

CBVCHG(3)

REVISION HISTORY			
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Chapter 1

SYNOPSIS

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

```
int CBvchg(char *cstruct, char *view, char *cname, BFLDOCC occ, char *buf, BFLDLEN len, int usrtype);
```

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

Chapter 2

DESCRIPTION

Function is used to set field data dynamically to VIEW buffer field. *cstruct* is pointer to C structure instance (object), *view* is name of the VIEW (must match the instance of the object), *occ* is field array occurrence, if field is not an array or first array element must be set, then use *occ=0*. *buf* is buffer where to take user data from. *len* is used for indicating the length of the bytes of the target buffer (*buf*) size in bytes. If field size in VIEW is shorter than data putting to, then **BNOSPACE** error is returned. *len* is used only for **BFLD_CARRAY** fields. *usrtype* is user type indicating the data type of the *buf*, if types are different, the automatic data conversion is performed. And VIEW matched data is installed in the *cstruct* field offset. If current array *C_* (count) field is less than occurrences, then *C_* count field is adjusted accordingly to have the occurrence included in the count range.

Chapter 3

RETURN VALUE

On success, **CBvchg()** 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, stored in thread local storage (TLS).

BEINVAL *view*, *cstruct* or *buf* is NULL. *view* or *cname* is empty string (first byte 0x00). Or occurrence is out of bounds of the array declaration.

BBADVIEW invalid view name (not found in view file).

BNOCNAME field name (*cname*) not found in view structure.

BNOSPACE No space in view field to install data (data larger than field size).

BMALLOC Failed to allocate type conversion buffer.

Chapter 5

EXAMPLE

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

Chapter 6

BUGS

Report bugs to support@mavimax.com

Chapter 7

SEE ALSO

CBvget(3) Bvnext(3) Bvsetoccur(3)

Chapter 8

COPYING

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