

## Documentation

[Xcode](#) / [Localization](#) / Choosing localization regions and scripts

Article

# Choosing localization regions and scripts

Add a language-only localization or localizations specific to regional variants and scripts.

## Overview

When you localize your app, you add localizations by choosing a language, and then, optionally, a region and script from Xcode's menus. Apple recommends that you choose the most specific localization, not just the language. For example, if you only support English and it is American English, choose English (United States) (en-US) instead of English (en).

In Xcode menus, you choose a human-readable name for a localization, but in the project and exported files, a language identifier understood by localizers specifies the language, region, and script. The Xcode Localization Catalog (a folder with a .xcloc file extension) uses the language identifier as the suffix, as in en.xcloc and de.xcloc for the English and German catalog names, respectively.

For information about how the `Bundle` object finds the best match between the localizations your app supports and the user's language and region settings, see [Bundle](#).

## Understand the language identifier

A *language identifier* is a compound syntax that represents a combination of a language, regional variant, and script. It contains a language code, and, optionally, a region code, and a script code.

For a language used in many regions, use just the *language code* that represents the language ([language code]). For example, to specify Serbian, use the sr language code. Use the two-letter ISO 639-1 standard (preferred) or, if no code is available for a particular language, use the ISO 639-2 standard instead.

To distinguish between different languages and regional variants, use a language code with a region code separated by hyphens ([language code]-[region code]). A *region code*

represents a country or region. Use the ISO 3166-1 standard, a two-letter, capitalized code, such as, US, GB, AU, and FR. For example, to specify the Swiss variant of the German language, use de-CH. If it's not possible to create a language identifier using the ISO 3166-1 standard, use the United Nations M.49 standard, which is a numeric code.

To specify a script, combine a language code with a script code in the ISO 3166-1 standard, separated by a hyphen ([language code]-[script code]), as in az-Cyrl for Azerbaijani in the Cyrillic script. To represent Chinese spoken in Taiwan and written in traditional Chinese script, use zh-Hant-TW.

This table shows some common language identifiers with their language, region, and script codes:

Syntax	Description	Examples
[language code]	Specifies a language only	en for English fr for French de for German
[language code]-[region code]	Specifies a regional variant of a language	en-AU for English in Australia en-GB for English in United Kingdom fr-FR for French in France fr-CA for French in Canada de-AT for German in Austria de-CH for German in Switzerland
[language code]-[script code]	Specifies a script of a language	az-Cyrl for Azerbaijani in the Cyrillic script sr-Latn for Serbian in the Latin script uz-Cyrl for Uzbek in the Cyrillic script zh-Hans for Chinese in the simplified script

Syntax	Description	Examples
		zh-Hant for Chinese in the traditional script

## See Also

### Languages and regions

 Adding support for languages and regions

Select the resources that you want to localize for each language and region you support.