

ILANG INTERFACE

View online: <https://www.construct.net/en/make-games/manuals/addon-sdk/reference/misc-interfaces/ilang>

The `ILang` interface allows for looking up translated strings in the language file.

Only look up language strings from your own addon. Any other strings in the language file are subject to change at any time.

Methods

PushContext(prefix)

Push a prefix to the context stack. For example `PushContext("foo")` followed by `Get(".bar")` will return the same string as if `Get("foo.bar")` were used. Pushing a context beginning with a dot will append to the current prefix, but pushing an entry not beginning with a dot will reset the current prefix. **Note:** be sure to always call `PopContext()` afterwards.

PopContext()

Pop a prefix from the context stack.

Get(context)

Look up a string in the language file. If the context begins with a dot, it is relative to the current context prefix. Otherwise it is treated as an absolute context.

For convenience Construct also adds this method as a global function `self.Lang()`.