

[issues marked] Game L10n w/ Unity

1. Installation Guide (Unclear official guide)

The installation guide on the Unity official website instructs

“ This package is currently visible in the Package Manager in 2021.2 and above. To install this package, follow the instructions in the [Package Manager documentation](#). To install the package in a version before 2021.2, type in `com.unity.localization` under “Add package from git URL” in the Package Manager. Further information can be found on the forum [here](#)

However, even after version 2021.2, the package manager **still cannot directly locate** the corresponding package by searching for the term “localization.” Therefore, you still need to install the package by entering `com.unity.localization` via the “Add package from git URL” method.

2. Step Tab, "Here's a quick rundown..." 7 to 9 (UI Change)

Step7 Click the “Locale Generator” -> should be "Add Locale"

Step9 Click “Generate Locales” -> should be "Add Locales"

3. Generate your tables Step 5 to 6 (Unclear File Structure)

- Choose “Create” and save it in the “Localization” folder
- Close the “Localization Tables” dialog for now

Shouldn't we save it under the /Localization/Tables folder? since there are a bunch of StringTable assets/meta files??

4. Fonts tab, step 5 (UI Change)

- Right-click on the TTF and choose **Create → TextMeshPro → Font Asset**. An SDF font will be created.

Here should be **Create → TextMeshPro → Font Asset → SDF**.

5. Speech Bubbles Tab, step 5 to 6

- Search for “localization” and select “Unity.Localization.” It will be added to the list!

- When you click away, it will warn you about “Unapplied import settings,” just choose “Apply”

If i'm not looking at something wrong, the "Unity.Localization" is already there.

6. Modify the speech bubble script part, Speech bubbles Tab, step 1

- Search for the script called “SpeechBubblePrompt.cs”

should be searching for "SpeechBubblePrompt" without file extensions if people cannot find it with extensions

7. Modify the speech bubble script part, Speech bubbles Tab, step 3 to 7

- Copy one of the strings and create a new entry in your Localization Table.
- The key should be something all lowercase with dashes, such as “playground-welcome”
- The value should be the original string.
- Do the same thing with the other “Talk” string.
- Now at runtime, SpeechBubblePrompt.cs will pull up the localized string!

so after "The key should be something all lowercase"... "do the same"... people also have to change something in the inspector for that gray speech bubble.

In "Model Group(Script)"/Lego Behaviors, under "Speak Action" -> "Speech Bubbles" (down there 2 talks "Text" part) into the "Key" they've input into the String table. or its gonna have a "no translation found" error for that bubble.

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