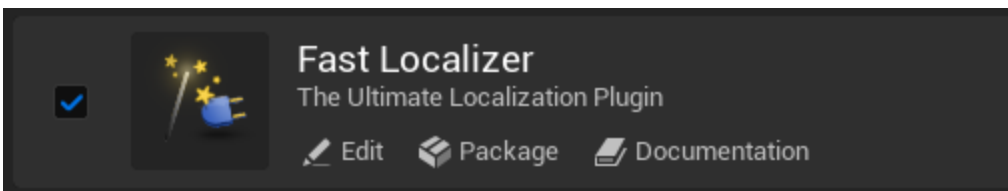


# FAST LOCALIZER

THE ULTIMATE LOCALIZATION PLUGIN

## How to use the Fast Localizer plugin

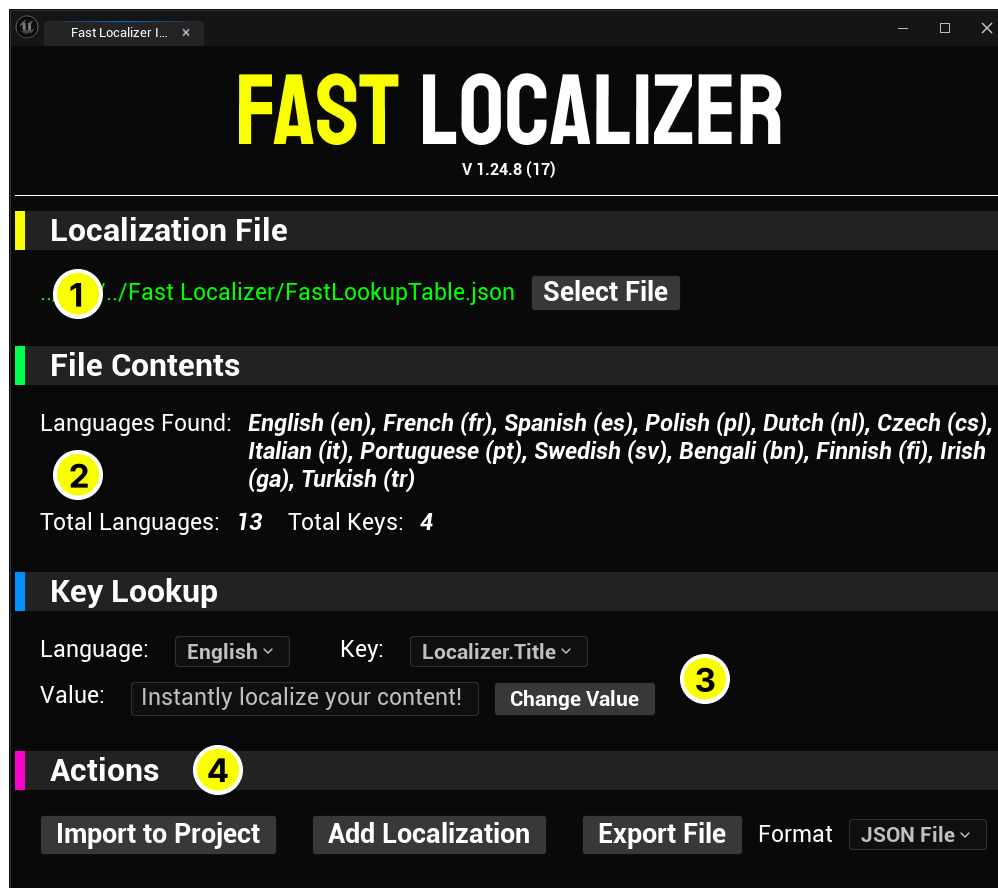
Install the plugin from the Epic Marketplace and make sure it's enabled in your project.



This can be found by navigating to *Edit -> Plugins -> Fast Localizer*

## Using Fast Localizer Importer

Before using the plugin, you must import your language dictionary file into the system. This utility can be accessed through the menu *Tools -> Fast Localizer -> Import Utility*



## 1. Localization File Selection

Click the **Select File** button and you will be prompted to select your localization file. The current product supports CSV and JSON files.

## 2. File Contents

Displays all languages from the localization file and the total number of lookup keys.

## 3. Key / Value Lookup

Cycle through languages and their associated keys. To make changes, click **Change Value** and update the desired value. After making changes, a **Save Changes** button will appear, allowing you to save these updates to the currently loaded file.

## 4. Action Panel

- **Import to Project**

Imports the localization file into the *Fast Localizer Subsystem*. Once this operation completes, you will be able to access the keys in your project.

