

rsstats

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# Chapter 1

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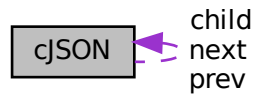
## Chapter 3

# Class Documentation

### 3.1 cJSON Struct Reference

```
#include <cJSON.h>
```

Collaboration diagram for cJSON:



#### Public Attributes

- struct cJSON \* [next](#)
- struct cJSON \* [prev](#)
- struct cJSON \* [child](#)
- int [type](#)
- char \* [valuelstring](#)
- int [valueint](#)
- double [valuedouble](#)
- char \* [string](#)

#### 3.1.1 Detailed Description

Definition at line [103](#) of file [cJSON.h](#).

#### 3.1.2 Member Data Documentation

### 3.1.2.1 child

```
struct cJSON* cJSON::child
```

Definition at line 108 of file [cJSON.h](#).

### 3.1.2.2 next

```
struct cJSON* cJSON::next
```

Definition at line 105 of file [cJSON.h](#).

### 3.1.2.3 prev

```
struct cJSON* cJSON::prev
```

Definition at line 106 of file [cJSON.h](#).

### 3.1.2.4 string

```
char* cJSON::string
```

Definition at line 121 of file [cJSON.h](#).

### 3.1.2.5 type

```
int cJSON::type
```

Definition at line 111 of file [cJSON.h](#).

### 3.1.2.6 valuedouble

```
double cJSON::valuedouble
```

Definition at line 118 of file [cJSON.h](#).

### 3.1.2.7 valueint

```
int cJSON::valueint
```

Definition at line 116 of file [cJSON.h](#).

### 3.1.2.8 valuestring

```
char* cJSON::valuestring
```

Definition at line 114 of file [cJSON.h](#).

The documentation for this struct was generated from the following file:

- [cJSON.h](#)

## 3.2 cJSON\_Hooks Struct Reference

```
#include <cJSON.h>
```

### Public Member Functions

- [void \\*CJSON\\_CDECL \\* malloc\\_fn](#) (size\_t sz)
- [void \(CJSON\\_CDECL \\*free\\_fn\)](#)(void \*ptr)

### 3.2.1 Detailed Description

Definition at line 124 of file [cJSON.h](#).

### 3.2.2 Member Function Documentation

#### 3.2.2.1 malloc\_fn()

```
void *CJSON_CDECL * cJSON_Hooks::malloc_fn (  
    size_t sz )
```

### 3.2.2.2 void()

```
cJSON_Hooks::void (
    cJSON_CDECL * free_fn )
```

The documentation for this struct was generated from the following file:

- [cJSON.h](#)

## 3.3 cluster\_s Struct Reference

```
#include <cluster.h>
```

### Public Attributes

- unsigned short int [enabled](#)
- char \* [host](#)
- char \* [user](#)
- char \* [pass](#)
- char \* [insecure](#)
- char \* [cacert](#)

### 3.3.1 Detailed Description

Definition at line [24](#) of file [cluster.h](#).

### 3.3.2 Member Data Documentation

#### 3.3.2.1 cacert

```
char* cluster_s::cacert
```

Definition at line [30](#) of file [cluster.h](#).

#### 3.3.2.2 enabled

```
unsigned short int cluster_s::enabled
```

Definition at line [25](#) of file [cluster.h](#).



### 3.3.2.3 host

```
char* cluster_s::host
```

Definition at line 26 of file [cluster.h](#).

### 3.3.2.4 insecure

```
char* cluster_s::insecure
```

Definition at line 29 of file [cluster.h](#).

### 3.3.2.5 pass

```
char* cluster_s::pass
```

Definition at line 28 of file [cluster.h](#).

### 3.3.2.6 user

```
char* cluster_s::user
```

Definition at line 27 of file [cluster.h](#).

The documentation for this struct was generated from the following file:

- [cluster.h](#)

## 3.4 error Struct Reference

### Public Attributes

- const unsigned char \* [json](#)
- size\_t [position](#)

### 3.4.1 Detailed Description

Definition at line 88 of file [cJSON.c](#).

## 3.4.2 Member Data Documentation

### 3.4.2.1 json

```
const unsigned char* error::json
```

Definition at line 89 of file [cJSON.c](#).

### 3.4.2.2 position

```
size_t error::position
```

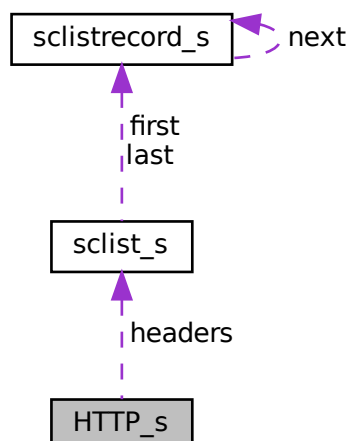
Definition at line 90 of file [cJSON.c](#).

The documentation for this struct was generated from the following file:

- [cJSON.c](#)

## 3.5 HTTP\_s Struct Reference

Collaboration diagram for HTTP\_s:



## Public Attributes

- [sclist\\_t](#) \* [headers](#)
- char \* [body](#)

### 3.5.1 Detailed Description

Definition at line [32](#) of file [libhttp.c](#).

### 3.5.2 Member Data Documentation

#### 3.5.2.1 body

```
char* HTTP_s::body
```

Definition at line [34](#) of file [libhttp.c](#).

#### 3.5.2.2 headers

```
sclist_t* HTTP_s::headers
```

Definition at line [33](#) of file [libhttp.c](#).

The documentation for this struct was generated from the following file:

- [libhttp.c](#)

## 3.6 HTTPHeaders\_s Struct Reference

### Public Attributes

- char \* [name](#)
- char \* [value](#)

### 3.6.1 Detailed Description

Definition at line [27](#) of file [libhttp.c](#).

## 3.6.2 Member Data Documentation

### 3.6.2.1 name

```
char* HTTPHeaders_s::name
```

Definition at line 28 of file [libhttp.c](#).

### 3.6.2.2 value

```
char* HTTPHeaders_s::value
```

Definition at line 29 of file [libhttp.c](#).

