

**NAME**

wcsdup - duplicate a wide-character string

**SYNOPSIS**

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

```
wchar_t *wcsdup(const wchar_t *s);
```

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

**wcsdup()**:

Since glibc 2.10:

```
_POSIX_C_SOURCE >= 200809L
```

Before glibc 2.10:

```
_GNU_SOURCE
```

**DESCRIPTION**

The **wcsdup()** function is the wide-character equivalent of the [strdup\(3\)](#) function. It allocates and returns a new wide-character string whose initial contents is a duplicate of the wide-character string pointed to by *s*.

Memory for the new wide-character string is obtained with [malloc\(3\)](#), and should be freed with [free\(3\)](#).

**RETURN VALUE**

On success, **wcsdup()** returns a pointer to the new wide-character string. On error, it returns -1, with *errno* set to indicate the cause of the error.

**ERRORS**

**ENOMEM**

Insufficient memory available to allocate duplicate string.

**ATTRIBUTES**

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

Interface	Attribute	Value
wcsdup()	Thread safety	MT-Safe

**CONFORMING TO**

POSIX.1-2008. This function is not specified in POSIX.1-2001, and is not widely available on other systems.

**SEE ALSO**

[strdup\(3\)](#), [wcsncpy\(3\)](#)

**COLOPHON**

This page is part of release 4.10 of the Linux *man-pages* project. A description of the project, information about reporting bugs, and the latest version of this page, can be found at <https://www.kernel.org/doc/man-pages/>.