Class

LanguageAvailability

A check for language support and status.

iOS 18.0+ | iPadOS 18.0+ | Mac Catalyst 26.0+ | macOS 15.0+

```swift
class LanguageAvailability
```

Overview

Use this class to check and see whether the framework supports the language or language pairing you want to offer as a translation. For example, to check if someone's device supports a translation you can do the following:

```swift
func translationIsSupported(from source: Locale.Language, to target: Locale.Language
    let availability = LanguageAvailability()
    let status = await availability.status(from: source, to: target)
    switch status {
    case .installed, .supported:
        return true
    case .unsupported
        return false
    }
}
```

Topics

Creating a language availability

`init()`

Creates a language availability.

Getting supported languages

`var supportedLanguages: [Locale.Language]`

A list of translation languages the framework supports.

Checking language availability

`func status(from: Locale.Language, to: Locale.Language?) async -> LanguageAvailability.Status`

Checks for the installation of a specific language pairing and whether it's ready for translation.

`func status(for: String, to: Locale.Language?) async throws -> LanguageAvailability.Status`

Checks to see if the framework supports the language pairing based off a string of sample text.

`enum Status`

The availability status for a language or language pairing.