NAME

properties_read, **property_find**, **properties_free** - functions to allow creating simple property lists from ASCII file data

LIBRARY

System Utilities Library (libutil, -lutil)

SYNOPSIS

#include <libutil.h>

properties
properties_read(*int fd*);

char *
property_find(*properties list*, *const char *name*);

void
properties_free(*properties list*);

DESCRIPTION

```
typedef struct _properties {
        struct _properties *next;
        char *name;
        char *value;
} *properties;
```

The function **properties_read**() reads *name = value* pairs from the file descriptor passed in *fd* and returns the head of a new property list, assuming that the file's contents have been parsed properly, or NULL in case of error.

The **property_find**() function returns the associated value string for the property named *name* if found, otherwise NULL. The value returned may be up to PROPERTY_MAX_VALUE bytes in length.

The **properties_free**() function is used to free the structure returned by **properties_read**() when it is no longer needed.

FILE FORMAT

Each property in the file is assumed to have the format of *name = value* where *name* is an alphanumeric string (and any punctuation not including the '=' character) and *value* is an arbitrary string of text terminated by a newline character. If newlines are desired, the entire value should be enclosed in { }

(curly-bracket) characters. Any line beginning with a # or ; character is assumed to be a comment and will be ignored.

AUTHORS

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BUGS

Simplistic.