

Changing System Locale

In some instances, a user may receive an error like:

```
%%[ Error: undefined; OffendingCommand: 0,450000 ]%%
```

This problem has been noticed when using PostScript to PDF converters. We have found that this error may be due to a mismatch between the user's input data locale and the system's locale. System locales determine how floating point numbers are formatted. For example, the number *4.294.967.295,000* in Italy represents a number larger than 4 billion. In the United States or Great Britain though, this number produces a decimal less than 5 if it can be parsed. Otherwise, you will generally get a message like the one above. Below are instructions to change your locale settings on Windows, Mac, or Linux.

Windows

1. Click the **Start** button
2. Find **Control Panel**
3. Click **Clock, Language, and Region**
 - a. You may need to switch from icons to categories to see this option
4. Open up **Region and Language**
5. On the far right, there should be a tab labelled *Administrative*, switch to it
6. Click **Change system locale...**
7. Make a note of your current locale settings
8. Select a region from the drop-down menu and accept the changes
9. You may need to restart your computer, even if you don't receive a prompt telling you so
10. Repeat steps 1-6 to make sure your changes have taken affect

Mac

1. Use the eyeglass icon on your dock to search for **System Preferences**
2. Open the first result
3. Find and select the **Language & Text** tab
4. Find and select the **Formats** sub-tab
5. Locate the **Region** drop-down menu
6. Make a note of your current locale settings
7. Select a region and close the window
8. You may need to restart your computer, even if you don't receive a prompt telling you so
9. Repeat steps 1-6 to make sure your changes have taken affect

Linux

1. Open a command **console**
2. Type *locale* to show your current locale. Make a note of this
3. Navigate to */etc/locale.gen*. Uncomment the line with the name of your desired locale
4. Back in your console, type *locale-gen* to regenerate the list of locales