

NAME

mbrlen – determine number of bytes in next multibyte character

SYNOPSIS

```
#include <wchar.h>
```

```
size_t mbrlen(const char *s, size_t n, mbstate_t *ps);
```

DESCRIPTION

The **mbrlen()** function inspects at most *n* bytes of the multibyte string starting at *s* and extracts the next complete multibyte character. It updates the shift state **ps*. If the multibyte character is not the null wide character, it returns the number of bytes that were consumed from *s*. If the multibyte character is the null wide character, it resets the shift state **ps* to the initial state and returns 0.

If the *n* bytes starting at *s* do not contain a complete multibyte character, **mbrlen()** returns *(size_t) -2*. This can happen even if *n* \geq *MB_CUR_MAX*, if the multibyte string contains redundant shift sequences.

If the multibyte string starting at *s* contains an invalid multibyte sequence before the next complete character, **mbrlen()** returns *(size_t) -1* and sets *errno* to **EILSEQ**. In this case, the effects on **ps* are undefined.

If *ps* is NULL, a static anonymous state known only to the **mbrlen()** function is used instead.

RETURN VALUE

The **mbrlen()** function returns the number of bytes parsed from the multibyte sequence starting at *s*, if a non-null wide character was recognized. It returns 0, if a null wide character was recognized. It returns *(size_t) -1* and sets *errno* to **EILSEQ**, if an invalid multibyte sequence was encountered. It returns *(size_t) -2* if it couldn't parse a complete multibyte character, meaning that *n* should be increased.

ATTRIBUTES

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

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

CONFORMING TO

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

NOTES

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

SEE ALSO

mbrtowc(3)

COLOPHON

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