### **NAME**

fgetwc, getwc - read a wide character from a FILE stream

# **SYNOPSIS**

```
#include <stdio.h>
#include <wchar.h>
wint_t fgetwc(FILE *stream);
wint_t getwc(FILE *stream);
```

### DESCRIPTION

The **fgetwc**() function is the wide-character equivalent of the **fgetc**(3) function. It reads a wide character from *stream* and returns it. If the end of stream is reached, or if *ferror*(*stream*) becomes true, it returns **WEOF**. If a wide-character conversion error occurs, it sets *errno* to **EILSEQ** and returns **WEOF**.

The **getwc**() function or macro functions identically to **fgetwc**(). It may be implemented as a macro, and may evaluate its argument more than once. There is no reason ever to use it.

For nonlocking counterparts, see <a href="mailto:unlocked\_stdio(3)">unlocked\_stdio(3)</a>.

#### RETURN VALUE

The **fgetwc**() function returns the next wide-character from the stream, or **WEOF**. In the event of an error, *errno* is set to indicate the cause.

### **ERRORS**

Apart from the usual ones, there is

# **EILSEQ**

The data obtained from the input stream does not form a valid character.

### **ATTRIBUTES**

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

Interface	Attribute	Value
fgetwc(), getwc()	Thread safety	MT-Safe

# **CONFORMING TO**

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

# **NOTES**

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

In the absence of additional information passed to the fopen(3) call, it is reasonable to expect that fgetwc() will actually read a multibyte sequence from the stream and then convert it to a wide character.

# **SEE ALSO**

```
fgetws(3), fputwc(3), ungetwc(3), unlocked_stdio(3)
```

### **COLOPHON**

This page is part of release 4.16 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 <a href="https://www.kernel.org/doc/man-pages/">https://www.kernel.org/doc/man-pages/</a>.