

NAME

libstdbuf — configure I/O buffers

SYNOPSIS

`_STDBUF_[IOE]=size|L...`

`LD_PRELOAD=/home/nabijaczleweli/code/voreutils/out/lib/libstdbuf.so`

DESCRIPTION

If any of `_STDBUF_I`, `_STDBUF_O`, `_STDBUF_E` environment variables are set, sets buffering for *stdin*, *stdout*, *stderr* `stdio(3)` streams, respectively, when loaded.

If the value is **L** (**1**), sets line buffering; otherwise it's taken to be in the case-insensitive

`[base][KMGTPEZY][B]` (with at least one of `{base, KMGTPEZY, B}`)

format, where *base* is an optionally-floating-point number of bytes, defaulting to **1**, which is then optionally multiplied by the relevant unit. **B** sets the unit multiplier to **1000** (from **1024**). The buffer size is equal to $base \cdot unit^{mult}$, if any, or *base*. If it works out to 0, buffering is disabled.

DIAGNOSTICS

Diagnostics are issued to the standard error stream under the `libstdbuf.so` identifier if the buffer specifier is in an invalid format or the buffering couldn't be set.

SEE ALSO

`stdbuf(1)`, `setvbuf(3)`, `stdio(3)`