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explain iconv open or die(3)
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explain\_iconv\_open\_or\_die(3)

#### **NAME**

explain\_iconv\_open\_or\_die - prepare for charset conversion and report errors

#### **SYNOPSIS**

```
#include iconv_open.h>
iconv_t explain_iconv_open_or_die(const char *tocode, const char *fromcode);
iconv_t explain_iconv_open_on_error(const char *tocode, const char *fromcode);
```

# **DESCRIPTION**

The **explain\_iconv\_open\_or\_die** function is used to call the *iconv\_open*(3) system call. On failure an explanation will be printed to *stderr*, obtained from the *explain\_iconv\_open*(3) function, and then the process terminates by calling <code>exit(EXIT\_FAILURE)</code>.

The **explain\_iconv\_open\_on\_error** function is used to call the *iconv\_open*(3) system call. On failure an explanation will be printed to *stderr*, obtained from the *explain\_iconv\_open*(3) function, but still returns to the caller.

*tocode* The tocode, exactly as to be passed to the *iconv\_open*(3) system call. *fromcode* 

The fromcode, exactly as to be passed to the *iconv\_open*(3) system call.

### **RETURN VALUE**

The **explain\_iconv\_open\_or\_die** function only returns on success, see *iconv\_open*(3) for more information. On failure, prints an explanation and exits, it does not return.

The **explain\_iconv\_open\_on\_error** function always returns the value return by the wrapped *iconv\_open*(3) system call.

# **EXAMPLE**

The **explain\_iconv\_open\_or\_die** function is intended to be used in a fashion similar to the following example:

```
iconv_t result = explain_iconv_open_or_die(tocode, fromcode);
```

# SEE ALSO

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