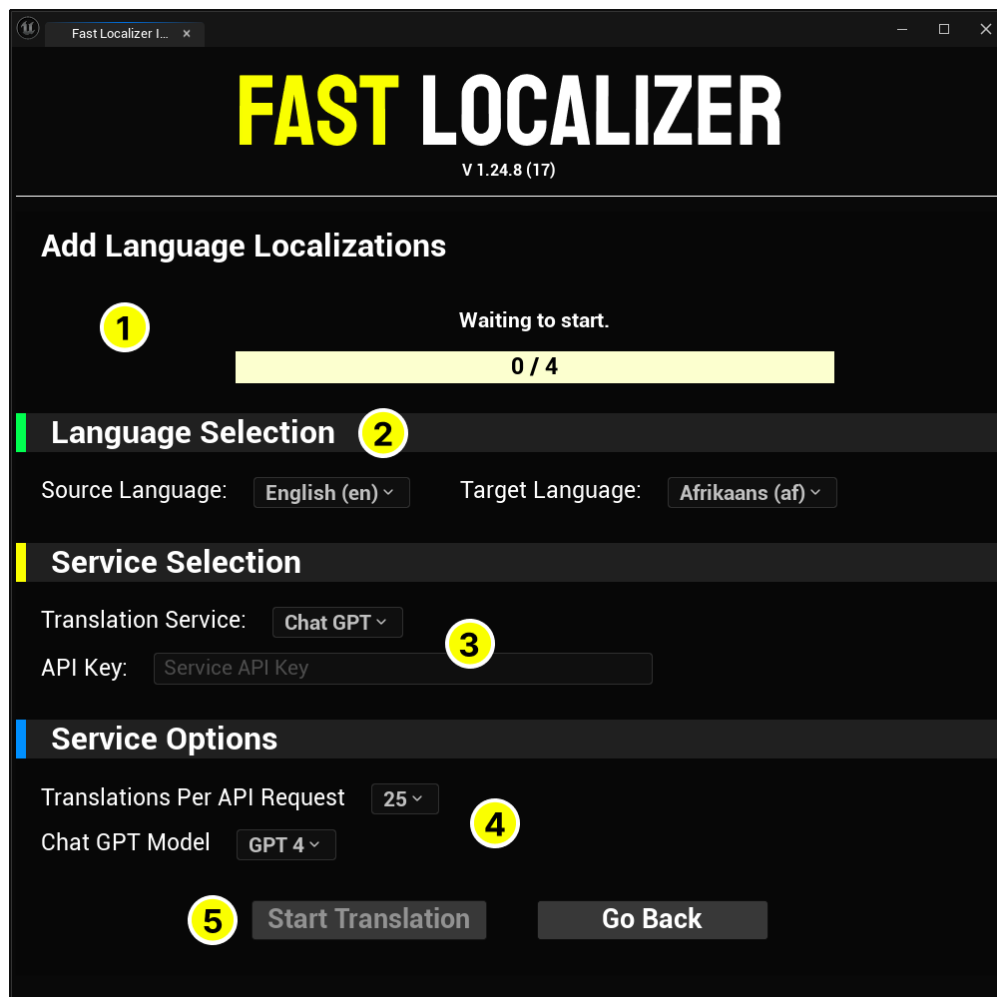
- **Add Localization**

Navigates you to the *Add Localization* menu, where you can easily add translations to your localization file.

- **Export File**

Converts the current file between formats.

# Using Fast Localizer Add Localizations



## 1. Translation Status Bar

Shows the current translation progress of the file and any errors that may have occurred.

## 2. Language Selection

**Source Language:** The primary language used as input for the API conversion process.

**Target Language:** The language into which the text will be translated. *Note: If your target language is not available in the dropdown, it may be because the file already includes the translation or the language is unsupported.*

