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setvbuf

Visual Studio 2010 | 其他版本

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Controls stream buffering and buffer size.

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```
int setvbuf(
    FILE *stream,
    char *buffer,
    int mode,
    size_t size
);
```

Parameters

- stream*
- Pointer to **FILE** structure.
- buffer*
- User-allocated buffer.
- mode*
- Mode of buffering.
- size*
- Buffer size in bytes. Allowable range: $2 \leq size \leq \text{INT_MAX}$ (2147483647). Internally, the value supplied for *size* is rounded down to the nearest multiple of 2.

Return Value

Returns 0 if successful.

If *stream* is **NULL**, or if *mode* or *size* is not within a valid range, the invalid parameter handler is invoked, as described in [Parameter Validation](#). If execution is allowed to continue, this function returns -1 and sets **errno** to **EINVAL**.

For information on these and other error codes, see [_doserrno](#), [errno](#), [_sys_errlist](#), and [_sys_nerr](#).

Remarks

The **setvbuf** function allows the program to control both buffering and buffer size for *stream*. *stream* must refer to an open file that has not undergone an I/O operation since it was opened. The array pointed to by *buffer* is used as the buffer, unless it is **NULL**, in which case **setvbuf** uses an automatically allocated buffer of length $size/2 * 2$ bytes.

The mode must be **_IOFBF**, **_IOLBF**, or **_IONBF**. If *mode* is **_IOFBF** or **_IOLBF**, then *size* is used as the size of the buffer. If *mode* is **_IONBF**, the stream is unbuffered and *size* and *buffer* are ignored. Values for *mode* and their meanings are:

_IOFBF

_IOLBF

_IONBF

Requirements

Example

```
// crt_setvbuf.c
// This program opens two streams: stream1
// and stream2. It then uses setvbuf to give stream1 a
// user-defined buffer of 1024 bytes and stream2 no buffer.
//

#include <stdio.h>

int main( void )
{
    char buf[1024];
    FILE *stream1, *stream2;

    if( fopen_s( &stream1, "data1", "a" ) == 0 &&
        fopen_s( &stream2, "data2", "w" ) == 0 )
    {
        if( setvbuf( stream1, buf, _IOFBF, sizeof( buf ) ) != 0 )
            printf( "Incorrect type or size of buffer for stream1\n" )
            ;
        else
            printf( "'stream1' now has a buffer of 1024 bytes\n" );
        if( setvbuf( stream2, NULL, _IONBF, 0 ) != 0 )
            printf( "Incorrect type or size of buffer for stream2\n" )
            ;
    }
}
```

```
'stream1' now has a buffer of 1024 bytes
'stream2' now has no buffer
```

Not applicable. To call the standard C function, use **PInvoke**. For more information, see [Platform Invoke Examples](#).

Reference

Stream I/O
fclose, _fcloseall
fflush
fopen, _wfopen
setbuf

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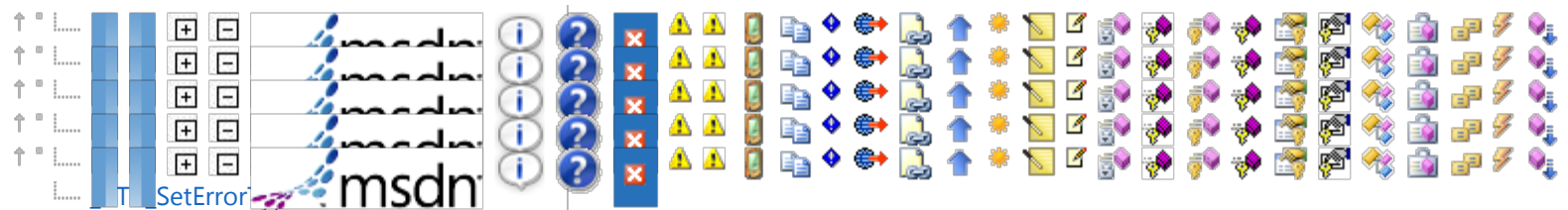
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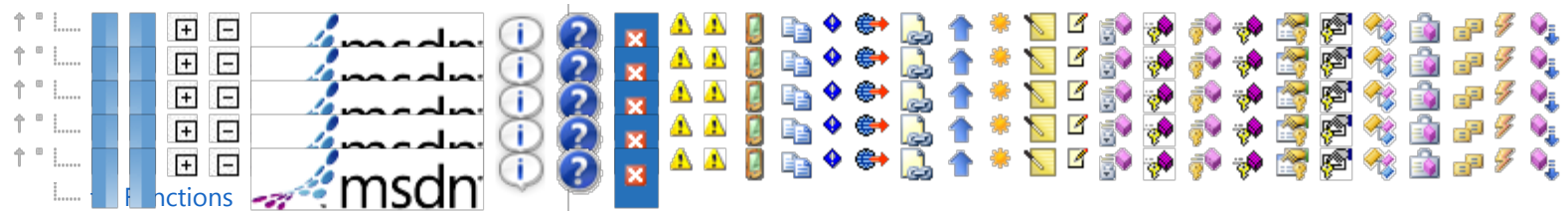
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