

NAME

ne_get_error, ne_set_error - error handling for HTTP sessions

SYNOPSIS

```
#include <ne_session.h>
```

```
const char *ne_get_error(ne_session *session);
```

```
void ne_set_error(ne_session *session, const char *format, ...);
```

DESCRIPTION

The session error string is used to store any human-readable error information associated with any errors which occur whilst using the HTTP session.

The **ne_get_error** function returns the current session error string. This string persists only until it is changed by a subsequent operation on the session. If localisation was enabled at build time, and if necessary enabled at run-time if necessary using `ne_i18n_init`, the returned string may have been translated into the user's current locale.

The **ne_set_error** function can be used to set a new session error string, using a **printf**-style format string interface.

RETURN VALUE

ne_set_error returns a constant NUL-terminated string. In the default English locale, the returned string will *not* have a terminating "." period character.

EXAMPLES

Retrieve the current error string:

```
ne_session *sess = ne_session_create(...);  
...  
printf("Error was: %s\n", ne_get_error(sess));
```

Set a new error string:

```
ne_session *sess = ne_session_create(...);  
...  
ne_set_error(sess, "Response missing header %s", "somestring");
```

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