### 3. Translation Service Selection

**Translation Service:** The API service used to translate from the *Source Language* to the *Target Language*.

**API Key:** The API key provided by the user to authenticate and process the translation request.

### 4. Service Options

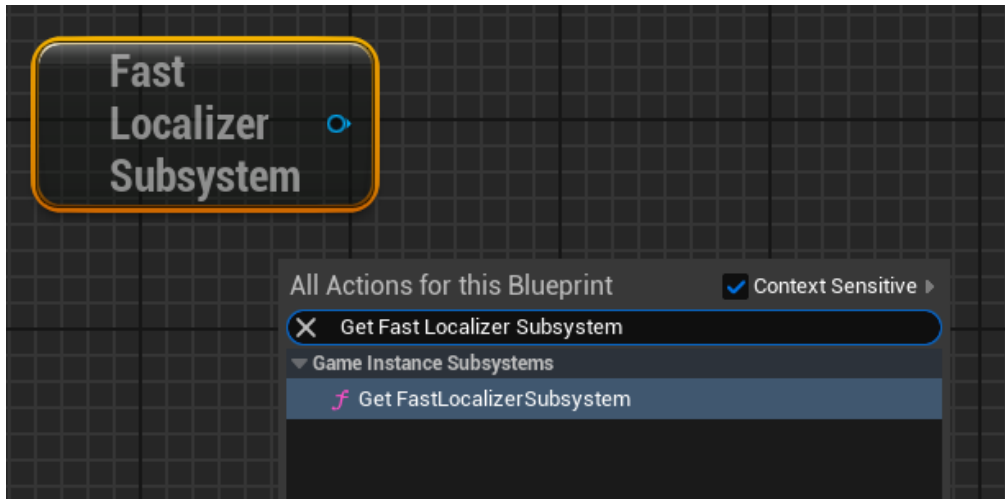
**Translations/API Request:** The number of language keys sent at once for translation processing. The default value is 50. Adjust this setting if translating large text values to avoid errors with excessively large requests.

Depending on the selected *Translation Service*, additional options may become available. For instance, with ChatGPT, you can choose which model to use.

### 5. Start Translation

This initiates the translation API requests. Once successful, the button will change to ***Save Changes***, allowing you to save the file with the newly added localization. You can then select another *Target Language* to continue with additional translations. When finished, choose ***Go Back*** to return to the main menu, where you can ***Import to Project***.

# Using Fast Localizer Subsystem



The *Fast Localizer Subsystem* is accessible from both C++ and Blueprint. In Blueprint, right-click and type *Get Fast Localizer Subsystem* to access it.

## Subsystem Behavior

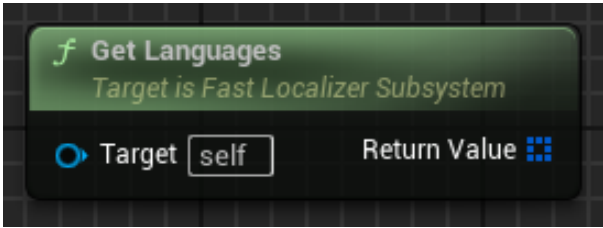
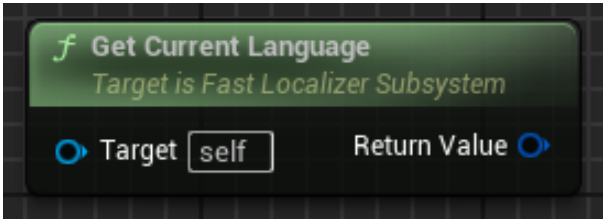
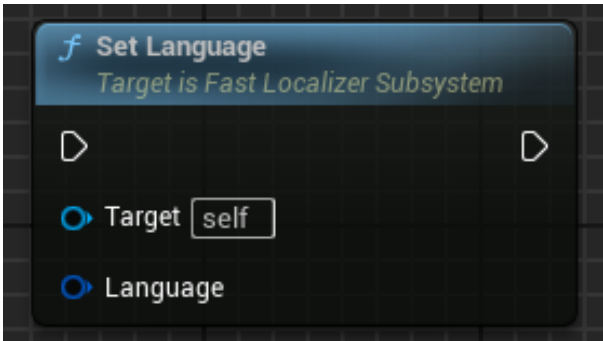
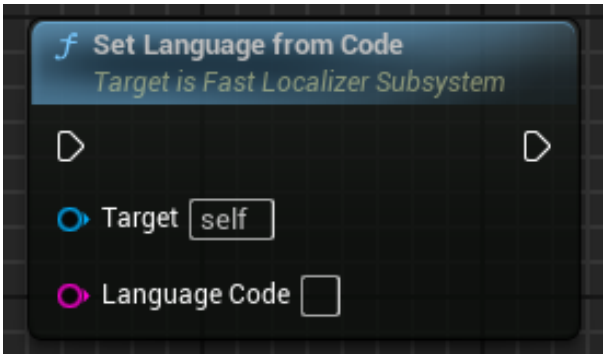
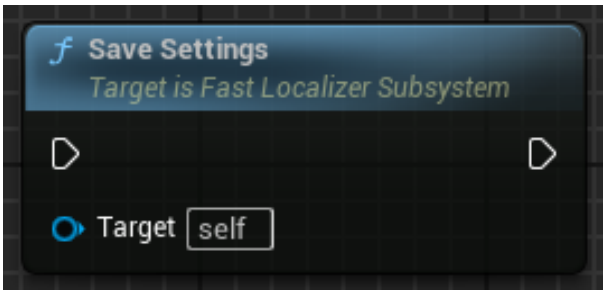
When the subsystem loads, it will try to set the user's preferred language. If no preference is set, it will attempt to detect the current system language locale. If the locale is available in the subsystem, it will be set as the user's preferred language; otherwise, it will default to the *Fallback Language Locale* specified in the plugin settings.

