Localization Controller

Descripción

Files: CGFLocalizationController.cs

Path: "CGF/Systems/Localization"

Description

Contains the value retrieval methods.

Reference

- **Current Language** – Text used to identify or display current language.
- **Localization** – Stores the scriptable object.
- **Localization Source** – Stores the source that contains the language and item to translate.
    - **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.

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.