

NAME

kiconv_add_xlat16_cspair, **kiconv_add_xlat16_cspairs**, **kiconv_add_xlat16_table** - kernel side iconv library

LIBRARY

Kernel-side iconv Library (libkiconv, -lkiconv)

SYNOPSIS

```
#include <sys/iconv.h>
```

int

```
kiconv_add_xlat16_cspair(const char *tocode, const char *fromcode, int flag);
```

int

```
kiconv_add_xlat16_cspairs(const char *foreigncode, const char *localcode);
```

int

```
kiconv_add_xlat16_table(const char *tocode, const char *fromcode, const void *data, int datalen);
```

DESCRIPTION

The **kiconv** library provides multi-byte character conversion tables for kernel side iconv service.

The **kiconv_add_xlat16_cspair()** function defines a conversion table using iconv(3) between *fromcode* charset and *tocode* charset. You can specify *flag* to determine if tolower(3) / toupper(3) conversion is included in the table. The *flag* has following values.

KICONV_LOWER

KICONV_FROM_LOWER It generates a tolower table in addition to a character conversion table. The difference between two is tolower *tocode* or tolower *fromcode*.

KICONV_UPPER

KICONV_FROM_UPPER It generates a toupper table in addition to a character conversion table. The difference between two is toupper *tocode* or toupper *fromcode*.

A tolower/toupper conversion is limited to single-byte characters.

The **kiconv_add_xlat16_cspairs()** function defines two conversion tables which are from *localcode* to *foreigncode* and from *foreigncode* to *localcode*. These conversion tables also contain both tolower and toupper tables.

The **kiconv_add_xlat16_table()** function defines a conversion table directly pointed by *data* whose

length is *datalen*, not using `iconv(3)`.

SEE ALSO

`iconv(3)`, `tolower(3)`, `toupper(3)`