

NAME

wcsrtombs, **wcsnrtoombs** - convert a wide-character string to a character string (restartable)

LIBRARY

Standard C Library (libc, -lc)

SYNOPSIS

```
#include <wchar.h>
```

size_t

```
wcsrtombs(char * restrict dst, const wchar_t ** restrict src, size_t len, mbstate_t * restrict ps);
```

size_t

```
wcsnrtoombs(char * restrict dst, const wchar_t ** restrict src, size_t nwc, size_t len,  
mbstate_t * restrict ps);
```

DESCRIPTION

The **wcsrtombs()** function converts a string of wide characters indirectly pointed to by *src* to a corresponding multibyte character string stored in the array pointed to by *dst*. No more than *len* bytes are written to *dst*.

If *dst* is NULL, no characters are stored.

If *dst* is not NULL, the pointer pointed to by *src* is updated to point to the character after the one that conversion stopped at. If conversion stops because a null character is encountered, **src* is set to NULL.

The *mbstate_t* argument, *ps*, is used to keep track of the shift state. If it is NULL, **wcsrtombs()** uses an internal, static *mbstate_t* object, which is initialized to the initial conversion state at program startup.

The **wcsnrtoombs()** function behaves identically to **wcsrtombs()**, except that conversion stops after reading at most *nwc* characters from the buffer pointed to by *src*.

RETURN VALUES

The **wcsrtombs()** and **wcsnrtoombs()** functions return the number of bytes stored in the array pointed to by *dst* (not including any terminating null), if successful, otherwise it returns (*size_t*)-1.

ERRORS

The **wcsrtombs()** and **wcsnrtoombs()** functions will fail if:

[EILSEQ] An invalid wide character was encountered.

[EINVAL] The conversion state is invalid.

SEE ALSO

mbsrtowcs(3), wctomb(3), wcstombs(3)

STANDARDS

The **wcsrtombs()** function conforms to ISO/IEC 9899:1999 ("ISO C99").

The **wcsnrtombs()** function is an extension to the standard.