

NAME

fribidi_remove_bidi_marks - remove bidi marks out of an string

SYNOPSIS

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

```
FriBidiStrIndex fribidi_remove_bidi_marks
```

```
(  
    FriBidiChar *str,  
    const FriBidiStrIndex len,  
    FriBidiStrIndex *positions_to_this,  
    FriBidiStrIndex *position_from_this_list,  
    FriBidiLevel *embedding_levels  
);
```

PARAMETERS

```
FriBidiChar *str
```

Input string to clean.

```
const FriBidiStrIndex len
```

Input string length.

```
FriBidiStrIndex *positions_to_this
```

List mapping positions to the order used in str.

```
FriBidiStrIndex *position_from_this_list
```

List mapping positions from the order used in str.

```
FriBidiLevel *embedding_levels
```

List of embedding levels.

DESCRIPTION

This function removes the bidi and boundary-neutral marks out of an string and the accompanying lists. It implements rule X9 of the Unicode Bidirectional Algorithm available at <http://www.unicode.org/reports/tr9/#X9>, with the exception that it removes U+200E LEFT-TO-RIGHT MARK and U+200F RIGHT-TO-LEFT MARK too.

If any of the input lists are NULL, the list is skipped. If str is the visual string, then positions_to_this is positions_L_to_V and position_from_this_list is positions_V_to_L; if str is the logical string, the other way. Moreover, the position maps should be filled with valid entries.

A position map pointing to a removed character is filled with -1. By the way, you should not use `embedding_levels` if `str` is visual string.

For best results this function should be run on a whole paragraph, not lines; but feel free to do otherwise if you know what you are doing.

RETURNS

New length of the string, or -1 if an error occurred (memory allocation failure most probably).

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_debug_status(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_log2vis(3)`