Title

> **ustrunescape( )** — Convert escaped hex sequences to Unicode strings

Description   Syntax   Remarks and examples   Conformability
Diagnostics   Also see

Description

ustrunescape(*s*) returns a string of Unicode characters corresponding to the escaped sequences in *s*.

ustrtohex(*s* [, *n*]) returns a string of escaped hex digit Unicode characters, up to 200, specified in *s*. If *n* is specified and is larger than one, the result starts at the *n*th Unicode character of *s*; otherwise, it starts at the first Unicode character.

When *s* is not a scalar, these functions return element-by-element results.

Syntax

> *string matrix*   ustrunescape(*string matrix s*)

> *string matrix*   ustrtohex(*string matrix s* [, *real scalar n*])

Remarks and examples

The following escape sequences are recognized by ustrunescape():

4 hex digit form	\uhhhh
8 hex digit form	\Uhhhhhhhh
1–2 hex digit form	\xhh
1–3 octal digit form	\ooo

where h is in [0-9A-Fa-f] and o is in [0-7]. The standard ANSI C escape sequences \a, \b, \t, \n, \v, \f, \r, \e, \", \', \?, and \\ are recognized as well. The function returns an empty string if an escape sequence is badly formed. Note that the 8 hex digit form \Uhhhhhhhh starts with a capital "U".

ustrtohex() converts each Unicode character in string *s* to an escaped hex string. Unicode code points in the range \u0000–\uffff are converted to 4 hex digit form \uhhhh. Unicode code points greater than \uffff are converted to 8 hex digit form \Uhhhhhhhh.

ustrtohex() converts an invalid UTF-8 sequence to the Unicode replacement character \ufffd.

The null terminator char(0) is a valid Unicode character and its escaped form is \u0000.

Conformability

ustrunescape(*s*), ustrtohex(*s* $\left[, n \right]$):

$$
\begin{array}{rl}
s: & r \times c \\
n: & 1 \times 1 \\
result: & r \times c
\end{array}
$$

Diagnostics

None.

Also see

[M-5] **ustrfix( )** — Replace invalid UTF-8 sequences in Unicode string

[M-5] **ustrto( )** — Convert a Unicode string to or from a string in a specified encoding

[M-4] **String** — String manipulation functions

[U] **12.4.2 Handling Unicode strings**