

**NAME**

**mbrtowc**, **mbrtoc16**, **mbrtoc32** - convert a character to a wide-character code (restartable)

**LIBRARY**

Standard C Library (libc, -lc)

**SYNOPSIS**

**#include** <wchar.h>

*size\_t*

**mbrtowc**(*wchar\_t* \* restrict *pc*, const *char* \* restrict *s*, *size\_t* *n*, *mbstate\_t* \* restrict *ps*);

**#include** <uchar.h>

*size\_t*

**mbrtoc16**(*char16\_t* \* restrict *pc*, const *char* \* restrict *s*, *size\_t* *n*, *mbstate\_t* \* restrict *ps*);

*size\_t*

**mbrtoc32**(*char32\_t* \* restrict *pc*, const *char* \* restrict *s*, *size\_t* *n*, *mbstate\_t* \* restrict *ps*);

**DESCRIPTION**

The **mbrtowc**(), **mbrtoc16**() and **mbrtoc32**() functions inspect at most *n* bytes pointed to by *s* to determine the number of bytes needed to complete the next multibyte character. If a character can be completed, and *pc* is not NULL, the wide character which is represented by *s* is stored in the *wchar\_t*, *char16\_t* or *char32\_t* it points to.

If *s* is NULL, these functions behave as if *pc* was NULL, *s* was an empty string ("") and *n* was 1.

The *mbstate\_t* argument, *ps*, is used to keep track of the shift state. If it is NULL, these functions use an internal, static *mbstate\_t* object, which is initialized to the initial conversion state at program startup.

As a single *char16\_t* is not large enough to represent certain multibyte characters, the **mbrtoc16**() function may need to be invoked multiple times to convert a single multibyte character sequence.

**RETURN VALUES**

The **mbrtowc**(), **mbrtoc16**() and **mbrtoc32**() functions return:

- 0      The next *n* or fewer bytes represent the null wide character (L'\0').
- >0     The next *n* or fewer bytes represent a valid character, these functions return the number of bytes

used to complete the multibyte character.

*(size\_t)*-1

An encoding error has occurred. The next *n* or fewer bytes do not contribute to a valid multibyte character.

*(size\_t)*-2

The next *n* contribute to, but do not complete, a valid multibyte character sequence, and all *n* bytes have been processed.

The **mbrtoc16()** function also returns:

*(size\_t)*-3

The next character resulting from a previous call has been stored. No bytes from the input have been consumed.

## ERRORS

The **mbrtowc()**, **mbrtoc16()** and **mbrtoc32()** functions will fail if:

[EILSEQ]           An invalid multibyte sequence was detected.

[EINVAL]           The conversion state is invalid.

## SEE ALSO

mbtowc(3), multibyte(3), setlocale(3), wcrctomb(3)

## STANDARDS

The **mbrtowc()**, **mbrtoc16()** and **mbrtoc32()** functions conform to ISO/IEC 9899:2011 ("ISO C11").