

**NAME**

ldns\_update\_set\_zocount, ldns\_update\_set\_prcount, ldns\_update\_set\_upcount,  
ldns\_update\_set\_adcount - set the update packet counters

**SYNOPSIS**

```
#include <stdint.h>
```

```
#include <stdbool.h>
```

```
#include <ldns/ldns.h>
```

```
ldns_update_set_zocount();
```

```
void ldns_update_set_prcount(ldns_pkt *p, uint16_t c);
```

```
void ldns_update_set_upcount(ldns_pkt *p, uint16_t c);
```

```
void ldns_update_set_adcount(ldns_pkt *p, uint16_t c);
```

**DESCRIPTION**

*ldns\_update\_set\_zocount()*

*ldns\_update\_set\_prcount()* Set the pr count

**p**: the packet

**c**: the pr count to set

*ldns\_update\_set\_upcount()* Set the up count

**p**: the packet

**c**: the up count to set

*ldns\_update\_set\_adcount()* Set the ad count

**p**: the packet

**c**: the ad count to set

**AUTHOR**

The ldns team at NLnet Labs.

**REPORTING BUGS**

Please report bugs to [ldns-team@nlnetlabs.nl](mailto:ldns-team@nlnetlabs.nl) or in our bugzilla at

<http://www.nlnetlabs.nl/bugs/index.html>

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## **SEE ALSO**

*ldns\_update\_pkt\_new*. And **perldoc Net::DNS, RFC1034, RFC1035, RFC4033, RFC4034** and **RFC4035**.

## **REMARKS**

This manpage was automatically generated from the ldns source code.