## 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.

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