

**NAME**

`ldns_buffer_flip`, `ldns_buffer_rewind`, `ldns_buffer_position`, `ldns_buffer_set_position`, `ldns_buffer_skip`  
- buffer positioning

**SYNOPSIS**

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

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

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

```
void ldns_buffer_flip(ldns_buffer *buffer);
```

```
void ldns_buffer_rewind(ldns_buffer *buffer);
```

```
size_t ldns_buffer_position(const ldns_buffer *buffer);
```

```
void ldns_buffer_set_position(ldns_buffer *buffer, size_t mark);
```

```
void ldns_buffer_skip(ldns_buffer *buffer, ssize_t count);
```

**DESCRIPTION**

*ldns\_buffer\_flip()* makes the buffer ready for reading the data that has been written to the buffer. The buffer's limit is set to the current position and the position is set to 0.

**buffer:** the buffer to flip  
Returns void

*ldns\_buffer\_rewind()* make the buffer ready for re-reading the data. The buffer's position is reset to 0.

**buffer:** the buffer to rewind

*ldns\_buffer\_position()* returns the current position in the buffer (as a number of bytes)

**buffer:** the buffer  
Returns the current position

*ldns\_buffer\_set\_position()* sets the buffer's position to MARK. The position must be less than or equal to the buffer's limit.

**buffer:** the buffer  
**mark:** the mark to use

*ldns\_buffer\_skip()* changes the buffer's position by COUNT bytes. The position must not be moved behind the buffer's limit or before the beginning of the buffer.

**buffer:** the buffer

**count:** the count to use

## AUTHOR

The ldns team at NLnet Labs.

## 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.