

**NAME**

fribidi\_debug\_status - get current debug state

**SYNOPSIS**

```
#include <fribidi.h>
```

```
int fribidi_debug_status(void);
```

**DESCRIPTION**

Get current debug state.

**SEE ALSO**

fribidi\_shape\_arabic(3), fribidi\_get\_par\_direction(3), fribidi\_get\_par\_embedding\_levels\_ex(3), fribidi\_reorder\_line(3), fribidi\_get\_bidi\_type(3), fribidi\_get\_bidi\_types(3), fribidi\_get\_bidi\_type\_name(3), fribidi\_set\_debug(3), fribidi\_charset\_to\_unicode(3), fribidi\_unicode\_to\_charset(3), fribidi\_parse\_charset(3), fribidi\_mirroring\_status(3), fribidi\_set\_mirroring(3), fribidi\_reorder\_nsm\_status(3), fribidi\_set\_reorder\_nsm(3), fribidi\_log2vis\_get\_embedding\_levels(3), fribidi\_get\_type(3), fribidi\_get\_type\_internal(3), fribidi\_get\_par\_embedding\_levels(3), fribidi\_join\_arabic(3), fribidi\_get\_joining\_type(3), fribidi\_get\_joining\_types(3), fribidi\_get\_joining\_type\_name(3), fribidi\_get\_mirror\_char(3), fribidi\_shape\_mirroring(3), fribidi\_get\_bracket(3), fribidi\_get\_bracket\_types(3), fribidi\_shape(3), fribidi\_remove\_bidi\_marks(3), fribidi\_log2vis(3)