

NAME

ldns_rr_set_owner, ldns_rr_set_ttl, ldns_rr_set_type, ldns_rr_set_rd_count, ldns_rr_set_class, ldns_rr_set_rdf - set ldns_rr attributes

SYNOPSIS

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

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

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

```
void ldns_rr_set_owner(ldns_rr *rr, ldns_rdf *owner);
```

```
void ldns_rr_set_ttl(ldns_rr *rr, uint32_t ttl);
```

```
void ldns_rr_set_type(ldns_rr *rr, ldns_rr_type rr_type);
```

```
void ldns_rr_set_rd_count(ldns_rr *rr, size_t count);
```

```
void ldns_rr_set_class(ldns_rr *rr, ldns_rr_class rr_class);
```

```
ldns_rdf* ldns_rr_set_rdf(ldns_rr *rr, const ldns_rdf *f, size_t position);
```

DESCRIPTION

ldns_rr_set_owner() sets the owner in the rr structure.

***rr**: rr to operate on

***owner**: set to this owner

Returns void

ldns_rr_set_ttl() sets the ttl in the rr structure.

***rr**: rr to operate on

ttl: set to this ttl

Returns void

ldns_rr_set_type() sets the type in the rr.

***rr**: rr to operate on

rr_type: set to this type

Returns void

ldns_rr_set_rd_count() sets the rd_count in the rr.

***rr**: rr to operate on
count: set to this count
Returns void

ldns_rr_set_class() sets the class in the rr.

***rr**: rr to operate on
rr_class: set to this class
Returns void

ldns_rr_set_rdf() sets a rdf member, it will be set on the position given. The old value is returned, like pop.

***rr**: the rr to operate on
***f**: the rdf to set
position: the position the set the rdf
Returns the old value in the rr, NULL on failure

AUTHOR

The ldns team at NLnet Labs.

REPORTING BUGS

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

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_rr, *ldns_rr_list*. And **perldoc Net::DNS**, **RFC1034**, **RFC1035**, **RFC4033**, **RFC4034** and **RFC4035**.

REMARKS

This manpage was automatically generated from the ldns source code.