The setlocale Function

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

setlocale

The `setlocale` function changes the current locale, either for a single category or for all categories. If the first argument is one of the macros `LC_COLLATE`, `LC_CTYPE`, `LC_MONETARY`, `LC_NUMERIC`, or `LC_TIME`, a call of `setlocale` affects only a single category. If the first argument is `LC_ALL`, the call affects all categories. The C standard defines only two values for the second argument: `"C"` and `""`. Other locales, if any, depend on the implementation.

At the beginning of program execution, the call

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

occurs behind the scenes. In the `"C"` locale, library functions behave in the "normal" way, and the decimal point is a period.

Changing locale after the program has begun execution requires an explicit call of `setlocale`. Calling `setlocale` with `""` as the second argument switches to the ***native locale,*** allowing the program to adapt its behavior to the local environment. The C standard doesn't define the exact effect of switching to the native locale. Some implementations of `setlocale` check the execution environment (in the same way as `getenv`) for an environment variable with a particular name (perhaps the same as the category macro). Other implementations don't do anything at all. (The standard doesn't require `setlocale` to have any effect. Of course, a library whose version of `setlocale` does nothing isn't likely to sell too well in some parts of the world.)

getenv function ➤26.2

Locales

Locales other than `"C"` and `""` vary from one compiler to another. The GNU C library, known as `glibc`, provides a `"POSIX"` locale, which is the same as the `"C"` locale. `glibc`, which is used by Linux, allows additional locales to be installed if desired. These locales have the form

language [*_territory*] [*.codeset*] [*@modifier*]

where each bracketed item is optional. Possible values for *language* are listed in a standard known as ISO 639, *territory* comes from another standard (ISO 3166), and *codeset* specifies a character set or an encoding of a character set. Here are a few examples:

`"swedish"`
`"en_GB"` (English – United Kingdom)
`"en_IE"` (English – Ireland)
`"fr_CH"` (French – Switzerland)

There are several variations on the `"en_IE"` locale, including `"en_IE@euro"` (using the euro currency), `"en_IE.iso88591"` (using the ISO/IEC 8859-1 character set),