

BCHG(3)

REVISION HISTORY			
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Chapter 1

SYNOPSIS

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

```
int Bchg (UBFH *p_ub, BFLDID bfldid, BFLDOCC occ, char *buf, BFLDLEN len);
```

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

Chapter 2

DESCRIPTION

Change (add or update) field in UBF buffer. The UBF buffer pointer is passed by *p_ub*, field id in *bfldid*. *occ* is occurrence to change. The field value is passed in *buf*. The *len* is used only if *bfldid* type is **BFLD_CARRAY**, for which length cannot be detected from passed data. The *buf* field type must match the *bfldid* field type.

If *occ* is bigger than last existing index+1 in buffer then non existing occurrences (which are not being set directly by this function) are initialized with defaults. For numerics it is 0, for **BFLD_CHAR** it is 0x00, for **BFLD_STRING** it is empty string, for **BFLD_CARRAY** it is empty byte array (with length 0).

For performance reasons, it is recommended to use Bchg over CBchg, to skip the conversion step.

Chapter 3

RETURN VALUE

On success, **Bchg()** 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 buffer for string data.

BBADFLD Invalid field id passed.

Chapter 5

EXAMPLE

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

Chapter 6

BUGS

Report bugs to support@mavimax.com

Chapter 7

SEE ALSO

CBchg(3) Badd(3) CBadd(3) Bget(3) CBget(3)

Chapter 8

COPYING

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