Language
Languages.Events Namespace
## Classes

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<tr>
<td>✨ <code>LanguageChangedEventArgs</code></td>
<td>The [LanguageChangedEventArgs] class</td>
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</table>

Created with GhostDoc Community Edition
Language
LanguageChangedEventArgs Class

The [LanguageChangedEventArgs] class

**Namespace:** Languages.Events
**Assembly:** Languages (in Languages.dll)
Syntax

C#  
public class LanguageChangedEventArgs : EventArgs

VB
Public Class LanguageChangedEventArgs
    Inherits EventArgs

C++
public ref class LanguageChangedEventArgs : public EventArgs
Inheritance Hierarchy

Object

EventArgs

Languages.Events......LanguageChangedEventArgs
See Also

LanguageChangedEventArgs Members
Languages.Events Namespace

Created with GhostDoc Community Edition
Language
LanguageChangedEventArgs

Members

The `LanguageChangedEventArgs` type exposes the following members.
## Constructors

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<tr>
<td>LanguageChangedEventArgs</td>
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## Methods

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<td>Gets the [LanguageChangedEventArgs] info</td>
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See Also

LanguageChangedEventArgs Class
Languages.Events Namespace

Created with GhostDoc Community Edition
Language
LanguageChangedEventArgs
Constructor

Constructor with text

Namespace: Languages.Events
Assembly: Languages (in Languages.dll)
Syntax

C#

VB

C++

public LanguageChangedEventArgs(
    string text
)

Public Sub New (_
    text As String _
)

class: LanguageChangedEventArgs(
    String^ text
)

Parameters

text
    Type: String
    The text to be set to the params
See Also

LanguageChangedEventArgs Class
Languages.Events Namespace

Created with GhostDoc Community Edition
Language
LanguageChangedEventArgs

Methods

The `LanguageChangedEventArgs` type exposes the following members.
## Methods

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<tr>
<td>GetInfo</td>
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See Also

LanguageChangedEventArgs Class
Languages.Events Namespace

Created with GhostDoc Community Edition
LanguageChangedEventArgs... GetInfo Method

Gets the [LanguageChangedEventArgs] info

Namespace: Languages.Events
Assembly: Languages (in Languages.dll)
Syntax

C#
VB
C++

public string GetName()

Public Function GetName As String

public:
String^ GetName()

Return Value

The event info of the [LanguageChangedEventArgs]
See Also

LanguageChangedEventArgs Class
Languages.Events Namespace

Created with GhostDoc Community Edition
Language
Languages.Exceptions Namespace
### Classes

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</tr>
<tr>
<td>LanguageNotLoadedException</td>
<td>An [Exception] that is thrown whenever the [Language] is not loaded correctly</td>
</tr>
<tr>
<td>WrongFileExtensionException</td>
<td>An [Exception] that is thrown whenever the file extension is wrong</td>
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</table>

*Created with GhostDoc Community Edition*
Language
LanguageInitializationException
Class

An [Exception] that is thrown whenever the [Language] is not initialized correctly

Namespace: Languages.Exceptions
Assembly: Languages (in Languages.dll)
Syntax

C#
VB
C++

[SerializableAttribute]
public class LanguageInitializationException : Exception

<SerializableAttribute>
Public Class LanguageInitializationException _
  Inherits Exception

[SerializableAttribute]
public ref class LanguageInitializationException : public Exception
Inheritance Hierarchy

Object
  Exception
    Languages.Exceptions...LanguageInitializationException
See Also

LanguageInitializationException Members
Languages.Exceptions Namespace

Created with GhostDoc Community Edition
Language
LanguageInitializationException
Members
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<tr>
<th>Name</th>
<th>Description</th>
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<tbody>
<tr>
<td><code>LanguageInitializationException()</code></td>
<td>Default constructor</td>
</tr>
<tr>
<td><code>LanguageInitializationException(String)</code></td>
<td>Constructor with message</td>
</tr>
<tr>
<td><code>LanguageInitializationException(String, Exception)</code></td>
<td>Constructor with message and inner [Exception] message</td>
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</table>
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LanguageInitializationException Class
Languages.Exceptions Namespace

Created with GhostDoc Community Edition
Language
LanguageInitializationException
Constructor
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<td>Constructor with message and inner [Exception] message</td>
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See Also

LanguageInitializationException Class
LanguageInitializationException Members
Languages.Exceptions Namespace

Created with GhostDoc Community Edition
Language
LanguageInitializationException

Constructor

Default constructor

Namespace:  Languages.Exceptions
Assembly:   Languages (in Languages.dll)
Syntax

C#
VB
C++

public LanguageInitializationException()

Public Sub New

public:
LanguageInitializationException()
See Also

LanguageInitializationException Class
LanguageInitializationException Overload
Languages.Exceptions Namespace

Created with GhostDoc Community Edition
Language
LanguageInitializationException
Constructor (String)

Constructor with message

Namespace:  Languages.Exceptions
Assembly:  Languages (in Languages.dll)
Syntax

C#
VB
C++

public LanguageInitializationException(
    string message
)

Public Sub New (_
    message As String _
)

public:
LanguageInitializationException(
    String^ message
)

Parameters

message
    Type: String
    The [Exception] message to be shown
See Also

LanguageInitializationException Class
LanguageInitializationException Overload
Languages.Exceptions Namespace

Created with GhostDoc Community Edition
Language
LanguageInitializationException
Constructor (String, Exception)

Constructor with message and inner [Exception] message

Namespace:  Languages.Exceptions
Assembly:  Languages (in Languages.dll)
**Syntax**

**C#**

```csharp
public LanguageInitializationException(
    string message,
    Exception inner
)
```

**VB**

```vbnet
Public Sub New (_
    message As String, _
    inner As Exception _
)
```

**C++**

```c++
public: LanguageInitializationException(
    String^ message,
    Exception^ inner
)
```

**Parameters**

**message**

*Type: String*

The [Exception] message to be shown

**inner**

*Type: Exception*

The inner [Exception] to be shown
See Also

LanguageInitializationException Class
LanguageInitializationException Overload
Languages.Exceptions Namespace

