

**NAME**

ne\_buffer\_append, ne\_buffer\_zappend, ne\_buffer\_concat - append data to a string buffer

**SYNOPSIS**

```
#include <ne_string.h>
```

```
void ne_buffer_append(ne_buffer *buf, const char *string, size_t len);
```

```
void ne_buffer_zappend(ne_buffer *buf, const char *string);
```

```
void ne_buffer_concat(ne_buffer *buf, const char *str, ...);
```

**DESCRIPTION**

The **ne\_buffer\_append** and **ne\_buffer\_zappend** functions append a string to the end of a buffer; extending the buffer as necessary. The *len* passed to **ne\_buffer\_append** specifies the length of the string to append; there must be no NUL terminator in the first *len* bytes of the string. **ne\_buffer\_zappend** must be passed a NUL-terminated string.

The **ne\_buffer\_concat** function takes a variable-length argument list following *str*; each argument must be a **char \*** pointer to a NUL-terminated string. A NULL pointer must be given as the last argument to mark the end of the list. The strings (including *str*) are appended to the buffer in the order given. None of the strings passed to **ne\_buffer\_concat** are modified.

**EXAMPLES**

The following code will output "Hello, world. And goodbye."

```
ne_buffer *buf = ne_buffer_create();
ne_buffer_zappend(buf, "Hello");
ne_buffer_concat(buf, ", world. ", "And ", "goodbye.", NULL);
puts(buf->data);
ne_buffer_destroy(buf);
```

**SEE ALSO**

ne\_buffer, ne\_buffer\_create, ne\_buffer\_destroy

**AUTHOR**

**Joe Orton** <neon@lists.manyfish.co.uk>

Author.

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