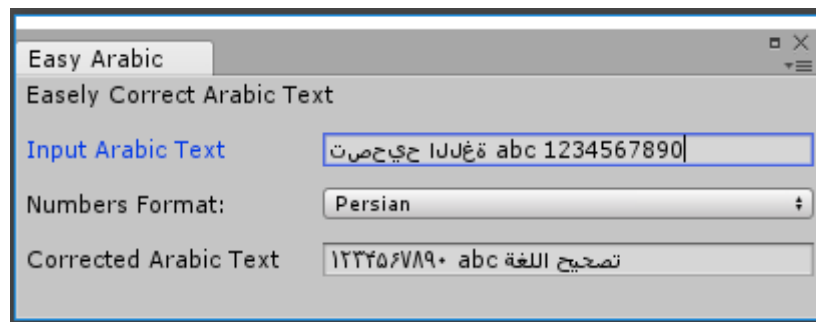


EASY ALPHABET ARABIC V3.0



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Contents

- Introduction 3**
- New Features 3**
- Fully Supported Languages 3**
- Supported Components 4**
- How to use 4**
- Important Notes 6**
- Package Support 6**

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 و گ ف ژ چ پ

Unsupported ئ ل ر

2-Supported Sindhi alphabet ب پ ت ث ج ه ح چ پ ڀ ڄ ڙ ڻ گ ڳ ه

Unsupported ت ڊ ڪ ڙ

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

Unsupported خ ي څ ښ 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.

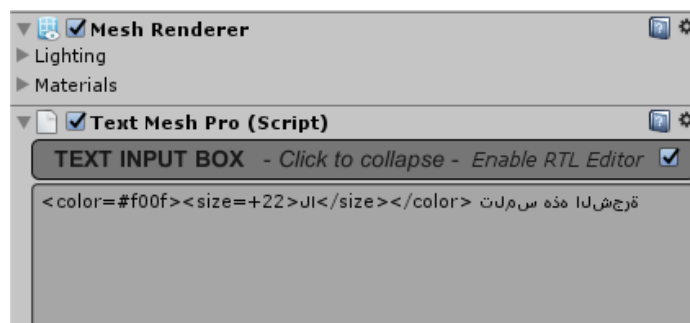
*in `CorrectWithLineWrapping()` the second parameter is the Unity Text component that is used to access the cachedTextGenerator that store lines info.

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

3. TextMesh PRO

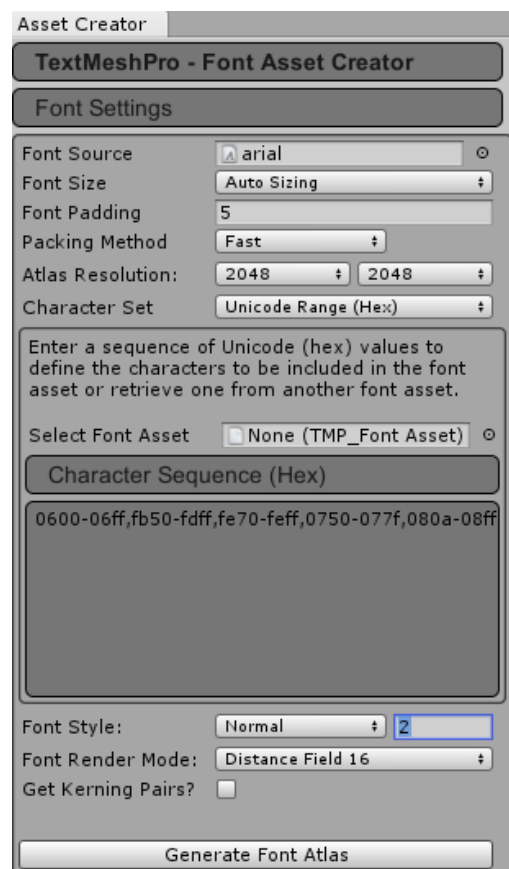
When dealing with TextMesh Pro from script you need to use the proper function `CorrectTextMeshPro()`.

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.

Package Support

I am available to receive your queries at this email:

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Best Regards,

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