Created with GhostDoc Community Edition
Language
LanguageNotLoadedException Class

An [Exception] that is thrown whenever the [Language] is not loaded correctly

**Namespace:** Languages.Exceptions
**Assembly:** Languages (in Languages.dll)
Syntax

C#
VB
C++

[SerializableAttribute]
public class LanguageNotLoadedException : Exception

<SerializableAttribute>
Public Class LanguageNotLoadedException _
   Inherits Exception

[SerializableAttribute]
public ref class LanguageNotLoadedException : public Exception
Inheritance Hierarchy

Object
Exception
Languages.Exceptions....LanguageNotLoadedException
See Also

LanguageNotFoundException Members
Languages.Exceptions Namespace

Created with GhostDoc Community Edition
LanguageNotLoadedException
Members
## Constructors

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<td>Default constructor</td>
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<td>Constructor with message</td>
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<tr>
<td>LanguageNotLoadedException(String, Exception)</td>
<td>Constructor with message and inner [Exception] message</td>
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</table>
See Also

LanguageNotLoadedException Class
Languages.Exceptions Namespace

Created with GhostDoc Community Edition
Language
LanguageNotLoadedException
Constructor
## Overload List

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See Also

LanguageNotLoadedException Class
LanguageNotLoadedException Members
Languages.Exceptions Namespace

Created with GhostDoc Community Edition
Language
LanguageNotLoadedException

Constructor

Default constructor

Namespace:  Languages.Exceptions
Assembly:  Languages (in Languages.dll)
Syntax

C#
VB
C++

public LanguageNotLoadedException()

Public Sub New

public:
LanguageNotLoadedException()
See Also

LanguageNotLoadedException Class
LanguageNotLoadedException Overload
Languages.Exceptions Namespace

Created with GhostDoc Community Edition
Language
LanguageNotLoadedException

Constructor (String)

Constructor with message

Namespace: Languages.Exceptions
Assembly: Languages (in Languages.dll)
**Syntax**

**C#**

```csharp
public LanguageNotLoadedException(
    string message
)
```

**VB**

```vbnet
Public Sub New (_
    message As String _
)
```

**C++**

```cpp
public:
LanguageNotLoadedException(
    String^ message
)
```

**Parameters**

message

  Type: `String`

  The [Exception] message to be shown
See Also

LanguageNotLoadedException Class
LanguageNotLoadedException Overload
Languages.Exceptions Namespace

Created with GhostDoc Community Edition
Language
LanguageNotLoadedException

Constructor (String, Exception)

Constructor with message and inner [Exception] message

Namespace: Languages.Exceptions
Assembly: Languages (in Languages.dll)
Syntax

C#

```csharp
public LanguageNotLoadedException(
    string message,
    Exception inner
)
```

VB

```vbnet
Public Sub New (_
    message As String, _
    inner As Exception _
)
```

C++

```cpp
public:
LanguageNotLoadedException(
    String^ message,
    Exception^ inner
)
```

Parameters

**message**
Type: `String`
The [Exception] message to be shown

**inner**
Type: `Exception`
The inner The [Exception] to be shown
See Also

LanguageNotLoadedException Class
LanguageNotLoadedException Overload
Languages.Exceptions Namespace

Created with GhostDoc Community Edition
Language
WrongFileExtensionException Class

An [Exception] that is thrown whenever the file extension is wrong

**Namespace:**  Languages.Exceptions  
**Assembly:**  Languages (in Languages.dll)
Syntax

C#

```
[SerializableAttribute]
public class WrongFileExtensionException : Exception
```

VB

```
<SerializableAttribute>
Public Class WrongFileExtensionException
    Inherits Exception
```

C++

```
[SerializableAttribute]
public ref class WrongFileExtensionException : public Exception
```
Inheritance Hierarchy

Object
Exception
Languages.Exceptions:::WrongFileExtensionException
See Also

WrongFileExtensionException Members
Languages.Exceptions Namespace

Created with GhostDoc Community Edition
Language
WrongFileExtensionException
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<tr>
<td><code>WrongFileExtensionException(String)</code></td>
<td>Constructor with message</td>
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<td><code>WrongFileExtensionException(String, Exception)</code></td>
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WrongFileExtensionException Class
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Created with GhostDoc Community Edition
Language
WrongFileExtensionException Constructor
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<td>Default constructor</td>
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<tr>
<td>❯️ WrongFileExtensionException(String)</td>
<td>Constructor with message</td>
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WrongFileExtensionException Members
Languages.Exceptions Namespace

Created with GhostDoc Community Edition
Language
WrongFileExtensionException

Constructor

Default constructor

Namespace: Languages.Exceptions
Assembly: Languages (in Languages.dll)
Syntax

C#  
VB  
C++

public WrongFileExtensionException()

Public Sub New

public:
WrongFileExtensionException()
See Also

WrongFileExtensionException Class
WrongFileExtensionException Overload
Languages.Exceptions Namespace

Created with GhostDoc Community Edition
Language
WrongFileExtensionException
Constructor (String)

Constructor with message

Namespace:  Languages.Exceptions
Assembly:  Languages (in Languages.dll)
Syntax

C#

```csharp
public WrongFileExtensionException(
    string message
)
```

VB

```vbnet
Public Sub New ( _
    message As String _
)
```

C++

```cpp
public:
WrongFileExtensionException(
    String^ message
)
```

Parameters

message

Type: String

The [Exception] message to be shown
See Also

WrongFileExtensionException Class
WrongFileExtensionException Overload
Languages.Exceptions Namespace

Created with GhostDoc Community Edition
Language
WrongFileExtensionException
Constructor (String, Exception)

