NAME

gtline -- get a line of buffered input data

SYNOPSIS

```
#include <gtlhdr.h>

gtline(func,inbuf)
int func;
struct GLBUF *inbuf;
```

DESCRIPTION

This subroutine gets a line of buffered input data by reading data from a specified input file and breaking it into individual lines terminated by some termination character, such as 03, 012, etc. Inbuf is the address of a 523(10) byte buffer area whose format is:

```
struct GLBUF
  {  int gl_fd;
     int gl_len;
     int gl_delim;
     char *gl_bufp;
     char *gl_bufe;
     char gl_buf[gl_bufsz + 1];
  };
```

where gl_fd is the input file descriptor of an opened file.

gl_len contains the length of the input line, but not including the termination character.

gl_delim is the line termination character, such as 03, 012, etc.

gl_bufp is the address of the input line in gl_buf.

gl_bufe is a pointer to the next location in gl_buf. This variable should not be used or changed by the user's program.

gl_buf is the data buffer and should not be written into by the user's program.

gl_bufsz contains the value, 512.

The argument, func, should contain the value:

-1 if the structure variables gl_len, gl_bufp, and gl_bufe, are to be initialized for a new file,

0 if blank lines in the input file are not to be returned

to the calling program, and

1 if blank lines in the input file are to be returned to the calling program.

The user's program must perform the following sequence before using this subroutine:

```
<structure name>.gl_fd= <file descriptor>;
<structure name>.gl_delim= <termination character>;
gtline(-1,&<structure name>);
```

FILES

/usr/include/gtlhdr.h which contains the definitions for GLBUF and gl_bufsz.

LIBRARY

/lib/lib1.a

SEE ALSO

DIAGNOSTICS

The values returned by this subroutine are:

-1 for an error
0 for EOF
1 for initialization function
2 for line found

BUGS