

**BFLDDBADD(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 Bflddbadd(EDB_txn *txn, short fldtype, BFLDID bfldno, char *fldname);
```

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

---

## Chapter 2

# DESCRIPTION

Function is used to populate UBF database with custom fields. Note that function is not cluster aware, thus Enduro/X programmer for distributed operations shall create it's own mechanisms for cluster aware field database. For example use Enduro/X eventing mechanisms and some XATMI servers which subscribes to the events and then by events populate the records in local UBF database by using this function. The field number (non compiled) is passed in the *bfldno* field, The field name is passed in the *fldname* parameter.

Field is added as part of the LMDB transaction, which is passed in the *txn* variable. The transaction is open by `edb_txn_begin()` and finished by `edb_txn_commit()` or `edb_txn_abort()`.

## Chapter 3

# RETURN VALUE

On success, **Bfddbadd()** return zero; on error, -1 is returned, with **Berror** set to indicate the error.

## Chapter 4

# ERRORS

In case of error **Berror** will be non **0**. Note that **Bsterror()** returns generic error message plus custom message with debug info from last function call.

**BEINVAL** *txn* transaction object is NULL. Field id in *bfldno*  $\Leftarrow 0$ . *fldtype* is out of range of **BFLD\_MIN** and **BFLD\_MAX**. *fldname* is NULL or empty.

**BNOSPACE** LMDB error - no space, see logs.

**BEUNIX** LMDB error, see logs.

## Chapter 5

# EXAMPLE

See `atmitest/test050_ubfdb/atmict50.c` for sample code.

## Chapter 6

# BUGS

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

# Chapter 7

# SEE ALSO

**Bfddb<sub>bid</sub>(3)** **Bfddb<sub>name</sub>(3)** **Bfddb<sub>load</sub>(3)** **Bfddb<sub>bunload</sub>(3)** **Bfddb<sub>bunlink</sub>(3)** **Bfddb<sub>drop</sub>(3)** **Bfddb<sub>del</sub>(3)** **Bfddb<sub>get</sub>(3)** **ubfdb.ini(5)**

## **Chapter 8**

# **COPYING**

© Mavimax, Ltd