

**NAME**

btowc - convert single byte to wide character

**SYNOPSIS**

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

```
wint_t btowc(int c);
```

**DESCRIPTION**

The **btowc()** function converts *c*, interpreted as a multibyte sequence of length 1, starting in the initial shift state, to a wide character and returns it. If *c* is **EOF** or not a valid multibyte sequence of length 1, the **btowc()** function returns **WEOF**.

**RETURN VALUE**

The **btowc()** function returns the wide character converted from the single byte *c*. If *c* is **EOF** or not a valid multibyte sequence of length 1, it returns **WEOF**.

**CONFORMING TO**

C99, POSIX.1-2001.

**NOTES**

The behavior of **btowc()** depends on the **LC\_CTYPE** category of the current locale.

This function should never be used. It does not work for encodings which have state, and unnecessarily treats single bytes differently from multibyte sequences. Use either [mbtowc\(3\)](#) or the thread-safe [mbrtowc\(3\)](#) instead.

**SEE ALSO**

[mbrtowc\(3\)](#), [mbtowc\(3\)](#), [wctob\(3\)](#)

**COLOPHON**

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