

NAME

XtSetLanguageProc – set the language procedure

SYNTAX

Widget XtSetLanguageProc(XtAppContext *app_context*, XtLanguageProc *proc*, XtPointer *client_data*);

ARGUMENTS

<i>app_context</i>	Specifies the application context in which the language procedure is to be used, or NULL.
<i>proc</i>	Specifies the language procedure, or NULL.
<i>client_data</i>	Specifies additional client data to be passed to the language procedure when it is called.

DESCRIPTION

XtSetLanguageProc sets the language procedure that will be called from **XtDisplayInitialize** for all subsequent Displays initialized in the specified application context. If *app_context* is NULL, the specified language procedure is registered in all application contexts created by the calling process, including any future application contexts that may be created. If *proc* is NULL a default language procedure is registered.

XtSetLanguageProc returns the previously registered language procedure. If a language procedure has not yet been registered, the return value is unspecified but if this return value is used in a subsequent call to **XtSetLanguageProc**, it will cause the default language procedure to be registered.

The default language procedure does the following:

- Sets the locale according to the environment. On ANSI C-based systems this is done by calling **setlocale(LC_ALL, language)**. If an error is encountered a warning message is issued with **XtWarning**.
- Calls **XSupportsLocale** to verify that the current locale is supported. If the locale is not supported, a warning message is issued with **XtWarning** and the locale is set to “C”.
- Calls **XSetLocaleModifiers** specifying the empty string.
- Returns the value of the current locale. On ANSI C-based systems this is the return value from a final call to **setlocale(LC_ALL, NULL)**.

A client wishing to use this mechanism to establish locale can do so by calling **XtSetLanguageProc** prior to **XtDisplayInitialize**.

SEE ALSO

X Toolkit Intrinsics – C Language Interface
Xlib – C Language X Interface