

Language

Languages.Events Namespace

Classes

Class	Description
 LanguageChangedEventArgs	The [LanguageChangedEventArgs] class

[Created with GhostDoc Community Edition](#)

Language

LanguageChangedEventArgs Class

The [LanguageChangedEventArgs] class

Namespace: [Languages.Events](#)

Assembly: Languages (in Languages.dll)

Syntax

[C#](#)

[VB](#)

[C++](#)

```
public class LanguageChangedEventArgs : EventArgs
```

```
Public Class LanguageChangedEventArgs _  
    Inherits EventArgs
```

```
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

Name	Description
 LanguageChangedEventArgs	Constructor with text

Methods

Name	Description
✦ GetInfo	Gets the [LanguageChangedEventArgs] info

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 _  
)
```

```
public:  
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

Name	Description
✦ GetInfo	Gets the [LanguageChangedEventArgs] info

See Also

[LanguageChangedEventArgs Class](#)

[Languages.Events Namespace](#)

[Created with GhostDoc Community Edition](#)

Language

LanguageChangedEventArgs::GetI Method

Gets the [LanguageChangedEventArgs] info

Namespace: [Languages.Events](#)

Assembly: Languages (in Languages.dll)

Syntax

[C#](#)

[VB](#)

[C++](#)

```
public string GetInfo()
```

```
Public Function GetInfo As String
```

```
public:  
String^ GetInfo()
```

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

Class	Description
 LanguageInitializationException	An [Exception] that is thrown whenever the [Language] is not initialized correctly
 LanguageNotLoadedException	An [Exception] that is thrown whenever the [Language] is not loaded correctly
 WrongFileExtensionException	An [Exception] that is thrown whenever the file extension is wrong

[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

Constructors

Name	Description
◆ LanguageInitializationException()()()	Default constructor
◆ LanguageInitializationException(String)	Constructor with message
◆ LanguageInitializationException(String, Exception)	Constructor with message and inner [Exception] message

See Also

[LanguageInitializationException Class](#)

[Languages.Exceptions Namespace](#)

[Created with GhostDoc Community Edition](#)

Language

LanguageInitializationException Constructor

Overload List

Name	Description
◆ LanguageInitializationException()()()	Default constructor
◆ LanguageInitializationException(String)	Constructor with message
◆ LanguageInitializationException(String, Exception)	Constructor with message and inner [Exception] message

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#](#)

[VB](#)

[C++](#)

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

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

```
public:  
LanguageInitializationException(  
    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

[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

[LanguageNotLoadedException Members](#)

[Languages.Exceptions Namespace](#)

[Created with GhostDoc Community Edition](#)

Language

LanguageNotLoadedException

Members

Constructors

Name	Description
◆ LanguageNotLoadedException()()	Default constructor
◆ LanguageNotLoadedException(String)	Constructor with message
◆ LanguageNotLoadedException(String, Exception)	Constructor with message and inner [Exception] message

See Also

[LanguageNotLoadedException Class](#)

[Languages.Exceptions Namespace](#)

[Created with GhostDoc Community Edition](#)

Language

LanguageNotLoadedException Constructor

Overload List

Name	Description
◆ LanguageNotLoadedException()()	Default constructor
◆ LanguageNotLoadedException(String)	Constructor with message
◆ LanguageNotLoadedException(String, Exception)	Constructor with message and inner [Exception] message

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#](#)

[VB](#)

[C++](#)

```
public LanguageNotLoadedException(  
    string message  
)  
  
Public Sub New ( _  
    message As String _  
)  
  
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#](#)

[VB](#)

[C++](#)

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

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

```
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#](#)

[VB](#)

[C++](#)

[[SerializableAttribute](#)]

```
public class WrongFileExtensionException : Exception
```

<[SerializableAttribute](#)> _

```
Public Class WrongFileExtensionException _
```

```
    Inherits Exception
```

[[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

Members

Constructors

Name	Description
✦ WrongFileExtensionException()()()	Default constructor
✦ WrongFileExtensionException(String)	Constructor with message
✦ WrongFileExtensionException(String, Exception)	Constructor with message and inner [Exception] message

See Also

[WrongFileExtensionException Class](#)
[Languages.Exceptions Namespace](#)

[Created with GhostDoc Community Edition](#)

