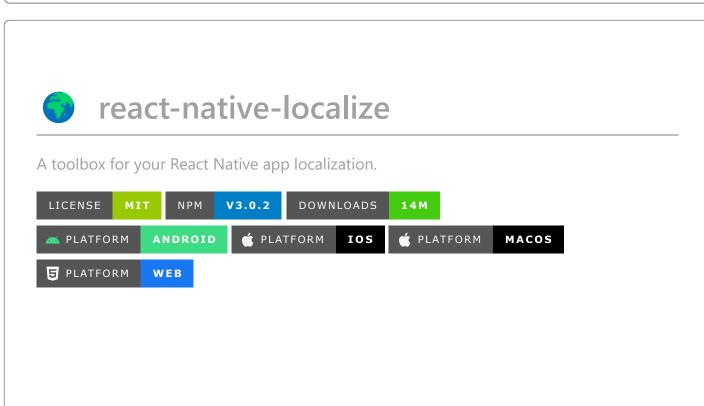
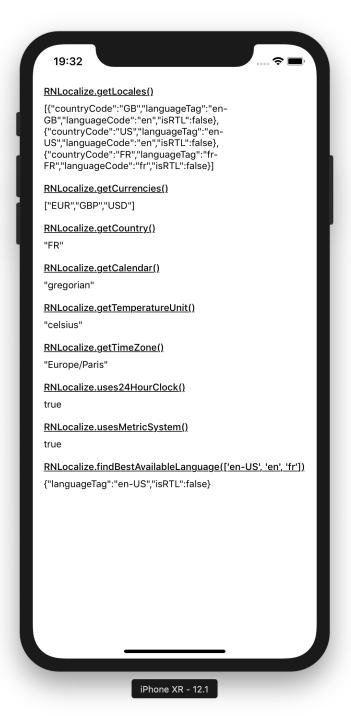




- A toolbox for your React Native app localization
- MIT license
- Code of conduct
- 2.1k stars 💡 208 forks 💿 17 watching 👉 Activity
- Public repository







# Support

This library follows the React Native releases support policy. It is supporting the latest version, and the two previous minor series.

# Setup

```
$ npm install --save react-native-localize
# --- or ---
$ yarn add react-native-localize
```



Don't forget to run pod install after that!

# Web support

This package supports react-native-web . Follow their official guide to configure webpack .

# Debugging

As this library uses synchronous native methods, remote debugging (e.g. with Chrome) is no longer possible.

Instead, you should use Flipper 🦻 .

# Basic usage example

```
import { getCurrencies, getLocales } from "react-native-localize";
console.log(getLocales());
console.log(getCurrencies());
```



## **API**

## getLocales()

Returns the user preferred locales, in order.

# Method type

```
type getLocales = () => Array<{
  languageCode: string;
  scriptCode?: string;
  countryCode: string;
  languageTag: string;</pre>
```



README.md

```
import { getLocales } from "react-native-localize";

console.log(getLocales());

/* -> [
    { countryCode: "GB", languageTag: "en-GB", languageCode: "en", isRTL: false },
    { countryCode: "US", languageTag: "en-US", languageCode: "en", isRTL: false },
    { countryCode: "FR", languageTag: "fr-FR", languageCode: "fr", isRTL: false },
] */
```

# getNumberFormatSettings()

Returns number formatting settings.

### Method type

```
type getNumberFormatSettings = () => {
  decimalSeparator: string;
  groupingSeparator: string;
};
```

### Usage example

```
import { getNumberFormatSettings } from "react-native-localize";

console.log(getNumberFormatSettings());
/* -> {
  decimalSeparator: ".",
   groupingSeparator: ",",
} */
```

# getCurrencies()

Returns the user preferred currency codes, in order.

#### Method type

```
type getCurrencies = () => string[];
```



## Usage example

```
import { getCurrencies } from "react-native-localize";

console.log(getCurrencies());
// -> ["EUR", "GBP", "USD"]
```

# getCountry()

Returns the user current country code (based on its device locale, **not** on its position).

### Method type

```
type getCountry = () => string;
```



### Usage example

```
import { getCountry } from "react-native-localize";

console.log(getCountry());
// -> "FR"
```

#### Note

Devices using Latin American regional settings will return "UN" instead of "419", as the latter is not a standard country code.

## getCalendar()

Returns the user preferred calendar format.

