

**NAME**

wprintf, fwprintf, swprintf, vwprintf, vfwprintf, vswprintf - formatted wide-character output conversion

**SYNOPSIS**

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

int  wprintf(const wchar_t *format, ...);
int  fwprintf(FILE *stream, const wchar_t *format, ...);
int  swprintf(wchar_t *wcs, size_t maxlen,
             const wchar_t *format, ...);

int  vwprintf(const wchar_t *format, va_list args);
int  vfwprintf(FILE *stream, const wchar_t *format, va_list args);
int  vswprintf(wchar_t *wcs, size_t maxlen,
              const wchar_t *format, va_list args);
```

Feature Test Macro Requirements for glibc (see [feature\\_test\\_macros\(7\)](#)):

All functions shown above:

```
_XOPEN_SOURCE >= 500 || _ISOC99_SOURCE ||
_POSIX_C_SOURCE >= 200112L
```

**DESCRIPTION**

The **wprintf()** family of functions is the wide-character equivalent of the [printf\(3\)](#) family of functions. It performs formatted output of wide characters.

The **wprintf()** and **vwprintf()** functions perform wide-character output to *stdout*. *stdout* must not be byte oriented; see [fwide\(3\)](#) for more information.

The **fwprintf()** and **vfwprintf()** functions perform wide-character output to *stream*. *stream* must not be byte oriented; see [fwide\(3\)](#) for more information.

The **swprintf()** and **vswprintf()** functions perform wide-character output to an array of wide characters. The programmer must ensure that there is room for at least *maxlen* wide characters at *wcs*.

These functions are like the [printf\(3\)](#), [vprintf\(3\)](#), [fprintf\(3\)](#), [vfprintf\(3\)](#), [sprintf\(3\)](#), [vsprintf\(3\)](#) functions except for the following differences:

- The *format* string is a wide-character string.
- The output consists of wide characters, not bytes.
- **swprintf()** and **vswprintf()** take a *maxlen* argument, [sprintf\(3\)](#) and [vsprintf\(3\)](#) do not. ([snprintf\(3\)](#) and [vsnprintf\(3\)](#) take a *maxlen* argument, but these functions do not return -1 upon buffer overflow on Linux.)

The treatment of the conversion characters **c** and **s** is different:

- c** If no **I** modifier is present, the *int* argument is converted to a wide character by a call to the [btowc\(3\)](#) function, and the resulting wide character is written. If an **I** modifier is present, the *wint\_t* (wide character) argument is written.
- s** If no **I** modifier is present: the *const char \** argument is expected to be a pointer to an array of character type (pointer to a string) containing a multibyte character sequence beginning in the initial shift state. Characters from the array are converted to wide characters (each by a call to the [mbtowc\(3\)](#) function with a conversion state starting in the initial state before the first byte). The resulting wide characters are written up to (but not including) the terminating null wide character (L'\0'). If a precision is specified, no more wide characters than the number specified are written. Note that the precision determines the number of *wide characters* written, not the number of *bytes* or *screen positions*. The array must contain a terminating null byte ('\0'), unless a precision is given and it is so small that the number of converted wide characters reaches it before the end of the array is reached. If an **I** modifier is present: the *const wchar\_t \** argument is expected to be a pointer to an array of wide characters. Wide characters from the array are written up to (but not

including) a terminating null wide character. If a precision is specified, no more than the number specified are written. The array must contain a terminating null wide character, unless a precision is given and it is smaller than or equal to the number of wide characters in the array.

### RETURN VALUE

The functions return the number of wide characters written, excluding the terminating null wide character in case of the functions **swprintf()** and **vswprintf()**. They return -1 when an error occurs.

### ATTRIBUTES

For an explanation of the terms used in this section, see [attributes\(7\)](#).

| Interface                                                                                                                    | Attribute     | Value          |
|------------------------------------------------------------------------------------------------------------------------------|---------------|----------------|
| <b>wprintf()</b> , <b>fwprintf()</b> ,<br><b>swprintf()</b> , <b>vwprintf()</b> ,<br><b>vfwprintf()</b> , <b>vswprintf()</b> | Thread safety | MT-Safe locale |

### CONFORMING TO

POSIX.1-2001, POSIX.1-2008, C99.

### NOTES

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

If the *format* string contains non-ASCII wide characters, the program will work correctly only if the **LC\_CTYPE** category of the current locale at run time is the same as the **LC\_CTYPE** category of the current locale at compile time. This is because the *wchar\_t* representation is platform- and locale-dependent. (The glibc represents wide characters using their Unicode (ISO-10646) code point, but other platforms don't do this. Also, the use of C99 universal character names of the form `\unnnn` does not solve this problem.) Therefore, in internationalized programs, the *format* string should consist of ASCII wide characters only, or should be constructed at run time in an internationalized way (e.g., using **gettext(3)** or **iconv(3)**, followed by **mbstowcs(3)**).

### SEE ALSO

[fprintf\(3\)](#), [fputwc\(3\)](#), [fwide\(3\)](#), [printf\(3\)](#), [snprintf\(3\)](#)

### COLOPHON

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