Language

WrongFileExtensionException Constructor

Overload List

Name	Description
✦ WrongFileExtensionException()()()	Default constructor
✦ WrongFileExtensionException(String)	Constructor with message
✦ WrongFileExtensionException(String, Exception)	Constructor with message and inner [Exception] message

See Also

[WrongFileExtensionException Class](#)

[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#](#)

[VB](#)

[C++](#)

```
public WrongFileExtensionException(  
    string message  
)  
  
Public Sub New ( _  
    message As String _  
)  
  
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#](#)

[VB](#)

[C++](#)

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

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

```
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

Classes

Class	Description
 ImportExport	
 Language	
 LanguageManager	
 Word	

[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

Name	Description
◆ GetExceptions	
◆ Load(String)	
◆ Load(IEnumerable<Of <<'(String)>>>)	
◆ LoadDefaults	

Properties

Name	Description
------	-------------

 Exceptions	
--	--

See Also

[ImportExport Class](#)

[Languages.Implementation Namespace](#)

[Created with GhostDoc Community Edition](#)

Language

ImportExport Methods

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

Methods

Name	Description
◆ GetExceptions	
◆ Load(String)	
◆ Load(IEnumerable<Of <<'(String)>>>)	
◆ LoadDefaults	

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#](#)

[VB](#)

[C++](#)

```
public List<Exception> GetExceptions()
```

```
Public Function GetExceptions As List(Of Exception)
```

```
public:  
List<Exception^>^ GetExceptions()
```

See Also

[ImportExport Class](#)

[Languages.Implementation Namespace](#)

[Created with GhostDoc Community Edition](#)

Language

ImportExport...::Load Method

Overload List

Name	Description
◆ Load(String)	
◆ Load(IEnumerable<Of <<'(String)>>>)	

See Also

[ImportExport Class](#)

[ImportExport Members](#)

[Languages.Implementation Namespace](#)

[Created with GhostDoc Community Edition](#)

Language

ImportExport...::Load Method (String)

Namespace: [Languages.Implementation](#)

Assembly: Languages (in Languages.dll)

Syntax

[C#](#)

[VB](#)

[C++](#)

```
public Language Load(  
    string filename  
)
```

```
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#](#)

[VB](#)

[C++](#)

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

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

```
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

Name	Description
------	-------------

 Exceptions	
--	--

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

Name	Description
✦ GetCulture	
✦ GetWord	

Properties

Name	Description
------	-------------

 Identifier	
--	--

 Name	
--	--

 Words	
---	--

See Also

[Language Class](#)

[Languages.Implementation Namespace](#)

[Created with GhostDoc Community Edition](#)

Language

Language Methods

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

Methods

Name	Description
✦ GetCulture	
✦ GetWord	

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#](#)

[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

[Language Class](#)

[Languages.Implementation Namespace](#)

[Created with GhostDoc Community Edition](#)

Language

Language Properties

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

Properties

Name	Description
------	-------------

 Identifier	
--	--

 Name	
--	--

 Words	
---	--

See Also

[Language Class](#)

[Languages.Implementation Namespace](#)

[Created with GhostDoc Community Edition](#)

Language

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#](#)

[VB](#)

[C++](#)

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

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

```
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

Name	Description
⇒ LanguageManager	

Methods

Name	Description
⇒ GetCurrentLanguage	
⇒ GetLanguages	
⇒ GetWord	
⇒ ReloadLanguages	
⇒ SetCurrentLanguage	
⇒ SetCurrentLanguageFromName	

Events

Name	Description
⚡ OnLanguageChanged	

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

Name	Description
⇒ GetCurrentLanguage	
⇒ GetLanguages	
⇒ GetWord	
⇒ ReloadLanguages	
⇒ SetCurrentLanguage	
⇒ SetCurrentLanguageFromName	

See Also

[LanguageManager Class](#)

[Languages.Implementation Namespace](#)

[Created with GhostDoc Community Edition](#)

Language

LanguageManager...::GetCurrentLar 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)
```

```
public:
```

```
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](#)

Language

LanguageManager...::ReloadLanguage Method

Namespace: [Languages.Implementation](#)

Assembly: Languages (in Languages.dll)

Syntax

[C#](#)

[VB](#)

[C++](#)