The documentation for this struct was generated from the following file:

- [libhttp.c](#)

## 3.7 internal\_hooks Struct Reference

### Public Member Functions

- [void \\*CJSON\\_CDECL \\* allocate](#) (size\_t size)
- [void \(CJSON\\_CDECL \\*deallocate\)](#)(void \*pointer)
- [void \\*CJSON\\_CDECL \\* reallocate](#) (void \*pointer, size\_t size)

### 3.7.1 Detailed Description

Definition at line 145 of file [cJSON.c](#).

### 3.7.2 Member Function Documentation

#### 3.7.2.1 allocate()

```
void *CJSON_CDECL * internal_hooks::allocate (  
    size_t size )
```

### 3.7.2.2 reallocate()

```
void *CJSON_CDECL * internal_hooks::reallocate (
    void * pointer,
    size_t size )
```

### 3.7.2.3 void()

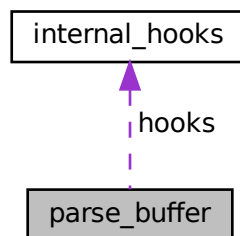
```
internal_hooks::void (
    CJSON_CDECL * deallocate )
```

The documentation for this struct was generated from the following file:

- [cJSON.c](#)

## 3.8 parse\_buffer Struct Reference

Collaboration diagram for parse\_buffer:



### Public Attributes

- const unsigned char \* [content](#)
- size\_t [length](#)
- size\_t [offset](#)
- size\_t [depth](#)
- [internal\\_hooks](#) [hooks](#)

### 3.8.1 Detailed Description

Definition at line 258 of file [cJSON.c](#).

## 3.8.2 Member Data Documentation

### 3.8.2.1 content

```
const unsigned char* parse_buffer::content
```

Definition at line [259](#) of file [cJSON.c](#).

### 3.8.2.2 depth

```
size_t parse_buffer::depth
```

Definition at line [262](#) of file [cJSON.c](#).

### 3.8.2.3 hooks

```
internal_hooks parse_buffer::hooks
```

Definition at line [263](#) of file [cJSON.c](#).

### 3.8.2.4 length

```
size_t parse_buffer::length
```

Definition at line [260](#) of file [cJSON.c](#).

### 3.8.2.5 offset

```
size_t parse_buffer::offset
```

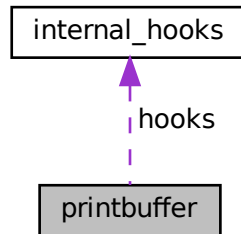
Definition at line [261](#) of file [cJSON.c](#).

The documentation for this struct was generated from the following file:

- [cJSON.c](#)

## 3.9 printbuffer Struct Reference

Collaboration diagram for printbuffer:



### Public Attributes

- unsigned char \* `buffer`
- size\_t `length`
- size\_t `offset`
- size\_t `depth`
- cJSON\_bool `noalloc`
- cJSON\_bool `format`
- internal\_hooks `hooks`

### 3.9.1 Detailed Description

Definition at line 391 of file `cJSON.c`.

### 3.9.2 Member Data Documentation

#### 3.9.2.1 `buffer`

```
unsigned char* printbuffer::buffer
```

Definition at line 392 of file `cJSON.c`.

### 3.9.2.2 depth

```
size_t printbuffer::depth
```

Definition at line 395 of file [cJSON.c](#).

### 3.9.2.3 format

```
cJSON_bool printbuffer::format
```

Definition at line 397 of file [cJSON.c](#).

### 3.9.2.4 hooks

```
internal_hooks printbuffer::hooks
```

Definition at line 398 of file [cJSON.c](#).

### 3.9.2.5 length

```
size_t printbuffer::length
```

Definition at line 393 of file [cJSON.c](#).

### 3.9.2.6 noalloc

```
cJSON_bool printbuffer::noalloc
```

Definition at line 396 of file [cJSON.c](#).

### 3.9.2.7 offset

```
size_t printbuffer::offset
```

Definition at line 394 of file [cJSON.c](#).

The documentation for this struct was generated from the following file:

- [cJSON.c](#)



## 3.10 rsclustercon\_s Struct Reference

### Public Attributes

- char \* [host](#)
- char \* [user](#)
- char \* [pass](#)
- unsigned short int [insecure](#)
- char \* [cacert](#)
- int [sock](#)
- SSL\_CTX \* [ctx](#)
- SSL \* [ssl](#)

### 3.10.1 Detailed Description

Definition at line [38](#) of file [clustercon.c](#).

### 3.10.2 Member Data Documentation

#### 3.10.2.1 cacert

```
char* rsclustercon_s::cacert
```

Definition at line [43](#) of file [clustercon.c](#).

#### 3.10.2.2 ctx

```
SSL_CTX* rsclustercon_s::ctx
```

Definition at line [45](#) of file [clustercon.c](#).

#### 3.10.2.3 host

```
char* rsclustercon_s::host
```

Definition at line [39](#) of file [clustercon.c](#).

### 3.10.2.4 insecure

```
unsigned short int rsclustercon_s::insecure
```

Definition at line 42 of file [clustercon.c](#).

### 3.10.2.5 pass

```
char* rsclustercon_s::pass
```

Definition at line 41 of file [clustercon.c](#).

### 3.10.2.6 sock

```
int rsclustercon_s::sock
```

Definition at line 44 of file [clustercon.c](#).

### 3.10.2.7 ssl

```
SSL* rsclustercon_s::ssl
```

Definition at line 46 of file [clustercon.c](#).

### 3.10.2.8 user

```
char* rsclustercon_s::user
```

Definition at line 40 of file [clustercon.c](#).

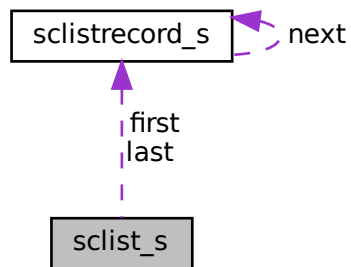
The documentation for this struct was generated from the following file:

- [clustercon.c](#)

## 3.11 sclist\_s Struct Reference

Opaque sclist structure.

Collaboration diagram for sclist\_s:



### Public Attributes

- `sclistrecord_t * first`  
*Pointer to the first record.*
- `sclistrecord_t * last`  
*Pointer to the last record.*

### 3.11.1 Detailed Description

Opaque sclist structure.

