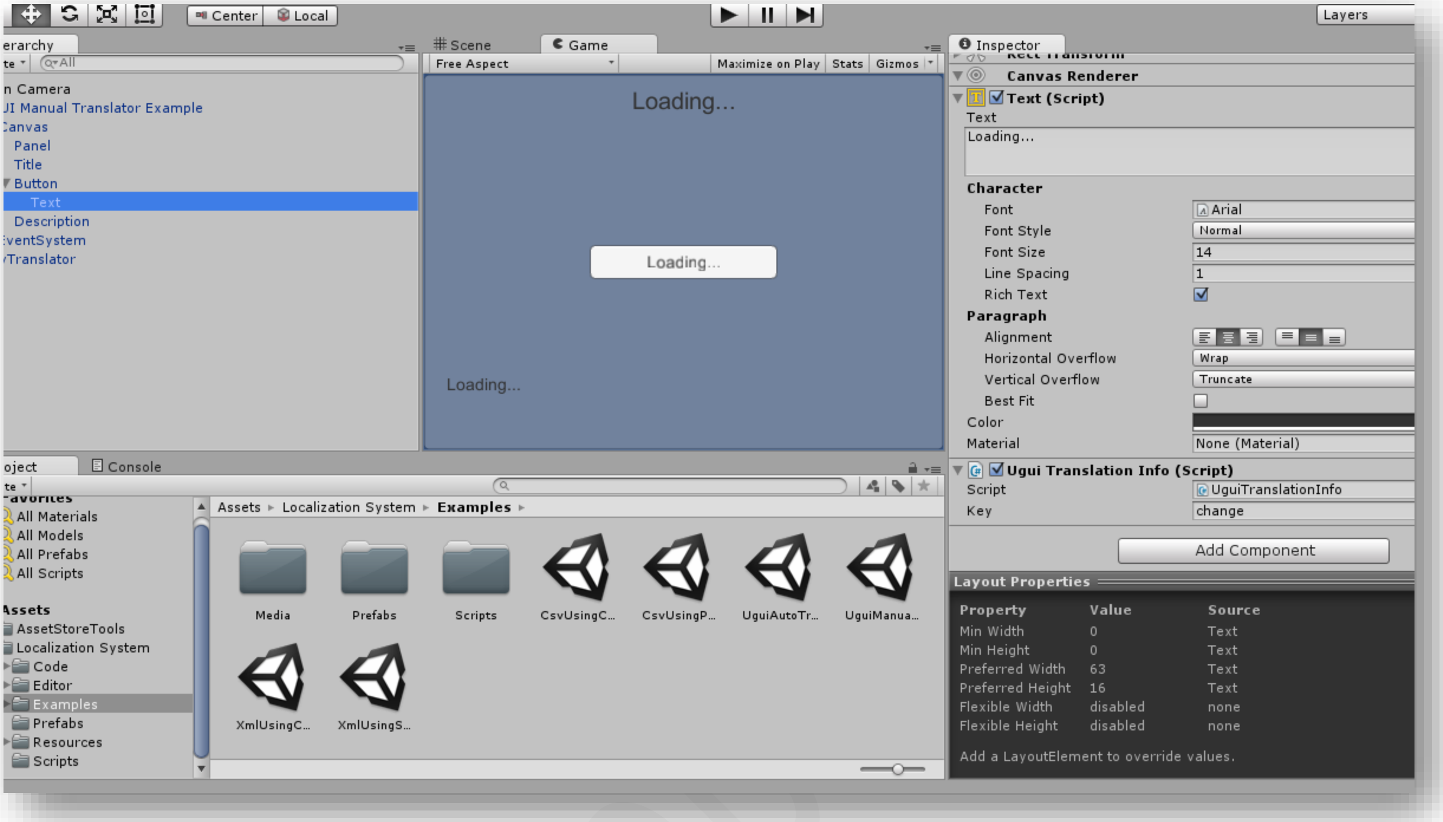
Image 6 - Auto-translation script on Canvas object

3. Change all the text of your UI elements for the Lang Code. Example: {change} instead of “Change”.

Manual uGUI Translation

If you don’t like the Auto-Translation feature because you need to write the codes instead of the original text, you can translate your interface in “Manual” mode.

To translate in this mode you need to complete all the steps for “Auto Translation”, and then you just need to drop the script “Translation Info” in every “Text” component. Finally, specify the associated key of the translation.



Text (Script)

Text
Loading...

Character

Font	Arial
Font Style	Normal
Font Size	14
Line Spacing	1
Rich Text	☑

Paragraph

Alignment	
Horizontal Overflow	Wrap
Vertical Overflow	Truncate
Best Fit	□
Color	
Material	None (Material)

Ugui Translation Info (Script)

Script	UguiTranslationInfo
Key	change

Layout Properties

Property	Value	Source
Min Width	0	Text
Min Height	0	Text
Preferred Width	63	Text
Preferred Height	16	Text
Flexible Width	disabled	none
Flexible Height	disabled	none

Add a LayoutElement to override values.

Image 7 - Translating a button

NGUI Translation

// IT DOESN'T REQUIRE PROGRAMMING ;)

Automatic NGUI Translation

1. Generate your GUI using NGUI.
2. Drop the "NGUI Auto Translation" script into your "UIRoot" GameObject.
3. Change all the text of your UI elements for the Lang Code. Example: {change} instead of "Change".

Manual NGUI Translation

If you don't like the Auto-Translation feature because you need to write the codes instead of the original text, you can translate your interface in "Manual" mode.

To translate in this mode, you need to do all the steps for "Auto Translation", and then you just need to drop the script "Translation Info" in every "UILabel" component. Then, specify the associated key of the translation.

Credits

Asset Repository

by @lcnvdl

Do you need a feature? Do you need support?

Contact us! ☺

http://unity.lucianorasente.com

Special thanks to FamFam's Silk Icon Set for the icons.