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## Initializer

# `init(localized:options:table:bundle:locale:comment:including:)`

Creates an attributed string by looking up a localized string from the app's bundle, including an attribute scope that a key path identifies.

iOS 15.0+ | iPadOS 15.0+ | Mac Catalyst 15.0+ | macOS 12.0+ | tvOS 15.0+ | visionOS 1.0+ | watchOS 8.0+

```
init<S>(
    localized key: String.LocalizationValue,
    options: AttributedString.FormattingOptions = [],
    table: String? = nil,
    bundle: Bundle? = nil,
    locale: Locale? = nil,
    comment: StaticString? = nil,
    including scope: KeyPath<AttributeScopes, S.Type>
) where S : AttributeScope
```

## Parameters

### key

The key for a string in the table that `table` identifies.

### options

Options that affect the handling of attributes.

### table

The bundle's string table to search. If `table` is `nil` or is an empty string, the method attempts to use the table in `Localizable.strings`. The default is `nil`.

### bundle

The bundle to use for looking up strings. If `nil`, an app searches its main bundle. The default is `nil`.

### locale

The locale of the localized string to retrieve. If `nil`, this initializer uses the current locale. The default is `nil`.

### comment

The comment to place above the key-value pair in the strings file. This parameter provides the translator with some context about the localized string's presentation to the user.

### scope

An `AttributeScopes` key path that identifies an attribute scope to associate with the attributed string.

## Discussion

To create localizable attributed strings, use Markdown syntax in your strings files. The following example shows a string from a Spanish localization:

```
"_Please visit our [website](https://www.example.com)._" = "_Visita nuestro [sitio v
```

You load this string with one of the initializers that takes `localized` as its first parameter, like the following:

```
let visitString = AttributedString(localized: "_Please visit our [website](https://v
```

The resulting attributed string contains an `inlinePresentationIntent` attribute to apply the `emphasized` presentation intent over the entire string. It also applies the `link` attribute to the text `sitio web`. User interface frameworks like SwiftUI and UIKit can then use these attributes when presenting the text to the user.

## Applying Automatic Grammar Agreement

To apply the automatic grammar agreement feature when loading a localized string, use Apple's Markdown extension syntax: `^[text to inflect](inflect: true)`. The following example shows a format string with a Spanish localization for a food-ordering app.

"\_Please visit our [website](https://www.example.com).\_" = "\_Visita nuestro [sitio v

You load and localize this string as follows:

```
let orderString = AttributedString(  
    localized: "Add ^[\(quantity) \(foodSizeSelection.localizedName) \(food.localiz  
    // "Añadir 2 ensaladas grandes a tu pedido."
```

When the string loads, the automatic grammar agreement feature adjusts the text for foodSize Selection and food to match the number and gender of the sentence.

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## See Also

### Creating a Localized Attributed String

```
init(localized: String.LocalizationValue, options: AttributedString.  
FormattingOptions, table: String?, bundle: Bundle?, locale: Locale?,  
comment: StaticString?)
```

Creates an attributed string by looking up a localized string from the app's bundle.

```
init<S>(localized: String.LocalizationValue, options: AttributedString.  
FormattingOptions, table: String?, bundle: Bundle?, locale: Locale?,  
comment: StaticString?, including: S.Type)
```

Creates an attributed string by looking up a localized string from the app's bundle, including an attribute scope.

```
struct LocalizationValue
```

A reference to a localizable string, with optional string interpolation.

```
struct FormattingOptions
```

Options that affect the handling of attributes.

```
init(localized: LocalizedStringResource)
```

Creates a localized attributed string from a localized string resource.

```
init<S>(localized: LocalizedStringResource, including: S.Type)
```

Creates a localized attributed string from a localized string resource, including an attribute scope.

```
init<S>(localized: LocalizedStringResource, including: KeyPath<AttributeScopes, S.Type>)
```

Creates a localized attributed string from a localized string resource, including an attribute scope that a key path identifies.

```
struct LocalizedStringResource
```

A reference to a localizable string, accessible from another process.