

**BCHGS(3)**

REVISION HISTORY			
NUMBER	DATE	DESCRIPTION	NAME

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## Chapter 1

# SYNOPSIS

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

```
int Bchgs (UBFH *p_ub, BFLDID bfldid, BFLDOCC occ, char *buf);
```

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

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## Chapter 2

# DESCRIPTION

Change (add or update) field in UBF buffer by given user string value. The UBF buffer pointer is passed by *p\_ub*, field id in *bfldid*. *occ* is occurrence to change. The string field value is passed in *buf*. *buf* is automatically converted to corresponding 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).

Bchgs() basically is the same as **CBchgs(3)** passed in with **BFLD\_STRING** type.

## Chapter 3

# RETURN VALUE

On success, **Bchgs()** 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.

**BMALLOC** Failed to allocate type conversion buffer.

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## Chapter 5

# EXAMPLE

See `ubftest/test_macro.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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