Definition at line 34 of file [sclist.c](#).

### 3.11.2 Member Data Documentation

#### 3.11.2.1 first

```
sclistrecord_t* sclist_s::first
```

Pointer to the first record.

Definition at line 35 of file [sclist.c](#).

### 3.11.2.2 last

```
sclistrecord_t* sclist_s::last
```

Pointer to the last record.

Definition at line 36 of file [sclist.c](#).

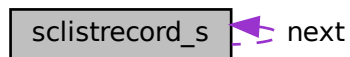
The documentation for this struct was generated from the following file:

- [sclist.c](#)

## 3.12 sclistrecord\_s Struct Reference

Private list record structure.

Collaboration diagram for sclistrecord\_s:



### Public Attributes

- void \* [value](#)  
*Pointer to value.*
- struct [sclistrecord\\_s](#) \* [next](#)  
*Next record in the list.*

### 3.12.1 Detailed Description

Private list record structure.

Definition at line 27 of file [sclist.c](#).

### 3.12.2 Member Data Documentation

### 3.12.2.1 `next`

```
struct sclistrecord_s* sclistrecord_s::next
```

Next record in the list.

Definition at line 29 of file [sclist.c](#).

### 3.12.2.2 `value`

```
void* sclistrecord_s::value
```

Pointer to value.

Definition at line 28 of file [sclist.c](#).

The documentation for this struct was generated from the following file:

- [sclist.c](#)

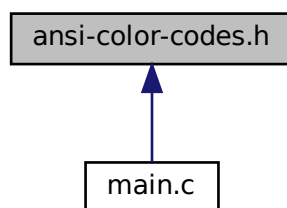


## Chapter 4

# File Documentation

### 4.1 ansi-color-codes.h File Reference

This graph shows which files directly or indirectly include this file:



#### Macros

- #define **BLK** "\33[0;30m"
- #define **RED** "\33[0;31m"
- #define **GRN** "\33[0;32m"
- #define **YEL** "\33[0;33m"
- #define **BLU** "\33[0;34m"
- #define **MAG** "\33[0;35m"
- #define **CYN** "\33[0;36m"
- #define **WHT** "\33[0;37m"
- #define **BBLK** "\33[1;30m"
- #define **BRED** "\33[1;31m"
- #define **BGRN** "\33[1;32m"
- #define **BYEL** "\33[1;33m"
- #define **BBLU** "\33[1;34m"
- #define **BMAG** "\33[1;35m"
- #define **BCYN** "\33[1;36m"
- #define **BWHT** "\33[1;37m"

- #define UBLK "\33[4;30m"
- #define URED "\33[4;31m"
- #define UGRN "\33[4;32m"
- #define UYEL "\33[4;33m"
- #define UBLU "\33[4;34m"
- #define UMAG "\33[4;35m"
- #define UCYN "\33[4;36m"
- #define UWHT "\33[4;37m"
- #define BLKB "\33[40m"
- #define REDB "\33[41m"
- #define GRNB "\33[42m"
- #define YELB "\33[43m"
- #define BLUB "\33[44m"
- #define MAGB "\33[45m"
- #define CYNB "\33[46m"
- #define WHTB "\33[47m"
- #define BLKHB "\33[0;100m"
- #define REDHB "\33[0;101m"
- #define GRNHB "\33[0;102m"
- #define YELHB "\33[0;103m"
- #define BLUHB "\33[0;104m"
- #define MAGHB "\33[0;105m"
- #define CYNHB "\33[0;106m"
- #define WHTHB "\33[0;107m"
- #define HBLK "\33[0;90m"
- #define HRED "\33[0;91m"
- #define HGRN "\33[0;92m"
- #define HYEL "\33[0;93m"
- #define HBLU "\33[0;94m"
- #define HMAG "\33[0;95m"
- #define HCYN "\33[0;96m"
- #define HWHT "\33[0;97m"
- #define BHBLK "\33[1;90m"
- #define BHRED "\33[1;91m"
- #define BHGRN "\33[1;92m"
- #define BHYEL "\33[1;93m"
- #define BHBLU "\33[1;94m"
- #define BHMAG "\33[1;95m"
- #define BHCYN "\33[1;96m"
- #define BHWHT "\33[1;97m"
- #define RESET "\33[0m"
- #define DIM "\33[22m"
- #define BLINK "\33[5m"
- #define HIDDEN "\33[8m"
- #define REVERSE "\33[7m"
- #define BOLD "\33[1m"
- #define UNDERLINE "\33[4m"
- #define STRIKE "\33[9m"

#### 4.1.1 Macro Definition Documentation



#### 4.1.1.1 BBLK

```
#define BBLK "\33[1;30m"
```

Definition at line 20 of file [ansi-color-codes.h](#).

#### 4.1.1.2 BBLU

```
#define BBLU "\33[1;34m"
```

Definition at line 24 of file [ansi-color-codes.h](#).

#### 4.1.1.3 BCYN

```
#define BCYN "\33[1;36m"
```

Definition at line 26 of file [ansi-color-codes.h](#).

#### 4.1.1.4 BGRN

```
#define BGRN "\33[1;32m"
```

Definition at line 22 of file [ansi-color-codes.h](#).

#### 4.1.1.5 BHBLK

```
#define BHBLK "\33[1;90m"
```

Definition at line 70 of file [ansi-color-codes.h](#).

#### 4.1.1.6 BHBLU

```
#define BHBLU "\33[1;94m"
```

Definition at line 74 of file [ansi-color-codes.h](#).

#### 4.1.1.7 BHCYN

```
#define BHCYN "\33[1;96m"
```

Definition at line 76 of file [ansi-color-codes.h](#).

#### 4.1.1.8 BHGRN

```
#define BHGRN "\33[1;92m"
```

Definition at line 72 of file [ansi-color-codes.h](#).

#### 4.1.1.9 BHMAG

```
#define BHMAG "\33[1;95m"
```

Definition at line 75 of file [ansi-color-codes.h](#).

#### 4.1.1.10 BHRED

```
#define BHRED "\33[1;91m"
```

Definition at line 71 of file [ansi-color-codes.h](#).

