

NAME

localedef - compile locale definition files

SYNOPSIS

```
localedef [options] outputpath
localedef --list-archive [options]
localedef --delete-from-archive [options] localename ...
localedef --add-to-archive [options] compiledpath
localedef --version
localedef --help
localedef --usage
```

DESCRIPTION

The **localedef** program reads the indicated *charmap* and *input* files, compiles them to a binary form quickly usable by the locale functions in the C library ([setlocale\(3\)](#), [localeconv\(3\)](#), etc.), and places the output in *outputpath*.

The *outputpath* argument is interpreted as follows:

- * If *outputpath* contains a slash character ('/'), it is interpreted as the name of the directory where the output definitions are to be stored. In this case, there is a separate output file for each locale category (*LC_CTIME*, *LC_NUMERIC*, and so on).
- * If the **--no-archive** option is used, *outputpath* is the name of a subdirectory in */usr/lib/locale* where per-category compiled files are placed.
- * Otherwise, *outputpath* is the name of a locale and the compiled locale data is added to the archive file */usr/lib/locale/locale-archive*. A locale archive is a memory-mapped file which contains all the system-provided locales; it is used by all localized programs when the environment variable **LOCPATH** is not set.

In any case, **localedef** aborts if the directory in which it tries to write locale files has not already been created.

If no *charmapfile* is given, the value *ANSI_X3.4-1968* (for ASCII) is used by default. If no *inputfile* is given, or if it is given as a dash (-), **localedef** reads from standard input.

OPTIONS

Operation-selection options

A few options direct **localedef** to do something other than compile locale definitions. Only one of these options should be used at a time.

--delete-from-archive

Delete the named locales from the locale archive file.

--list-archive

List the locales contained in the locale archive file.

--add-to-archive

Add the *compiledpath* directories to the locale archive file. The directories should have been created by previous runs of **localedef**, using **--no-archive**.

Other options

Some of the following options are only sensible for certain operations; generally, it should be self-evident which ones.

-f *charmapfile*, **--charmap=***charmapfile*

Specify the file that defines the character set that is used by the input file. If *charmapfile* contains a slash character ('/'), it is interpreted as the name of the character map. Otherwise, the file is sought in the current directory and the default directory for character maps. If the environment variable **I18NPATH** is set, *I18NPATH/charmaps/* and *I18NPATH/* are also searched after the current directory. The default directory for character maps is printed by **localedef --help**.

- i** *inputfile*, **--inputfile=***inputfile*
Specify the locale definition file to compile. The file is sought in the current directory and the default directory for locale definition files. If the environment variable **I18NPATH** is set, *I18NPATH/locales/* and *I18NPATH* are also searched after the current directory. The default directory for locale definition files is printed by **localedef --help**.
- u** *repertoirefile*, **--repertoire-map=***repertoirefile*
Read mappings from symbolic names to Unicode code points from *repertoirefile*. If *repertoirefile* contains a slash character ('/'), it is interpreted as the pathname of the repertoire map. Otherwise, the file is sought in the current directory and the default directory for repertoire maps. If the environment variable **I18NPATH** is set, *I18NPATH/repertoiremaps/* and *I18NPATH* are also searched after the current directory. The default directory for repertoire maps is printed by **localedef --help**.
- A** *aliasfile*, **--alias-file=***aliasfile*
Use *aliasfile* to look up aliases for locale names. There is no default aliases file.
- prefix=***pathname*
Set the prefix to be prepended to the full archive pathname. By default, the prefix is empty. Setting the prefix to *foo*, the archive would be placed in *foo/usr/lib/locale/locale-archive*.
- c, --force**
Write the output files even if warnings were generated about the input file.
- old-style**
Create old-style hash tables instead of 3-level access tables.
- v, --verbose**
Generate extra warnings about errors that are normally ignored.
- quiet**
Suppress all notifications and warnings, and report only fatal errors.
- posix**
Conform strictly to POSIX. Implies **--verbose**. This option currently has no other effect. POSIX conformance is assumed if the environment variable **POSIXLY_CORRECT** is set.
- replace**
Replace a locale in the locale archive file. Without this option, if the locale is in the archive file already, an error occurs.
- no-archive**
Do not use the locale archive file, instead create *outputpath* as a subdirectory in the same directory as the locale archive file, and create separate output files for locale categories in it.
- , --help**
Print a usage summary and exit. Also prints the default paths used by **localedef**.
- usage**
Print a short usage summary and exit.
- V, --version**
Print the version number, license, and disclaimer of warranty for **localedef**.

EXIT STATUS

One of the following exit values can be returned by **localedef**:

- 0** Command completed successfully.

- 1 Warnings or errors occurred, output files were written.
- 4 Errors encountered, no output created.

ENVIRONMENT

POSIXLY_CORRECT

The **--posix** flag is assumed if this environment variable is set.

I18NPATH

A colon-separated list of search directories for files.

FILES

/usr/share/i18n/charmaps

Usual default character map path.

/usr/share/i18n/locales

Usual default path for locale definition files.

/usr/share/i18n/repertoiremaps

Usual default repertoire map path.

/usr/lib/locale/locale-archive

Usual default locale archive location.

outputpath/LC_ADDRESS

An output file that contains information about formatting of addresses and geography-related items.

outputpath/LC_COLLATE

An output file that contains information about the rules for comparing strings.

outputpath/LC_CTYPE

An output file that contains information about character classes.

outputpath/LC_IDENTIFICATION

An output file that contains metadata about the locale.

outputpath/LC_MEASUREMENT

An output file that contains information about locale measurements (metric versus US customary).

outputpath/LC_MESSAGES/SYS_LC_MESSAGES

An output file that contains information about the language messages should be printed in, and what an affirmative or negative answer looks like.

outputpath/LC_MONETARY

An output file that contains information about formatting of monetary values.

outputpath/LC_NAME

An output file that contains information about salutations for persons.

outputpath/LC_NUMERIC

An output file that contains information about formatting of nonmonetary numeric values.

outputpath/LC_PAPER

An output file that contains information about settings related to standard paper size.

outputpath/LC_TELEPHONE

An output file that contains information about formats to be used with telephone services.

outputpath/LC_TIME

An output file that contains information about formatting of data and time values.

CONFORMING TO

POSIX.1-2008.

EXAMPLE

Compile the locale files for Finnish in the UTF-8 character set and add it to the default locale archive with the name **fi_FI.UTF-8**:

```
localedef -f UTF-8 -i fi_FI fi_FI.UTF-8
```

The next example does the same thing, but generates files into the *fi_FI.UTF-8* directory which can then be used by programs when the environment variable **LOCPATH** is set to the current directory (note that the last argument must contain a slash):

```
localedef -f UTF-8 -i fi_FI ./fi_FI.UTF-8
```

SEE ALSO

[locale\(1\)](#), [charmap\(5\)](#), [locale\(5\)](#), [repertoiremap\(5\)](#), [locale\(7\)](#)

COLOPHON

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