

## 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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