

NAME

memcpy, wmemcpy - copy memory area

SYNOPSIS

```
#define _GNU_SOURCE /* See feature_test_macros(7)
*/
#include <string.h>

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

#define _GNU_SOURCE /* See feature_test_macros(7)
*/
#include <wchar.h>

wchar_t *wmemcpy(wchar_t *dest, const wchar_t *src, size_t n);
```

DESCRIPTION

The **memcpy()** function is nearly identical to the **memcpy(3)** function. It copies *n* bytes from the object beginning at *src* into the object pointed to by *dest*. But instead of returning the value of *dest* it returns a pointer to the byte following the last written byte.

This function is useful in situations where a number of objects shall be copied to consecutive memory positions.

The **wmemcpy()** function is identical but takes *wchar_t* type arguments and copies *n* wide characters.

RETURN VALUE

dest + n.

VERSIONS

memcpy() first appeared in glibc in version 2.1.

ATTRIBUTES

Multithreading (see pthreads(7))

The **memcpy()** and **wmemcpy()** functions are thread-safe.

CONFORMING TO

This function is a GNU extension.

EXAMPLE

```
void *
combine(void *o1, size_t s1, void *o2, size_t s2)
{
void *result = malloc(s1 + s2);
if (result != NULL)
memcpy(memcpy(result, o1, s1), o2, s2);
return result;
}
```

SEE ALSO

memcpy(3), **memcpy(3)**, **memmove(3)**, **wmemcpy(3)**

COLOPHON

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