```
public void ReloadLanguages()
```

```
Public Sub ReloadLanguages
```

```
public:
```

```
void ReloadLanguages()
```

See Also

[LanguageManager Class](#)

[Languages.Implementation Namespace](#)

[Created with GhostDoc Community Edition](#)

Language

LanguageManager...::SetCurrentLan Method

Namespace: [Languages.Implementation](#)

Assembly: Languages (in Languages.dll)

Syntax

[C#](#)

[VB](#)

[C++](#)

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

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

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

Parameters

identifier

Type: [String](#)

See Also

[LanguageManager Class](#)

[Languages.Implementation Namespace](#)

[Created with GhostDoc Community Edition](#)

Language

LanguageManager...::SetCurrentLan Method

Namespace: [Languages.Implementation](#)

Assembly: Languages (in Languages.dll)

Syntax

[C#](#)

[VB](#)

[C++](#)

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

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

```
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

Name	Description
⚡ OnLanguageChanged	

See Also

[LanguageManager Class](#)

[Languages.Implementation Namespace](#)

[Created with GhostDoc Community Edition](#)

Language

LanguageManager...:..OnLanguageCl Event

Namespace: [Languages.Implementation](#)

Assembly: Languages (in Languages.dll)

Syntax

[C#](#)

[VB](#)

[C++](#)

```
public event EventHandler OnLanguageChanged
```

```
Public Event OnLanguageChanged As EventHandler
```

```
public:
```

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

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](#)

Language

Word Members

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

Properties

Name Description

 [Key](#)

 [Value](#)

See Also

[Word Class](#)

[Languages.Implementation Namespace](#)

[Created with GhostDoc Community Edition](#)

Language

Word Properties

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

Properties

Name Description

 [Key](#)

 [Value](#)

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](#)

Language

Languages.Interfaces Namespace

Interfaces

Interface	Description
-> IImportExport	An [ImportExport] class to load [Language]s from file names
-> ILanguage	The [Language] class to store different [Language]s
-> ILanguageManager	The [LanguageManager] class to manage the [Language]s
-> IWord	The [Word] class

[Created with GhostDoc Community Edition](#)

Language

IImportExport 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

IImportExport Members

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

Methods

Name	Description
⇒ GetExceptions	Shows the [Exception]s that occurred while loading the [Language]s
⇒ Load(String)	Loads the [Language] defined by the file name
⇒ Load(IEnumerable<Of <<'(String)>>>)	Loads the [Language]s defined by the file names
⇒ LoadDefaults	Loads the default [Language]s

See Also

[IImportExport Interface](#)

[Languages.Interfaces Namespace](#)

[Created with GhostDoc Community Edition](#)

Language

IImportExport Methods

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

Methods

Name	Description
⇒ GetExceptions	Shows the [Exception]s that occurred while loading the [Language]s
⇒ Load(String)	Loads the [Language] defined by the file name
⇒ Load(IEnumerable<Of <<'(String)>>>)	Loads the [Language]s defined by the file names
⇒ LoadDefaults	Loads the default [Language]s

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#](#)

[VB](#)

[C++](#)

[List<Exception>](#) GetExceptions()

Function GetExceptions As [List](#)(Of [Exception](#))

[List<Exception^>^](#) GetExceptions()

Return Value

The [List{T}] of [Exception]s

See Also

[IImportExport Interface](#)

[Languages.Interfaces Namespace](#)

[Created with GhostDoc Community Edition](#)

Language

IImportExport...::Load Method

Overload List

Name	Description
✎ Load(String)	Loads the [Language] defined by the file name
✎ Load(IEnumerable<Of <<(String)>>))	Loads the [Language]s defined by the file names

See Also

[IImportExport Interface](#)

[IImportExport 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

IImportExport...::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]s

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

Name	Description
⇒ GetCulture	Gets the current [CultureInfo]
⇒ GetWord	Gets a word by a key

Properties

Name	Description
 Identifier	The identifier of the [Language] according to https://msdn.microsoft.com/de-de/library/ee825488(v=cs.20).aspx
 Name	The name of the [Language]
 Words	A [List{T}] of [Word]s in the loaded [Language]

See Also

[ILanguage Interface](#)

[Languages.Interfaces Namespace](#)

[Created with GhostDoc Community Edition](#)

Language

ILanguage Methods

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

Methods

Name	Description
⇒ GetCulture	Gets the current [CultureInfo]
⇒ GetWord	Gets a word by a key

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#](#)

[VB](#)

[C++](#)

[CultureInfo](#) GetCulture()

Function GetCulture As [CultureInfo](#)

[CultureInfo](#)^ GetCulture()

