

**NAME**

wctrans – wide-character translation mapping

**SYNOPSIS**

```
#include <wctype.h>
```

```
wctrans_t wctrans(const char *name);
```

**DESCRIPTION**

The *wctrans\_t* type represents a mapping which can map a wide character to another wide character. Its nature is implementation-dependent, but the special value (*wctrans\_t*) 0 denotes an invalid mapping. Non-zero *wctrans\_t* values can be passed to the **towctrans(3)** function to actually perform the wide-character mapping.

The **wctrans()** function returns a mapping, given by its name. The set of valid names depends on the **LC\_CTYPE** category of the current locale, but the following names are valid in all locales.

"tolower" – realizes the **tolower(3)** mapping  
 "toupper" – realizes the **toupper(3)** mapping

**RETURN VALUE**

The **wctrans()** function returns a mapping descriptor if the *name* is valid. Otherwise, it returns (*wctrans\_t*) 0.

**ATTRIBUTES**

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

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

**CONFORMING TO**

POSIX.1-2001, POSIX.1-2008, C99.

**NOTES**

The behavior of **wctrans()** depends on the **LC\_CTYPE** category of the current locale.

**SEE ALSO**

**towctrans(3)**

**COLOPHON**

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