

**NAME**

need\_uconvert – Tells if a string requires encoding conversion. Allegro game programming library.

**SYNOPSIS**

```
#include <allegro.h>
```

```
int need_uconvert(const char *s, int type, int newtype);
```

**DESCRIPTION**

Given a pointer to a string ('s'), a description of the type of the string ('type'), and the type that you would like this string to be converted into ('newtype'), this function tells you whether any conversion is required. No conversion will be needed if 'type' and 'newtype' are the same, or if one type is ASCII, the other is UTF-8, and the string contains only character values less than 128. As a convenience short-cut, you can pass the value U\_CURRENT as either of the type parameters, to represent whatever text encoding format is currently selected. Example:

```
if (need_uconvert(text, U_UTF8, U_CURRENT)) {  
    /* conversion is required */  
}
```

**RETURN VALUE**

Returns non-zero if any conversion is required or zero otherwise.

**SEE ALSO**

**set\_uformat(3alleg)**, **get\_uformat(3alleg)**, **do\_uconvert(3alleg)**, **uconvert(3alleg)**

