

`_ustr()` — Substitute into Unicode string

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Description

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

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

Syntax

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

Remarks and examples

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If *s* contains “café”, then `_ustr(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

`_ustr(s, tosub, pos)`:

input:

```

s:      1 × 1
tosub:  1 × 1
pos:    1 × 1
```

output:

```
s:      1 × 1
```

Diagnostics

`_ustr(s, tosub, pos)` does nothing if *tosub*=="".

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

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

Also see

[M-5] `substr()` — Substitute text

[M-5] `substr()` — Extract substring

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

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

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

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

[U] [12.4.2 Handling Unicode strings](#)