

**BFLDDBGET(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 Bflddbget(EDB_val *data, short *p_fldtype, BFLDID *p_bfldno, BFLDID *p_bfldid, char *fldname, int fldname_bufsz);
```

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

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## Chapter 2

# DESCRIPTION

Function extracts UBF field data from database record. The record can be extracted either from id database or name (nm) database. The field type is stored in *p\_fldtype* which corresponds to BFLD\_MIN...BFLD\_MAX field types. Field number (non compiled) is return in *p\_bfldno*, field id (compiled) is returned in *p\_bfldid*. Field name is returned in *fldname* for which buffer size is specified in *fldname\_bufsz*.

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## Chapter 3

# RETURN VALUE

On success, **Bfddbget()** 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** *data* is NULL, *p\_bfldno* is NULL, *p\_bfldid* is NULL, *p\_fldtype* is NULL, *fldname* is NULL, *fldname\_bufsz* less than or equal to **0**. Error can be generated also if *data* is corrupted (size does not match the stored object size).

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## Chapter 5

# EXAMPLE

See `xadmin/cmd_pubfdb.c` for sample code.



## Chapter 6

# BUGS

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

# Chapter 7

## SEE ALSO

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

# Chapter 8

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