NAME

getfld -- locate a specified field within a specified line of ASCII data

SYNOPSIS

```
#include <gtmhdr.h>

getfld(line,field,inbuf)
int line;
int field;
struct GMBUF *inbuf;
```

DESCRIPTION

Getfld breaks a specified line of input data into its respective fields, starting with field 0. Field separation characters are one or more tabs and/or blanks, a newline, an octal 212, or a null byte. The address of the requested field is returned in the structure variable, gm_fptr, and the value returned by getfld is the length of the field, in bytes. If an error is detected, a negative value is returned as discussed below.

The ASCII data buffer, which is a structure of type GMBUF, is declared and allocated by the calling routine. Before calling this subroutine, the calling routine must first fill the ASCII data buffer via the subroutine gtmsg(3L) or some other routine which performs a similar function.

The argument line is the number of the line in which the requested field is located. The range of values for line are:

0 <= line < **GM_MAX_LNS**

The argument field is the number of the field that is to be located. The range of values for field are:

0 <= field < max. fields for line

The argument inbuf is the address of a data buffer whose format is:

```
struct GMBUF
  {     int gm_fd;
        int gm_len;
        int gm_delim;
        int gm_lncnt;
        int gm_nchar;
        char *gm_lptr[GM_MAX_LNS];
        char *gm_fptr;
        char *gm_bufp;
        char *gm_bufe;
        char gm_buf[GM_BUFSIZ + 2];
  };
```

where

gm_fd is the file descriptor of an open input file.

gm_len contains the length of the message, but not including the message termination character.

gm_delim is the message termination character, such as 03.

gm_lncnt contains a count of the number of lines in the message. The calling program may use this variable, but should not change its value.

gm_nchar contains the number of characters in the buffer after a read has been completed. This variable should not be used or changed by the calling program.

gm_lptr contains the starting addresses of each line in the message.

gm_fptr is the address of a requested field in some specified line of the message. This variable is used primarily by the getfld() routine.

gm_bufp is the address of the message in gm_buf.

gm_bufe is a pointer to the next message in gm_buf. This variable should not be used or changed by the calling program.

gm_buf is the data buffer and is usually not written into by the calling program.

FILES

/usr/include/gtmhdr.h which contains the definitions for GMBUF, **GM_BUFSIZ**, **GM_MAX_LNS**, **GFR_FLD**, and **GFR_LN**.

LIBRARY

/lib/lib1.a

SEE ALSO

gtmsg(3L), cpyfld(3L)

DIAGNOSTICS

The error codes returned by this subroutine are:

GFR_FLD The argument field is out of range.
GFR_LN The argument line is out of range.

BUGS