

NAME

`setbuf` — assign buffering to a stream

SYNOPSIS

```
#include <stdio.h>
setbuf (stream, buf)
FILE *stream;
char *buf;
```

DESCRIPTION

Setbuf is used after a stream has been opened but before it is read or written. It causes the character array *buf* to be used instead of an automatically allocated buffer. If *buf* is the constant pointer `NULL`, input/output will be completely unbuffered.

A manifest constant `BUFSIZ` tells how big an array is needed:

```
char buf[BUFSIZ];
```

A buffer is normally obtained from *malloc*(3C) upon the first *getc* or *putc*(3S) on the file, except that output streams directed to terminals, and the standard error stream *stderr* are normally not buffered.

SEE ALSO

fopen(3S), *getc*(3S), *putc*(3S), *malloc*(3C)