

**BCMP(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 Bcmp (UBFH *p_ubf1, UBFH *p_ubf2);
```

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

## Chapter 2

# DESCRIPTION

Compares two UBF buffers.

## Chapter 3

# RETURN VALUE

If buffer are equal, value **0** is returned. If *p\_ubf1* have lesser fields, field id is lesser than *p\_ubf2* or value of field is lesser than *p\_ubf2* then **-1** is returned. In the same way if *p\_ubf1* is greater *p\_ubf2*, then value **1** is returned.

## 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** *p\_ubf1* or *p\_ubf2* are NULL pointers.

**BNOTFLD** *p\_ubf1* or *p\_ubf2* buffers not fielded, not correctly allocated or corrupted.

---

## Chapter 5

# EXAMPLE

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



## Chapter 6

# BUGS

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

## Chapter 7

## SEE ALSO

**Bsubset(3)**

---

## Chapter 8

# COPYING

© Mavimax, Ltd