

**NAME**

ldns\_bget\_token, ldns\_bgetc, ldns\_bskipcs - get tokens from buffers

**SYNOPSIS**

```
#include <stdint.h>
```

```
#include <stdbool.h>
```

```
#include <ldns/ldns.h>
```

```
ssize_t ldns_bget_token(ldns_buffer *b, char *token, const char *delim, size_t limit);
```

```
int ldns_bgetc(ldns_buffer *buffer);
```

```
void ldns_bskipcs(ldns_buffer *buffer, const char *s);
```

**DESCRIPTION**

*ldns\_bget\_token()* returns a token/char from the buffer *b*. This function deals with ( and ) in the buffer, and ignores when it finds them.

**\*b**: the buffer to read from

**\*token**: the token is put here

**\*delim**: chars at which the parsing should stop

**\*limit**: how much to read. If 0 the builtin maximum is used

Returns s 0 on error of EOF of *b*. Otherwise return the length of what is read

*ldns\_bgetc()* returns the next character from a buffer. Advances the position pointer with 1. When end of buffer is reached returns EOF. This is the buffer's equivalent for *getc()*.

**\*buffer**: buffer to read from

Returns EOF on failure otherwise return the character

*ldns\_bskipcs()* skips all of the characters in the given string in the buffer, moving the position to the first character that is not in *\*s*.

**\*buffer**: buffer to use

**\*s**: characters to skip

Returns void

**AUTHOR**

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**REPORTING BUGS**

Please report bugs to [ldns-team@nlnetlabs.nl](mailto:ldns-team@nlnetlabs.nl) or in our bugzilla at <http://www.nlnetlabs.nl/bugs/index.html>

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**SEE ALSO**

*ldns\_buffer*. And **perldoc Net::DNS**, **RFC1034**, **RFC1035**, **RFC4033**, **RFC4034** and **RFC4035**.

**REMARKS**

This manpage was automatically generated from the ldns source code.