

# PreciseLocale

## Usage

Getting full language ID (e.g. “en\_es”):

```
PreciseLocale.GetLanguageID()
```

Getting language code (e.g. “es”):

```
PreciseLocale.GetLanguage()
```

Getting region code (e.g. “US”):

```
PreciseLocale.GetRegion()
```

Getting currency code (e.g. “USD”):

```
PreciseLocale.GetCurrencyCode()
```

Getting currency symbol (e.g. “\$”):

```
PreciseLocale.GetCurrencySymbol()
```

## Using in Editor

Plugin returns standard *en\_US* values while using in Unity’s Play mode:

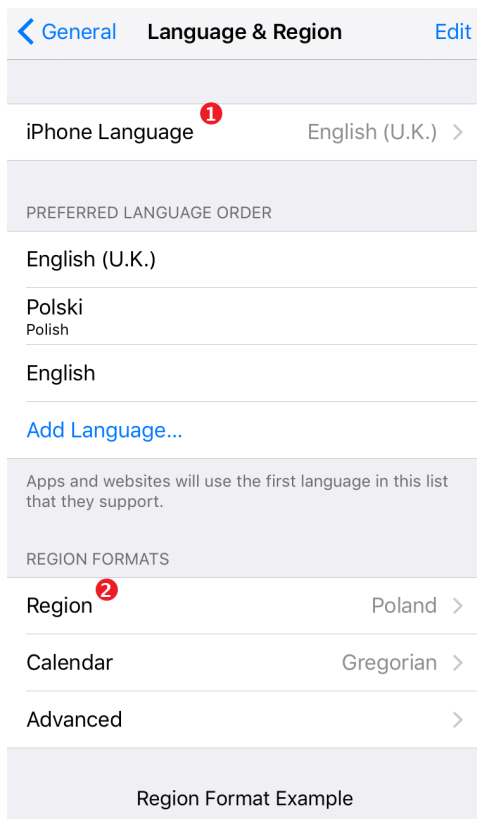
<code>PreciseLocale.GetLanguageID()</code>	<b>en_US</b>
<code>PreciseLocale.GetLanguage()</code>	<b>en</b>
<code>PreciseLocale.GetRegion()</code>	<b>US</b>
<code>PreciseLocale.GetCurrencyCode()</code>	<b>USD</b>
<code>PreciseLocale.GetCurrencySymbol()</code>	<b>\$</b>

## iOS & Android examples

Android has a simple language selection menu, however iOS differentiate region formatting (e.g. currency or time format) and language itself. That means, that on iOS you might have different region and language variant.

Take a look at examples below.

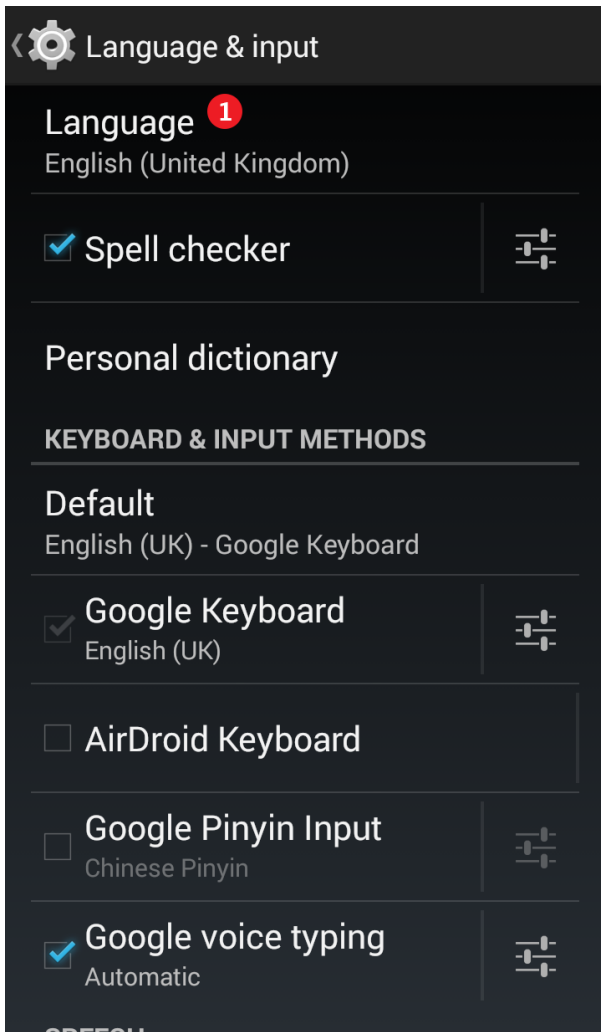
## IOS SETTINGS



Plugin would return:

<code>PreciseLocale.GetLanguageID()</code>	<b>en_GB</b> (taken from [1])
<code>PreciseLocale.GetLanguage()</code>	<b>en</b> (taken from [1])
<code>PreciseLocale.GetRegion()</code>	<b>PL</b> (taken from [2])
<code>PreciseLocale.GetCurrencyCode()</code>	<b>PLN</b> (taken from [2])
<code>PreciseLocale.GetCurrencySymbol()</code>	<b>PLN</b> (taken from [2])

## ANDROID SETTINGS



Plugin would return:

<code>PreciseLocale.GetLanguageID()</code>	<code>en_GB</code> (taken from [1])
<code>PreciseLocale.GetLanguage()</code>	<code>en</code> (taken from [1])
<code>PreciseLocale.GetRegion()</code>	<code>GB</code> (taken from [1])
<code>PreciseLocale.GetCurrencyCode()</code>	<code>GBP</code> (taken from [1])
<code>PreciseLocale.GetCurrencySymbol()</code>	<code>£</code> (taken from [1])

You might notice that on Android `languageID = language + "_" + region`, which isn't true on iOS!

## Troubleshooting

Plugin returns empty strings in editor play mode, so please make sure you are running app on iOS or Android device. Keep in mind: plugin takes language preferences from device settings, not actual user location.

Please make sure that `PreciseLocale.jar` file is inside `Plugins/Android` and `libPreciseLocale.a` is inside `Plugins/iOS`.

## Contact

In case of questions, please send me an email at: [ptr.zmudzinski@gmail.com](mailto:ptr.zmudzinski@gmail.com)  
Thanks for using my plugin!