

**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.