# Red Hat Enterprise Linux Release 9.2 Manual Pages on 'wcsnrtombs.3' command

**$ man wcsnrtombs.3**

WCSNRTOMBS(3)          Linux Programmer's Manual          WCSNRTOMBS(3)

NAME

    wcsnrtombs - convert a wide-character string to a multibyte string

SYNOPSIS

    #include <wchar.h>

    size_t wcsnrtombs(char *dest, const wchar_t **src, size_t nwc,

            size_t len, mbstate_t *ps);

  Feature Test Macro Requirements for glibc (see feature_test_macros(7)):

    wcsnrtombs():

      Since glibc 2.10:

        _POSIX_C_SOURCE >= 200809L

      Before glibc 2.10:

        _GNU_SOURCE

DESCRIPTION

    The  wcsnrtombs()  function  is  like the wcsrtombs(3) function, except

    that the number of wide characters to be converted, starting  at  *src,

    is limited to nwc.

    If  dest  is  not  NULL, the wcsnrtombs() function converts at most nwc

    wide characters from the wide-character  string  *src  to  a  multibyte

    string  starting  at dest.  At most len bytes are written to dest.  The

    shift state *ps is updated.  The conversion is effectively performed by

    repeatedly  calling  wcrtomb(dest, *src, ps), as long as this call suc?

    ceeds, and then incrementing dest by the number of  bytes  written  and

*src by one.  The conversion can stop for three reasons:

1. A wide character has been encountered that can not be represented as a multibyte sequence (according to the  current  locale).   In  this case,   *src  is  left  pointing  to  the  invalid  wide  character, (size_t) -1 is returned, and errno is set to EILSEQ.

2. nwc wide characters have been converted without encountering a  null wide  character (L'\0'), or the length limit forces a stop.  In this case, *src is left pointing to the next wide character  to  be  con? verted, and the number of bytes written to dest is returned.

3. The  wide-character  string has been completely converted, including the terminating null wide character (which has the  side  effect  of bringing  back *ps to the initial state).  In this case, *src is set to NULL, and the number of bytes written to dest, excluding the ter? minating null byte ('\0'), is returned.

If  dest is NULL, len is ignored, and the conversion proceeds as above, except that the converted bytes are not written out to memory, and that no destination length limit exists.

In  both  of  the  above cases, if ps is NULL, a static anonymous state known only to the wcsnrtombs() function is used instead.

The programmer must ensure that there is room for at least len bytes at dest.

RETURN VALUE

The  wcsnrtombs() function returns the number of bytes that make up the converted part of multibyte sequence,  not  including  the  terminating null byte.  If a wide character was encountered which could not be con? verted, (size_t) -1 is returned, and errno set to EILSEQ.

ATTRIBUTES

For an  explanation  of  the  terms  used  in  this  section,  see  at? tributes(7).

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?Interface    ? Attribute     ? Value                    ?
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?wcsnrtombs() ? Thread safety ? MT-Unsafe race:wcsnrtombs/!ps ?

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CONFORMING TO

POSIX.1-2008.

NOTES

The behavior of wcsnrtombs() depends on the LC_CTYPE category of the current locale.

Passing NULL as ps is not multithread safe.

SEE ALSO

iconv(3), mbsinit(3), wcsrtombs(3)

COLOPHON

This page is part of release 5.10 of the Linux man-pages project. A description of the project, information about reporting bugs, and the latest version of this page, can be found at https://www.kernel.org/doc/man-pages/.

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