

NAME

bindtextdomain – set directory containing message catalogs

SYNOPSIS

```
#include <libintl.h>
```

```
char * bindtextdomain (const char * domainname, const char * dirname);
```

DESCRIPTION

The **bindtextdomain** function sets the base directory of the hierarchy containing message catalogs for a given message domain.

A message domain is a set of translatable *msgid* messages. Usually, every software package has its own message domain. The need for calling **bindtextdomain** arises because packages are not always installed with the same prefix as the `<libintl.h>` header and the `libc/libintl` libraries.

Message catalogs will be expected at the pathnames *dirname/locale/category/domainname.mo*, where *locale* is a locale name and *category* is a locale facet such as **LC_MESSAGES**.

domainname must be a non-empty string.

If *dirname* is not NULL, the base directory for message catalogs belonging to domain *domainname* is set to *dirname*. The function makes copies of the argument strings as needed. If the program wishes to call the **chdir** function, it is important that *dirname* be an absolute pathname; otherwise it cannot be guaranteed that the message catalogs will be found.

If *dirname* is NULL, the function returns the previously set base directory for domain *domainname*.

RETURN VALUE

If successful, the **bindtextdomain** function returns the current base directory for domain *domainname*, after possibly changing it. The resulting string is valid until the next **bindtextdomain** call for the same *domainname* and must not be modified or freed. If a memory allocation failure occurs, it sets **errno** to **ENOMEM** and returns NULL.

ERRORS

The following error can occur, among others:

ENOMEM

Not enough memory available.

BUGS

The return type ought to be **const char ***, but is **char *** to avoid warnings in C code predating ANSI C.

SEE ALSO

gettext(3), **dgettext(3)**, **dcgettext(3)**, **ngettext(3)**, **dngettext(3)**, **dcngettext(3)**, **textdomain(3)**, **realpath(3)**