Constructor with message and inner [Exception] message

Namespace: Languages.Exceptions
Assembly: Languages (in Languages.dll)
Syntax

C#

```
public WrongFileExtensionException(
    string message,
    Exception inner
)
```

VB

```
Public Sub New (  _
    message As String, _
    inner As Exception _
)
```

C++

```
public:
WrongFileExtensionException(
    String^ message,
    Exception^ inner
)
```

Parameters

message

  Type: String
  The [Exception] message to be shown

inner

  Type: Exception
  The inner The [Exception] to be shown
See Also

WrongFileExtensionException Class
WrongFileExtensionException Overload
Languages.Exceptions Namespace

Created with GhostDoc Community Edition
Language
Languages.Implementation
Namespace
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<td><strong>LanguageManager</strong></td>
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<tr>
<td><strong>Word</strong></td>
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</table>

*Created with GhostDoc Community Edition*
Language
ImportExport Class

Namespace: Languages.Implementation
Assembly: Languages (in Languages.dll)
Syntax

C#
VB
C++

public class ImportExport : IImportExport

Public Class ImportExport _
    Implements IImportExport

public ref class ImportExport : IImportExport
Inheritance Hierarchy

Object
Languages.Implementation.....ImportExport
See Also

ImportExport Members
Languages.Implementation Namespace

Created with GhostDoc Community Edition
Language
ImportExport Members

The ImportExport type exposes the following members.
## Methods

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<th>Description</th>
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<tbody>
<tr>
<td>GetExceptions</td>
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<tr>
<td>Load(String)</td>
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<tr>
<td>Load(IEnumerable&lt;String&gt;)</td>
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</tr>
<tr>
<td>LoadDefaults</td>
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</table>
## Properties

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<tr>
<th>Name</th>
<th>Description</th>
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<tr>
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See Also

ImportExport Class
Languages.Implementation Namespace

Created with GhostDoc Community Edition
Language
ImportExport Methods

The ImportExport type exposes the following members.
## Methods

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<tr>
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<th>Description</th>
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<tbody>
<tr>
<td><code>GetExceptions</code></td>
<td></td>
</tr>
<tr>
<td><code>Load(String)</code></td>
<td></td>
</tr>
<tr>
<td><code>Load(IEnumerable&lt;String&gt;)</code></td>
<td></td>
</tr>
<tr>
<td><code>LoadDefaults</code></td>
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</table>
See Also

ImportExport Class
Languages.Implementation Namespace

Created with GhostDoc Community Edition
Language
ImportExport...GetExceptions Method

Namespace: Languages.Implementation
Assembly: Languages (in Languages.dll)
Syntax

C#
Public Function GetExceptions As List(Of Exception)

C++
public: List<Exception>^ GetExceptions()
See Also

ImportExport Class
Languages.Implementation Namespace

Created with GhostDoc Community Edition
Language
ImportExport......Load Method
## Overload List

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<th>Name</th>
<th>Description</th>
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<tr>
<td><code>Load(String)</code></td>
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</tr>
<tr>
<td><code>Load(IEnumerable&lt;Of &lt;&lt;'(String)&gt;&gt;))</code></td>
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</table>
See Also

ImportExport Class
ImportExport Members
Languages.Implementation Namespace

Created with GhostDoc Community Edition
ImportExport..::..Load Method
(String)

Namespace:  Languages.Implementation
Assembly:  Languages (in Languages.dll)
**Syntax**

**C#**
```csharp
    public Language Load(
        string filename
    )
```

**VB**
```vbnet
    Public Function Load ( _
        filename As String _
    ) As Language

    public: 
    Language^ Load(
        String^ filename
    )
```

**Parameters**

filename

  Type: `String`
See Also

ImportExport Class
Load Overload
Languages.Implementation Namespace

Created with GhostDoc Community Edition
Language
ImportExport..::..Load Method (IEnumerable<(Of <('String')>)>)

Namespace: Languages.Implementation
Assembly: Languages (in Languages.dll)
### Syntax

**C#**

```csharp
public List<
    Language
>
Load(
    IEnumerable<string>
filenames
)
```

**VB**

```vbnet
Public Function Load (_
    filenames As IEnumerable(Of String)
) As List(Of Language)
```

**C++**

```c++
public:
List<
    Language
>^ Load(
    IEnumerable<String>^ filenames
)
```

### Parameters

- **filenames**
  - Type: `IEnumerable<(Of <'String'>)>`
See Also

ImportExport Class
Load Overload
Languages.Implementation Namespace

Created with GhostDoc Community Edition
Language
ImportExport...LoadDefaults Method

Namespace: Languages.Implementation
Assembly: Languages (in Languages.dll)
Syntax

C#
VB
C++

public **List**<**Language**> LoadDefaults()

Public Function LoadDefaults As **List**(Of **Language**)

public:
**List**<**Language**>^ LoadDefaults()
See Also

ImportExport Class
Languages.Implementation Namespace

Created with GhostDoc Community Edition
Language
ImportExport Properties

The ImportExport type exposes the following members.
## Properties

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<tr>
<th>Name</th>
<th>Description</th>
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<tbody>
<tr>
<td>Exceptions</td>
<td></td>
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</tbody>
</table>
See Also

- ImportExport Class
- Languages.Implementation Namespace

Created with GhostDoc Community Edition
Language
ImportExport...:::Exceptions Property

Namespace: Languages.Implementation
Assembly: Languages (in Languages.dll)
Syntax

C#
VB
C++

public List<Exception> Exceptions { get; set; }

Public Property Exceptions As List(Of Exception)
    Get
    Set

public:
    property List<Exception> Exceptions {
        List<Exception>^ get ();
        void set (List<Exception>^ value);
    }

See Also

ImportExport Class
Languages.Implementation Namespace

Created with GhostDoc Community Edition
Language
Language Class

Namespace:  Languages.Implementation
Assembly:  Languages (in Languages.dll)
Syntax

