

# Native localization with Adventure

- **Getting user's language** — Call `player.getLocale()` (or `locale()` on Paper 1.19+), note that a localization cannot be set server-side.
- **Using Adventure:**  
`Component.translatable("advancement.advancementNotFound")`  
`Component.keybind("key.back")`
- **Replacing %s** — Simply use `.args(Component.text(...))`.
- **Finding localization keys** — Visit <https://mcasset.cloud>, navigate to `/assets/minecraft/lang`, open any json file.
- **Creating a custom locale** — The keys are replaced on the client, so to make a custom locale, send a custom message depending on a player's locale on the server using `Component.text()` instead.

```
en_gb.json
{
  "accessibility.onboarding.screen.narrator": "Press enter to enable the narrator",
  "accessibility.onboarding.screen.title": "Welcome to Minecraft!\n\nWould you like to enable the Narrator or visit the Accessit",
  "addServer.add": "Done",
  "addServer.enterIp": "Server Address",
  "addServer.enterName": "Server Name",
  "addServer.hideAddress": "Hide Address",
  "addServer.resourcePack": "Server Resource Packs",
  "addServer.resourcePack.disabled": "Disabled",
  "addServer.resourcePack.enabled": "Enabled",
  "addServer.resourcePack.prompt": "Prompt",
  "addServer.title": "Edit Server Info",
  "advMode.allEntities": "Use \"%e\" to target all entities",
  "advMode.allPlayers": "Use \"%a\" to target all players",
  "advMode.command": "Console Command",
  "advMode.mode": "Mode",
  "advMode.mode.auto": "Repeat",
  "advMode.mode.autoexec.bat": "Always Active",
  "advMode.mode.conditional": "Conditional",
  "advMode.mode.redstone": "Impulse",
  "advMode.mode.redstoneTriggered": "Needs Redstone",
  "advMode.mode.sequence": "Chain",
  "advMode.mode.unconditional": "Unconditional",
  "advMode.nearestPlayer": "Use \"%p\" to target nearest player",
  "advMode.notAllowed": "Must be an opped player in creative mode",
  "advMode.notEnabled": "Command blocks are not enabled on this server",
  "advMode.previousOutput": "Previous Output",
  "advMode.randomPlayer": "Use \"%r\" to target random player",
  "advMode.self": "Use \"%s\" to target the executing entity",
  "advMode.setCommand": "Set Console Command for Block",
  "advMode.setCommand.success": "Command set: %s",
  "advMode.trackOutput": "Track output"
```