#### 4.1.1.11 BHWHT

```
#define BHWHT "\33[1;97m"
```

Definition at line 77 of file [ansi-color-codes.h](#).

#### 4.1.1.12 BHYEL

```
#define BHYEL "\33[1;93m"
```

Definition at line 73 of file [ansi-color-codes.h](#).

#### 4.1.1.13 BLINK

```
#define BLINK "\33[5m"
```

Definition at line 82 of file [ansi-color-codes.h](#).

#### 4.1.1.14 BLK

```
#define BLK "\33[0;30m"
```

Definition at line 10 of file [ansi-color-codes.h](#).

#### 4.1.1.15 BLKB

```
#define BLKB "\33[40m"
```

Definition at line 40 of file [ansi-color-codes.h](#).

#### 4.1.1.16 BLKHB

```
#define BLKHB "\33[0;100m"
```

Definition at line 50 of file [ansi-color-codes.h](#).

#### 4.1.1.17 BLU

```
#define BLU "\33[0;34m"
```

Definition at line 14 of file [ansi-color-codes.h](#).

#### 4.1.1.18 BLUB

```
#define BLUB "\33[44m"
```

Definition at line 44 of file [ansi-color-codes.h](#).

#### 4.1.1.19 BLUHB

```
#define BLUHB "\33[0;104m"
```

Definition at line 54 of file [ansi-color-codes.h](#).

#### 4.1.1.20 BMAG

```
#define BMAG "\33[1;35m"
```

Definition at line 25 of file [ansi-color-codes.h](#).

#### 4.1.1.21 BOLD

```
#define BOLD "\33[1m"
```

Definition at line 85 of file [ansi-color-codes.h](#).

#### 4.1.1.22 BRED

```
#define BRED "\33[1;31m"
```

Definition at line 21 of file [ansi-color-codes.h](#).

#### 4.1.1.23 BWHT

```
#define BWHT "\33[1;37m"
```

Definition at line 27 of file [ansi-color-codes.h](#).

#### 4.1.1.24 BYEL

```
#define BYEL "\33[1;33m"
```

Definition at line 23 of file [ansi-color-codes.h](#).

#### 4.1.1.25 CYN

```
#define CYN "\33[0;36m"
```

Definition at line 16 of file [ansi-color-codes.h](#).

#### 4.1.1.26 CYNB

```
#define CYNB "\33[46m"
```

Definition at line 46 of file [ansi-color-codes.h](#).

#### 4.1.1.27 CYNHB

```
#define CYNHB "\33[0;106m"
```

Definition at line 56 of file [ansi-color-codes.h](#).

#### 4.1.1.28 DIM

```
#define DIM "\33[22m"
```

Definition at line 81 of file [ansi-color-codes.h](#).

#### 4.1.1.29 GRN

```
#define GRN "\33[0;32m"
```

Definition at line 12 of file [ansi-color-codes.h](#).

#### 4.1.1.30 GRNB

```
#define GRNB "\33[42m"
```

Definition at line 42 of file [ansi-color-codes.h](#).

#### 4.1.1.31 GRNHB

```
#define GRNHB "\33[0;102m"
```

Definition at line 52 of file [ansi-color-codes.h](#).

#### 4.1.1.32 HBLK

```
#define HBLK "\33[0;90m"
```

Definition at line 60 of file [ansi-color-codes.h](#).

#### 4.1.1.33 HBLU

```
#define HBLU "\33[0;94m"
```

Definition at line 64 of file [ansi-color-codes.h](#).

#### 4.1.1.34 HCYN

```
#define HCYN "\33[0;96m"
```

Definition at line 66 of file [ansi-color-codes.h](#).

#### 4.1.1.35 HGRN

```
#define HGRN "\33[0;92m"
```

Definition at line 62 of file [ansi-color-codes.h](#).

#### 4.1.1.36 HIDDEN

```
#define HIDDEN "\33[8m"
```

Definition at line 83 of file [ansi-color-codes.h](#).

#### 4.1.1.37 HMAG

```
#define HMAG "\33[0;95m"
```

Definition at line 65 of file [ansi-color-codes.h](#).

#### 4.1.1.38 HRED

```
#define HRED "\33[0;91m"
```

Definition at line 61 of file [ansi-color-codes.h](#).

#### 4.1.1.39 HWHT

```
#define HWHT "\33[0;97m"
```

Definition at line 67 of file [ansi-color-codes.h](#).

#### 4.1.1.40 HYEL

```
#define HYEL "\33[0;93m"
```

Definition at line 63 of file [ansi-color-codes.h](#).

#### 4.1.1.41 MAG

```
#define MAG "\33[0;35m"
```

Definition at line 15 of file [ansi-color-codes.h](#).

#### 4.1.1.42 MAGB

```
#define MAGB "\33[45m"
```

Definition at line 45 of file [ansi-color-codes.h](#).

#### 4.1.1.43 MAGHB

```
#define MAGHB "\33[0;105m"
```

Definition at line 55 of file [ansi-color-codes.h](#).

#### 4.1.1.44 RED

```
#define RED "\33[0;31m"
```

Definition at line 11 of file [ansi-color-codes.h](#).

#### 4.1.1.45 REDB

```
#define REDB "\33[41m"
```

Definition at line 41 of file [ansi-color-codes.h](#).

#### 4.1.1.46 REDHB

```
#define REDHB "\33[0;101m"
```

Definition at line 51 of file [ansi-color-codes.h](#).

#### 4.1.1.47 RESET

```
#define RESET "\33[0m"
```

Definition at line 80 of file [ansi-color-codes.h](#).

#### 4.1.1.48 REVERSE

```
#define REVERSE "\33[7m"
```

Definition at line 84 of file [ansi-color-codes.h](#).



#### 4.1.1.49 STRIKE

```
#define STRIKE "\33[9m"
```

Definition at line 87 of file [ansi-color-codes.h](#).

#### 4.1.1.50 UBLK

```
#define UBLK "\33[4;30m"
```

Definition at line 30 of file [ansi-color-codes.h](#).

#### 4.1.1.51 UBLU

```
#define UBLU "\33[4;34m"
```

Definition at line 34 of file [ansi-color-codes.h](#).

#### 4.1.1.52 UCYN

```
#define UCYN "\33[4;36m"
```

Definition at line 36 of file [ansi-color-codes.h](#).

