NAME

wcsnrtombs − convert a wide-character string to a multibyte string

SYNOPSIS

#include <wchar.h>

size_t wcsnrtombs(char ***_dest_, const wchar_t ****_src_**, size_t** _nwc_**,**
size_t _len_**, mbstate_t ***_ps_**);**

Feature Test Macro Requirements for glibc (see **feature_test_macros**(7)):

wcsnrtombs():
Since glibc 2.10:
_POSIX_C_SOURCE >= 200809L
Before glibc 2.10:
_GNU_SOURCE

DESCRIPTION

The **wcsnrtombs**() function is like the **wcsrtombs**(3) function, except that the number of wide characters to be converted, starting at *_src_, is limited to _nwc_.

If _dest_ is not NULL, the **wcsnrtombs**() function converts at most _nwc_ wide characters from the wide-character string *_src_ to a multibyte string starting at _dest_. At most _len_ bytes are written to _dest_. The shift state *_ps_ is updated. The conversion is effectively performed by repeatedly calling _wcrtomb(dest, *src, ps)_, as long as this call succeeds, and then incrementing _dest_ by the number of bytes written and *_src_ by one. The conversion can stop for three reasons:

1. A wide character has been encountered that can not be represented as a multibyte sequence (according to the current locale). In this case, *_src_ is left pointing to the invalid wide character, _(size_t) −1_ is returned, and _errno_ is set to **EILSEQ**.
2. _nwc_ wide characters have been converted without encountering a null wide character (L'\0'), or the length limit forces a stop. In this case, *_src_ is left pointing to the next wide character to be converted, and the number of bytes written to _dest_ is returned.
3. The wide-character string has been completely converted, including the terminating null wide character (which has the side effect of bringing back *_ps_ to the initial state). In this case, *_src_ is set to NULL, and the number of bytes written to _dest_, excluding the terminating null byte ('\0'), is returned.

If _dest_ is NULL, _len_ is ignored, and the conversion proceeds as above, except that the converted bytes are not written out to memory, and that no destination length limit exists.

In both of the above cases, if _ps_ is NULL, a static anonymous state known only to the **wcsnrtombs**() function is used instead.

The programmer must ensure that there is room for at least _len_ bytes at _dest_.

RETURN VALUE

The **wcsnrtombs**() function returns the number of bytes that make up the converted part of multibyte sequence, not including the terminating null byte. If a wide character was encountered which could not be converted, _(size_t) −1_ is returned, and _errno_ set to **EILSEQ**.

ATTRIBUTES

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

Interface	**Attribute**	**Value**
wcsnrtombs()	Thread safety	MT-Unsafe race:wcsnrtombs/!ps

CONFORMING TO

POSIX.1-2008.

NOTES

The behavior of **wcsnrtombs**() depends on the **LC_CTYPE** category of the current locale.

Passing NULL as *ps* is not multithread safe.

SEE ALSO

iconv(3), **mbsinit**(3), **wcsrtombs**(3)

COLOPHON

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