

**NAME**

envz\_add, envz\_entry, envz\_get, envz\_merge, envz\_remove, envz\_strip – environment string support

**SYNOPSIS**

```
#include <envz.h>

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

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

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

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

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

void envz_strip(char **envz, size_t *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*, 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
<b>envz_add()</b> , <b>envz_entry()</b> , <b>envz_get()</b> , <b>envz_merge()</b> , <b>envz_remove()</b> , <b>envz_strip()</b>	Thread safety	MT-Safe

**CONFORMING TO**

These functions are a GNU extension. Handle with care.

**EXAMPLE**

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

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

    for (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)****COLOPHON**

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