

**NAME**

memccpy – copy memory area

**SYNOPSIS**

```
#include <string.h>
```

```
void *memccpy(void *dest, const void *src, int c, size_t n);
```

**DESCRIPTION**

The **memccpy()** function copies no more than *n* bytes from memory area *src* to memory area *dest*, stopping when the character *c* is found.

If the memory areas overlap, the results are undefined.

**RETURN VALUE**

The **memccpy()** function returns a pointer to the next character in *dest* after *c*, or NULL if *c* was not found in the first *n* characters of *src*.

**ATTRIBUTES**

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

Interface	Attribute	Value
<b>memccpy()</b>	Thread safety	MT-Safe

**CONFORMING TO**

POSIX.1-2001, POSIX.1-2008, SVr4, 4.3BSD.

**SEE ALSO**

**bcopy(3)**, **bstring(3)**, **memcpy(3)**, **memmove(3)**, **strcpy(3)**, **strncpy(3)**

**COLOPHON**

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