#### 4.1.1.53 UGRN

```
#define UGRN "\33[4;32m"
```

Definition at line 32 of file [ansi-color-codes.h](#).

#### 4.1.1.54 UMAG

```
#define UMAG "\33[4;35m"
```

Definition at line 35 of file [ansi-color-codes.h](#).

#### 4.1.1.55 UNDERLINE

```
#define UNDERLINE "\33[4m"
```

Definition at line 86 of file [ansi-color-codes.h](#).

#### 4.1.1.56 URED

```
#define URED "\33[4;31m"
```

Definition at line 31 of file [ansi-color-codes.h](#).

#### 4.1.1.57 UWHT

```
#define UWHT "\33[4;37m"
```

Definition at line 37 of file [ansi-color-codes.h](#).

#### 4.1.1.58 UYEL

```
#define UYEL "\33[4;33m"
```

Definition at line 33 of file [ansi-color-codes.h](#).

#### 4.1.1.59 WHT

```
#define WHT "\33[0;37m"
```

Definition at line 17 of file [ansi-color-codes.h](#).

#### 4.1.1.60 WHTB

```
#define WHTB "\33[47m"
```

Definition at line 47 of file [ansi-color-codes.h](#).

#### 4.1.1.61 WHTHB

```
#define WHTHB "\33[0;107m"
```

Definition at line 57 of file [ansi-color-codes.h](#).

#### 4.1.1.62 YEL

```
#define YEL "\33[0;33m"
```

Definition at line 13 of file [ansi-color-codes.h](#).

#### 4.1.1.63 YELB

```
#define YELB "\33[43m"
```

Definition at line 43 of file [ansi-color-codes.h](#).

#### 4.1.1.64 YELHB

```
#define YELHB "\33[0;103m"
```

Definition at line 53 of file [ansi-color-codes.h](#).

## 4.2 ansi-color-codes.h

[Go to the documentation of this file.](#)

```
00001 /*
00002 * This is free and unencumbered software released into the public domain.
00003 *
00004 * For more information, please refer to <https://unlicense.org>
00005 *
00006 * Downloaded from https://gist.github.com/federicheddu/036ddc1624c12c073d1d481f3044628a
00007 */
00008
00009 /* Regular text */
00010 #define BLK "\33[0;30m"
00011 #define RED "\33[0;31m"
00012 #define GRN "\33[0;32m"
00013 #define YEL "\33[0;33m"
00014 #define BLU "\33[0;34m"
00015 #define MAG "\33[0;35m"
00016 #define CYN "\33[0;36m"
00017 #define WHT "\33[0;37m"
00018
00019 /* Regular bold text */
00020 #define BBLK "\33[1;30m"
00021 #define BRED "\33[1;31m"
00022 #define BGRN "\33[1;32m"
00023 #define BYEL "\33[1;33m"
00024 #define BBLU "\33[1;34m"
00025 #define BMAG "\33[1;35m"
00026 #define BCYN "\33[1;36m"
```

```

00027 #define BWHT "\33[1;37m"
00028
00029 /* Regular underline text */
00030 #define UBLK "\33[4;30m"
00031 #define URED "\33[4;31m"
00032 #define UGRN "\33[4;32m"
00033 #define UYEL "\33[4;33m"
00034 #define UBLU "\33[4;34m"
00035 #define UMAG "\33[4;35m"
00036 #define UCYN "\33[4;36m"
00037 #define UWHT "\33[4;37m"
00038
00039 /* Regular background */
00040 #define BLKB "\33[40m"
00041 #define REDB "\33[41m"
00042 #define GRNB "\33[42m"
00043 #define YELB "\33[43m"
00044 #define BLUB "\33[44m"
00045 #define MAGB "\33[45m"
00046 #define CYNB "\33[46m"
00047 #define WHTB "\33[47m"
00048
00049 /* High intensty background */
00050 #define BLKHB "\33[0;100m"
00051 #define REDHB "\33[0;101m"
00052 #define GRNHB "\33[0;102m"
00053 #define YELHB "\33[0;103m"
00054 #define BLUHB "\33[0;104m"
00055 #define MAGHB "\33[0;105m"
00056 #define CYNHB "\33[0;106m"
00057 #define WHTHB "\33[0;107m"
00058
00059 /* High intensty text */
00060 #define HBLK "\33[0;90m"
00061 #define HRED "\33[0;91m"
00062 #define HGRN "\33[0;92m"
00063 #define HYEL "\33[0;93m"
00064 #define HBLU "\33[0;94m"
00065 #define HMAG "\33[0;95m"
00066 #define HCYN "\33[0;96m"
00067 #define HWHT "\33[0;97m"
00068
00069 /* Bold high intensity text */
00070 #define BHBLK "\33[1;90m"
00071 #define BHRED "\33[1;91m"
00072 #define BHGRN "\33[1;92m"
00073 #define BHYEL "\33[1;93m"
00074 #define BHBLU "\33[1;94m"
00075 #define BHMAG "\33[1;95m"
00076 #define BHCYN "\33[1;96m"
00077 #define BHWHT "\33[1;97m"
00078
00079 /* Reset */
00080 #define RESET "\33[0m"
00081 #define DIM "\33[22m"
00082 #define BLINK "\33[5m"
00083 #define HIDDEN "\33[8m"
00084 #define REVERSE "\33[7m"
00085 #define BOLD "\33[1m"
00086 #define UNDERLINE "\33[4m"
00087 #define STRIKE "\33[9m"
00088
00089 /* vim: set tw=80: */

```

### 4.3 base64.c File Reference

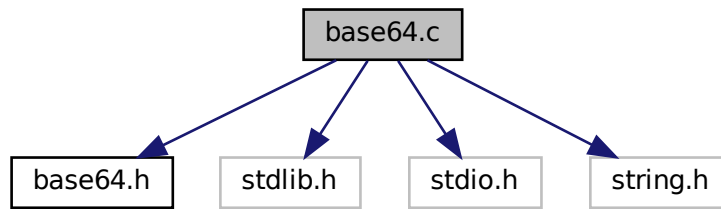
Simple Base64 encoding and decoding functions.

```

#include "base64.h"
#include <stdlib.h>
#include <stdio.h>
#include <string.h>

```

Include dependency graph for base64.c:



## Functions

- char \* `base64_encode` (char \*plain)  
*Encode a zero terminated C string in Base64.*
- char \* `base64_decode` (char \*cipher)  
*Decode a zero terminated C Base64 encoded string.*

### 4.3.1 Detailed Description

Simple Base64 encoding and decoding functions.

