

NAME

memcpy - copy memory area

SYNOPSIS

```
#include <string.h>
```

```
void *memcpy(void *dest, const void *src, size_t n);
```

DESCRIPTION

The `memcpy()` function copies *n* bytes from memory area *src* to memory area *dest*. The memory areas must not overlap. Use [memmove\(3\)](#) if the memory areas do overlap.

RETURN VALUE

The `memcpy()` function returns a pointer to *dest*.

ATTRIBUTES

Multithreading (see [pthreads\(7\)](#))

The `memcpy()` function is thread-safe.

CONFORMING TO

SVr4, 4.3BSD, C89, C99, POSIX.1-2001.

SEE ALSO

[bcopy\(3\)](#), [memccpy\(3\)](#), [memmove\(3\)](#), [memcpy\(3\)](#), [strcpy\(3\)](#), [strncpy\(3\)](#), [wmemcpy\(3\)](#)

COLOPHON

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