## **NAME**

ne\_buffer\_clear, ne\_buffer\_grow, ne\_buffer\_altered - clear, grow, or mark as altered a string buffer

#### **SYNOPSIS**

```
#include <ne_string.h>
void ne_buffer_clear(ne_buffer *buf);
void ne_buffer_altered(ne_buffer *buf);
void ne_buffer_grow(ne_buffer *buf, size_t size);
```

## DESCRIPTION

The **ne\_buffer\_clear** function sets the string stored in *buf* to be the empty string ("").

The **ne\_buffer\_altered** function must be used after the string stored in the buffer *buf* is modified by directly rather than using ne\_buffer\_append, ne\_buffer\_zappend or ne\_buffer\_concat.

The **ne\_buffer\_grow** function ensures that at least *size* bytes are allocated for the string; this can be used if a large amount of data is going to be appended to the buffer and may result in more efficient memory allocation.

#### **AUTHOR**

Joe Orton

Author.

# **COPYRIGHT**