NAME

duplocale - duplicate an locale

LIBRARY

Standard C Library (libc, -lc)

SYNOPSIS

#include <locale.h>

locale_t
duplocale(*locale_t locale*);

DESCRIPTION

Duplicates an existing *locale_t* returning a new *locale_t* that refers to the same locale values but has an independent internal state. Various functions, such as mblen(3) require a persistent state. These functions formerly used static variables and calls to them from multiple threads had undefined behavior. They now use fields in the *locale_t* associated with the current thread by uselocale(3). These calls are therefore only thread safe on threads with a unique per-thread locale. The locale returned by this call must be freed with freelocale(3).

SEE ALSO

freelocale(3), localeconv(3), newlocale(3), querylocale(3), uselocale(3), xlocale(3)

STANDARDS

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

BUGS

Ideally, uselocale(3) should make a copy of the *locale_t* implicitly to ensure thread safety, and a copy of the global locale should be installed lazily on each thread. The FreeBSD implementation does not do this, for compatibility with Darwin.