### Method type

### Usage example

```
import { getCalendar } from "react-native-localize";
console.log(getCalendar());
// -> "gregorian"
```

# getTemperatureUnit()

Returns the user preferred temperature unit.

### Method type

```
type getTemperatureUnit = () => "celsius" | "fahrenheit";
```



#### Usage example

```
import { getTemperatureUnit } from "react-native-localize";
console.log(getTemperatureUnit());
// -> "celsius"
```



getTimeZone()

Returns the user preferred timezone (based on its device settings, **not** on its position).

### Method type

```
type getTimeZone = () => string;
```



### Usage example

```
import { getTimeZone } from "react-native-localize";
console.log(getTimeZone());
// -> "Europe/Paris"
```



## uses24HourClock()

Returns true if the user prefers 24h clock format, false if they prefer 12h clock format.

### Method type

```
type uses24HourClock = () => boolean;
```



### Usage example

```
import { uses24HourClock } from "react-native-localize";
console.log(uses24HourClock());
// -> true
```



# usesMetricSystem()

Returns true if the user prefers metric measure system, false if they prefer imperial.

## Method type

```
type usesMetricSystem = () => boolean;
```



#### Usage example

```
import { usesMetricSystem } from "react-native-localize";
console.log(usesMetricSystem());
// -> true
```



# usesAutoDateAndTime()

Tells if the automatic date & time setting is enabled on the phone. Android only

### Method type

```
type usesAutoDateAndTime = () => boolean | undefined;
```



### Usage example

```
import { usesAutoDateAndTime } from "react-native-localize";
console.log(usesAutoDateAndTime()); // true or false
```



# usesAutoTimeZone()

Tells if the automatic time zone setting is enabled on the phone. Android only

## Method type

```
type usesAutoTimeZone = () => boolean | undefined;
```



### Usage example

```
import { usesAutoTimeZone } from "react-native-localize";
console.log(usesAutoTimeZone());
```



# findBestLanguageTag()

Returns the best language tag possible and its reading direction ( it respects the user preferred languages list order, see explanations). Useful to pick the best translation available.

#### Method type

```
type findBestLanguageTag = (
  languageTags: string[],
) => { languageTag: string; isRTL: boolean } | void;
```

### Usage example

```
import { findBestLanguageTag } from "react-native-localize";

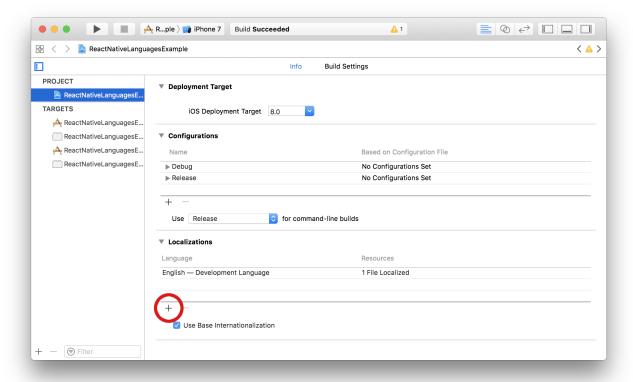
console.log(findBestLanguageTag(["en-US", "en", "fr"]));
// -> { languageTag: "en-US", isRTL: false }
```

# Examples with @formatjs/intl

Browse the files in the /example directory.

# How to update supported localizations (iOS)

You can add / remove supported localizations in your Xcode project infos:



# How to test your code

Because it's a native module, you need to mock this package.

The package provides a default mock you may use in your \_\_mocks\_\_/react-native-localize.js or jest.setup.js.

```
import localizeMock from "react-native-localize/mock";
jest.mock("react-native-localize", () => localizeMock);
```



# **Sponsors**

This module is provided as is, I work on it in my free time.

### **Gold sponsors**





Expensify, Inc

Nordic Brain Tech

### Silver sponsors





Callstack

### **Bronze sponsors**





Daniel

Hyungu

#### **Backers**









#### Releases 45



on Jul 3

## Sponsor this project



zoontek Mathieu Acthernoene



Sponsor

### Used by 7.7k



#### Contributors 31























Java 39.0%

TypeScript 29.5%

● Objective-C++ 19.8% ● Ruby 7.1% ● JavaScript 3.1%

Objective-C 1.4%

• Shell 0.1%

Report repository