Localization Scriptable

Descripción

Files: CGFLocalizationScriptable.cs

Path: "CGF/Systems/Localization"

Description

ScriptableObject that stores localization data.

Reference

- **Categories List** – List that contains the Categories Object sources.
- **Sources List** – List that contains the Scriptable Object sources.
    - **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

Create or assign the ScriptableObject asset in the system that consumes this shared configuration. Configure the asset fields listed in Reference before using it at runtime.