

**NAME**

textdomain – set domain for future gettext() calls

**SYNOPSIS**

```
#include <libintl.h>
```

```
char * textdomain (const char * domainname);
```

**DESCRIPTION**

The **textdomain** function sets or retrieves the current message domain.

A message domain is a set of translatable *msgid* messages. Usually, every software package has its own message domain. The domain name is used to determine the message catalog where a translation is looked up; it must be a non-empty string.

The current message domain is used by the **gettext**, **ngettext** functions, and by the **dgettext**, **dcgettext**, **dngettext** and **dcngettext** functions when called with a NULL domainname argument.

If *domainname* is not NULL, the current message domain is set to *domainname*. The string the function stores internally is a copy of the *domainname* argument.

If *domainname* is NULL, the function returns the current message domain.

**RETURN VALUE**

If successful, the **textdomain** function returns the current message domain, after possibly changing it. The resulting string is valid until the next **textdomain** call and must not be modified or freed. If a memory allocation failure occurs, it sets **errno** to **ENOMEM** and returns NULL.

**ERRORS**

The following error can occur, among others:

**ENOMEM**

Not enough memory available.

**BUGS**

The return type ought to be **const char \***, but is **char \*** to avoid warnings in C code predating ANSI C.

**SEE ALSO**

**gettext(3)**, **ngettext(3)**, **bindtextdomain(3)**, **bind\_textdomain\_codeset(3)**