

NAME

Locale::Constants - constants for Locale codes

SYNOPSIS

```
use Locale::Constants;

$codeset = LOCALE_CODE_ALPHA_2;
```

DESCRIPTION

Locale::Constants defines symbols which are used in the four modules from the Locale-Codes distribution:

```
Locale::Language
Locale::Country
Locale::Currency
Locale::Script
```

Note: at the moment only `Locale::Country` and `Locale::Script` support more than one code set.

The symbols defined are used to specify which codes you want to be used:

```
LOCALE_CODE_ALPHA_2
LOCALE_CODE_ALPHA_3
LOCALE_CODE_NUMERIC
```

You shouldn't have to use this module directly yourself - it is used by the three Locale modules, which in turn export the symbols.

KNOWN BUGS AND LIMITATIONS

None at the moment.

SEE ALSO

```
Locale::Language
    Codes for identification of languages.

Locale::Country
    Codes for identification of countries.

Locale::Script
    Codes for identification of scripts.

Locale::Currency
    Codes for identification of currencies and funds.
```

AUTHOR

Neil Bowers <neil@bowers.com>

COPYRIGHT

Copyright (C) 2002-2004, Neil Bowers.

Copyright (C) 2001, Canon Research Centre Europe (CRE).

This module is free software; you can redistribute it and/or modify it under the same terms as Perl itself.