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

\$ man wctomb.3p

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

wctomb ? convert a wide-character code to a character

SYNOPSIS

```
#include <stdlib.h>

int wctomb(char *s, wchar_t wchar);
```

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.

The wctomb() function shall determine the number of bytes needed to represent the character corresponding to the wide-character code whose value is wchar (including any change in the shift state). It shall store the character representation (possibly multiple bytes and any special bytes to change shift state) in the array object pointed to by s (if s is not a null pointer). At most {MB_CUR_MAX} bytes shall be stored. If wchar is 0, a null byte shall be stored, preceded by any

shift sequence needed to restore the initial shift state, and `wctomb()` shall be left in the initial shift state.

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 function 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. Changing the `LC_CTYPE` category causes the shift state of this function to be unspecified.

The `wctomb()` function need not be thread-safe.

The implementation shall behave as if no function defined in this volume of POSIX.1?2017 calls `wctomb()`.

RETURN VALUE

If `s` is a null pointer, `wctomb()` 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, `wctomb()` shall return -1 if the value of `wchar` does not correspond to a valid character, or return the number of bytes that constitute the character corresponding to the value of `wchar`.

In no case shall the value returned be greater than the value of the `{MB_CUR_MAX}` macro.

ERRORS

The `wctomb()` function shall fail if:

EILSEQ An invalid wide-character code is detected.

The following sections are informative.

EXAMPLES

None.

APPLICATION USAGE

None.

RATIONALE

None.

FUTURE DIRECTIONS

None.

SEE ALSO

`mblen()`, `mbtowc()`, `mbstowcs()`, `wcstombs()`

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

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2017

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