

NAME

envz_add, envz_entry, envz_get, envz_merge, envz_remove, envz_strip – environment string support

LIBRARY

Standard C library (*libc*, *-lc*)

SYNOPSIS

```
#include <envz.h>
```

```
error_t envz_add(char **restrict envz, size_t *restrict envz_len,
                 const char *restrict name, const char *restrict value);
```

```
char *envz_entry(const char *restrict envz, size_t envz_len,
                 const char *restrict name);
```

```
char *envz_get(const char *restrict envz, size_t envz_len,
               const char *restrict name);
```

```
error_t envz_merge(char **restrict envz, size_t *restrict envz_len,
                  const char *restrict envz2, size_t envz2_len,
                  int override);
```

```
void envz_remove(char **restrict envz, size_t *restrict envz_len,
                 const char *restrict name);
```

```
void envz_strip(char **restrict envz, size_t *restrict envz_len);
```

DESCRIPTION

These functions are glibc-specific.

An argz vector is a pointer to a character buffer together with a length, see **argz_add(3)**. An envz vector is a special argz vector, namely one where the strings have the form "name=value". Everything after the first '=' is considered to be the value. If there is no '=', the value is taken to be NULL. (While the value in case of a trailing '=' is the empty string "").)

These functions are for handling envz vectors.

envz_add() adds the string "name=value" (in case *value* is non-NULL) or "name" (in case *value* is NULL) to the envz vector (**envz*, **envz_len*) and updates **envz* and **envz_len*. If an entry with the same *name* existed, it is removed.

envz_entry() looks for *name* in the envz vector (*envz*, *envz_len*) and returns the entry if found, or NULL if not.

envz_get() looks for *name* in the envz vector (*envz*, *envz_len*) and returns the value if found, or NULL if not. (Note that the value can also be NULL, namely when there is an entry for *name* without '=' sign.)

envz_merge() adds each entry in *envz2* to **envz*, as if with **envz_add()**. If *override* is true, then values in *envz2* will supersede those with the same name in **envz*, otherwise not.

envz_remove() removes the entry for *name* from (**envz*, **envz_len*) if there was one.

envz_strip() removes all entries with value NULL.

RETURN VALUE

All envz functions that do memory allocation have a return type of *error_t* (an integer type), and return 0 for success, and **ENOMEM** if an allocation error occurs.

ATTRIBUTES

For an explanation of the terms used in this section, see **attributes(7)**.

Interface	Attribute	Value
envz_add() , envz_entry() , envz_get() , envz_merge() , envz_remove() , envz_strip()	Thread safety	MT-Safe

STANDARDS

GNU.

EXAMPLES

```
#include <envz.h>
#include <stdio.h>
#include <stdlib.h>

int
main(int argc, char *argv[], char *envp[])
{
    char    *str;
    size_t  e_len = 0;

    for (size_t i = 0; envp[i] != NULL; i++)
        e_len += strlen(envp[i]) + 1;

    str = envz_entry(*envp, e_len, "HOME");
    printf("%s\n", str);
    str = envz_get(*envp, e_len, "HOME");
    printf("%s\n", str);
    exit(EXIT_SUCCESS);
}
```

SEE ALSO**argz_add(3)**