#### **NAME**

iconv\_open - allocate descriptor for character set conversion

### **SYNOPSIS**

#include <iconv.h>

iconv\_t iconv\_open(const char \*tocode, const char \*fromcode);

# **DESCRIPTION**

The **iconv\_open**() function allocates a conversion descriptor suitable for converting byte sequences from character encoding *fromcode* to character encoding *tocode*.

The values permitted for *fromcode* and *tocode* and the supported combinations are system-dependent. For the GNU C library, the permitted values are listed by the iconv --list command, and all combinations of the listed values are supported. Furthermore the GNU C library and the GNU libiconv library support the following two suffixes:

### //TRANSLIT

When the string "//TRANSLIT" is appended to *tocode*, transliteration is activated. This means that when a character cannot be represented in the target character set, it can be approximated through one or several similarly looking characters.

#### //IGNORE

When the string "//IGNORE" is appended to *tocode*, characters that cannot be represented in the target character set will be silently discarded.

The resulting conversion descriptor can be used with **iconv**(3) any number of times. It remains valid until deallocated using **iconv\_close**(3).

A conversion descriptor contains a conversion state. After creation using **iconv\_open**(), the state is in the initial state. Using **iconv**(3) modifies the descriptor's conversion state. To bring the state back to the initial state, use **iconv**(3) with NULL as *inbuf* argument.

## **RETURN VALUE**

The **iconv\_open()** function returns a freshly allocated conversion descriptor. In case of error, it sets *errno* and returns  $(iconv_t) - 1$ .

#### **ERRORS**

The following error can occur, among others:

#### EINVAL

The conversion from *fromcode* to *tocode* is not supported by the implementation.

## **VERSIONS**

This function is available in glibc since version 2.1.

#### **ATTRIBUTES**

For an explanation of the terms used in this section, see **attributes**(7).

Interface	Attribute	Value
iconv_open()	Thread safety	MT-Safe locale

#### **CONFORMING TO**

POSIX.1-2001, POSIX.1-2008, SUSv2.

#### **SEE ALSO**

iconv(1), iconv(3), iconv\_close(3)

# **COLOPHON**

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