Copied and adapted from <https://github.com/elzoughby/Base64>

#### Author

François Cerbelle (Fanfan), [francois@cerbelle.net](mailto:francois@cerbelle.net)

Definition in file [base64.c](#).

### 4.3.2 Function Documentation

#### 4.3.2.1 `base64_decode()`

```
char * base64_decode (  
    char * cipher )
```

Decode a zero terminated C Base64 encoded string.

**Parameters**

<i>cipher</i>	Zero Terminated C Base64 encoded string
---------------	---

**Returns**

Decoded zero terminated C string

**Return values**

<i>Pointer</i>	to a zero terminated C string
<i>NULL</i>	in case of out of memory

*cipher* can not be NULL. the returned value is mallocated and needs to be freed.

Definition at line 77 of file [base64.c](#).

**4.3.2.2 base64\_encode()**

```
char * base64_encode (
    char * plain )
```

Encode a zero terminated C string in Base64.

**Parameters**

<i>plain</i>	Zero Terminated C string
--------------	--------------------------

**Returns**

Encoded zero terminated C string

**Return values**

<i>Pointer</i>	to a zero terminated C string
<i>NULL</i>	in case of out of memory

*plain* can not be NULL. the returned value is mallocated and needs to be freed.

Definition at line 39 of file [base64.c](#).

Here is the caller graph for this function:



## 4.4 base64.c

[Go to the documentation of this file.](#)

```

00001
00021 #ifdef HAVE_CONFIG_H
00022 #include "config.h"
00023 #endif
00024
00025 #include "base64.h"
00026
00027 #include <stdlib.h>
00028 #include <stdio.h> /* perror */
00029 #include <string.h>
00030
00031 static char base46_map[] = {'A', 'B', 'C', 'D', 'E', 'F', 'G', 'H', 'I', 'J',
00032                             'K', 'L', 'M', 'N', 'O', 'P', 'Q', 'R', 'S', 'T', 'U', 'V', 'W', 'X', 'Y',
00033                             'Z', 'a', 'b', 'c', 'd', 'e', 'f', 'g', 'h', 'i', 'j', 'k', 'l', 'm', 'n',
00034                             'o', 'p', 'q', 'r', 's', 't', 'u', 'v', 'w', 'x', 'y', 'z', '0', '1', '2',
00035                             '3', '4', '5', '6', '7', '8', '9', '+', '/'
00036                             };
00037
00038
00039 char* base64_encode(char* plain) {
00040     unsigned char counts = 0;
00041     char buffer[3];
00042     char* cipher = malloc(strlen(plain) * 4 / 3 + 4);
00043     int i = 0, c = 0;
00044
00045     if (NULL==cipher) {
00046         perror("base64_encode");
00047         return NULL;
00048     }
00049
00050     for(i = 0; plain[i] != '\0'; i++) {
00051         buffer[counts++] = plain[i];
00052         if(counts == 3) {
00053             cipher[c++] = base46_map[buffer[0] >> 2];
00054             cipher[c++] = base46_map[((buffer[0] & 0x03) << 4) + (buffer[1] >> 4)];
00055             cipher[c++] = base46_map[((buffer[1] & 0x0f) << 2) + (buffer[2] >> 6)];
00056             cipher[c++] = base46_map[buffer[2] & 0x3f];
00057             counts = 0;
00058         }
00059     }
00060
00061     if(counts > 0) {
00062         cipher[c++] = base46_map[buffer[0] >> 2];
00063         if(counts == 1) {
00064             cipher[c++] = base46_map[(buffer[0] & 0x03) << 4];
00065             cipher[c++] = '=';
00066         } else { // if counts == 2
00067             cipher[c++] = base46_map[((buffer[0] & 0x03) << 4) + (buffer[1] >> 4)];
00068             cipher[c++] = base46_map[(buffer[1] & 0x0f) << 2];
00069         }
00070         cipher[c++] = '=';
00071     }
00072
00073     cipher[c] = '\0'; /* string padding character */
00074     return cipher;
00075 }
00076
00077 char* base64_decode(char* cipher) {
00078
00079     unsigned char counts = 0;
00080     char buffer[4];
  
```

```

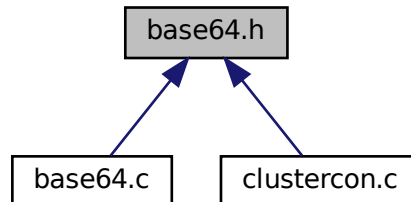
00081     char* plain = malloc(strlen(cipher) * 3 / 4 + 1);
00082     int i = 0, p = 0;
00083
00084     if (NULL==plain) {
00085         perror("base64_decode");
00086         return NULL;
00087     }
00088
00089     for(i = 0; cipher[i] != '\0'; i++) {
00090         unsigned char k;
00091         for(k = 0 ; k < 64 && base46_map[k] != cipher[i]; k++);
00092         buffer[counts++] = k;
00093         if(counts == 4) {
00094             plain[p++] = (buffer[0] << 2) + (buffer[1] >> 4);
00095             if(buffer[2] != 64)
00096                 plain[p++] = (buffer[1] << 4) + (buffer[2] >> 2);
00097             if(buffer[3] != 64)
00098                 plain[p++] = (buffer[2] << 6) + buffer[3];
00099             counts = 0;
00100         }
00101     }
00102
00103     plain[p] = '\0';    /* string padding character */
00104     return plain;
00105 }
00106
00107 /* vim: set tw=80: */

```

## 4.5 base64.h File Reference

Simple Base64 encoding and decoding functions.

This graph shows which files directly or indirectly include this file:



### Functions

- char \* [base64\\_encode](#) (char \*plain)  
*Encode a zero terminated C string in Base64.*
- char \* [base64\\_decode](#) (char \*cipher)  
*Decode a zero terminated C Base64 encoded string.*

#### 4.5.1 Detailed Description

Simple Base64 encoding and decoding functions.

