

NAME

isrune, **isrune_l** - valid character test

LIBRARY

Standard C Library (libc, -lc)

SYNOPSIS

```
#include <ctype.h>
```

int

```
isrune(int c);
```

int

```
isrune_l(int c, locale_t loc);
```

DESCRIPTION

The **isrune()** and **isrune_l()** functions test for any character that is valid in the current character set. In the ASCII character set, this is equivalent to **isascii()**.

The **isrune_l()** function takes an explicit locale argument, whereas the **isrune()** function uses the current global or per-thread locale.

RETURN VALUES

The **isrune()** and **isrune_l()** functions return zero if the character tests false and return non-zero if the character tests true.

COMPATIBILITY

The 4.4BSD extension of accepting arguments outside of the range of the *unsigned char* type in locales with large character sets is considered obsolete and may not be supported in future releases. The **iswrunes()** or **iswrunes_l()** function should be used instead.

SEE ALSO

ctype(3), ctype_l(3), isascii(3), iswrunes(3), iswrunes_l(3), xlocale(3), ascii(7)

HISTORY

The **isrune()** function appeared in 4.4BSD.