C#
VB
C++

[SerializableAttribute]
public class Language : ILanguage

<SerializableAttribute>
Public Class Language
    Implements ILanguage

[SerializableAttribute]
public ref class Language : ILanguage
Inheritance Hierarchy

Object
Languages.Implementation...Language
See Also

Language Members
Languages.Implementation Namespace

Created with GhostDoc Community Edition
Language
Language Members

The `Language` type exposes the following members.
## Methods

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<tr>
<th>Name</th>
<th>Description</th>
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</thead>
<tbody>
<tr>
<td>GetCulture</td>
<td></td>
</tr>
<tr>
<td>GetWord</td>
<td></td>
</tr>
</tbody>
</table>
## Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Identifier</td>
<td></td>
</tr>
<tr>
<td>Name</td>
<td></td>
</tr>
<tr>
<td>Words</td>
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</table>
See Also

Language Class
Languages.Implementation Namespace

Created with GhostDoc Community Edition
Language
Language Methods

The Language type exposes the following members.
# Methods

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<th>Description</th>
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<td>GetCulture</td>
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<tr>
<td>GetWord</td>
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See Also

Language Class
Languages.Implementation Namespace

Created with GhostDoc Community Edition
Language
Language:::GetCulture Method

Namespace:  Languages,Implementation
Assembly:  Languages (in Languages.dll)
Syntax

C#  
VB  
C++

public CultureInfo GetCulture()

Public Function GetCulture As CultureInfo

public:  
CultureInfo^ GetCulture()
See Also

Language Class
Languages.Implementation Namespace

Created with GhostDoc Community Edition
Language
Language::GetWord Method

Namespace:  Languages.Implementation
Assembly:  Languages (in Languages.dll)
Syntax

C#  
public string GetWord(  
    string key  
)  

VB  
Public Function GetWord ( _  
    key As String _  
) As String  

C++  
public:  
    String^ GetWord(  
        String^ key  
    )  

Parameters  

key  
    Type: String
See Also

Language Class
Languages.Implementation Namespace

Created with GhostDoc Community Edition
Language Properties

The Language type exposes the following members.
## Properties

<table>
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<tr>
<th>Name</th>
<th>Description</th>
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<tbody>
<tr>
<td>Identifier</td>
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<tr>
<td>Name</td>
<td></td>
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<tr>
<td>Words</td>
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</tbody>
</table>
See Also

Language Class
Languages.Implementation Namespace

Created with GhostDoc Community Edition
Language..::..Identifier Property

Namespace:  Languages.Implementation
Assembly:  Languages (in Languages.dll)
Syntax

C#
VB
C++

public string Identifier { get; set; }

Public Property Identifier As String
    Get
    Set

public:
property String^ Identifier {
    String^ get ();
    void set (String^ value);
}
See Also

Language Class
Languages.Implementation Namespace

Created with GhostDoc Community Edition
Language
Language Name Property

Namespace: Languages.Implementation
Assembly: Languages (in Languages.dll)
Syntax

C#

```csharp
public string Name { get; set; }
```

VB

```vbnet
Public Property Name As String
    Get
        Set
    End Property
```

C++

```cpp
public:
    property String^ Name {
        String^ get ();
        void set (String^ value);
    }
```
See Also

Language Class
Languages.Implementation Namespace

Created with GhostDoc Community Edition
Language
Language...:::Words Property

Namespace:  Languages.Implementation
Assembly:  Languages (in Languages.dll)
Syntax

C#  
VB  
C++

public `List<Word>` Words { get; set; }

Public Property Words As `List(Of Word)`
Get
Set

public:
property `List<Word>` Words {
    `List<Word>` get ();
    void set (`List<Word>` value);
}
See Also

Language Class
Languages.Implementation Namespace

Created with GhostDoc Community Edition
Language
LanguageManager Class

Namespace:  Languages, Implementation
Assembly:  Languages (in Languages.dll)
Syntax

C#

VB

C++

public class LanguageManager : ILanguageManager

Public Class LanguageManager _
    Implements ILanguageManager

public ref class LanguageManager : ILanguageManager
Inheritance Hierarchy

Object
Languages.Implementation...LanguageManager
See Also

LanguageManager Members
Languages.Implementation Namespace

Created with GhostDoc Community Edition
Language
LanguageManager Members

The LanguageManager type exposes the following members.
Constructors

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>LanguageManager</td>
<td></td>
</tr>
</tbody>
</table>
# Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>GetCurrentLanguage</td>
<td></td>
</tr>
<tr>
<td>GetLanguages</td>
<td></td>
</tr>
<tr>
<td>GetWord</td>
<td></td>
</tr>
<tr>
<td>ReloadLanguages</td>
<td></td>
</tr>
<tr>
<td>SetCurrentLanguage</td>
<td></td>
</tr>
<tr>
<td>SetCurrentLanguageFromName</td>
<td></td>
</tr>
</tbody>
</table>
### Events

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>✨ <code>OnLanguageChanged</code></td>
<td></td>
</tr>
</tbody>
</table>
See Also

LanguageManager Class
Languages.Implementation Namespace

Created with GhostDoc Community Edition
Language
LanguageManager Constructor

Namespace: Languages.Implementation
Assembly: Languages (in Languages.dll)
Syntax

C#
VB
C++

public LanguageManager()

Public Sub New

public:
LanguageManager()
See Also

LanguageManager Class
Languages.Implementation Namespace

Created with GhostDoc Community Edition
Language
LanguageManager Methods

The LanguageManager type exposes the following members.
## Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>GetCurrentLanguage</td>
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<td>GetLanguages</td>
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</tr>
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<td></td>
</tr>
<tr>
<td>SetCurrentLanguage</td>
<td></td>
</tr>
<tr>
<td>SetCurrentLanguageFromName</td>
<td></td>
</tr>
</tbody>
</table>
See Also

LanguageManager Class
Languages.Implementation Namespace

Created with GhostDoc Community Edition
Language
LanguageManager..::.GetCurrentLanguage Method

