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Locale codecvt<> Shift-state Predicate

The Standard C Library function `mblen()` (found in `<stdlib.h>`), when called with a magic combination of argument values, reveals whether the character set encoding has "state-dependent encodings". The C++ locale facilities currently provide no corresponding semantics.

`Filebuf` needs this information for uses that include helping determine whether seeking is possible on a sequence using the encoding. The simplest way to provide this information is by adding a predicate member to `codecvt<>`.

Proposed Resolution

Add to `[lib.locale.codecvt]` (22.2.1.5), `[lib.locale.codecvt.members]` (22.2.1.5.1), and `[lib.locale.codecvt.byname]` (22.2.1.6) the following members:

protected:

```
virtual bool do_has_locking_shift() const throw();
```

Returns: true if the encoding applied to `*from*` sequences has state-dependent encodings; false otherwise.

public:

```
bool has_locking_shift() const throw();
```

Returns: `do_has_locking_shift()`