Localization Behavior

Descripción

Files: CGFLocalizationBehavior.cs

Path: "CGF/Systems/Localization"

Description

Behavior that allows the associated GameObject to modify its component variables according to the Asset values

Reference

- **Component** – Inspector setting used by this component to configure component.
- **Key** – Text used to identify or display key.
- **Language** – Text used to identify or display language.
- **Material Index** – Numeric setting that configures material index.
- **Property Name** – Name used to identify property Name.
- **Source** – Cached CGFLocalizationSourceScriptable reference used by this component.
    - **Default Category** – Text used to identify or display default category.
    - **Default Language** – Text used to identify or display default language.
    - **ID** – Text value used for ID.
    - **Language List** – List of languages.
        - **ID** – ID used to distinguish between languages.
        - **Items List** – Item that contains the language.
            - **Audio Value** – AudioClip reference assigned through the inspector.
            - **Category** – Text used to identify or display category.
            - **Category Index** – Assigned category index.
            - **Font Value** – Localized font asset used for the selected language.
            - **Game Object Value** – GameObject reference assigned through the inspector.
            - **ID** – Text value used for ID.
            - **Key** – Text used to identify or display key.
            - **Key Icon** – Controls whether the key is complete.
            - **Localization Type** – Internal value used to configure localization Type.
                - **Text** – Pending documentation.
                - **Font** – Pending documentation.
                - **Texture** – Pending documentation.
                - **Audio Clip** – Pending documentation.
                - **Game Object** – Pending documentation.

        - **Sprite** – Pending documentation.
        - **Material** – Pending documentation.
        - **Mesh** – Pending documentation.
        - **Video Clip** – Pending documentation.
        - **Scriptable Object** – Pending documentation.
      - **Material Value** – Material reference assigned through the inspector.
      - **Mesh Value** – Localized mesh asset used for the selected language.
      - **Scriptable Object Data** – Inspector setting used by this component to configure scriptable object data.
      - **Sprite Value** – Sprite reference assigned through the inspector.
      - **Text Value** – Localized text displayed for the selected language.
      - **Texture Value** – Texture reference assigned through the inspector.
      - **Video Value** – Localized video clip used for the selected language.
    - **Language Name** – Text used to identify or display language name.
  - **Reference Language** – Text used to identify or display reference language.
  - **Source Name** – Default source name.
- **Texture** – Text used to identify or display texture.
- **Type** – Inspector setting used to configure type.
  - **Text** – Pending documentation.
  - **Font** – Pending documentation.
  - **Texture** – Pending documentation.
  - **Audio Clip** – Pending documentation.
  - **Game Object** – Pending documentation.
  - **Sprite** – Pending documentation.
  - **Material** – Pending documentation.
  - **Mesh** – Pending documentation.
  - **Video Clip** – Pending documentation.
  - **Scriptable Object** – Pending documentation.

Use

Add this component to the GameObject that should own the behavior.
Configure the inspector fields listed in Reference and assign the required scene or asset references before entering Play Mode.