

**BCHG(3)**

REVISION HISTORY			
NUMBER	DATE	DESCRIPTION	NAME

# Contents

<b>1</b>	<b>SYNOPSIS</b>	<b>1</b>
<b>2</b>	<b>DESCRIPTION</b>	<b>2</b>
<b>3</b>	<b>RETURN VALUE</b>	<b>3</b>
<b>4</b>	<b>ERRORS</b>	<b>4</b>
<b>5</b>	<b>EXAMPLE</b>	<b>5</b>
<b>6</b>	<b>BUGS</b>	<b>6</b>
<b>7</b>	<b>SEE ALSO</b>	<b>7</b>
<b>8</b>	<b>COPYING</b>	<b>8</b>

## Chapter 1

# SYNOPSIS

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

```
int Bchg (UBFH *p_ub, BFLDID bfldid, BFLDOCC occ, char *buf, BFLDLEN len);
```

```
Link with -lubf -lnstd -lm -lpthread
```

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## Chapter 2

# DESCRIPTION

Change (add or update) field in UBF buffer. The UBF buffer pointer is passed by *p\_ub*, field id in *bfldid*. *occ* is occurrence to change. The field value is passed in *buf*. The *len* is used only if *bfldid* type is **BFLD\_CARRAY**, for which length cannot be detected from passed data. The *buf* field type must match the *bfldid* field type.

If *occ* is bigger than last existing index+1 in buffer then non existing occurrences (which are not being set directly by this function) are initialised with defaults. For numerics it is 0, for **BFLD\_CHAR** it is 0x00, for **BFLD\_STRING** it is empty string, for **BFLD\_CARRAY** it is empty byte array (with length 0).

For performance reasons, it is recommended to use Bchg over CBchg, to skip the conversion step.

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## Chapter 3

# RETURN VALUE

On success, **Bchg()** 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.

**BALIGNERR** Corrupted buffer or pointing to not aligned memory area.

**BNOTFLD** Buffer not fielded, not correctly allocated or corrupted.

**BNOSPACE** No space in buffer for string data.

**BBADFLD** Invalid field id passed.

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## Chapter 5

# EXAMPLE

See `ubftest/ubfunit1.c` for sample code.



## Chapter 6

# BUGS

Report bugs to [madars.vitolins@gmail.com](mailto:madars.vitolins@gmail.com)

## Chapter 7

## SEE ALSO

**CBchg(3) Badd(3) CBadd(3) Bget(3) CBget(3)**

## **Chapter 8**

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