This users preferred language can be configured using the methods described below. This plugin includes a demo scene that demonstrates how to switch between languages.

## Subsystem Methods

This section outlines the methods utilized by the system.

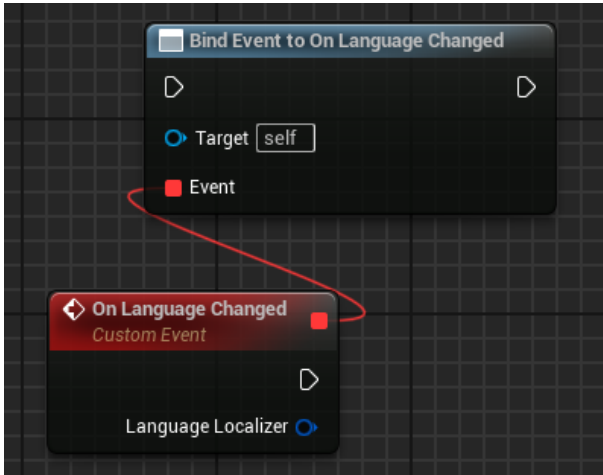
| Function                 | Blueprint Node                                                                                                                                                                                                                                                                                                                                            | Description                                           |
|--------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------|
| Get Translation from Key | A screenshot of the 'Get Translation from Key' Blueprint node. The node has a green header with the text 'Get Translation from Key' and 'Target is Fast Localizer Subsystem'. It has two input pins: a blue 'Target' pin with a dropdown menu showing 'self', and a pink 'Key' pin with an empty text box. It has a pink 'Return Value' pin on the right. | Retrieves the translated text using the provided key. |

| Function               | Blueprint Node                                                                      | Description                                                     |
|------------------------|-------------------------------------------------------------------------------------|-----------------------------------------------------------------|
| Get Languages          |    | Retrieves all the languages currently loaded into the system.   |
| Get Current Language   |    | Retrieves the language currently used by the system.            |
| Set Language           |   | Sets the system to use the language specified by the parameter. |
| Set Language from Code |  | Sets the system to use the language specified by the parameter. |
| Save Settings          |  | Saves the user's current language settings.                     |

| Function        | Blueprint Node                                                                                                                                                                                                                                                                                                                                                               | Description                                                    |
|-----------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------|
| Revert Settings |  A screenshot of a blueprint node titled "Revert Settings" with a subtitle "Target is Fast Localizer Subsystem". The node has a blue play button icon on the left and a right-pointing arrow on the right. Below the title, there is a "Target" input field with the value "self" selected. | Restores user settings to the most recent saved configuration. |

# Subsystem Events

This section outlines the events utilized by the system.

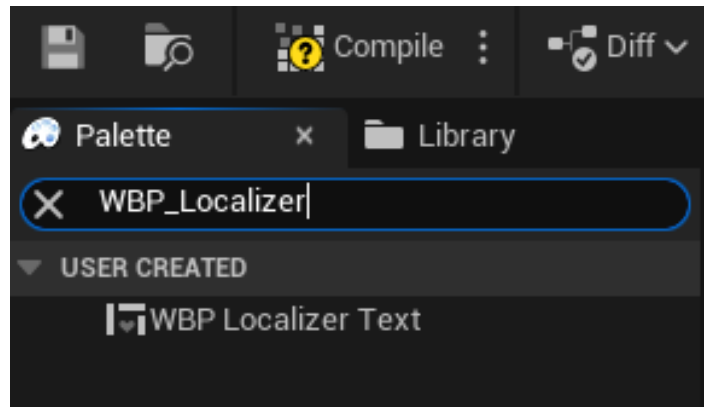
| Event               | Blueprint Node                                                                    | Description                                                                                      |
|---------------------|-----------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------|
| On Language Changed |  | Triggered when the language changes. The parameter indicates the new language set by the system. |

# Plugin Widgets

This section outlines the widgets that are designed to integrate directly with the system.

