NAME

loceleconv − get numeric formatting information

SYNOPSIS

#include <locale.h>

struct lconv *localeconv(void);

DESCRIPTION

The **localeconv**() function returns a pointer to a *struct lconv* for the current locale. This structure is shown in **locale**(7), and contains all values associated with the locale categories **LC_NUMERIC** and **LC_MONETARY**. Programs may also use the functions **printf**(3) and **strfmon**(3), which behave according to the actual locale in use.

RETURN VALUE

The **localeconv**() function returns a pointer to a filled in *struct lconv*. This structure may be (in glibc, *is*) statically allocated, and may be overwritten by subsequent calls. According to POSIX, the caller should not modify the contents of this structure. The **localeconv**() function always succeeds.

ATTRIBUTES

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

Interface	Attribute	Value
localeconv()	Thread safety	MT-Unsafe race:localeconv locale

CONFORMING TO

C89, C99.

BUGS

The **printf**(3) family of functions may or may not honor the current locale.

SEE ALSO

locale(1), **localedef**(1), **isalpha**(3), **nl_langinfo**(3), **setlocale**(3), **strcoll**(3), **strftime**(3), **locale**(7)

COLOPHON

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