

**Boccur(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>`

`BFLDOCC Boccur (UBFH *p_ub, BFLDID bfldid);`

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

## Chapter 2

# DESCRIPTION

Get the number of field occurrences in buffer. *p\_ub* is pointer to **UBF** buffer (allocated with `tpalloc(3)`, buffer type "UBF", "FML" or "FML32"). *bflid* is UBF buffer field id (which is generated by `mkfldhdr(8)`).

---

## Chapter 3

# RETURN VALUE

On success, **Boccur()** returns number of field occurrences; If field not found, then return is **0**; on error, **-1** is returned, with **Berror** set to indicate the error.

## Chapter 4

# ERRORS

Bsterror(3) can give more description for error (for last call).

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

**BNOTFLD** Buffer not fielded, not correctly allocated or corrupted. p\_ub is NULL.

**FBADFLD** Invalid field type.

---

## Chapter 5

# EXAMPLE

See `ubftest/ubfunit1.c` for sample code.



## Chapter 6

# BUGS

Report bugs to [madars.vitolins@gmail.com](mailto:madars.vitolins@gmail.com)

# Chapter 7

## SEE ALSO

**Badd(3)** **Bfind(3)**

## **Chapter 8**

# **COPYING**

© ATR Baltic, SIA