NAME

montbl – create monetary database

SYNOPSIS

montbl [**–o** *outfile*] *infile*

DESCRIPTION

The **montbl** command takes as input a specification file, *infile*, that describes the formatting conventions for monetary quantities for a specific locale.

infile describes the monetary formatting conventions for a specific locale. The output of **montbl** is suitable for use by **localeconv**(3C), after the super-user has installed *outfile* as **/usr/lib/locale/***locale***/LC_MONETARY**. This file must be readable by everybody.

Before calling **localeconv( )**, a program should set the locale category **LC_MONETARY** using **setlocale**(3C). This file is used by the **localeconv( )** function to initialize the monetary specific fields of a structure of type **struct lconv**. For a description of the fields in this structure, see **localeconv**(3C).

```
struct  lconv {
      char *decimal_point;          /* "" (zero length string) */
      char *thousands_sep;          /* "" (zero length string) */
      char *grouping;               /* "" */
      char *int_curr_symbol;        /* "" */
      char *currency_symbol;        /* "" */
      char *mon_decimal_point;      /* "" */
      char *mon_thousands_sep;      /* "" */
      char *mon_grouping;           /* "" */
      char *positive_sign;          /* "" */
      char *negative_sign;          /* "" */
      char int_frac_digits;         /* CHAR_MAX */
      char frac_digits;             /* CHAR_MAX */
      char p_cs_precedes;           /* CHAR_MAX */
      char p_sep_by_space;          /* CHAR_MAX */
      char n_cs_precedes;           /* CHAR_MAX */
      char n_sep_by_space;          /* CHAR_MAX */
      char p_sign_posn;             /* CHAR_MAX */
      char n_sign_posn;             /* CHAR_MAX */
};
```

The specification file specifies the value of each **struct lconv** member, except for the first two members, *decimal_point* and *thousands_sep*, which are set by the **LC_NUMERIC** category of **setlocale**(3C). Each member's value is given on a line in the order defined in the **lconv** structure.

Blank lines and comment lines starting with **#** are ignored. Characters in strings may be in octal or hex representation; for example, **\141** or **\x61** indicate the letter 'a'. If there is no specification line for a given structure member, the default 'C' locale value for is used (these values are shown as comments in the **struct lconv** definition above). Here is a specification file for Japan. Note that **\3** is in octal, as specified by ANSI C. The string **\xa1\xef** is a multibyte sequence for the Yen symbol '¥'.

```
# first eight items have string values, remaining items have
# numeric values.
# grouping=
\3
# int_curr_symbol=
JPY
# currency_symbol=
\xa1\xef
# mon_decimal_point=
.
# mon_thousands_sep=
,
# mon_grouping=
\3
# positive_sign=

# negative_sign=
–
# int_frac_digits=
0
# frac_digits=
0
# p_cs_precedes=
1
# p_sep_by_space=
0
# n_cs_precedes=
1
# n_sep_by_space=
0
# p_sign_posn=
1
# n_sign_posn=
4
```

OPTIONS

–o *outfile* Write output to *outfile;* otherwise, write output to **LC_MONETARY**.

FILES

/usr/lib/locale/*locale***/LC_MONETARY** **LC_MONETARY** database for *locale*

SEE ALSO

localeconv(3C), **setlocale**(3C)

NOTES

Do not change files under the C locale, as this could cause undefined or nonstandard behavior.