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| Manipulator | Equivalent function | Purpose |
| setw(int x) | cout.width(int x) | sets width |
| setprecision(int x) | cout.precision(int x) | sets precision |
| setiosflags(ios::fixed)  or  fixed | cout.setf(ios::fixed, ios::floatfield) | for fixed |
| setiosflags(ios::scientific)  or  scientific | cout.setf(ios::scientific,ios::floatfield) | for scientific |
| setiosflags(ios::left)  or  left | cout.setf(ios::left,ios::adjustfield) | left justification |
| setiosflags(ios::internal)  or  internal | cout.setf(ios::internal,ios::adjustfield) | padding |
| setiosflags(ios::showpoint)  or  showpoint | cout.setf(ios::showpoint) | for showing point |
| setiosflags(ios::showpos)  or  showpos | cout.setf(ios::showpos) | for showing positive sign |
| setfill(char ch) | cout.fill(char ch) | for filling up whitespace |
| hex | cout.setf(ios::hex) | hexadecimal base |
| oct | cout.setf(ios::oct) | octal base |
| showbase | cout.setf(ios::showbase) | for showing base |
| uppercase | cout.setf(ios::uppercase) | for uppercase |
| unsetiosflags() | cout.unsetf() | for reset |