GetKeyboardLayout

This function gets the player's keyboard layout settings, which they are currently (keyboard layout can be changed at any moment) using at the time of invocation.

Syntax

```
table getKeyboardLayout ()
```

Returns

Returns a *table* with keyboard layout properties:

Property		Values and description
readingLayout	`"ltr"`	Left to right (English)
	`"rtl"`	Right to left (Arabic, Hebrew)
	`"ttb-rtl-ltr"`	Either read vertically from top to bottom with columns going from right to left, or read in horizontal rows from left to right, as for the Japanese (Japan) locale.
	`"ttb-ltr"`	Read vertically from top to bottom with columns going from left to right, as for the Mongolian (Mongolian) locale.