



nullsave

Localization COG

Version 2021.Of.O – Released February 2021

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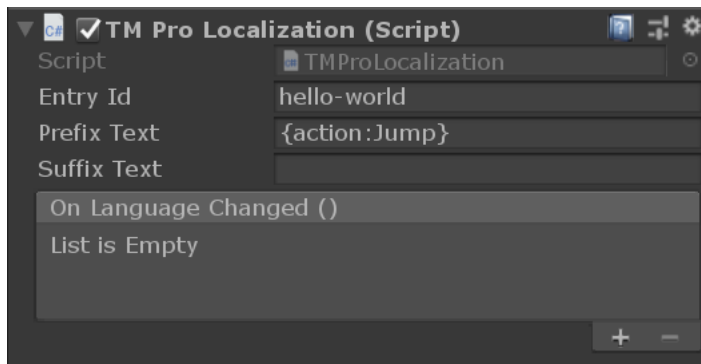
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Introduction

Localization Cog™ is a utility for localizing your text in Unity. This is done with a static class, so there is no need to add a “Localization Cog” to any of your scenes. Instead, you’ll add a “TM Pro Localization” component to any Text Mesh Pro object you want localized.

TM Pro Localization

Automatically localizes your text to whatever language is selected. If the selected language is changed, the text will automatically update.



Entry Id – The Id for the entry to look up for the current language.

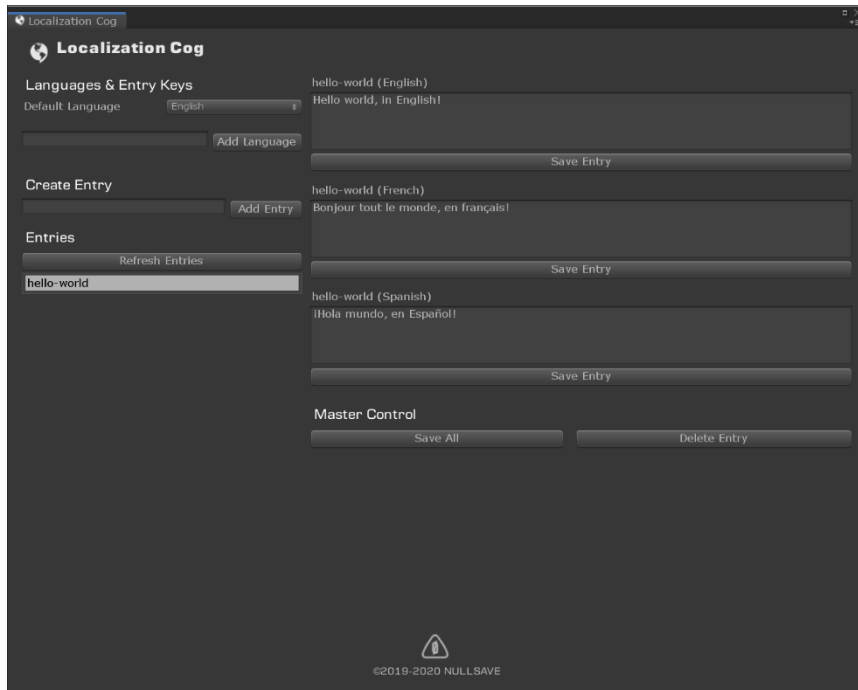
Prefix Text – Non-localized text to place *before* the localized text.

Suffix Text – Non-localized text to place *after* the localized text.

On Language Changed – Event fires whenever the selected language is changed.

Localization Cog Window

This window (accessible from Tools > NullSave > Localization Cog Window) allows you to set your localized text, which is placed inside of your Resources/Localization folder.



Add Language – Clicking this button creates a new language folder with the name supplied

Add Entry – This button creates a new entry with the name provided for each language present. Adding a new language later will still give you the ability to update that entry.

[Entry Name] (Language) – These text boxes allow you to define the value for an entry for each language.

Change Log

Version 2021.0f.0

Initial release