

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

Multithreading (see pthreads(7))

The **memccpy()** function is thread-safe.

CONFORMING TO

SVr4, 4.3BSD, POSIX.1-2001.

SEE ALSO

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

COLOPHON

This page is part of release 3.74 of the Linux *man-pages* project. A description of the project, information about reporting bugs, and the latest version of this page, can be found at <http://www.kernel.org/doc/man-pages/>.