

BNEXT(3)

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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*

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*.

Chapter 5

EXAMPLE

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

Chapter 6

BUGS

Report bugs to support@mavimax.com

Chapter 7

SEE ALSO

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

Chapter 8

COPYING

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