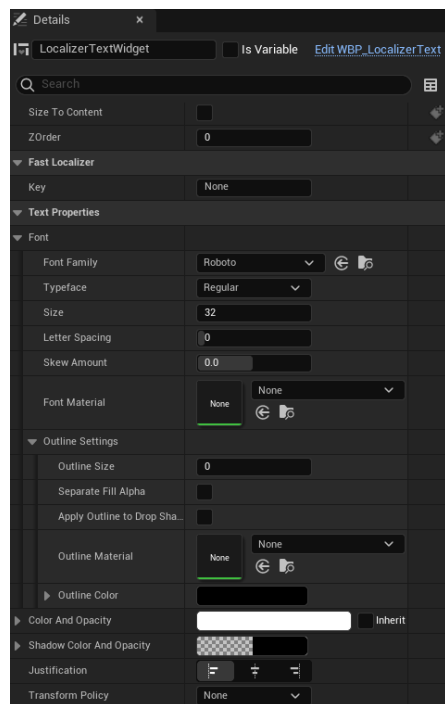
## WBP\_LocalizerText

### Usage



In the Blueprint editor, search for *WBP\_LocalizerText* in the Palette and drag it onto your widget.

### Widget Properties



When the widget is selected, its properties can be accessed on the right side of the editor window.

The *Fast Localizer Key* property should contain the lookup key for the text you want to display. If the key isn't found at runtime, the fallback value defined in the plugin settings will be displayed.

The *Text Properties* section includes all the standard options found in Unreal's built-in *Text Widget*, such as *Fonts*, *Outline Settings*, *Color & Opacity*, *Justification*, *Transform*, and *Shadow Color*.

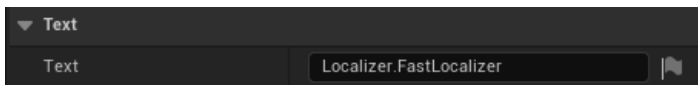
## BP\_LocalizerTextRenderer

### Usage



In the level editor *Place Actors* panel, search for **BP\_LocalizerTextRenderer** in the Palette and drag it onto your scene.

When the Blueprint Actor is selected, its properties can be accessed on the right side of the editor window.

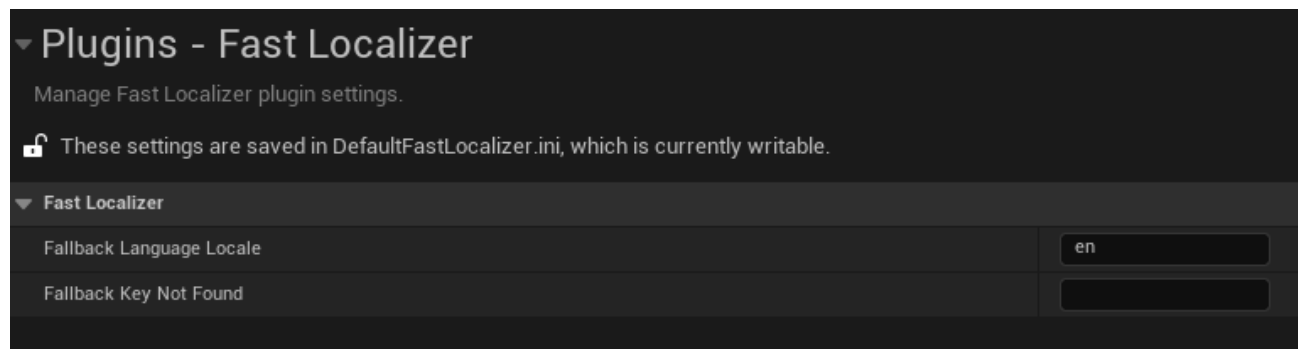


The *Fast Localizer* -> *Key* property should contain the lookup key for the text you want to display. If the key isn't found at runtime, the fallback value defined in the plugin settings will be displayed.

All other *Text Render Actor* properties will function exactly like the built-in ones.

# Plugin Settings

These settings can be accessed through the *Settings -> Project Settings -> Plugins -> Fast Localizer* section.



## Fallback Language Locale

Set this to the default language locale if other locale settings fail. This is typically your primary language locale.

For a detailed explanation of how this value is used, refer to the Fast Localizer Subsystem section.

## Fallback Key Not Found

Set text to display if the lookup system cannot find your key. Leave blank to display nothing.