

NAME

I18N::LangTags::Detect - detect the user's language preferences

SYNOPSIS

```
use I18N::LangTags::Detect;  
my @user_wants = I18N::LangTags::Detect::detect();
```

DESCRIPTION

It is a common problem to want to detect what language(s) the user would prefer output in.

FUNCTIONS

This module defines one public function, `I18N::LangTags::Detect::detect()`. This function is not exported (nor is even exportable), and it takes no parameters.

In scalar context, the function returns the most preferred language tag (or undef if no preference was seen).

In list context (which is usually what you want), the function returns a (possibly empty) list of language tags representing (best first) what languages the user apparently would accept output in. You will probably want to pass the output of this through

`I18N::LangTags::implicate_supers_tightly(...)` or
`I18N::LangTags::implicate_supers(...)`, like so:

```
my @languages =  
    I18N::LangTags::implicate_supers_tightly(  
        I18N::LangTags::Detect::detect()  
    );
```

ENVIRONMENT

This module looks for several environment variables, including `REQUEST_METHOD`, `HTTP_ACCEPT_LANGUAGE`, `LANGUAGE`, `LC_ALL`, `LC_MESSAGES`, and `LANG`.

It will also use the `Win32::Locale` module, if it's installed.

SEE ALSO

I18N::LangTags, *Win32::Locale*, *Locale::Maketext*.

(This module's core code started out as a routine in `Locale::Maketext`; but I moved it here once I realized it was more generally useful.)

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