

**BGET(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 Bget (UBFH *p_ub, BFLDID bfldid, BFLDOCC occ, char *buf, BFLDLEN *buflen);
```

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

---

## Chapter 2

# DESCRIPTION

Function is used to get field data from UBF buffer. *p\_ub* is pointer to UBF buffer, *bflid* is field id, *occ* is field occurrence at buffer, which needs to be read. *buf* is buffer where to output the data. *len* is used as **input** for indicating the length of the bytes for the target buffer (*buf*). If the data is larger than *len* indicated, then error of **BNOSPACE**. Then *len* is optional. If set to NULL, then no such checks are made. *len* is used for **BFLD\_STRING** and **BFLD\_CARRAY**. On output *len* (if not NULL), indicates the length of data loaded in bytes. *buf* pointed data type must match the field type in buffer.

## Chapter 3

# RETURN VALUE

On success, **Bget()** 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 *buf*.

**BBADFLD** Invalid field id passed.

**BNOTPRES** Field not present.

---

## Chapter 5

# EXAMPLE

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



## Chapter 6

# BUGS

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

## Chapter 7

## SEE ALSO

**Bchg(3) Badd(3) CBadd(3) CBget(3)**

## **Chapter 8**

# **COPYING**

© Mavimax, Ltd