

NAME

localeconv - get numeric formatting information

SYNOPSIS

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

```
struct lconv *localeconv(void);
```

DESCRIPTION

The `localeconv()` function returns a pointer to a *struct lconv* for the current locale. This structure is shown in [locale\(7\)](#), and contains all values associated with the locale categories `LC_NUMERIC` and `LC_MONETARY`. Programs may also use the functions [printf\(3\)](#) and [strfmon\(3\)](#), which behave according to the actual locale in use.

RETURN VALUE

The `localeconv()` function returns a pointer to a filled in *struct lconv*. This structure may be (in glibc, *is*) statically allocated, and may be overwritten by subsequent calls. According to POSIX, the caller should not modify the contents of this structure. The `localeconv()` function always succeeds.

ATTRIBUTES**Multithreading (see [pthreads\(7\)](#))**

The `localeconv()` function is not thread-safe, since it returns a pointer to a structure which might be overwritten by subsequent calls.

CONFORMING TO

C89, C99.

BUGS

The [printf\(3\)](#) family of functions may or may not honor the current locale.

SEE ALSO

[locale\(1\)](#), [localedef\(1\)](#), [isalpha\(3\)](#), [nl_langinfo\(3\)](#), [setlocale\(3\)](#), [strcoll\(3\)](#), [strftime\(3\)](#), [locale\(7\)](#)

COLOPHON

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