Namespace:  Languages.Implementation
Assembly:  Languages (in Languages.dll)
Syntax

C#
VB
C++

public ILanguage GetCurrentLanguage()

Public Function GetCurrentLanguage As ILanguage

public: ILanguage^ GetCurrentLanguage()
See Also

LanguageManager Class
Languages.Implementation Namespace

Created with GhostDoc Community Edition
Language
LanguageManager..::.GetLanguages Method

Namespace: Languages.Implementation
Assembly: Languages (in Languages.dll)
Syntax

C#
VB
C++

public List<ILanguage> GetLanguages()

Public Function GetLanguages As List(Of ILanguage)

dublic:
List<ILanguage> GetLanguages()
See Also

LanguageManager Class
Languages.Implementation Namespace

Created with GhostDoc Community Edition
Language
LanguageManager..::.GetWord Method

Namespace: Languages.Implementation
Assembly: Languages (in Languages.dll)
Syntax

C#
VB
C++

public string GetWord(  
    string key  
)

Public Function GetWord ( _  
    key As String  _  
) As String

public:  
String^ GetWord(  
    String^ key  
)

Parameters

key  
    Type: String
See Also

LanguageManager Class
Languages.Implementation Namespace

Created with GhostDoc Community Edition
LanguageManager..::..ReloadLanguage Method

Namespace: Languages.Implementation
Assembly: Languages (in Languages.dll)
public void ReloadLanguages()

Public Sub ReloadLanguages

public:
void ReloadLanguages()
See Also

LanguageManager Class
Languages.Implementation Namespace

Created with GhostDoc Community Edition
Language
LanguageManager..::.SetCurrentLanguage Method

Namespace: Languages.Implementation
Assembly: Languages (in Languages.dll)
**Syntax**

C#

```csharp
public void SetCurrentLanguage(
    string identifier
)
```

VB

```vbnet
Public Sub SetCurrentLanguage ( _
    identifier As String _
)
```

C++

```cpp
public:
void SetCurrentLanguage( 
    String^ identifier
)
```

**Parameters**

identifier

Type: **String**
See Also

LanguageManager Class
Languages.Implementation Namespace

Created with GhostDoc Community Edition
Language
LanguageManager..::..SetCurrentLanguage Method

Namespace:  Languages.Implementation
Assembly:  Languages (in Languages.dll)
Syntax

C#

```csharp
public void SetCurrentLanguageFromName(
    string name
)
```

VB

```vbnet
Public Sub SetCurrentLanguageFromName ( _
    name As String 
)
```

C++

```cpp
public:
void SetCurrentLanguageFromName(
    String^ name
)
```

Parameters

name
  Type: String
See Also

LanguageManager Class
Languages.Implementation Namespace

Created with GhostDoc Community Edition
Language
LanguageManager Events

The LanguageManager type exposes the following members.
### Events

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>🌐 OnLanguageChanged</td>
<td></td>
</tr>
</tbody>
</table>

**Description:**

OnLanguageChanged is a commonly used event in certain contexts to notify applications that the user has changed the language setting on their device. This event is useful for applications that need to adapt their interface to the user's preferred language.
See Also

LanguageManager Class
Languages.Implementation Namespace

Created with GhostDoc Community Edition
Language
LanguageManager..::.OnLanguageChanged Event

Namespace: Languages.Implementation
Assembly: Languages (in Languages.dll)
Syntax

C#
Public Event OnLanguageChanged As EventHandler

c++
public:  
  event EventHandler^ OnLanguageChanged {  
    void add (EventHandler^ value);  
    void remove (EventHandler^ value);  
  }

VB
Public Event OnLanguageChanged As EventHandler
See Also

LanguageManager Class
Languages.Implementation Namespace

Created with GhostDoc Community Edition
Language
Word Class

Namespace: Languages.Implementation
Assembly: Languages (in Languages.dll)
Syntax

C#
VB
C++

public class Word : IWord

Public Class Word Implements IWord

public ref class Word : IWord
Inheritance Hierarchy

Object
Languages.Implementation......Word
See Also

Word Members
Languages.Implementation Namespace

Created with GhostDoc Community Edition
**Word Members**

The [Word](#) type exposes the following members.
# Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Key</td>
<td></td>
</tr>
<tr>
<td>Value</td>
<td></td>
</tr>
</tbody>
</table>
See Also

Word Class
Languages.Implementation Namespace

Created with GhostDoc Community Edition
Word Properties

The **Word** type exposes the following members.
# Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Key</td>
<td></td>
</tr>
<tr>
<td>Value</td>
<td></td>
</tr>
</tbody>
</table>
See Also

Word Class
Languages.Implementation Namespace

Created with GhostDoc Community Edition
Language
Word:::Key Property

Namespace: Languages.Implementation
Assembly: Languages (in Languages.dll)
Syntax

C#
VB
C++

public string Key { get; set; }

Public Property Key As String
    Get
    Set

public:
    property String^ Key {
        String^ get ();
        void set (String^ value);
    }

See Also

Word Class
Languages.Implementation Namespace

Created with GhostDoc Community Edition
Language
Word...:..Value Property

Namespace:  Languages.Implementation
Assembly:  Languages (in Languages.dll)
Syntax

C#
VB
C++

public string Value { get; set; }

Public Property Value As String
Get
Set

public:
property String^ Value {
    String^ get ();
    void set (String^ value);
}
See Also

Word Class
Languages.Implementation Namespace

Created with GhostDoc Community Edition
Languages.Interfaces Namespace
# Interfaces

<table>
<thead>
<tr>
<th>Interface</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>IImportExport</td>
<td>An [ImportExport] class to load [Language]s from file names</td>
</tr>
<tr>
<td>ILanguage</td>
<td>The [Language] class to store different [Language]s</td>
</tr>
<tr>
<td>ILanguageManager</td>
<td>The [LanguageManager] class to manage the [Language]s</td>
</tr>
<tr>
<td>IWord</td>
<td>The [Word] class</td>
</tr>
</tbody>
</table>

