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std::filebuf::setbuf

<fstream>

```
streambuf* setbuf (char* s, streamsize n);
```

Set buffer

Influences the way in which output operations are buffered:

If both arguments are zero and no input/output operation has yet been performed on the object, the stream becomes unbuffered for output: On unbuffered streams, all output is directly written to the file (both `pptr` and `pbase` are always *null pointers*, forcing output operations to call `overflow`).

Otherwise, the buffering in the object is influenced in a way that is dependent on the library implementation.

This virtual member function overrides the inherited member `streambuf::setbuf`, called by member `pubsetbuf` to influence the internal buffer.

Parameters

s, n

Implementation-defined.

If both are zero, and no input/output operation has been performed by the object, the stream becomes unbuffered.

`streamsize` is a signed integral type.

Return Value

Returns this.

Data races

If both arguments are zero, it modifies the `filebuf` object (concurrent access to the same object may introduce data races). Otherwise, unspecified.

Exception safety

Basic guarantee: if an exception is thrown, the *file stream buffer* is in a valid state.

See also

streambuf::pubsetbuf	Set buffer array (public member function)
streambuf::setbuf	Set buffer (protected virtual member function)

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