

Boccur(3)

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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 support@mavimax.com

Chapter 7

SEE ALSO

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

Chapter 8

COPYING

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