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## **Red Hat Enterprise Linux Release 9.2 Manual Pages on 'wmemmove.3p' command**

**\$ man wmemmove.3p**

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

wmemmove ? copy wide characters in memory with overlapping areas

### SYNOPSIS

```
#include <wchar.h>

wchar_t *wmemmove(wchar_t *ws1, const wchar_t *ws2, 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.

The wmemmove() function shall copy n wide characters from the object pointed to by ws2 to the object pointed to by ws1. Copying shall take place as if the n wide characters from the object pointed to by ws2 are first copied into a temporary array of n wide characters that does not overlap the objects pointed to by ws1 or ws2, and then the n wide characters from the temporary array are copied into the object pointed to by ws1.

This function shall not be affected by locale and all `wchar_t` values shall be treated identically. The null wide character and `wchar_t` values not corresponding to valid characters shall not be treated specially.

If `n` is zero, the application shall ensure that `ws1` and `ws2` are valid pointers, and the function shall copy zero wide characters.

## RETURN VALUE

The `wmemmove()` function shall return the value of `ws1`.

## ERRORS

No errors are defined.

The following sections are informative.

## EXAMPLES

None.

## APPLICATION USAGE

None.

## RATIONALE

None.

## FUTURE DIRECTIONS

None.

## SEE ALSO

`wmemchr()`, `wmemcmp()`, `wmemcpy()`, `wmemset()`

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

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