

**NAME**

astol() - converts ASCII to long

**SYNOPSIS**

```
astol(string,l)
char *string;
int *l;
```

**DESCRIPTION**

astol() converts the characters pointed to by string to a long stored at l. It returns a pointer to the first character in the string that was not used for the conversion. If the entire string is to be used, it should point to a NULL character ('\0'). Leading spaces and tabs are skipped.

**EXAMPLES**

```
extern char *astol();
if (*astod(string, &l) != '\0')
    error("Not a number %s\n", string);
```

**SEE ALSO**

astod(3), astof(3), astoi(3)

**RETURNS**

Returns a pointer to first unused character.