

NAME

newlocale, freelocale – create, modify, and free a locale object

LIBRARY

Standard C library (*libc*, *-lc*)

SYNOPSIS

```
#include <locale.h>
```

```
locale_t newlocale(int category_mask, const char *locale,
                  locale_t base);
void freelocale(locale_t locobj);
```

Feature Test Macro Requirements for glibc (see **feature_test_macros(7)**):

newlocale(), **freelocale()**:

Since glibc 2.10:

 _XOPEN_SOURCE >= 700

Before glibc 2.10:

 _GNU_SOURCE

DESCRIPTION

The **newlocale()** function creates a new locale object, or modifies an existing object, returning a reference to the new or modified object as the function result. Whether the call creates a new object or modifies an existing object is determined by the value of *base*:

- If *base* is (*locale_t*) 0, a new object is created.
- If *base* refers to valid existing locale object (i.e., an object returned by a previous call to **newlocale()** or **duplocale(3)**), then that object is modified by the call. If the call is successful, the contents of *base* are unspecified (in particular, the object referred to by *base* may be freed, and a new object created). Therefore, the caller should ensure that it stops using *base* before the call to **newlocale()**, and should subsequently refer to the modified object via the reference returned as the function result. If the call fails, the contents of *base* remain valid and unchanged.

If *base* is the special locale object **LC_GLOBAL_LOCALE** (see **duplocale(3)**), or is not (*locale_t*) 0 and is not a valid locale object handle, the behavior is undefined.

The *category_mask* argument is a bit mask that specifies the locale categories that are to be set in a newly created locale object or modified in an existing object. The mask is constructed by a bitwise OR of the constants **LC_ADDRESS_MASK**, **LC_CTYPE_MASK**, **LC_COLLATE_MASK**, **LC_IDENTIFICATION_MASK**, **LC_MEASUREMENT_MASK**, **LC_MESSAGES_MASK**, **LC_MONETARY_MASK**, **LC_NUMERIC_MASK**, **LC_NAME_MASK**, **LC_PAPER_MASK**, **LC_TELEPHONE_MASK**, and **LC_TIME_MASK**. Alternatively, the mask can be specified as **LC_ALL_MASK**, which is equivalent to ORing all of the preceding constants.

For each category specified in *category_mask*, the locale data from *locale* will be used in the object returned by **newlocale()**. If a new locale object is being created, data for all categories not specified in *category_mask* is taken from the default ("POSIX") locale.

The following preset values of *locale* are defined for all categories that can be specified in *category_mask*:

"POSIX"

A minimal locale environment for C language programs.

"C"

Equivalent to "POSIX".

""

An implementation-defined native environment corresponding to the values of the **LC_*** and **LANG** environment variables (see **locale(7)**).

freelocale()

The **freelocale()** function deallocates the resources associated with *locobj*, a locale object previously returned by a call to **newlocale()** or **duplocale(3)**. If *locobj* is **LC_GLOBAL_LOCALE** or is not valid locale object handle, the results are undefined.

Once a locale object has been freed, the program should make no further use of it.

RETURN VALUE

On success, **newlocale()** returns a handle that can be used in calls to **duplocale(3)**, **freelocale()**, and other functions that take a *locale_t* argument. On error, **newlocale()** returns (*locale_t*) 0, and sets *errno* to indicate the error.

ERRORS

EINVAL

One or more bits in *category_mask* do not correspond to a valid locale category.

EINVAL

locale is NULL.

ENOENT

locale is not a string pointer referring to a valid locale.

ENOMEM

Insufficient memory to create a locale object.

VERSIONS

The **newlocale()** and **freelocale()** functions first appeared in glibc 2.3.

STANDARDS

POSIX.1-2008.

NOTES

Each locale object created by **newlocale()** should be deallocated using **freelocale()**.

EXAMPLES

The program below takes up to two command-line arguments, which each identify locales. The first argument is required, and is used to set the **LC_NUMERIC** category in a locale object created using **newlocale()**. The second command-line argument is optional; if it is present, it is used to set the **LC_TIME** category of the locale object.

Having created and initialized the locale object, the program then applies it using **uselocale(3)**, and then tests the effect of the locale changes by:

- (1) Displaying a floating-point number with a fractional part. This output will be affected by the **LC_NUMERIC** setting. In many European-language locales, the fractional part of the number is separated from the integer part using a comma, rather than a period.
- (2) Displaying the date. The format and language of the output will be affected by the **LC_TIME** setting.

The following shell sessions show some example runs of this program.

Set the **LC_NUMERIC** category to *fr_FR* (French):

```
$ ./a.out fr_FR
123456,789
Fri Mar  7 00:25:08 2014
```

Set the **LC_NUMERIC** category to *fr_FR* (French), and the **LC_TIME** category to *it_IT* (Italian):

```
$ ./a.out fr_FR it_IT
123456,789
ven 07 mar 2014 00:26:01 CET
```

Specify the **LC_TIME** setting as an empty string, which causes the value to be taken from environment variable settings (which, here, specify *mi_NZ*, New Zealand Mori):

```
$ LC_ALL=mi_NZ ./a.out fr_FR ""
123456,789
Te Paraire, te 07 o Pout-te-rangi, 2014 00:38:44 CET
```

Program source

```
#define _XOPEN_SOURCE 700
#include <locale.h>
#include <stdio.h>
#include <stdlib.h>
#include <time.h>

#define errExit(msg)    do { perror(msg); exit(EXIT_FAILURE); \
                        } while (0)

int
main(int argc, char *argv[])
{
    char buf[100];
    time_t t;
    size_t s;
    struct tm *tm;
    locale_t loc, nloc;

    if (argc < 2) {
        fprintf(stderr, "Usage: %s locale1 [locale2]\n", argv[0]);
        exit(EXIT_FAILURE);
    }

    /* Create a new locale object, taking the LC_NUMERIC settings
     from the locale specified in argv[1]. */

    loc = newlocale(LC_NUMERIC_MASK, argv[1], (locale_t) 0);
    if (loc == (locale_t) 0)
        errExit("newlocale");

    /* If a second command-line argument was specified, modify the
     locale object to take the LC_TIME settings from the locale
     specified in argv[2]. We assign the result of this newlocale()
     call to 'nloc' rather than 'loc', since in some cases, we might
     want to preserve 'loc' if this call fails. */

    if (argc > 2) {
        nloc = newlocale(LC_TIME_MASK, argv[2], loc);
        if (nloc == (locale_t) 0)
            errExit("newlocale");
        loc = nloc;
    }

    /* Apply the newly created locale to this thread. */

    uselocale(loc);

    /* Test effect of LC_NUMERIC. */

    printf("%.3f\n", 123456.789);

    /* Test effect of LC_TIME. */
}
```

```
t = time(NULL);
tm = localtime(&t);
if (tm == NULL)
    errExit("time");

s = strftime(buf, sizeof(buf), "%c", tm);
if (s == 0)
    errExit("strftime");

printf("%s\n", buf);

/* Free the locale object. */

uselocale(LC_GLOBAL_LOCALE);    /* So 'loc' is no longer in use */
freelocale(loc);

exit(EXIT_SUCCESS);
}
```

SEE ALSO**locale(1), duplocale(3), setlocale(3), uselocale(3), locale(5), locale(7)**