

where `buf` is an internal buffer. Otherwise, `wcrtomb` converts `wc` from a wide character into a multibyte character (possibly including shift sequences), which it stores in the array pointed to by `s`. The value of `ps` should be a pointer to an object of type `mbstate_t` that contains the current conversion state. If `ps` is a null pointer, `wcrtomb` uses an internal object to store the conversion state. If `wc` is a null wide character, `wcrtomb` stores a null byte, preceded by a shift sequence if necessary to restore the initial shift state, and the `mbstate_t` object used during the call is left in the initial conversion state.

*Returns* Number of bytes stored in the array, including shift sequences. If `wc` isn't a valid wide character, returns `(size_t) (-1)` and stores `EILSEQ` in `errno`. 25.5

---

***wcscat*** *Wide-String Concatenation (C99)* <wchar.h>

```
wchar_t *wcscat(wchar_t * restrict s1,
                const wchar_t * restrict s2);
```

Wide-character version of `strcat`. 25.5

---

***wcschr*** *Search Wide String for Character (C99)* <wchar.h>

```
wchar_t *wcschr(const wchar_t *s, wchar_t c);
```

Wide-character version of `strchr`. 25.5

---

***wcscmp*** *Wide-String Comparison (C99)* <wchar.h>

```
int wcscmp(const wchar_t *s1, const wchar_t *s2);
```

Wide-character version of `strcmp`. 25.5

---

***wscoll*** *Wide-String Comparison Using Locale-Specific Collating Sequence (C99)* <wchar.h>

```
int wscoll(const wchar_t *s1, const wchar_t *s2);
```

Wide-character version of `strcoll`. 25.5

---

***wcscpy*** *Wide-String Copy (C99)* <wchar.h>

```
wchar_t *wcscpy(wchar_t * restrict s1,
                const wchar_t * restrict s2);
```

Wide-character version of `strcpy`. 25.5

---

***wscspn*** *Search Wide String for Initial Span of Characters Not in Set (C99)* <wchar.h>

```
size_t wscspn(const wchar_t *s1, const wchar_t *s2);
```

Wide-character version of `strcspn`. 25.5

---

***wcsftime*** *Write Formatted Date and Time to Wide String (C99)* <wchar.h>

```
size_t wcsftime(wchar_t * restrict s, size_t maxsize,
                const wchar_t * restrict format,
                const struct tm * restrict timeptr);
```

Wide-character version of `strftime`. 25.5