Return Value

The currently loaded [CultureInfo]

See Also

[ILanguage Interface](#)

[Languages.Interfaces Namespace](#)

[Created with GhostDoc Community Edition](#)

Language

ILanguage...::GetWord Method

Gets a word by a key

Namespace: [Languages.Interfaces](#)

Assembly: Languages (in Languages.dll)

Syntax

[C#](#)

[VB](#)

[C++](#)

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

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

```
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

Name	Description
 Identifier	The identifier of the [Language] according to https://msdn.microsoft.com/de-de/library/ee825488(v=cs.20).aspx
 Name	The name of the [Language]
 Words	A [List{T}] of [Word]s in the loaded [Language]

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](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)

Syntax

[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](#)

Language

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

Name	Description
⇒ GetCurrentLanguage	Gets the current [ILanguage]
⇒ GetLanguages	Gets all the loaded [ILanguage]s
⇒ GetWord	Gets the [Word] by a key
⇒ ReloadLanguages	Reloads all language files.
⇒ SetCurrentLanguage	Sets the current [Language] by the identifier
⇒ SetCurrentLanguageFromName	Sets the current [Language] by the name

Events

Name	Description
⚡ OnLanguageChanged	The [EventHandler] that is called whenever the [Language] changes

See Also

[ILanguageManager Interface](#)
[Languages.Interfaces Namespace](#)

[Created with GhostDoc Community Edition](#)

Language

ILanguageManager Methods

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

Methods

Name	Description
⇒ GetCurrentLanguage	Gets the current [ILanguage]
⇒ GetLanguages	Gets all the loaded [ILanguage]s
⇒ GetWord	Gets the [Word] by a key
⇒ ReloadLanguages	Reloads all language files.
⇒ SetCurrentLanguage	Sets the current [Language] by the identifier
⇒ SetCurrentLanguageFromName	Sets the current [Language] by the name

See Also

[ILanguageManager Interface](#)

[Languages.Interfaces Namespace](#)

[Created with GhostDoc Community Edition](#)

Language

ILanguageManager...::GetCurrentLa 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#](#)

[VB](#)

[C++](#)

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

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

```
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#](#)

[VB](#)

[C++](#)

```
void ReloadLanguages()
```

```
Sub ReloadLanguages
```

```
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#](#)

[VB](#)

[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](#)

Language

ILanguageManager...::SetCurrentLanguage Method

Sets the current [Language] by the name

Namespace: [Languages.Interfaces](#)

Assembly: Languages (in Languages.dll)

Syntax

[C#](#)

[VB](#)

[C++](#)

```
void SetCurrentLanguageFromName(  
    string name  
)
```

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

```
void SetCurrentLanguageFromName(  
    String^ name  
)
```

Parameters

name

Type: [String](#)

The name of the [Language] that should be set

See Also

[ILanguageManager Interface](#)

[Languages.Interfaces Namespace](#)

[Created with GhostDoc Community Edition](#)

Language

ILanguageManager Events

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

Events

Name	Description
⚡ OnLanguageChanged	The [EventHandler] that is called whenever the [Language] changes

See Also

[ILanguageManager Interface](#)

[Languages.Interfaces Namespace](#)

[Created with GhostDoc Community Edition](#)

Language

ILanguageManager...::OnLanguageChangeEvent

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](#)

[Created with GhostDoc Community Edition](#)

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

[IWord Members](#)

[Languages.Interfaces Namespace](#)



[Created with GhostDoc Community Edition](#)

Language

IWord Members

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

Properties

Name	Description
 Key	The key of the [Word]
 Value	The value of the [Word]

See Also

[IWord Interface](#)

[Languages.Interfaces Namespace](#)



[Created with GhostDoc Community Edition](#)

Language

IWord Properties

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

Properties

Name	Description
 Key	The key of the [Word]
 Value	The value of the [Word]

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#](#)

[VB](#)

[C++](#)

```
string Key { get; set; }
```

```
Property Key As String
```

```
    Get
```

```
    Set
```

```
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#](#)

[VB](#)

[C++](#)

```
string Value { get; set; }
```

```
Property Value As String
```

```
    Get
```

```
    Set
```

```
property String^ Value {  
    String^ get ();  
    void set (String^ value);  
}
```

See Also

[IWord Interface](#)

[Languages.Interfaces Namespace](#)

[Created with GhostDoc Community Edition](#)