

**NAME**

`ldns_buffer_limit`, `ldns_buffer_set_limit`, `ldns_buffer_capacity`, `ldns_buffer_set_capacity`, `ldns_buffer_reserve`, `ldns_buffer_at`, `ldns_buffer_begin`, `ldns_buffer_end`, `ldns_buffer_current` - buffer limits and pointers

**SYNOPSIS**

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

#include <ldns/ldns.h>

size_t ldns_buffer_limit(const ldns_buffer *buffer);

void ldns_buffer_set_limit(ldns_buffer *buffer, size_t limit);

size_t ldns_buffer_capacity(const ldns_buffer *buffer);

bool ldns_buffer_set_capacity(ldns_buffer *buffer, size_t capacity);

bool ldns_buffer_reserve(ldns_buffer *buffer, size_t amount);

uint8_t * ldns_buffer_at(const ldns_buffer *buffer, size_t at);

uint8_t * ldns_buffer_begin(const ldns_buffer *buffer);

uint8_t * ldns_buffer_end(const ldns_buffer *buffer);

uint8_t * ldns_buffer_current(const ldns_buffer *buffer);
```

**DESCRIPTION**

`ldns_buffer_limit()` returns the maximum size of the buffer `\param[in] buffer`  
Returns the size

`ldns_buffer_set_limit()` changes the buffer's limit. If the buffer's position is greater than the new limit the position is set to the limit.

**buffer:** the buffer

**limit:** the new limit

`ldns_buffer_capacity()` returns the number of bytes the buffer can hold.

**buffer:** the buffer

Returns the number of bytes

*ldns\_buffer\_set\_capacity()* changes the buffer's capacity. The data is reallocated so any pointers to the data may become invalid. The buffer's limit is set to the buffer's new capacity.

**buffer:** the buffer

**capacity:** the capacity to use

Returns whether this failed or succeeded

*ldns\_buffer\_reserve()* ensures BUFFER can contain at least AMOUNT more bytes. The buffer's capacity is increased if necessary using *buffer\_set\_capacity()*.

The buffer's limit is always set to the (possibly increased) capacity.

**buffer:** the buffer

**amount:** amount to use

Returns whether this failed or succeeded

*ldns\_buffer\_at()* returns a pointer to the data at the indicated position.

**buffer:** the buffer

**at:** position

Returns the pointer to the data

*ldns\_buffer\_begin()* returns a pointer to the beginning of the buffer (the data at position 0).

**buffer:** the buffer

Returns the pointer

*ldns\_buffer\_end()* returns a pointer to the end of the buffer (the data at the buffer's limit).

**buffer:** the buffer

Returns the pointer

*ldns\_buffer\_current()* returns a pointer to the data at the buffer's current position.

**buffer:** the buffer

Returns the pointer

## AUTHOR

The ldns team at NLnet Labs.

## REPORTING BUGS

Please report bugs to [dns-team@nlnetlabs.nl](mailto:dns-team@nlnetlabs.nl) or on GitHub at <https://github.com/NLnetLabs/ldns/issues>

**COPYRIGHT**

Copyright (c) 2004 - 2006 NLnet Labs.

Licensed under the BSD License. There is NO warranty; not even for MERCHANTABILITY or FITNESS FOR A PARTICULAR PURPOSE.

**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.