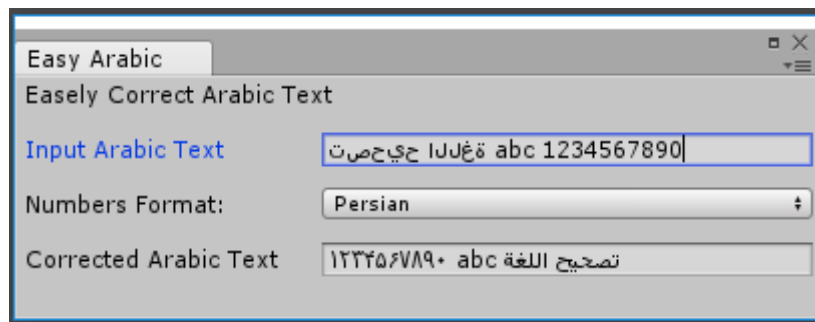


EASY ALPHABET ARABIC

V3.0.1



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Introduction

Easy Alphabet Arabic is a powerful and easy to use tool to correct Arabic characters in Unity Engine. This manual alongside the demo scenes should get you ready to use the tool.

New Features

- Exposed part of the source code
- Extended **TextMesh Pro** plugin support
- Full RichText API support
- Fixed Unity UI line wrapping
- Mixed Arabic and Non-Arabic characters

Fully Supported Languages

- ✓ Modern Arabic
- ✓ Farsi
- ✓ Urdu
- ✓ Uyghur

Additional Alphabets:

1-Supported Kurdish letters پ گ ف ژ چ

Unsupported ئ ل ر

2-Supported Sindhi alphabet پ پ ت ن ج ج ه چ چ پ پ د ت ف ن گ گ ه

Unsupported ت د ک ژ

3-Supported Pashto alphabet پ چ ډ ږ ژ ږ ږ

Unsupported خ ی خ ن بن ت ک

Supported Components

- ✓ Unity Components (TextMesh, UI system, IMGUI)
- ✓ TextMesh PRO

How to use

1. Editor Window

Open the tool editor from Unity toolbar by clicking Window/Easy Alphabet Arabic and then Type your text and copy the corrected text.

2. API

The API has three public methods found in EasyArabicCore.cs and used for correcting text:

```
CorrectString(string, int=0)
```

```
CorrectWithLineWrapping(string, <Text>, int=0)
```

```
CorrectTextMeshPro(string, int=0)
```

* the second **int** parameter is an optional parameter that defaults to 0 (Latin numbers).

If you want numbers to be converted to Arabic then type 1 or type 2 to convert to Persian.

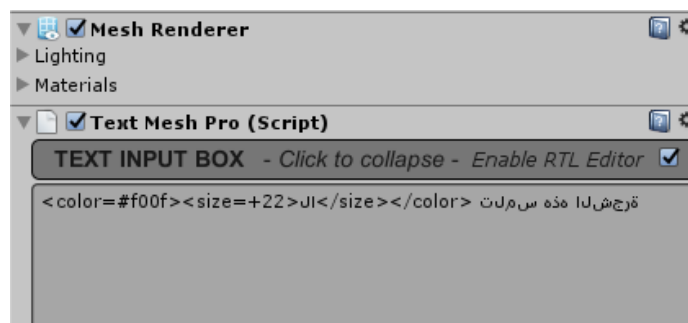
*in `CorrectWithLineWrapping()` the second parameter is the Unity Text component that is used to access the cachedTextGenerator that store lines info.

To start using the API functions include `EasyAlphabetArabic` namespace.

3. TextMesh PRO

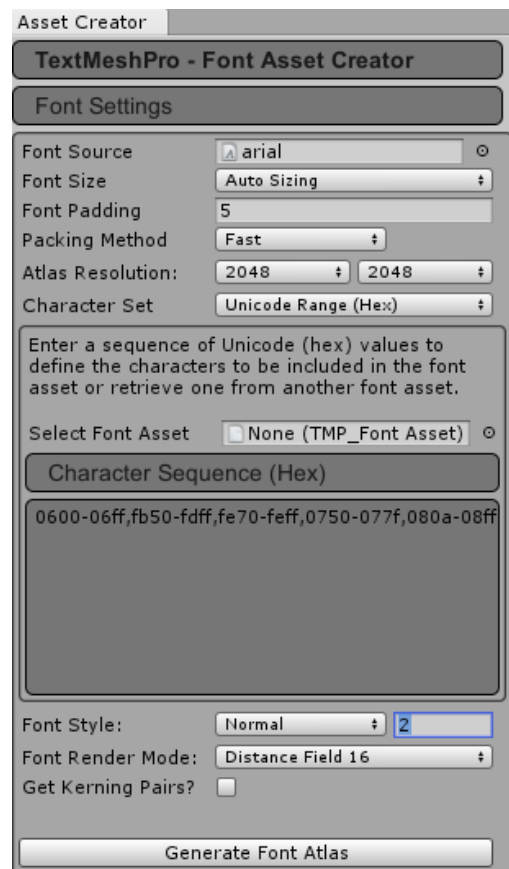
When dealing with TextMesh Pro from script you need to use the proper function `CorrectTextMeshPro()`.

Also you need to check **Enable RTL Editor** to properly handle line wrapping



How to generate font

- Generate Arabic Font from the Font Asset Creator window in menu toolbar.
Select a Font Source that supports Arabic letters e.g Arial
- Change Character Set to Unicode Range (Hex) and enter the following code points:
0600-06ff,fb50-fdff,fe70-feff,0750-077f,080a-08ff
Those are the Unicode code points of all Arabic letters that you need to generate.
- Now copy-paste the above hex ranges and paste them as in the screenshot



- Hit generate Font Atlas and wait until letters appear on screen indicating that the generation has finished.
- Hit **“Save TextMesh Pro Font Asset”** and use the new generated font in any TextMesh Pro component.

Important Notes

- An Exception message "End tag not found! this maybe a user typo or line wrapping that breaks the tags." will appear in the console when you forgot to type Rich-text end tag `</>` or maybe a cause of Unity breaking the end tag in new line. To mitigate this issue try to increase or decrease the UI text container width until the issue is fixed.
- Some fonts won't render medial tashkeel character correctly in Unity Text-Mesh and UI. Always use fonts that support Arabic language. Some letters of complex languages like Urdu might not work properly with any font.
- When typing from keyboard Urdu, Pashto, Sindhi, and Kurdish alphabets Unity might render some letters as ? question mark. To solve this issue you need to type in notepad or any Unicode compatible editor and then copy-paste the letters to Unity.
- **CorrectLineWrapping()** can not guarantee you a 100% line wrapping fix, in some cases where you are using the function during gameplay to correct dynamic text for example in a generated dialog in a RPG game or a question title in Quiz game, you might get incorrect line wrapping at some points depending on the size of the text. In this case you can try to increase/decrease the Text component width a little bit until you arrive at a correct result.

What I think is a complete solution for the line wrapping issue is to use TextMesh Pro plugin and use "Enable RTL Editor" check-box.

Note: TextMesh Pro is now free and will be Unity native text solution in the future.

Package Support

I am available to receive your queries at this email:

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Best Regards,

Fayyad Sufyan