Copied and adapted from <https://github.com/elzoughby/Base64>

#### Author

François Cerbelle (Fanfan), [francois@cerbelle.net](mailto:francois@cerbelle.net)

Definition in file [base64.h](#).



## 4.5.2 Function Documentation

### 4.5.2.1 base64\_decode()

```
char * base64_decode (
    char * cipher )
```

Decode a zero terminated C Base64 encoded string.

#### Parameters

<i>cipher</i>	Zero Terminated C Base64 encoded string
---------------	---

#### Returns

Decoded zero terminated C string

#### Return values

<i>Pointer</i>	to a zero terminated C string
<i>NULL</i>	in case of out of memory

*cipher* can not be *NULL*. the returned value is mallocated and needs to be freed.

Definition at line 77 of file [base64.c](#).

### 4.5.2.2 base64\_encode()

```
char * base64_encode (
    char * plain )
```

Encode a zero terminated C string in Base64.

#### Parameters

<i>plain</i>	Zero Terminated C string
--------------	--------------------------

#### Returns

Encoded zero terminated C string

#### Return values

<i>Pointer</i>	to a zero terminated C string
<i>NULL</i>	in case of out of memory

plain can not be NULL. the returned value is mallocated and needs to be freed.

Definition at line 39 of file [base64.c](#).

Here is the caller graph for this function:



## 4.6 base64.h

[Go to the documentation of this file.](#)

```

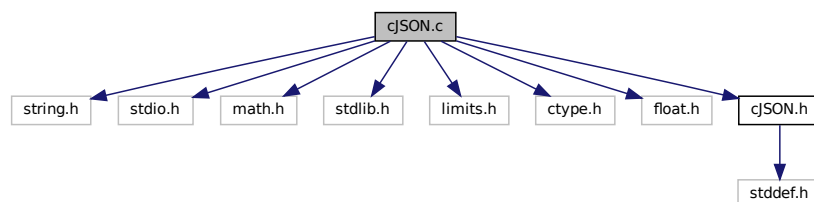
00001
00021 #ifndef __BASE64_H__
00022 #define __BASE64_H__
00023
00035 char* base64_encode(char* plain);
00036
00048 char* base64_decode(char* cipher);
00049
00050 #endif /* __BASE64_H__ */
00051
00052 /* vim: set tw=80: */
  
```

## 4.7 cJSON.c File Reference

```

#include <string.h>
#include <stdio.h>
#include <math.h>
#include <stdlib.h>
#include <limits.h>
#include <ctype.h>
#include <float.h>
#include "cJSON.h"
  
```

Include dependency graph for cJSON.c:



## Classes

- struct [error](#)
- struct [internal\\_hooks](#)
- struct [parse\\_buffer](#)
- struct [printbuffer](#)

## Macros

- #define [true](#) ((cJSON\_bool)1)
- #define [false](#) ((cJSON\_bool)0)
- #define [isinf](#)(d) (isnan((d - d)) && !isnan(d))
- #define [isnan](#)(d) (d != d)
- #define [NAN](#) 0.0/0.0
- #define [internal\\_malloc](#) malloc
- #define [internal\\_free](#) free
- #define [internal\\_realloc](#) realloc
- #define [static\\_strlen](#)(string\_literal) (sizeof(string\_literal) - sizeof(""))
- #define [can\\_read](#)(buffer, size) ((buffer != NULL) && (((buffer)->offset + size) <= (buffer)->length))
- #define [can\\_access\\_at\\_index](#)(buffer, index) ((buffer != NULL) && (((buffer)->offset + index) < (buffer)->length))
- #define [cannot\\_access\\_at\\_index](#)(buffer, index) (!can\_access\_at\_index(buffer, index))
- #define [buffer\\_at\\_offset](#)(buffer) ((buffer)->content + (buffer)->offset)
- #define [cjson\\_min](#)(a, b) (((a) < (b)) ? (a) : (b))

## Typedefs

- typedef struct [internal\\_hooks](#) [internal\\_hooks](#)

## Functions

- [CJSON\\_PUBLIC](#) (const char \*)
- [CJSON\\_PUBLIC](#) (char \*)
- [CJSON\\_PUBLIC](#) (double)
- [CJSON\\_PUBLIC](#) (void)
- [CJSON\\_PUBLIC](#) (cJSON \*)
- [CJSON\\_PUBLIC](#) (cJSON\_bool)
- cJSON \* [cJSON\\_Duplicate\\_rec](#) (const cJSON \*item, size\_t depth, cJSON\_bool recurse)
- [CJSON\\_PUBLIC](#) (void \*)

### 4.7.1 Macro Definition Documentation

#### 4.7.1.1 buffer\_at\_offset

```
#define buffer_at_offset(  
    buffer ) ((buffer)->content + (buffer)->offset)
```

Definition at line 272 of file [cJSON.c](#).

#### 4.7.1.2 can\_access\_at\_index

```
#define can_access_at_index(  
    buffer,  
    index ) ((buffer != NULL) && (((buffer)->offset + index) < (buffer)->length))
```

Definition at line 269 of file [cJSON.c](#).

#### 4.7.1.3 can\_read

```
#define can_read(  
    buffer,  
    size ) ((buffer != NULL) && (((buffer)->offset + size) <= (buffer)->length))
```

Definition at line 267 of file [cJSON.c](#).

#### 4.7.1.4 cannot\_access\_at\_index

```
#define cannot_access_at_index(  
    buffer,  
    index ) (!can_access_at_index(buffer, index))
```

Definition at line 270 of file [cJSON.c](#).

#### 4.7.1.5 cJSON\_min

```
#define cJSON_min(  
    a,  
    b ) ((a < b) ? (a) : (b))
```

Definition at line 1031 of file [cJSON.c](#).

#### 4.7.1.6 false

```
#define false ((cJSON\_bool)0)
```

Definition at line 70 of file [cJSON.c](#).

#### 4.7.1.7 internal\_free

```
#define internal_free free
```

Definition at line 164 of file cJSON.c.

#### 4.7.1.8 internal\_malloc

```
#define internal_malloc malloc
```

Definition at line 163 of file cJSON.c.

