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Red Hat Enterprise Linux Release 9.2 Manual Pages on 'mblen.3p' command

$ man mblen.3p

MBLEN(3P) POSIX Programmer's Manual MBLEN(3P)

PROLOG

This manual page is part of the POSIX Programmer's Manual. The Linux implementation of this interface may differ (consult the corresponding Linux manual page for details of Linux behavior), or the interface may not be implemented on Linux.

NAME

mblen ? get number of bytes in a character

SYNOPSIS

```
#include <stdlib.h>
int mblen(const char *s, size_t n);
```

DESCRIPTION

The functionality described on this reference page is aligned with the ISO C standard. Any conflict between the requirements described here and the ISO C standard is unintentional. This volume of POSIX.1?2017 defers to the ISO C standard.

If s is not a null pointer, mblen() shall determine the number of bytes constituting the character pointed to by s. Except that the shift state of mbtowc() is not affected, it shall be equivalent to:

```
mbtowc((wchar_t *)0, s, n);
```

The implementation shall behave as if no function defined in this vol?ume of POSIX.1?2017 calls mblen().

The behavior of this function is affected by the LC_CTYPE category of

the current locale. For a state-dependent encoding, this function shall be placed into its initial state by a call for which its character pointer argument, s, is a null pointer. Subsequent calls with s as other than a null pointer shall cause the internal state of the func? tion to be altered as necessary. A call with s as a null pointer shall cause this function to return a non-zero value if encodings have state dependency, and 0 otherwise. If the implementation employs special bytes to change the shift state, these bytes shall not produce separate wide-character codes, but shall be grouped with an adjacent character. Changing the LC_CTYPE category causes the shift state of this function to be unspecified.

The mblen() function need not be thread-safe.

RETURN VALUE

If s is a null pointer, mblen() shall return a non-zero or 0 value, if character encodings, respectively, do or do not have state-dependent encodings. If s is not a null pointer, mblen() shall either return 0 (if s points to the null byte), or return the number of bytes that con? stitute the character (if the next n or fewer bytes form a valid char? acter), or return -1 (if they do not form a valid character) and may set errno to indicate the error. In no case shall the value returned be greater than n or the value of the {MB_CUR_MAX} macro.

ERRORS

The mblen() function may fail if:

EILSEQ An invalid character sequence is detected. In the POSIX locale an [EILSEQ] error cannot occur since all byte values are valid characters.

The following sections are informative.

EXAMPLES

None.

APPLICATION USAGE

None.

RATIONALE

None.

FUTURE DIRECTIONS

None.

SEE ALSO

mbtowc(), mbstowcs(), wctomb(), wcstombs()

The Base Definitions volume of POSIX.1?2017, <stdlib.h>

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