

NAME

auparse_next_event – get the next event

SYNOPSIS

```
#include <auparse.h>
```

```
int auparse_next_event(auparse_state_t *au);"
```

DESCRIPTION

auparse_next_event will position the cursors at the first field of the first record of the next event in a file or buffer. It does not skip events or honor any search criteria that may be stored.

RETURN VALUE

Returns -1 if an error occurs, 0 if there's no data, 1 for success.

SEE ALSO

auparse_next_record(3).

AUTHOR

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