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

\$ man mbrlen.3p

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

mbrlen ? get number of bytes in a character (restartable)

SYNOPSIS

```
#include <wchar.h>

size_t mbrlen(const char *restrict s, size_t n,
              mbstate_t *restrict ps);
```

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, `mbrlen()` shall determine the number of bytes constituting the character pointed to by *s*. It shall be equiva?

lent to:

```
mbstate_t internal;

mbrtowc(NULL, s, n, ps != NULL ? ps : &internal);
```

If *ps* is a null pointer, the `mbrlen()` function shall use its own inter?

nal `mbstate_t` object, which is initialized at program start-up to the initial conversion state. Otherwise, the `mbstate_t` object pointed to by `ps` shall be used to completely describe the current conversion state of the associated character sequence. The implementation shall behave as if no function defined in this volume of POSIX.1?2017 calls `mbrlen()`.

The behavior of this function is affected by the `LC_CTYPE` category of the current locale.

The `mbrlen()` function need not be thread-safe if called with a NULL `ps` argument.

The `mbrlen()` function shall not change the setting of `errno` if successful.

RETURN VALUE

The `mbrlen()` function shall return the first of the following that applies:

0 If the next `n` or fewer bytes complete the character that corresponds to the null wide character.

positive If the next `n` or fewer bytes complete a valid character; the value returned shall be the number of bytes that complete the character.

(`size_t`)-2 If the next `n` bytes contribute to an incomplete but potentially valid character, and all `n` bytes have been processed. When `n` has at least the value of the `{MB_CUR_MAX}` macro, this case can only occur if `s` points at a sequence of redundant shift sequences (for implementations with state-dependent encodings).

(`size_t`)-1 If an encoding error occurs, in which case the next `n` or fewer bytes do not contribute to a complete and valid character. In this case, `[EILSEQ]` shall be stored in `errno` and the conversion state is undefined.

ERRORS

The `mbrlen()` function shall 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 `mbrlen()` function may fail if:

`EINVAL` `ps` points to an object that contains an invalid conversion state.

The following sections are informative.

EXAMPLES

None.

APPLICATION USAGE

None.

RATIONALE

None.

FUTURE DIRECTIONS

None.

SEE ALSO

`mbsinit()`, `mbrtowc()`

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

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