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JavaScript

1. [JavaScript 100%](#)

Automatically deploy and switch multi-language HTML pages without reloading the page. — [Read more](#)

<http://www.isogenicengine.com/2011/07/25/jquery-client-side-language-translation-plugin/>

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<https://github.com/cc>

Read-Only access

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branch: master

Switch branches/tags

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Nothing to show

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[26 commits](#)

[jquery-lang-js](#) /

[Merge pull request #5 from rootroot/patch-1 ...](#)

Added support for title attribute and input types email and password

[latest commit c9e8ba1cd5](#)

 [coolbloke1324](#) authored 6 months ago

[js](#) 6 months ago [[rootroot](#)]

[README](#) a year ago [[first commit](#)] [root]

[README.md](#) a year ago [Updated to include button element, placeholder values and JavaScript ...](#) [Rob Evans]

[index.htm](#) 11 months ago [Took out "moo" language.](#) [[coolbloke1324](#)]

README.md

Instantly switch content languages client-side

Change language without reloading the page or doing a request to the server. See the example!!

This jQuery plugin allows you to create multiple language versions of your content by supplying phrase translations from a default language such as English to other languages.

Example

On the example page the language pack used is English to Thai.

<http://www.isogenicengine.com/jquery-lang-js/>

How to use

Include the plugin script in your head tag and include any language pack you have created ensuring that you specify the charset attribute as utf-8. All language pack files should be saved as utf-8 encoded:

```
<script src="js/jquery-lang.js" charset="utf-8" type="text/javascript"></script>
<script src="js/langpack/th.js" charset="utf-8" type="text/javascript"></script>
```

When your page is loaded simply call the .run() method as so:

```
<script type="text/javascript">
window.lang = new jquery_lang_js();
$.ready(function () {
    window.lang.run();
});
</script>
```

Defining which elements to translate

In the HTML content itself you can denote an element as being available for translation by adding a "lang" attribute with the language of the content as such:

```
<span lang="en">Translate me</span>
```

Or any element with some content such as:

```
<select name="testSelect">
    <option lang="en" value="1">An option phrase to translate</option>
    <option lang="en" value="2">Another phrase to translate</option>
</select>
```

Button elements

The plugin will automatically translate button element text when defined like this:

```
<button lang="en">Some button text</button>
```

Placeholder text

You can also translate placeholder text like this:

```
<input type="text" placeholder="my placeholder text" lang="en" />
```

When you change languages, the plugin will update the placeholder text where a translation exists.

Translating other text in JavaScript such as alert() calls

If you need to know the current translation value of some text in your JavaScript code such as when calling alert() you can use the convert() method:

```
alert(window.lang.convert('Some text to translate'));
```

Dynamic content

If you load content dynamically the plugin will need to know when the content has been loaded in order to work correctly. After loading any content always call the plugin's .run() method which will automatically scan the content and translate into the current language.

Switching languages

To switch languages simply call the .change() method, passing the two-letter language code to switch to. For instance here is a switcher that will change between English and Thai as used in the example page:

```
<a href="#lang-en" onclick="window.lang.change('en');">Switch to English</a> | <a href="#lang-en" onclick="window.lang.change('th');">Switch to Thai</a>
```

The onclick event is the only part that matters, you can apply the onclick to any element you prefer.

Define a language pack

Language packs are defined in JS files and are added to the plugin like so:

```
jquery_lang_js.prototype.lang.th = {
    'Property Search': 'ค้นหา',
    'Location': 'สถานที่ตั้ง',
    'Budget': 'งบประมาณ',
    'An option phrase to translate': 'งบประมาณงบประมาณสถานที่ตั้ง',
}
```

That example just defined a language pack to translate from the default page language English into Thai (th). Each property inside the object has a key that is the English phrase, then the value is the Thai equivalent.

It's that simple!

License

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If you like this project, please consider Flattr-ing it! <http://bit.ly/qCEbTC>

This project is part of the Isogenic Game Engine, an HTML5 MMO Real-time Multiplayer 2D & Isometric Canvas & DOM Game Engine for the Modern Web.
www.isogenicengine.com

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Markdown Cheat Sheet

Format Text

Headers

```
# This is an <h1> tag
## This is an <h2> tag
##### This is an <h6> tag
```

Text styles

```
*This text will be italic*
_This will also be italic_
**This text will be bold**
__This will also be bold__

*You **can** combine them*
```

Lists

Unordered

```
* Item 1
* Item 2
  * Item 2a
  * Item 2b
```

Ordered

1. Item 1
2. Item 2
3. Item 3
 - * Item 3a
 - * Item 3b

Miscellaneous

Images

![GitHub Logo](/images/logo.png)
Format: ![Alt Text](url)

Links

<http://github.com> - automatic!
[GitHub](http://github.com)

Blockquotes

As Kanye West said:

> We're living the future so
> the present is our past.

Code Examples in Markdown

Syntax highlighting with [GFM](#)

```
```javascript
function fancyAlert(arg) {
 if(arg) {
 $.facebox({div: '#foo'})
 }
}
```
```

Or, indent your code 4 spaces

Here is a Python code example
without syntax highlighting:

```
def foo:
    if not bar:
        return true
```

Inline code for comments

I think you should use an
<code>`<code>` element here instead.

Something went wrong with that request. Please try again.