

# OpcServerGlobalization Members

**Namespace:** Opc.UaFx.Server

**Assemblies:** Opc.UaFx.Advanced.dll, Opc.UaFx.Advanced.dll

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

## Methods

### AddResource(CultureInfo, String, String)

Adds or overrides the specified resource **value** to/in the resources of the **culture** specified using the **key** to identify the resource entry.

**C#**

```
public void AddResource(CultureInfo culture, string key, string value)
```

#### Parameters

**culture** [CultureInfo](#)

The non-neutral [CultureInfo](#).

**key** [String](#)

The identifier of the resource **value**.

**value** [String](#)

The [String](#) value of the resource.

#### Exceptions

[ArgumentException](#)

The **culture** is a neutral culture.

[ArgumentNullException](#)

The **culture** is a null reference (Nothing in Visual Basic).

### AddResource(String, String, String)

Adds or overrides the specified resource **value** to/in the resources of the culture identified by **cultureName** using the **key** to identify the resource entry.

**C#**

```
public void AddResource(string cultureName, string key, string value)
```

## Parameters

**cultureName** String

The **CultureInfo.Name** of a well known non-neutral **CultureInfo**.

**key** String

The identifier of the resource **value**.

**value** String

The **String** value of the resource.

## Exceptions

**ArgumentException**

The **cultureName** is an empty string or the **CultureInfo** referred to by **cultureName** is a neutral culture.

**ArgumentNullException**

The **cultureName** is a null reference (Nothing in Visual Basic).

**CultureNotFoundException**

The culture specified by **cultureName** does not refer to a well known culture.

# AddResources(CultureInfo, IDictionary<String, String>)

Adds or overrides the specified **resources** to/in the resources of the **culture** specified.

**C#**

```
public void AddResources(CultureInfo culture, IDictionary<string, string> resources)
```

## Parameters

**culture** CultureInfo

The non-neutral **CultureInfo**.

**resources** IDictionary<String, String>

A dictionary its items are to be used to define the different resource entries using the key as the identifier and the value as the value of the resource entry.

## Exceptions

**ArgumentException**

The **culture** is a neutral culture.

**ArgumentNullException**

The `culture` or `resources` is a null reference (Nothing in Visual Basic).

## AddResources(CultureInfo, IEnumerable<KeyValuePair<String, String>>)

Adds or overrides the specified `resources` to/in the resources of the `culture` specified.

**C#**

```
public void AddResources(CultureInfo culture, IEnumerable<KeyValuePair<string, string>>
resources)
```

### Parameters

`culture` [CultureInfo](#)

The non-neutral [CultureInfo](#).

`resources` [IEnumerable<KeyValuePair>](#)

A sequence of [KeyValuePair](#)'2 objects there the [Key](#) identifies the resource entry and its resource [Value](#).

### Exceptions

[ArgumentException](#)

The `culture` is a neutral culture.

[ArgumentNullException](#)

The `culture` or `resources` is a null reference (Nothing in Visual Basic).

## AddResources(CultureInfo, KeyValuePair<String, String>[])

Adds or overrides the specified `resources` to/in the resources of the `culture` specified.

**C#**

```
public void AddResources(CultureInfo culture, params KeyValuePair<string, string>[]
resources)
```

### Parameters

`culture` [CultureInfo](#)

The non-neutral [CultureInfo](#).

`resources` [KeyValuePair<String, String>\[\]](#)

An array of [KeyValuePair](#)'2 objects there the [Key](#) identifies the resource entry and its resource [Value](#).

## Exceptions

### ArgumentException

The **culture** is a neutral culture.

### ArgumentNullException

The **culture** or **resourceManager** is a null reference (Nothing in Visual Basic).

## AddResources(CultureInfo, ResourceManager)

Adds or overrides the resources in the **resourceManager** to/in the resources of the **culture** specified.

### C#

```
public void AddResources(CultureInfo culture, ResourceManager resourceManager)
```

### Parameters

**culture** [CultureInfo](#)

The non-neutral [CultureInfo](#).

**resourceManager** [ResourceManager](#)

The [ResourceManager](#) its culture-related [ResourceSet](#) is to be queried and used to add/override the resource entries associated with the **culture** specified.

## Exceptions

### ArgumentException

The **culture** is a neutral culture or the **resourceManager** does not provide a [ResourceSet](#) for the **culture** specified.

### ArgumentNullException

The **culture** or **resourceManager** is a null reference (Nothing in Visual Basic).

## AddResources(String, IDictionary<String, String>)

Adds or overrides the specified **resources** to/in the resources of the culture identified by **cultureName**.

### C#

```
public void AddResources(string cultureName, IDictionary<string, string> resources)
```

### Parameters

**cultureName** [String](#)

The [CultureInfo.Name](#) of a well known non-neutral [CultureInfo](#).

## resources IDictionary<String, String>

A dictionary its items are to be used to define the different resource entries using the key as the identifier and the value as the value of the resource entry.

