



Rocky Enterprise Linux 9.2 Manual Pages on command 'wrtomb.3'

C:\>man wrtomb.3

WRTOMB(3) Linux Programmer's Manual WRTOMB(3)

NAME

wrtomb - convert a wide character to a multibyte sequence

SYNOPSIS

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

```
size_t wrtomb(char *s, wchar_t wc, mbstate_t *ps);
```

DESCRIPTION

The main case for this function is when `s` is not `NULL` and `wc` is not a null wide character (`L'\0'`). In this case, the `wrtomb()` function converts the wide character `wc` to its multibyte representation and stores it at the beginning of the character array pointed to by `s`. It updates the shift state `*ps`, and returns the length of said multibyte representation, that is, the number of bytes written at `s`.

A different case is when `s` is not `NULL`, but `wc` is a null wide character (`L'\0'`). In this case, the `wrtomb()` function stores at the character array pointed to by `s` the shift sequence needed to bring `*ps` back to the initial state, followed by a `'\0'` byte. It updates the shift state `*ps` (i.e., brings it into the initial state), and returns the length of the shift sequence plus one, that is, the number of bytes written at `s`.

A third case is when `s` is `NULL`. In this case, `wc` is ignored, and the function effectively returns

```
wrtomb(buf, L'\0', ps)
```

where `buf` is an internal anonymous buffer.

In all of the above cases, if `ps` is `NULL`, a static anonymous state known only to the `wcrtomb()` function is used instead.

RETURN VALUE

The `wcrtomb()` function returns the number of bytes that have been or would have been written to the byte array at `s`. If `wc` can not be represented as a multibyte sequence (according to the current locale), `(size_t) -1` is returned, and `errno` set to `EILSEQ`.

ATTRIBUTES

For an explanation of the terms used in this section, see `attributes(7)`.

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?Interface ? Attribute ? Value ?

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?`wcrtomb()` ? Thread safety ? MT-Unsafe race:`wcrtomb/!ps` ?

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CONFORMING TO

POSIX.1-2001, POSIX.1-2008, C99.

NOTES

The behavior of `wcrtomb()` depends on the `LC_CTYPE` category of the current locale.

Passing `NULL` as `ps` is not multithread safe.

SEE ALSO

`mbsinit(3)`, `wcsrtombs(3)`

COLOPHON

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