

**\_substr()** — Substitute into string

[Description  
Diagnostics](#)
[Syntax  
Also see](#)
[Remarks and examples](#)
[Conformability](#)

## Description

`_substr(s, tosub, pos)` substitutes *tosub* into *s* at byte position *pos*. The first byte position of *s* is *pos* = 1. `_substr()` may be used with text or binary strings.

Do not confuse `_substr()` with `substr()`, which extracts substrings; see [M-5] [substr\(\)](#).

## Syntax

```
void _substr(string scalar s, string scalar tosub, real scalar pos)
```

## Remarks and examples

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If *s* contains “abcdef”, then `_substr(s, “XY”, 2)` changes *s* to contain “aXYdef”.

## Conformability

```
_substr(s, tosub, pos):
  input:
      s:      1 × 1
      tosub:  1 × 1
      pos:    1 × 1
  output:
      s:      1 × 1
```

## Diagnostics

`_substr(s, tosub, pos)` does nothing if *tosub*==””.

`_substr(s, tosub, pos)` may not be used to extend *s*: `_substr()` aborts with error if substituting *tosub* into *s* would result in a string longer than the original *s*. `_substr()` also aborts with error if *pos* ≤ 0 or *pos* ≥ . unless *tosub* is ””.

`_substr(s, tosub, pos)` aborts with error if *s* or *tosub* are views.

## Also see

[M-5] `substr()` — Substitute text

[M-5] `substr()` — Extract substring

[M-5] `substr()` — Replace Unicode substring

[M-5] `substr()` — Extract Unicode substring

[M-5] `_substr()` — Substitute into Unicode string

[M-4] `string` — String manipulation functions

[U] **12.4.2 Handling Unicode strings**