

# NAME

I18N::LangTags::Detect - detect the user's language preferences

### **SYNOPSIS**

```
use I18N::LangTags::Detect;
my @user_wants = I18N::LangTags::Detect::detect();
```

## DESCRIPTION

It is a common problem to want to detect what language(s) the user would prefer output in.

#### **FUNCTIONS**

This module defines one public function, I18N::LangTags::Detect::detect(). This function is not exported (nor is even exportable), and it takes no parameters.

In scalar context, the function returns the most preferred language tag (or undef if no preference was seen).

In list context (which is usually what you want), the function returns a (possibly empty) list of language tags representing (best first) what languages the user apparently would accept output in. You will probably want to pass the output of this through

```
I18N::LangTags::implicate_supers_tightly(...) or
I18N::LangTags::implicate_supers(...), like so:
```

```
my @languages =
    I18N::LangTags::implicate_supers_tightly(
        I18N::LangTags::Detect::detect()
    );
```

### **ENVIRONMENT**

This module looks for several environment variables, including REQUEST\_METHOD, HTTP\_ACCEPT\_LANGUAGE, LANGUAGE, LC\_ALL, LC\_MESSAGES, and LANG.

It will also use the Win32::Locale module, if it's installed.

### SEE ALSO

I18N::LangTags, Win32::Locale, Locale::Maketext.

(This module's core code started out as a routine in Locale::Maketext; but I moved it here once I realized it was more generally useful.)

### COPYRIGHT

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#### **AUTHOR**

 $Sean \; M. \; Burke \; \texttt{sburke@cpan.org}$