NAME

    tld_check_4z - API function

SYNOPSIS

    #include <tld.h>

    int tld_check_4z(const uint32_t * *in*, size_t * *errpos*, const Tld_table ** *overrides*);

ARGUMENTS

    const uint32_t * in

            Zero-terminated array of unicode code points to process.

    size_t * errpos

            Position of offending character is returned here.

    const Tld_table ** overrides

            A **Tld_table** array of additional domain restriction structures that complement and
            supersede the built-in information.

DESCRIPTION

    Test each of the code points in *in* for whether or not they are allowed by the information in *overrides*
    or by the built-in TLD restriction data. When data for the same TLD is available both internally and in
    overrides , the information in *overrides* takes precedence. If several entries for a specific TLD are
    found, the first one is used. If *overrides* is **NULL**, only the built-in information is used. The position
    of the first offending character is returned in *errpos* .

    Return value: Returns the **Tld_rc** value **TLD_SUCCESS** if all code points are valid or when *tld* is null,
    TLD_INVALID if a character is not allowed, or additional error codes on general failure conditions.

REPORTING BUGS

    Report bugs to <help-libidn@gnu.org>.
    General guidelines for reporting bugs: http://www.gnu.org/gethelp/
    GNU Libidn home page: http://www.gnu.org/software/libidn/

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SEE ALSO

The full documentation for **libidn** is maintained as a Texinfo manual. If the **info** and **libidn** programs are properly installed at your site, the command

info libidn

should give you access to the complete manual. As an alternative you may obtain the manual from:

http://www.gnu.org/software/libidn/manual/