Created with GhostDoc Community Edition
IIImportExport Interface

An [ImportExport] class to load [Language]s from file names

Namespace: Languages.Interfaces
Assembly: Languages (in Languages.dll)
Syntax

C#

VB

C++

public interface IImportExport

Public Interface IImportExport

public interface class IImportExport
See Also

IImportExport Members
Languages.Interfaces Namespace

Created with GhostDoc Community Edition
Language
IIImportExport Members

The IIImportExport type exposes the following members.
# Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>✏️ GetExceptions</td>
<td>Shows the [Exception]s that occurred while loading the [Language]s</td>
</tr>
<tr>
<td>✏️ Load(String)</td>
<td>Loads the [Language] defined by the file name</td>
</tr>
<tr>
<td>✏️ Load(IEnumerable(Of &lt;'(String&gt;)&gt;&gt;)</td>
<td>Loads the [Language]s defined by the file names</td>
</tr>
<tr>
<td>✏️ LoadDefaults</td>
<td>Loads the default [Language]s</td>
</tr>
</tbody>
</table>
See Also

IImportExport Interface
Languages.Interfaces Namespace

Created with GhostDoc Community Edition
Language
IImportExport Methods

The IImportExport type exposes the following members.
## Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>GetExceptions</td>
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</tr>
<tr>
<td>Load(String)</td>
<td>Loads the [Language] defined by the file name</td>
</tr>
<tr>
<td>Load(IEnumerable(Of &lt;='(String-&gt;)&gt;&gt;)</td>
<td>Loads the [Language]s defined by the file names</td>
</tr>
<tr>
<td>LoadDefaults</td>
<td>Loads the default [Language]s</td>
</tr>
</tbody>
</table>
See Also

IImportExport Interface
Languages.Interfaces Namespace

Created with GhostDoc Community Edition
Language
IImportExport..::..GetExceptions Method

Shows the [Exception]s that occurred while loading the [Language]s

Namespace:  Languages Interfaces
Assembly:  Languages (in Languages.dll)
Syntax

**C#**

`List<Exception> GetExceptions()`

**VB**

`Function GetExceptions As List(Of Exception)`

**C++**

`List<Exception> GetExceptions()`

**Return Value**

The `[List{T}]` of `[Exception]s`
See Also

IImportExport Interface
Languages.Interfaces Namespace

Created with GhostDoc Community Edition
IImpoExp0rt:::Load Method
## Overload List

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>Load(String)</code></td>
<td>Loads the [Language] defined by the file name</td>
</tr>
<tr>
<td><code>Load(IEnumerable&lt;Of &lt;'(String&gt;')&gt;)</code></td>
<td>Loads the [Language]s defined by the file names</td>
</tr>
</tbody>
</table>
See Also

IIImportExport Interface
IIImportExport Members
Languages.Interfaces Namespace

Created with GhostDoc Community Edition
Language
IImportExport..::..Load Method (String)

Loads the [Language] defined by the file name

Namespace: Languages.Interfaces
Assembly: Languages (in Languages.dll)
Syntax

C#
VB
C++

Language Load(
    string fileName
)

Function Load ( _
    filename As String _
) As Language

Language^ Load(
    String^ filename
)

Parameters

filename
    Type: String
    The [Language] file name that should be loaded

Return Value

The corresponding [Language] class
See Also

IImportExport Interface
Load Overload
Languages.Interfaces Namespace

Created with GhostDoc Community Edition
Language
IImportExport..::..Load Method (IEnumerable(Of String))

Loads the [Language]s defined by the file names

Namespace: Languages.Interfaces
Assembly: Languages (in Languages.dll)
Syntax

C#
VB
C++

List<Language> Load(
    IEnumerable<string> filenames
)

Function Load ( _
    filenames As IEnumerable(Of String) _
) As List(Of Language)

List<Language>^ Load(
    IEnumerable<String>^ filenames
)

Parameters

filenames
    Type: IEnumerable<(Of (<'String'>)>)
    The [Language] file names that should be loaded

Return Value

The corresponding [Language]s [List{T}]
See Also

IImportExport Interface
Load Overload
Languages.Interfaces Namespace

Created with GhostDoc Community Edition
Language
IIImportExport..::..LoadDefaults Method

Loads the default [Language]s

Namespace:  Languages.Interfaces
Assembly:  Languages (in Languages.dll)
Syntax

C#  
VB  
C++  

List<Language> LoadDefaults()

Function LoadDefaults As List(Of Language)

List<Language>^ LoadDefaults()

Return Value

A list of [Language]
See Also

IImportExport Interface
Languages.Interfaces Namespace

Created with GhostDoc Community Edition
Language
ILanguage Interface

The [Language] class to store different [Language]s

Namespace:  Languages.Interfaces
Assembly:  Languages (in Languages.dll)
Syntax

C#
VB
C++

public interface ILanguage
Public Interface ILanguage
public interface class ILanguage
See Also

ILanguage Members
Languages.Interfaces Namespace

Created with GhostDoc Community Edition
Language
ILanguage Members

The ILanguage type exposes the following members.
**Methods**

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>GetCulture</td>
<td>Gets the current [CultureInfo]</td>
</tr>
<tr>
<td>GetWord</td>
<td>Gets a word by a key</td>
</tr>
</tbody>
</table>
## Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Identifier</td>
<td>The identifier of the [Language] according to <a href="https://msdn.microsoft.com/de-de/library/ee825488(v=cs.20).aspx">https://msdn.microsoft.com/de-de/library/ee825488(v=cs.20).aspx</a></td>
</tr>
<tr>
<td>Name</td>
<td>The name of the [Language]</td>
</tr>
<tr>
<td>Words</td>
<td>A [List{T}] of [Word]s in the loaded [Language]</td>
</tr>
</tbody>
</table>
See Also

