

Search:

Reference <ios> ios_base getloc

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C++

Information
Tutorials
Reference
Articles
Forum

Reference

C library:
Containers:
Input/Output:
<fstream>
<iomanip>
<ios>
<iosfwd>
<iostream>
<istream>
<ostream>
<sstream>
<streambuf>
Multi-threading:
Other:

<ios>

types:
basic_ios
fpos
ios
ios_base
io_errc
streamoff
streampos
streamsize
wios
wstreampos
manipulators:
boolalpha
dec
defaultfloat
fixed
hex
hexfloat
internal
left
noboolalpha
noshowbase
noshowpoint
noshowpos
noskipws
nounitbuf
nouppercase
oct
right
scientific
showbase
showpoint
showpos
skipws
unitbuf
uppercase
other functions:
ostream_category

ios_base

ios_base::ios_base
ios_base::~ios_base
member functions:
ios_base::flags
ios_base::getloc
ios_base::imbue
ios_base::iword
ios_base::precision
ios_base::pword
ios_base::register_callback
ios_base::setf
ios_base::sync_with_stdio
ios_base::unsetf

Networking 4 Game Devs

64 Network DO's and DON'Ts for Game Developers

public member function

std::ios_base::getloc

`locale getloc() const;`

Get current locale
Returns the `locale` object currently associated with the stream.

Parameters
none



Return Value
The `locale` object currently associated with the stream.

Data races
Accesses the stream object.
Concurrent access to the same stream object may cause data races.

Exception safety
Strong guarantee: if an exception is thrown, there are no changes in the stream.

See also
[ios_base::imbue](#) Imbue locale (public member function)

```
ios_base::width
ios_base::xalloc
member types:
ios_base::event
ios_base::event_callback
ios_base::failure
ios_base::fmtflags
ios_base::Init
ios_base::iostate
ios_base::openmode
ios_base::seekdir
```

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