

rl_replace_line()

The `rl_replace_line()` function replaces the current contents of the input line buffer in a Readline session with a new string. It's typically used in combination with `"rl_on_new_line()"` and `"rl_redisplay()"` when is needed to programmatically change what the user sees as the current input.

It's defined in the `"readline/readline.h"` system header.

```
#include <readline/readline.h>

// "text" the new string that will replace the line buffer
// "clear_undo" if non-zero, clears the undo list
int rl_replace_line(const char *text, int clear_undo);
```

Returns 0 on success. In case of failure, may return 1.