ILanguage Interface
Languages.Interfaces Namespace

Created with GhostDoc Community Edition
Language
ILanguage Methods

The ILanguage type exposes the following members.
## Methods

<table>
<thead>
<tr>
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<th>Description</th>
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<tbody>
<tr>
<td>GetCulture</td>
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</tr>
<tr>
<td>GetWord</td>
<td>Gets a word by a key</td>
</tr>
</tbody>
</table>
See Also

*ILanguage Interface*
*Languages.Interfaces Namespace*

*Created with GhostDoc Community Edition*
Language
ILanguage:::GetCulture Method

Gets the current [CultureInfo]

Namespace: Languages.Interfaces
Assembly: Languages (in Languages.dll)
**Syntax**

**C#**

```csharp
CultureInfo GetCulture()
```

**VB**

```vbnet
Function GetCulture As CultureInfo
```

**C++**

```cpp
CultureInfo^ GetCulture()
```

**Return Value**

The currently loaded [CultureInfo]
See Also

ILanguage Interface
Languages.Interfaces Namespace

Created with GhostDoc Community Edition
ILanguage::GetWord Method

Gets a word by a key

Namespace: Languages.Interfaces
Assembly: Languages (in Languages.dll)
Syntax

C#

VB

C++

```csharp
string GetWord(string key)
```

Function GetWord ( _
    key As String _
) As String

```vbnet
String^ GetWord(String^ key)
```

Parameters

key
  Type: String
  The key that is defined for the [Word]

Return Value

The [Word] defined by the key.
See Also

ILanguage Interface
Languages.Interfaces Namespace

Created with GhostDoc Community Edition
Language
ILanguage Properties

The ILanguage type exposes the following members.
## Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>![Identifier]</td>
<td>The identifier of the [Language] according to <a href="https://msdn.microsoft.com/de-de/library/ee825488(v=cs.20).aspx">https://msdn.microsoft.com/de-de/library/ee825488(v=cs.20).aspx</a></td>
</tr>
<tr>
<td>![Name]</td>
<td>The name of the [Language]</td>
</tr>
</tbody>
</table>
See Also

ILanguage Interface
Languages.Interfaces Namespace

Created with GhostDoc Community Edition
Language
ILanguage...::..Identifier Property

The identifier of the [Language] according to https://msdn.microsoft.com/de-de/library/ee825488(v=cs.20).aspx

Namespace: Languages.Interfaces
Assembly: Languages (in Languages.dll)
Syntax

C#
VB
C++

string Identifier { get; set; }

Property Identifier As String
Get
Set

property String^ Identifier {
    String^ get ();
    void set (String^ value);
}
See Also

ILanguage Interface
Languages.Interfaces Namespace

Created with GhostDoc Community Edition
Language
ILanguage:::..Name Property

The name of the [Language]

Namespace:  Languages.Interfaces
Assembly:  Languages (in Languages.dll)
C#

VB

C++

```
string Name { get; set; }

Property Name As String
    Get
    Set

property String^ Name {
    String^ get ();
    void set (String^ value);
}
```
See Also

ILanguage Interface
Languages.Interfaces Namespace

Created with GhostDoc Community Edition
ILanguage::Words Property

A [List{T}] of [Word]s in the loaded [Language]

Namespace: Languages.Interfaces
Assembly: Languages (in Languages.dll)
Syntax

C#
VB
C++

List<Word> Words { get; set; }

Property Words As List(Of Word)
Get
Set

property List<Word> Words {
    List<Word> get ();
    void set (List<Word> value);
}
See Also

ILanguage Interface
Languages.Interfaces Namespace

Created with GhostDoc Community Edition
Language
ILanguageManager Interface

The [LanguageManager] class to manage the [Language]s

Namespace: Languages.Interfaces
Assembly: Languages (in Languages.dll)
Syntax

C#
VB
C++

public interface ILanguageManager
Public Interface ILanguageManager
public interface class ILanguageManager
See Also

ILanguageManager Members
Languages.Interfaces Namespace

Created with GhostDoc Community Edition
Language
ILanguageManager Members

The ILanguageManager type exposes the following members.
# Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>GetCurrentLanguage</code></td>
<td>Gets the current <code>ILanguage</code></td>
</tr>
<tr>
<td><code>GetLanguages</code></td>
<td>Gets all the loaded <code>ILanguage</code>s</td>
</tr>
<tr>
<td><code>GetWord</code></td>
<td>Gets the <code>[Word]</code> by a key</td>
</tr>
<tr>
<td><code>ReloadLanguages</code></td>
<td>Reloads all language files.</td>
</tr>
<tr>
<td><code>SetCurrentLanguage</code></td>
<td>Sets the current <code>[Language]</code> by the identifier</td>
</tr>
<tr>
<td><code>SetCurrentLanguageFromName</code></td>
<td>Sets the current <code>[Language]</code> by the name</td>
</tr>
</tbody>
</table>
## Events

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>OnLanguageChanged</td>
<td>The [EventHandler] that is called whenever the [Language] changes</td>
</tr>
</tbody>
</table>
See Also

ILanguageManager Interface
Languages.Interfaces Namespace

Created with GhostDoc Community Edition
Language
ILanguageManager Methods

The ILanguageManager type exposes the following members.
## Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>GetCurrentLanguage</td>
<td>Gets the current [ILanguage]</td>
</tr>
<tr>
<td>GetLanguages</td>
<td>Gets all the loaded [ILanguage]s</td>
</tr>
<tr>
<td>GetWord</td>
<td>Gets the [Word] by a key</td>
</tr>
<tr>
<td>ReloadLanguages</td>
<td>Reloads all language files.</td>
</tr>
<tr>
<td>SetCurrentLanguage</td>
<td>Sets the current [Language] by the identifier</td>
</tr>
<tr>
<td>SetCurrentLanguageFromName</td>
<td>Sets the current [Language] by the name</td>
</tr>
</tbody>
</table>
See Also

