

**Description:**

Adds/overwrites a localized string into the memory of the localization database. Use {0}, {1}, etc in string to add formatted variables.

Added In: v0.45

Function

```
public static void Add(string locale, string key, string text)
public static void Add(string modName, string locale, string key, string
text)
```

Usage

```
//Coming soon
```

Examples

```
//Coming soon
```

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