

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

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