

NAME

newlocale - Creates a new locale

LIBRARY

Standard C Library (libc, -lc)

SYNOPSIS

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

locale_t

```
newlocale(int mask, const char * locale, locale_t base);
```

DESCRIPTION

Creates a new locale, inheriting some properties from an existing locale. The *mask* defines the components that the new locale will have set to the locale with the name specified in the *locale* parameter. Any components not specified in *mask* will be inherited from the locale referenced by *base*, if *base* is not NULL. If the call is successful, the state of the locale referenced by *base* is unspecified, and it must not be accessed. The special locale LC_GLOBAL_LOCALE may not be specified for *base*. The *mask* is either LC_ALL_MASK, indicating all possible locale components, or the logical OR of some combination of the following:

- | | |
|------------------|---|
| LC_COLLATE_MASK | The locale for string collation routines. This controls alphabetic ordering in strcoll(3) and strxfrm(3). |
| LC_CTYPE_MASK | The locale for the ctype(3) and multibyte(3) functions. This controls recognition of upper and lower case, alphabetic or non-alphabetic characters, and so on. |
| LC_MESSAGES_MASK | Set a locale for message catalogs, see catopen(3) function. |
| LC_MONETARY_MASK | Set a locale for formatting monetary values; this affects the localeconv(3) function. |
| LC_NUMERIC_MASK | Set a locale for formatting numbers. This controls the formatting of decimal points in input and output of floating point numbers in functions such as printf(3) and scanf(3), as well as values returned by localeconv(3). |
| LC_TIME_MASK | Set a locale for formatting dates and times using the strftime(3) |

function.

This function uses the same rules for loading locale components as `setlocale(3)`.

RETURN VALUES

Returns a new, valid, *locale_t* or NULL if an error occurs. You must free the returned locale with `freelocale(3)`.

SEE ALSO

`duplocale(3)`, `freelocale(3)`, `localeconv(3)`, `querylocale(3)`, `uselocale(3)`, `xlocale(3)`

STANDARDS

This function conforms to IEEE Std 1003.1-2008 ("POSIX.1").