

BFLOATEV(3)

REVISION HISTORY			
NUMBER	DATE	DESCRIPTION	NAME

Contents

1	SYNOPSIS	1
2	DESCRIPTION	2
3	RETURN VALUE	3
4	ERRORS	4
5	EXAMPLE	5
6	BUGS	6
7	SEE ALSO	7
8	COPYING	8

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

Chapter 7

SEE ALSO

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

Chapter 8

COPYING

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