

**BFIND(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>
```

```
char * Bfind (UBFH *p_ub, BFLDID bfldid, BFLDOCC occ, BFLDLEN *p_len);
```

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

---

## Chapter 2

# DESCRIPTION

Function on success returns pointer to data field present in UBF buffer. *p\_ub* is pointer to UBF buffer, *bfldid* is field id, *occ* is field occurrence at buffer, which needs to be found. *p\_len* is output paramter for indicating the type length in bytes. Then *len* is optional. Note that pointer to field is valid only that time while the buffer is not changed. If changes occur, then returned pointer might become invalid (point wrong data area).

## Chapter 3

# RETURN VALUE

On success, **Bfind()** 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.

**BNOTPRES** Field not present.

---

## Chapter 5

# EXAMPLE

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



## Chapter 6

# BUGS

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

## Chapter 7

## SEE ALSO

**Bchg(3) Badd(3) CBadd(3) CBfind(3) Bfindlast(3)**

## **Chapter 8**

# **COPYING**

© Mavimax, Ltd