NAME

gettxt – retrieve a text string from a message database

SYNOPSIS

gettxt *msgfile***:***msgnum* [*dflt_msg*]

AVAILABILITY

SUNWloc

DESCRIPTION

gettxt retrieves a text string from a message file in the directory **/usr/lib/locale/***locale***/LC_MESSAGES**. The directory name *locale* corresponds to the language in which the text strings are written; see **setlocale**(3C).

msgfile Name of the file in the directory **/usr/lib/locale/***locale***/LC_MESSAGES** to retrieve *msgnum* from. The name of *msgfile* can be up to 14 characters in length, but may not contain either \0 (null) or the ASCII code for **/** (slash) or **:** (colon).

msgnum Sequence number of the string to retrieve from *msgfile*. The strings in *msgfile* are numbered sequentially from *1* to *n*, where *n* is the number of strings in the file.

dflt_msg Default string to be displayed if **gettxt** fails to retrieve *msgnum* from *msgfile*. Nongraphic characters must be represented as alphabetic escape sequences.

The text string to be retrieved is in the file *msgfile*, created by the **mkmsgs**(1) utility and installed under the directory **/usr/lib/locale/***locale***/LC_MESSAGES**. You control which directory is searched by setting the environment variable **LC_MESSAGES**. If **LC_MESSAGES** is not set, the environment variable **LANG** will be used. If **LANG** is not set, the files containing the strings are under the directory **/usr/lib/locale/C/LC_MESSAGES**.

If **gettxt** fails to retrieve a message in the requested language, it will try to retrieve the same message from **/usr/lib/locale/C/LC_MESSAGES/***msgfile*. If this also fails, and if *dflt_msg* is present and non-null, then it will display the value of *dflt_msg*; if *dflt_msg* is not present or is null, then it will display the string **Message not found!!**.

EXAMPLES

If the environment variables **LANG** or **LC_MESSAGES** have not been set to other than their default values, the following example:

example% gettxt UX:10 "hello world\n"

will try to retrieve the 10th message from **/usr/lib/locale/C/UX/***msgfile*. If the retrieval fails, the message "hello world," followed by a newline, will be displayed.

ENVIRONMENT

If any of the **LC_*** variables (**LC_CTYPE, LC_MESSAGES, LC_TIME, LC_COLLATE, LC_NUMERIC,** and **LC_MONETARY**) (see **environ**(5)) are not set in the environment, the operational behavior of **gettxt** for each corresponding locale category is determined by the value of the **LANG** environment variable. If **LC_ALL** is set, its contents are used to override both the **LANG** and the other **LC_*** variables. If none of the above variables is set in the environment, the "C" (U.S. style) locale determines how **gettxt** behaves.

LC_CTYPE
Determines how **gettxt** handles characters. When **LC_CTYPE** is set to a valid value, **gettxt** can display and handle text and filenames containing valid characters for that locale. **gettxt** can display and handle Extended Unix Code (EUC) characters where any individual character can be 1, 2, or 3 bytes wide. **gettxt** can also handle EUC characters of 1, 2, or more column widths. In the "C" locale, only characters from ISO 8859-1 are valid.

LC_MESSAGES
Determines how diagnostic and informative messages are presented. This includes the language and style of the messages, and the correct form of affirmative and negative responses. In the "C" locale, the messages are presented in the default form found in the program itself (in most cases, U.S. English).

FILES

/usr/lib/locale/C/LC_MESSAGES/*	default message files created by **mkmsgs**(1)
/usr/lib/locale/*locale***/LC_MESSAGES/***	message files for different languages created by **mkmsgs**(1)

SEE ALSO

exstr(1), **mkmsgs**(1), **srchtxt**(1), **gettxt**(3C), **setlocale**(3C), **environ**(5)