GetLocalization

This function gets the player's localization setting as set in the NRP client.

Syntax

```
table getLocalization ( )
```

Returns

Returns a table with the following entries:

- **code :** The language code *(eg. "en_US" for "English (United States)" or "ar" for "Arabic")*.
- **name :** The name of the language *(eg. "English (United States)" or "Arabic")*.