Flash to Unity's Localization Manager

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Abstract:

This document explains the details regarding Flash to Unity's localization manager utility, which manages and organizes localization data, which will allow the game to be experienced in a variety of languages.

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Introduction

The localization manager is used to easily switch between several languages the application may be available at and can be customized to support an arbitrary language. Flash to Unity has an example scene with English and Spanish support. In order to provide support for a language, there should be a "Resources > f2u > localization > [language] > xmls" folder in the Unity project directory tree. There must be at least three XML files on the previously mentioned folder: "texts.xml", "textures.xml" and "sounds.xml." It's recommended for the user to check the "F2ULocalizationScene" bundled with Flash to Unity in order to get a clearer idea on how the localization works.

Localization XMLs

texts.xml

This file will control the texts on the scene; every F2UText may be modified from this file. The basic XML structure is as follows:

```
<Texts>
      <TextA text= "My text" styleKey= "LocalizedText"/>
      <TextB/>
       . . .
      <TextN/>
</Texts>
```

Where the "TextN" tags have the names of each of your texts. Text tags may have a "text" attribute defining the content of the text, and a "styleKey" attribute, which determines the style that the text will adopt, so you can give different style to the localized texts.

Flash to Unity will assume default values whenever an attribute is not available.

textures.xml

This file will control the texture atlas on the scene. The basic XML structure is as follows:

```
<Textures>
    <Texture1/>
    <Texture2/>
    . . .
    <TextureN/>
</Textures>
```

Where the "TextureN" tags have the names of each of your textures. These tags may be appended with a "path" attribute that will contain the path to the texture atlas to be used with that particular localization.

sounds.xml

This file will control the sounds to be played on the scene. The basic XML structure is as follows:

```
<Sounds>
    <Sound1/>
    <Sound2/>
    . . .
    <SoundN/>
</Sounds>
```

Where the "SoundsN" tags have the names of each of your sounds. These tags may be appended with a "path" attribute that will contain the path to the texture atlas to be used with that particular localization.

Localizing Fonts

To localize fonts you just have to create fonts for each language you want. The localization manager will find out fonts with same name and size as the reference. So you just have to import the localized font for each localized language. To do this, you may use the Import Localized FNT option, which is under the "Tools/F2U/Text/" menu bar option. When you select the localized font you want to import, the following window will be displayed.
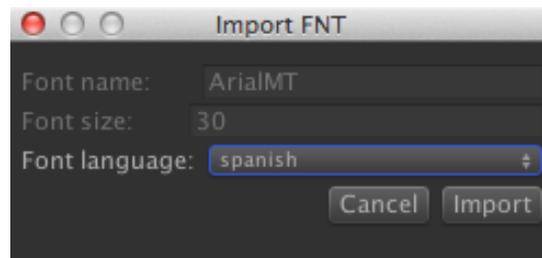
Then, you must select the language of the font and import it.