



# Tech Info Library

## A/UX 2.0: and dbm.h

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### Article Change History

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08/31/92 - REVIEWED

- For technical accuracy

### TOPIC -----

I am working with a Macintosh IIfx with HD80 SC and 8MB RAM and A/UX 2.0 Golden. My group is currently operating an AT&T System V system and evaluating A/UX as a replacement for their current system. As part of this evaluation, we are taking their code and re-compiling it under A/UX 2.0. All of these questions concern the operation of the dbm function under A/UX 2.0.

- 1) Because dbm.h redefines null, it is a problem using standard I/O calls. Any workarounds available?
- 2) The dbm.h file lists several functions not described in the manual such as:
  - makedatum
  - calchash
- 3) The fetch function under dbm is described in the manual to return a pointer to data. However, in the dbh.h file, it is described as returning the data itself. Which is true?

### DISCUSSION -----

- 1) dbm.h redefines null to be a pointer instead of just 0, but nothing says that you can't redefine it yourself within your function that wants to use standard I/O library calls. Or redefine your own NULL and use it as your NULL reference. Without specific examples, it's hard to give you a specific workaround.
  - 2) Anything you find in a header file that is not documented or obvious as to its function is usually an internal declaration used for the program itself. This is the case with the extra function declarations in the dbm.h file.
  - 3) The fetch function returns the data itself, not a pointer to it.
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