ILanguageManager Interface
Languages.Interfaces Namespace

Created with GhostDoc Community Edition
ILanguageManager...:.:.GetCurrentLanguage Method

Gets the current [ILanguage]

Namespace: Languages.Interfaces
Assembly: Languages (in Languages.dll)
Syntax

C#  VB  C++

ILanguage GetCurrentLanguage()

Function GetCurrentLanguage As ILanguage

ILanguage^ GetCurrentLanguage()

Return Value

The current [ILanguage]
See Also

ILanguageManager Interface
Languages.Interfaces Namespace

Created with GhostDoc Community Edition
Language
ILanguageManager::GetLanguages Method

Gets all the loaded [ILanguage]s

Namespace: Languages.Interfaces
Assembly: Languages (in Languages.dll)
Syntax

C#
VB
C++

List<ILanguage> GetLanguages()

Function GetLanguages As List(Of ILanguage)

List<ILanguage>^ GetLanguages()

Return Value

All the loaded [ILanguage]s
See Also

ILanguageManager Interface
Languages.Interfaces Namespace

Created with GhostDoc Community Edition
Language
ILanguageManager..::.GetWord Method

Gets the [Word] by a key

**Namespace:** Languages.Interfaces  
**Assembly:** Languages (in Languages.dll)
**Syntax**

```
C#

string GetWord(
    string key
)

VB

Function GetWord (  
    key As String  
) As String

C++

string GetWord(
    string key
)

Parameters

key

Type: String

The key for the [Word] that is searched

Return Value

The corresponding [Word]
See Also

ILanguageManager Interface
Languages.Interfaces Namespace

Created with GhostDoc Community Edition
Language
ILanguageManager..::..ReloadLanguage Method

Reloads all language files.

Namespace: Languages.Interfaces
Assembly: Languages (in Languages.dll)
Syntax

C#  
void ReloadLanguages()

VB  
Sub ReloadLanguages

C++  
void ReloadLanguages()
See Also

ILanguageManager Interface
Languages.Interfaces Namespace

Created with GhostDoc Community Edition
Language
ILanguageManager..::.SetCurrentLanguage Method

Sets the current [Language] by the identifier

Namespace:  Languages.Interfaces
Assembly:  Languages (in Languages.dll)
Syntax

C#

void SetCurrentLanguage(string identifier)

Sub SetCurrentLanguage ( _
    identifier As String _
)  

void SetCurrentLanguage( 
    String^ identifier 
)

Parameters

identifier

Type: String  
The identifier of the [Language] that should be set
See Also

ILanguageManager Interface
Languages.Interfaces Namespace

Created with GhostDoc Community Edition
ILanguageManager..::.SetCurrentLanguage Method

Sets the current [Language] by the name

Namespace: Languages.Interfaces
Assembly: Languages (in Languages.dll)
Syntax

C#

void SetCurrentLanguageFromName(string name)

VB

Sub SetCurrentLanguageFromName (_
    name As String _
)

C++

void SetCurrentLanguageFromName(
    string name
)

Parameters

name
    Type: String
    The name of the [Language] that should be set
See Also

ILanguageManager Interface
Languages.Interfaces Namespace

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Language
ILanguageManager Events

The ILanguageManager type exposes the following members.
## Events

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>✷ OnLanguageChanged</td>
<td>The [EventHandler] that is called whenever the [Language] changes</td>
</tr>
</tbody>
</table>
See Also

ILanguageManager Interface
Languages.Interfaces Namespace

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Language
ILanguageManager..::..OnLanguageC Event

The [EventHandler] that is called whenever the [Language] changes

Namespace:  Languages.Interfaces
Assembly:  Languages (in Languages.dll)
Syntax

C#
VB
C++

event EventHandler OnLanguageChanged

Event OnLanguageChanged As EventHandler

    event EventHandler^ OnLanguageChanged {
        void add (EventHandler^ value);
        void remove (EventHandler^ value);
    }
See Also

ILanguageManager Interface
Languages.Interfaces Namespace

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Language
IWord Interface

The [Word] class

Namespace: Languages.Interfaces
Assembly: Languages (in Languages.dll)
Syntax

C#
VB
C++

public interface IWord
Public Interface IWord
public interface class IWord
See Also

IWor[成员]
Languages.Interfaces Namespace

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Language
IWord Members

The IWord type exposes the following members.
# Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>![Key][1]</td>
<td>The key of the [Word]</td>
</tr>
<tr>
<td>![Value][2]</td>
<td>The value of the [Word]</td>
</tr>
</tbody>
</table>

[1]: #/Key
[2]: #/Value
See Also

IWord Interface
Languages.Interfaces Namespace

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IWord Properties

The IWord type exposes the following members.
# Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Key</td>
<td>The key of the [Word]</td>
</tr>
<tr>
<td>Value</td>
<td>The value of the [Word]</td>
</tr>
</tbody>
</table>
See Also

IWord Interface
Languages.Interfaces Namespace

Created with GhostDoc Community Edition
Language
IWord..::..Key Property

The key of the [Word]

**Namespace:** Languages.Interfaces

**Assembly:** Languages (in Languages.dll)
Syntax

C#
string Key { get; set; }

VB
Property Key As String
    Get
    Set

C++

property String^ Key {
    String^ get ();
    void set (String^ value);
}
See Also

IWord Interface
Languages.Interfaces Namespace

Created with GhostDoc Community Edition
Language
IWord..::..Value Property

The value of the [Word]

Namespace:  Languages,Interfaces
Assembly:  Languages (in Languages.dll)
**Syntax**

**C#**
```csharp
string Value { get; set; }
```

**VB**
```vbnet
Property Value As String
    Get
    Set
```

**C++**
```cpp
property String^ Value {
    String^ get ();
    void set (String^ value);
}
```
See Also

IWord Interface
Languages.Interfaces Namespace

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