static: addMessages

RELEASE 2.7.0 OR ABOVE

Add a message resource to be used in the editor.

If there is a message with the same key, it is overwritten..

Parameters:

Name	Type	Description
language	String	The language in which to add the message. ('ko', 'en', ...)
messages	Object	key: Message key, value: Message details

Example:

```
var koMessages = {
        'myPlugin.message.synap': '',
        'myPlugin.message.editor': ''
};
var enMessages = {
        'myPlugin.message.synap': 'Synap',
        'myPlugin.message.editor': 'Editor'
};

SynapEditor.addMessages('ko', koMessages);
SynapEditor.addMessages('en', enMessages);
```

Experiencing

RELEASE 2.7.0 OR ABOVE

You can add a new message to Synap Editor, or change a message that has already been set.

Related API

- static: addMessages
- static: getMessages

Changing the default message

- You can add new messages or change the default messages using the SynapEditor.addMessages(language, Object) API.
- (It should be set before creating Synap Editor as new.)

```
<script>
                var changedMessages = {
                        'message.label.bold': 'Bold', // Bold -> Bold
                        'message.label.italic': 'Italic' // Italic -> Italic
                };
                SynapEditor.addMessages('en', changedMessages);  // Changing the default message

                window.editor = new SynapEditor('synapEditor', synapEditorConfig);  // Create Synap Editor
after setting.
</script>
```