



Documentation Update for *Siebel eScript Language Reference*

Date Published: June 11, 2003

Last Updated: June 11, 2003

This Documentation Update applies to the following version of *Siebel eScript Language Reference*.

Document Version: 7.0

Date Published: September 2001

Software Version: Siebel 7

Chapter 3, Siebel eScript Commands

June 11, 2003

For the Buffer Constructor, modified the Syntax C description and added a new syntax, named Syntax D:

The Buffer Constructor

Syntax C

```
new Buffer(buffer [, unicode] [, bigEndian]);
```

Argument	Description
<i>buffer</i>	The buffer object from which the new buffer is to be created
<i>unicode</i>	True if the buffer is to be created as a Unicode string, otherwise, false; default is the Unicode status of the underlying Siebel eScript engine
<i>bigEndian</i>	True if the largest data values are stored in the most significant byte; false if the largest data values are stored in the least significant byte; default is true

Usage

A line of code following this syntax creates a new buffer object from the buffer provided. The contents of the buffer are copied as-is into the new buffer object. The *unicode* and *bigEndian* parameters do not affect this conversion, although they do set the relevant flags for future use.

Syntax D

```
new Buffer(bufferobject);
```

Argument	Description
<i>bufferobject</i>	The buffer object from which the new buffer is to be created

Usage

A line of code following this syntax creates a new buffer object from another buffer object. Everything is duplicated exactly from the other buffer object, including the cursor location, size, and data.