

Languages

Setup

Language files are setup as key/value pairs. A key is used within the component's code and the translator retrieves the associated string for the given language. The following code is an extract from a typical component language file.

```
; Module - Hellow World (en-US)
COM_HELLOWORLD_LABEL_USER_COUNT = "User Count"
COM_HELLOWORLD_DESC_USER_COUNT = "The number of users to display"
COM_HELLOWORLD_RANDOM_USERS = "Random Users for Hello World"
COM_HELLOWORLD_USER_LABEL = "%s is a randomly selected user"
```

Translation keys can be upper or lowercase or a mix of the two and may contain underscores but no spaces. HUBzero convention is to have keys all uppercase with words separated by underscores, following a pattern of `COM_{ComponentName}_{Text}` for naming. Adhering to this naming convention is not required but is strongly recommended as it can help avoid potential translation collisions.

See the [Languages](#) overview for details.

Translating Text

Below is an example of accessing the translate helper:

```
<p><?php echo JText::_("COM_EXAMPLE_MY_LINE"); ?></p>
```

`JText::_` is used for simple strings.

`JText::sprintf` is used for strings that require dynamic data passed to them for variable replacement.

Strings or keys not found in the current translation file will output as is.

See the [Languages](#) overview for details.