**Description**

_usubstr(s, tosub, pos) substitutes tosub into s at Unicode character position pos. The first Unicode character position of s is pos = 1. _usubstr() may be used with text or binary strings.

Do not confuse _usubstr() with usubstr(), which extracts Unicode substrings; see [M-5] usubstr().

**Syntax**

```c
void _usubstr(string scalar s, string scalar tosub, real scalar pos)
```

**Remarks and examples**

If s contains “café”, then _usubstr(s, "fe", 3) changes s to contain “cafe”.

Invalid UTF-8 sequences in both s and tosub are replaced with the Unicode replacement character \ufffd before substitution.

**Conformability**

_usubstr(s, tosub, pos):

<table>
<thead>
<tr>
<th>input</th>
<th>output</th>
</tr>
</thead>
<tbody>
<tr>
<td>s: 1 × 1</td>
<td>s: 1 × 1</td>
</tr>
<tr>
<td>tosub: 1 × 1</td>
<td></td>
</tr>
<tr>
<td>pos: 1 × 1</td>
<td></td>
</tr>
</tbody>
</table>

**Diagnostics**

_usubstr(s, tosub, pos) does nothing if tosub=="".

_usubstr() aborts with an error message if substituting tosub into s would result in a string longer than the original s in Unicode characters. _usubstr() also aborts with an error message if pos ≤ 0 or pos ≥ , unless tosub=="".

_usubstr(s, tosub, pos) aborts with an error if s or tosub are views.
Also see

[M-5] subinstr() — Substitute text

[M-5] substr() — Extract substring

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

[M-5] usubinstr() — Replace Unicode substring

[M-5] usubstr() — Extract Unicode substring

[M-4] String — String manipulation functions

[U] 12.4.2 Handling Unicode strings