### **NAME**

bindtextdomain - set directory containing message catalogs

### **SYNOPSIS**

#include ibintl.h>

char \* bindtextdomain (const char \* domainname, const char \* dirname);

### DESCRIPTION

The **bindtextdomain** function sets the base directory of the hierarchy containing message catalogs for a given message domain.

A message domain is a set of translatable *msgid* messages. Usually, every software package has its own message domain. The need for calling **bindtextdomain** arises because packages are not always installed with the same prefix as the libintl.h> header and the libc/libintl libraries.

Message catalogs will be expected at the pathnames *dirname/locale/category/domainname*.mo, where *locale* is a locale name and *category* is a locale facet such as **LC\_MESSAGES**.

domainname must be a non-empty string.

If *dirname* is not NULL, the base directory for message catalogs belonging to domain *domainname* is set to *dirname*. The function makes copies of the argument strings as needed. If the program wishes to call the **chdir** function, it is important that *dirname* be an absolute pathname; otherwise it cannot be guaranteed that the message catalogs will be found.

If dirname is NULL, the function returns the previously set base directory for domain domainname.

### **RETURN VALUE**

If successful, the **bindtextdomain** function returns the current base directory for domain *domainname*, after possibly changing it. The resulting string is valid until the next **bindtextdomain** call for the same *domainname* 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**

 $\mathbf{gettext}(3),\ \mathbf{dgettext}(3),\ \mathbf{dcgettext}(3),\ \mathbf{dgettext}(3),\ \mathbf{dcgettext}(3),\ \mathbf{dcgettext}(3),\ \mathbf{dcgettext}(3),\ \mathbf{real-path}(3)$