NAME

setlocale − set the current locale

SYNOPSIS

#include <locale.h>

char *setlocale(int *category***, const char ***locale***);**

DESCRIPTION

The **setlocale**() function is used to set or query the program's current locale.

If *locale* is not NULL, the program's current locale is modified according to the arguments. The argument *category* determines which parts of the program's current locale should be modified.

Category	Governs
LC_ALL	All of the locale
LC_ADDRESS	Formatting of addresses and geography-related items (*)
LC_COLLATE	String collation
LC_CTYPE	Character classification
LC_IDENTIFICATION	Metadata describing the locale (*)
LC_MEASUREMENT	Settings related to measurements (metric versus US customary) (*)
LC_MESSAGES	Localizable natural-language messages
LC_MONETARY	Formatting of monetary values
LC_NAME	Formatting of salutations for persons (*)
LC_NUMERIC	Formatting of nonmonetary numeric values
LC_PAPER	Settings related to the standard paper size (*)
LC_TELEPHONE	Formats to be used with telephone services (*)
LC_TIME	Formatting of date and time values

The categories marked with an asterisk in the above table are GNU extensions. For further information on these locale categories, see **locale**(7).

The argument *locale* is a pointer to a character string containing the required setting of *category*. Such a string is either a well-known constant like "C" or "da_DK" (see below), or an opaque string that was returned by another call of **setlocale**().

If *locale* is an empty string, **""**, each part of the locale that should be modified is set according to the environment variables. The details are implementation-dependent. For glibc, first (regardless of *category*), the environment variable **LC_ALL** is inspected, next the environment variable with the same name as the category (see the table above), and finally the environment variable **LANG**. The first existing environment variable is used. If its value is not a valid locale specification, the locale is unchanged, and **setlocale**() returns NULL.

The locale **"C"** or **"POSIX"** is a portable locale; it exists on all conforming systems.

A locale name is typically of the form *language*[_*territory*][.*codeset*][@*modifier*], where *language* is an ISO 639 language code, *territory* is an ISO 3166 country code, and *codeset* is a character set or encoding identifier like **ISO-8859-1** or **UTF-8**. For a list of all supported locales, try "locale −a" (see **locale**(1)).

If *locale* is NULL, the current locale is only queried, not modified.

On startup of the main program, the portable **"C"** locale is selected as default. A program may be made portable to all locales by calling:

```
    setlocale(LC_ALL, "");
```

after program initialization, by using the values returned from a **localeconv**(3) call for locale-dependent information, by using the multibyte and wide character functions for text processing if **MB_CUR_MAX > 1**, and by using **strcoll**(3), **wcscoll**(3) or **strxfrm**(3), **wcsxfrm**(3) to compare strings.

RETURN VALUE

A successful call to **setlocale**() returns an opaque string that corresponds to the locale set. This string may be allocated in static storage. The string returned is such that a subsequent call with that string and its associated category will restore that part of the process's locale. The return value is NULL if the request cannot be honored.

ATTRIBUTES

For an explanation of the terms used in this section, see **attributes**(7).

Interface	Attribute	Value
setlocale()	Thread safety	MT-Unsafe const:locale env

CONFORMING TO

POSIX.1-2001, POSIX.1-2008, C89, C99.

The C standards specify only the categories **LC_ALL**, **LC_COLLATE**, **LC_CTYPE**, **LC_MONETARY**, **LC_NUMERIC**, and **LC_TIME**. POSIX.1 adds **LC_MESSAGES**. The remaining categories are GNU extensions.

SEE ALSO

locale(1), **localedef**(1), **isalpha**(3), **localeconv**(3), **nl_langinfo**(3), **rpmatch**(3), **strcoll**(3), **strftime**(3), **charsets**(7), **locale**(7)

COLOPHON

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