

**BVSELINIT(3)**

REVISION HISTORY			
NUMBER	DATE	DESCRIPTION	NAME

# Contents

<a href="#">1</a>	<a href="#">SYNOPSIS</a>	<a href="#">1</a>
<a href="#">2</a>	<a href="#">DESCRIPTION</a>	<a href="#">2</a>
<a href="#">3</a>	<a href="#">RETURN VALUE</a>	<a href="#">3</a>
<a href="#">4</a>	<a href="#">ERRORS</a>	<a href="#">4</a>
<a href="#">5</a>	<a href="#">EXAMPLE</a>	<a href="#">5</a>
<a href="#">6</a>	<a href="#">BUGS</a>	<a href="#">6</a>
<a href="#">7</a>	<a href="#">SEE ALSO</a>	<a href="#">7</a>
<a href="#">8</a>	<a href="#">COPYING</a>	<a href="#">8</a>

## Chapter 1

# SYNOPSIS

```
#include <ubf.h>
```

```
int Bvselinit(char *cstruct, char *cname, char *view);
```

Link with *-lubf -lnstd -lm -lpthread*

---

## Chapter 2

# DESCRIPTION

Initialize view member value to *NULL* value specified in view file. The pointer to C structure is specified in *cstruct* parameter. The file name is specified in *cname*. The view name is specified *view*. If view field is array (*COUNT* greater than 1), then all array elements are initialized to *NULL* value.

---

## Chapter 3

# RETURN VALUE

On success, **Bvselinit()** return zero; on error, -1 is returned, with **Berror** set to indicate the error.

## Chapter 4

# ERRORS

Note that **Bsterror()** returns generic error message plus custom message with debug info from last function call.

**BEINVAL** *cstruct*, *cname* or *view* parameters are NULL.

**BNOCNAME** *cname* not found.

**BBADVIEW** View is not found, object file is defective or system error.

**BVFSYNTAX** Defective object file, cannot load.

---

## Chapter 5

# EXAMPLE

See `atmitest/test040_typedview/viewunit1.c` for sample code.



## Chapter 6

# BUGS

Report bugs to [support@mavimax.com](mailto:support@mavimax.com)

## Chapter 7

## SEE ALSO

**viewc(8) Bvstof(3) Bvftos(3) Bvsinit(3) Bvnull(3) Bvopt(3) viewfile(5)**

## **Chapter 8**

# **COPYING**

© Mavimax, Ltd