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***Rocky Enterprise Linux 9.2 Manual Pages on command 'bindtextdomain.3'***

***\$ man bindtextdomain.3***

BINDTEXTDOMAIN(3)                      Library Functions Manual                      BINDTEXTDOMAIN(3)

**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/lib?intl` 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 `do?` `mainname` 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 `do?` `mainname`.

## 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 pre-dating ANSI C.

## SEE ALSO

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