### Exceptions

#### ArgumentException

The **cultureName** is an empty string or the **CultureInfo** referred to by **cultureName** is a neutral culture.

#### ArgumentNullException

The **cultureName** or **resources** is a null reference (Nothing in Visual Basic).

#### CultureNotFoundException

The culture specified by **cultureName** does not refer to a well known culture.

## AddResources(String, IEnumerable<KeyValuePair<String, String>>)

Adds or overrides the specified **resources** to/in the resources of the culture identified by **cultureName**.

### C#

```
public void AddResources(string cultureName, IEnumerable<KeyValuePair<string, string>>
resources)
```

### Parameters

#### **cultureName** String

The **CultureInfo.Name** of a well known non-neutral **CultureInfo**.

#### **resources** IEnumerable<KeyValuePair>

A sequence of **KeyValuePair**'2 objects there the **Key** identifies the resource entry and its resource **Value**.

### Exceptions

#### ArgumentException

The **cultureName** is an empty string or the **CultureInfo** referred to by **cultureName** is a neutral culture.

#### ArgumentNullException

The **cultureName** or **resources** is a null reference (Nothing in Visual Basic).

#### CultureNotFoundException

The culture specified by **cultureName** does not refer to a well known culture.

## AddResources(String, KeyValuePair<String, String>[])

Adds or overrides the specified **resources** to/in the resources of the culture identified by **cultureName**.

**C#**

```
public void AddResources(string cultureName, params KeyValuePair<string, string>[]
resources)
```

### Parameters

**cultureName** String

The **CultureInfo.Name** of a well known non-neutral **CultureInfo**.

**resources** KeyValuePair<String, String>[]

An array of **KeyValuePair**'2 objects there the **Key** identifies the resource entry and its resource **Value**.

### Exceptions

**ArgumentException**

The **cultureName** is an empty string or the **CultureInfo** referred to by **cultureName** is a neutral culture.

**ArgumentNullException**

The **cultureName** or **resources** is a null reference (Nothing in Visual Basic).

**CultureNotFoundException**

The culture specified by **cultureName** does not refer to a well known culture.

## AddResources(String, ResourceManager)

Adds or overrides the resources in the **resourceManager** to/in the resources of the culture identified by **cultureName**.

**C#**

```
public void AddResources(string cultureName, ResourceManager resourceManager)
```

### Parameters

**cultureName** String

The **CultureInfo.Name** of a well known non-neutral **CultureInfo**.

**resourceManager** ResourceManager

The **ResourceManager** its culture-related **ResourceSet** is to be queried and used to add/override the resource entries associated with the culture identified by the **cultureName**.

## Exceptions

### ArgumentException

The `cultureName` is an empty string or the `CultureInfo` referred to by `cultureName` is a neutral culture or the `resourceManager` does not provide a `ResourceSet` for the culture identified by the `cultureName`.

### ArgumentNullException

The `cultureName` or `resourceManager` is a null reference (Nothing in Visual Basic).

### CultureNotFoundException

The culture specified by `cultureName` does not refer to a well known culture.

## Translate(OpcContext, OpcResult)

Translates the `result` specified.

### C#

```
public OpcResult Translate(OpcContext context, OpcResult result)
```

### Parameters

`context` `OpcContext`

The `OpcContext` for which the `result` is to be localized.

`result` `OpcResult`

The `OpcResult` to localize.

### Returns

`OpcResult`

The localized `OpcResult` or the `result` specified if no resource could be determined to localize the `result`.

## Exceptions

### ArgumentNullException

The `context` is a null reference (Nothing in Visual Basic).

## Translate(OpcContext, OpcText)

Translates the `text` specified.

### C#

```
public OpcText Translate(OpcContext context, OpcText text)
```

## Parameters

**context** [OpcContext](#)

The [OpcContext](#) for which the **text** is to be localized.

**text** [OpcText](#)

The [OpcText](#) to localize.

## Returns

[OpcText](#)

The localized [OpcText](#) or the **text** specified if no resource could be determined to localize the **text**.

## Exceptions

[ArgumentNullException](#)

The **context** is a null reference (Nothing in Visual Basic).

# Translate(OpcContext, String, String, Object[])

Translates the **message** using the resource identified by its **key** and then formats it with the **arguments** specified.

## C#

```
public OpcText Translate(OpcContext context, string key, string message, params object[] arguments)
```

## Parameters

**context** [OpcContext](#)

The [OpcContext](#) for which the **key**, **message** and **arguments** are to be localized.

**key** [String](#)

The key used to look up the translation resource.

**message** [String](#)

The text to translate.

**arguments** [Object\[\]](#)

The format arguments.

## Returns

[OpcText](#)

The localized [OpcText](#) or a null reference (Nothing in Visual Basic) if no resource could be determined to



localize the **key**, **message** and **arguments**.

## Exceptions

### ArgumentNullException

The **context** is a null reference (Nothing in Visual Basic).



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