

# BNEXT(3)

REVISION HISTORY			
NUMBER	DATE	DESCRIPTION	NAME

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## Chapter 1

# SYNOPSIS

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

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

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

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## Chapter 2

# DESCRIPTION

Iterate over the UBF buffer pointed by *p\_ub*. To start (or restart) loop over the buffer, *bfl did* value must be set to **BFIRSTFLDID**. If function succeeds it returns field id in *bfl did*, occurrence in *occ* and data value in *buf/len* pair. *buf* and *len* both are optional fields. *len* on input indicate the buffer length, on output it indicates the the length of data loaded. If *len* is set to NULL, then it is assumed that on input buffer is large enough to store data. The state of iteration is stored in thread local storage (TLS).

## Chapter 3

# RETURN VALUE

On success, **Bnext()** return **1**, if End Of Buffer reached, then **0** is returned; 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 *buf*.

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## Chapter 5

# EXAMPLE

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



## Chapter 6

# BUGS

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

## Chapter 7

## SEE ALSO

**Bchg(3) Badd(3) CBadd(3) Bget(3) Boccu(3)**

## **Chapter 8**

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