NAME

fn_attr_modify – modify specified attribute associated with name

SYNOPSIS

cc [*flag* ...] *file* ... **–lxfn** [*library* ...]

#include <xfn/xfn.h>
int fn_attr_modify(FN_ctx_t **ctx*, **const FN_composite_name_t** **name*,
unsigned int *mod_op*, **const FN_attribute_t** **attr*, **FN_status_t** **status***);**

MT-LEVEL

Safe.

DESCRIPTION

This operation modifies according to *mod_op* the attribute *attr* associated with the object named *name* relative to *ctx*. If *name* is empty, the attribute associated with *ctx* is modified.

The modification is made on the attribute identified by the attribute identifier of *attr*. The syntax and values of *attr* are use according to the modification operation.

The modification operations are as follows:

FN_ATTR_OP_ADD Add an attribute with given attribute identifier and set of values. If an attribute with this identifier already exists, replace the set of values with those in the given set. The set of values may be empty if the target naming system permits.

FN_ATTR_OP_ADD_EXCLUSIVE Add an attribute with the given attribute identifier and set of values. The operation fails if an attribute with this identifier already exists. The set of values may be empty if the target naming system permits.

FN_ATTR_OP_REMOVE Remove the attribute with the given attribute identifier and all of its values. The operation succeeds even if the attribute does not exist. The values of the attribute supplied with this operation are ignored.

FN_ATTR_OP_ADD_VALUES Add the given values to those of the given attribute (resulting in the attribute having the union of its prior value set with the set given). Create the attribute if it does not exist already. The set of values may be empty if the target naming system permits.

FN_ATTR_OP_REMOVE_VALUES Remove the given values from those of the given attribute (resulting in the attribute having the set difference of its prior value set and the set given). This succeeds even if some of the given values are not in the set of values that the attribute has. In naming systems that require an attribute to have at least one value, removing the last value will remove the attribute as well.

RETURN VALUE

This operation returns **1** if the operation succeeds, **0** if the operation fails.

ERRORS

fn_attr_modify( ) sets *status* as described in **FN_status_t**(3N) and **xfn_status_codes**(3N).

SEE ALSO

FN_composite_name_t(3N), **FN_ctx_t**(3N), **FN_attribute_t**(3N), **FN_status_t**(3N), **fn_attr_multi_modify**(3N), **xfn_attributes**(3N), **xfn_status_codes**(3N), **xfn**(3N)