Localization Manager Editor Tool

Descripción

Files: CGFLocalizationManagerEditorTool.cs

Path: "CGF/Editor/Tools"

Menu: "CGF/Content /Localization Manager"

Description

Tool that allows creating the parameters of the Scriptable Object Custom Editor Window.

Reference

- **Create Source** – Create the first localization source with an initial language so keys can be added.
- **Source** – Localization source whose languages, categories and keys are displayed in the editor.
- **Source name** – Name used to identify this independent collection of localized languages and keys.
- **Source name** – Create or select a localization source before assigning its name.
- **Add** – Create a new localization source with one initial language.
- **Remove** – Remove the selected localization source. Its asset is deleted when the changes are saved.
- **Export** – Write the selected localization source and its current language entries to an external file.
- **Import** – Load localization entries from an external file into the selected source, updating matching keys and adding new ones.
- **Clone** – Create an independent copy of the selected source, including its languages, keys and localized values.
- **Apply** – Save pending sources, languages and localized values to the CGF Localization asset.
- **Clear All** – Remove every language except the source's default and reference languages.
- **Language name** – Name used to identify the selected language in this localization source.
- **Language name** – Select a language before changing its name.
- **Language name** – Add a language before assigning its name.
- **Clear All** – No languages are available to remove.
- **Language name** – Select a localization source before adding and naming languages.
- **Clear All** – Remove every category except the default category of the selected source.
- **Keys** – Filter keys by whether the selected language has a completed localized value. Show keys from one category, or All to include every category. Show keys that store one localization value type, or All to include every type.
- **Filter By name** – Show only localization keys whose name contains this text.
- **Add** – Create the first localization key in every language of the selected source.

- **Reset Filters** – Clear the status, category, type and name filters so every key is shown.
- **Clear All** – Remove every localization key and its values from all languages in the selected source.
- **Empty All** – Keep every key but reset its localized value in all languages.
- **Remove** – Remove the selected keys and their values from every language in this source.
- **Add** – Create a new key with the same identifier and default category in every language of this source.

Use

Open the tool from `CGF/Content /Localization Manager` in the Unity editor.
Use the controls listed in Reference to configure the window workflow.