

NAME

Text::Iconv - Perl interface to iconv() codeset conversion function

SYNOPSIS

```
use Text::Iconv;
$converter = Text::Iconv->new("fromcode", "tocode");
$converted = $converter->convert("Text to convert");
```

DESCRIPTION

The **Text::Iconv** module provides a Perl interface to the *iconv()* function as defined by the Single UNIX Specification.

The *convert()* method converts the encoding of characters in the input string from the *fromcode* codeset to the *tocode* codeset, and returns the result.

Settings of *fromcode* and *tocode* and their permitted combinations are implementation-dependent. Valid values are specified in the system documentation; the *iconv(1)* utility should also provide a **-I** option that lists all supported codesets.

Utility methods

Text::Iconv objects also provide the following methods:

retval() returns the return value of the underlying *iconv()* function for the last conversion; according to the Single UNIX Specification, this value indicates “the number of non-identical conversions performed.” Note, however, that iconv implementations vary widely in the interpretation of this specification.

This method can be called after calling *convert()*, e.g.:

```
$result = $converter->convert("lorem ipsum dolor sit amet");
$retval = $converter->retval;
```

When called before the first call to *convert()*, or if an error occurred during the conversion, *retval()* returns **undef**.

get_attr(): This method is only available with GNU libiconv, otherwise it throws an exception. The *get_attr()* method allows you to query various attributes which influence the behavior of *convert()*. The currently supported attributes are *trivialp*, *transliterate*, and *discard_ilseq*, e.g.:

```
$state = $converter->get_attr("transliterate");
```

See *iconvctl(3)* for details. To ensure portability to other iconv implementations you should first check for the availability of this method using **eval {}**, e.g.:

```
eval { $conv->get_attr("trivialp") };
if ($@)
{
# get_attr() is not available
}
else
{
# get_attr() is available
}
```

This method should be considered experimental.

set_attr(): This method is only available with GNU libiconv, otherwise it throws an exception. The *set_attr()* method allows you to set various attributes which influence the behavior of *convert()*. The currently supported attributes are *transliterate* and *discard_ilseq*, e.g.:

```
$state = $converter->set_attr("transliterate");
```

See *iconvctl(3)* for details. To ensure portability to other iconv implementations you should first check for the availability of this method using **eval {}**, cf. the description of *set_attr()* above.

This method should be considered experimental.

ERRORS

If the conversion can't be initialized an exception is raised (using *croak()*).

Handling of conversion errors

Text::Iconv provides a class attribute **raise_error** and a corresponding class method for setting and getting its value. The handling of errors during conversion depends on the setting of this attribute. If **raise_error** is set to a true value, an exception is raised; otherwise, the *convert()* method only returns **undef**. By default **raise_error** is false. Example usage:

```
Text::Iconv->raise_error(1); # Conversion errors raise exceptions
Text::Iconv->raise_error(0); # Conversion errors return undef
$a = Text::Iconv->raise_error(); # Get current setting
```

Per-object handling of conversion errors

As an experimental feature, *Text::Iconv* also provides an instance attribute **raise_error** and a corresponding method for setting and getting its value. If **raise_error** is **undef**, the class-wide settings apply. If **raise_error** is 1 or 0 (true or false), the object settings override the class-wide settings.

Consult *iconv(3)* for details on errors that might occur.

Conversion of undef

Converting **undef**, e.g.,

```
$converted = $converter->convert(undef);
```

always returns **undef**. This is not considered an error.

NOTES

The supported codesets, their names, the supported conversions, and the quality of the conversions are all system-dependent.

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SEE ALSO

iconv(1), *iconv(3)*