

**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
```

From:

<https://umodframework.com/wiki/> - **UMF Wiki**

Permanent link:

<https://umodframework.com/wiki/api:umflocale:add>

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



