



## ***Rocky Enterprise Linux 9.2 Manual Pages on command 'wcsnrtombs.3'***

**C:\>man wcsnrtombs.3**

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

### NAME

wcsnrtombs - convert a wide-character string to a multibyte string

### SYNOPSIS

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

```
size_t wcsnrtombs(char *dest, const wchar_t **src, size_t nwc,  
                  size_t len, mbstate_t *ps);
```

Feature Test Macro Requirements for glibc (see `feature_test_macros(7)`):

wcsnrtombs():

Since glibc 2.10:

```
_POSIX_C_SOURCE >= 200809L
```

Before glibc 2.10:

```
_GNU_SOURCE
```

### DESCRIPTION

The `wcsnrtombs()` function is like the `wcsrtombs(3)` function, except that the number of wide characters to be converted, starting at `*src`, is limited to `nwc`.

If `dest` is not `NULL`, the `wcsnrtombs()` function converts at most `nwc` wide characters from the wide-character string `*src` to a multibyte string starting at `dest`. At most `len` bytes are written to `dest`. The shift state `*ps` is updated. The conversion is effectively performed by repeatedly calling `wcrtomb(dest, *src, ps)`, as long as this call succeeds, and then incrementing `dest` by the number of bytes written and `*src` by one. The conversion can stop for three reasons:

1. A wide character has been encountered that can not be represented as a multibyte sequence (according to the current locale). In this case, \*src is left pointing to the invalid wide character, (size\_t) -1 is returned, and errno is set to EILSEQ.

2. nwc wide characters have been converted without encountering a null wide character (L'\0'), or the length limit forces a stop. In this case, \*src is left pointing to the next wide character to be converted, and the number of bytes written to dest is returned.

3. The wide-character string has been completely converted, including the terminating null wide character (which has the side effect of bringing back \*ps to the initial state). In this case, \*src is set to NULL, and the number of bytes written to dest, excluding the terminating null byte ('\0'), is returned.

If dest is NULL, len is ignored, and the conversion proceeds as above, except that the converted bytes are not written out to memory, and that no destination length limit exists.

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

The programmer must ensure that there is room for at least len bytes at dest.

## RETURN VALUE

The wcsnrtombs() function returns the number of bytes that make up the converted part of multibyte sequence, not including the terminating null byte. If a wide character was encountered which could not be converted, (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 ?

??

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

??

## CONFORMING TO

POSIX.1-2008.

## NOTES

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

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

#### SEE ALSO

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

#### COLOPHON

This page is part of release 5.05 of the Linux man-pages project. A description of the project, information about reporting bugs, and the latest version of this page, can be found at <https://www.kernel.org/doc/man-pages/>.

GNU

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