

BLOB_TO_CHAR(3)

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NAME

blob_to_char - copy an I4GL TEXT type to an I4GL CHAR type

SYNOPSIS

```
char *blob_to_char(*blobp, n)
loc_t *blobp
short n
```

DESCRIPTION

The argument **blobp** is a pointer to a blob and the argument **n** is a short.

blob_to_char will copy **n** bytes (up to 512) of a TEXT blob to a CHAR variable and return that CHAR variable.

SUPPORT

Send bug reports to Dave Snyder <dave@snide.com>