

**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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Last update: **2019/06/29 23:52**



