

**BFLOATEV(3)**

REVISION HISTORY			
NUMBER	DATE	DESCRIPTION	NAME

# Contents

<a href="#">1</a>	<a href="#">SYNOPSIS</a>	<a href="#">1</a>
<a href="#">2</a>	<a href="#">DESCRIPTION</a>	<a href="#">2</a>
<a href="#">3</a>	<a href="#">RETURN VALUE</a>	<a href="#">3</a>
<a href="#">4</a>	<a href="#">ERRORS</a>	<a href="#">4</a>
<a href="#">5</a>	<a href="#">EXAMPLE</a>	<a href="#">5</a>
<a href="#">6</a>	<a href="#">BUGS</a>	<a href="#">6</a>
<a href="#">7</a>	<a href="#">SEE ALSO</a>	<a href="#">7</a>
<a href="#">8</a>	<a href="#">COPYING</a>	<a href="#">8</a>

## Chapter 1

# SYNOPSIS

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

```
double Bfloatev (UBFH *p_ub, char *tree);
```

```
Link with -lubf -lnstd -lm -lpthread
```

## Chapter 2

# DESCRIPTION

Evaluate compiled expression in *tree* against UBF buffer in *p\_ub*. Returned value is floating point result of the operation.

## Chapter 3

# RETURN VALUE

Floating point result value is returned. In case of error it is **-1**, but to detect error, check the **Berror**.

## Chapter 4

# ERRORS

Note that **Bsterror()** returns generic error message plus custom message with debug info from last function call.

**BNOTFLD** *p\_ub* is not fielded buffer or argument NULL.

**BEINVAL** *tree* param is NULL.

**BALIGNERR** Corrupted buffer or pointing to not aligned memory area.

**BNOTFLD** Buffer not fielded, not correctly allocated or corrupted.

**BBADFLD** Invalid field id passed.

**BNOTPRES** Field not present.

**FMALLOC** Malloc failed.

**BSYNTAX** Synax error in script.

**BBADNAME** Bad field name specified.

## Chapter 5

# EXAMPLE

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

## Chapter 6

# BUGS

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

## Chapter 7

## SEE ALSO

**Bboolco(3) Bboolev(3) Btreefree(3)**

## **Chapter 8**

# **COPYING**

© Mavimax, Ltd