

**NAME**

**wcsxfrm** - transform a wide string under locale

**LIBRARY**

Standard C Library (libc, -lc)

**SYNOPSIS**

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

*size\_t*

```
wcsxfrm(wchar_t * restrict dst, const wchar_t * restrict src, size_t n);
```

**DESCRIPTION**

The **wcsxfrm()** function transforms a null-terminated wide character string pointed to by *src* according to the current locale collation order then copies the transformed string into *dst*. No more than *n* wide characters are copied into *dst*, including the terminating null character added. If *n* is set to 0 (it helps to determine an actual size needed for transformation), *dst* is permitted to be a NULL pointer.

Comparing two strings using **wscmp()** after **wcsxfrm()** is equivalent to comparing two original strings with **wscoll()**.

**RETURN VALUES**

Upon successful completion, **wcsxfrm()** returns the length of the transformed string not including the terminating null character. If this value is *n* or more, the contents of *dst* are indeterminate.

**SEE ALSO**

setlocale(3), strxfrm(3), wscmp(3), wscoll(3)

**STANDARDS**

The **wcsxfrm()** function conforms to ISO/IEC 9899:1999 ("ISO C99").

**BUGS**

The current implementation of **wcsxfrm()** only works in single-byte LC\_CTYPE locales, and falls back to using **wcsncpy()** in locales with extended character sets.

Comparing two strings using **wscmp()** after **wcsxfrm()** is *not* always equivalent to comparison with **wscoll()**; **wcsxfrm()** only stores information about primary collation weights into *dst*, whereas **wscoll()** compares characters using both primary and secondary weights.