#### 4.7.1.9 internal\_realloc

```
#define internal_realloc realloc
```

Definition at line 165 of file cJSON.c.

#### 4.7.1.10 isinf

```
#define isinf(  
    d ) (isnan((d - d)) && !isnan(d))
```

Definition at line 74 of file cJSON.c.

#### 4.7.1.11 isnan

```
#define isnan(  
    d ) (d != d)
```

Definition at line 77 of file cJSON.c.

#### 4.7.1.12 NAN

```
#define NAN 0.0/0.0
```

Definition at line 84 of file cJSON.c.

#### 4.7.1.13 static\_strlen

```
#define static_strlen(  
    string_literal ) (sizeof(string_literal) - sizeof(""))
```

Definition at line 169 of file [cJSON.c](#).

#### 4.7.1.14 true

```
#define true ((cJSON\_bool)1)
```

Definition at line 65 of file [cJSON.c](#).

### 4.7.2 Typedef Documentation

#### 4.7.2.1 internal\_hooks

```
typedef struct internal\_hooks internal\_hooks
```

### 4.7.3 Function Documentation

#### 4.7.3.1 cJSON\_Duplicate\_rec()

```
cJSON * cJSON_Duplicate_rec (  
    const cJSON * item,  
    size_t depth,  
    cJSON\_bool recurse )
```

Definition at line 2325 of file [cJSON.c](#).

#### 4.7.3.2 cJSON\_PUBLIC() [1/7]

```
CJSON\_PUBLIC (  
    char * )
```

Definition at line 98 of file [cJSON.c](#).

#### 4.7.3.3 cJSON\_PUBLIC() [2/7]

```
cJSON_PUBLIC (  
    cJSON * )
```

Definition at line 942 of file cJSON.c.

#### 4.7.3.4 cJSON\_PUBLIC() [3/7]

```
cJSON_PUBLIC (  
    cJSON_bool )
```

Definition at line 1127 of file cJSON.c.

#### 4.7.3.5 cJSON\_PUBLIC() [4/7]

```
cJSON_PUBLIC (  
    const char * )
```

Definition at line 94 of file cJSON.c.

#### 4.7.3.6 cJSON\_PUBLIC() [5/7]

```
cJSON_PUBLIC (  
    double )
```

Definition at line 106 of file cJSON.c.

#### 4.7.3.7 cJSON\_PUBLIC() [6/7]

```
cJSON_PUBLIC (  
    void * )
```

Definition at line 2668 of file cJSON.c.

#### 4.7.3.8 cJSON\_PUBLIC() [7/7]

```
cJSON_PUBLIC (  
    void )
```

Definition at line 191 of file cJSON.c.

## 4.8 cJSON.c

[Go to the documentation of this file.](#)

```

00001 /*
00002 Copyright (c) 2009-2017 Dave Gamble and cJSON contributors
00003
00004 Permission is hereby granted, free of charge, to any person obtaining a copy
00005 of this software and associated documentation files (the "Software"), to deal
00006 in the Software without restriction, including without limitation the rights
00007 to use, copy, modify, merge, publish, distribute, sublicense, and/or sell
00008 copies of the Software, and to permit persons to whom the Software is
00009 furnished to do so, subject to the following conditions:
00010
00011 The above copyright notice and this permission notice shall be included in
00012 all copies or substantial portions of the Software.
00013
00014 THE SOFTWARE IS PROVIDED "AS IS", WITHOUT WARRANTY OF ANY KIND, EXPRESS OR
00015 IMPLIED, INCLUDING BUT NOT LIMITED TO THE WARRANTIES OF MERCHANTABILITY,
00016 FITNESS FOR A PARTICULAR PURPOSE AND NONINFRINGEMENT. IN NO EVENT SHALL THE
00017 AUTHORS OR COPYRIGHT HOLDERS BE LIABLE FOR ANY CLAIM, DAMAGES OR OTHER
00018 LIABILITY, WHETHER IN AN ACTION OF CONTRACT, TORT OR OTHERWISE, ARISING FROM,
00019 OUT OF OR IN CONNECTION WITH THE SOFTWARE OR THE USE OR OTHER DEALINGS IN
00020 THE SOFTWARE.
00021 */
00022
00023 /* cJSON */
00024 /* JSON parser in C. */
00025
00026 /* disable warnings about old C89 functions in MSVC */
00027 #if !defined(_CRT_SECURE_NO_DEPRECATED) && defined(_MSC_VER)
00028 #define _CRT_SECURE_NO_DEPRECATED
00029 #endif
00030
00031 #ifdef __GNUC__
00032 #pragma GCC visibility push(default)
00033 #endif
00034 #if defined(_MSC_VER)
00035 #pragma warning (push)
00036 /* disable warning about single line comments in system headers */
00037 #pragma warning (disable : 4001)
00038 #endif
00039
00040 #include <string.h>
00041 #include <stdio.h>
00042 #include <math.h>
00043 #include <stdlib.h>
00044 #include <limits.h>
00045 #include <ctype.h>
00046 #include <float.h>
00047
00048 #ifdef ENABLE_LOCALES
00049 #include <locale.h>
00050 #endif
00051
00052 #if defined(_MSC_VER)
00053 #pragma warning (pop)
00054 #endif
00055 #ifdef __GNUC__
00056 #pragma GCC visibility pop
00057 #endif
00058
00059 #include "cJSON.h"
00060
00061 /* define our own boolean type */
00062 #ifdef true
00063 #undef true
00064 #endif
00065 #define true ((cJSON_bool)1)
00066
00067 #ifdef false
00068 #undef false
00069 #endif
00070 #define false ((cJSON_bool)0)
00071
00072 /* define isnan and isinf for ANSI C, if in C99 or above, isnan and isinf has been defined in math.h
*/
00073 #ifndef isinf
00074 #define isinf(d) (isnan((d - d)) && !isnan(d))
00075 #endif
00076 #ifndef isnan
00077 #define isnan(d) (d != d)
00078 #endif
00079
00080 #ifndef NAN
00081 #ifdef _WIN32

```



```

00082 #define NAN sqrt(-1.0)
00083 #else
00084 #define NAN 0.0/0.0
00085 #endif
00086 #endif
00087
00088 typedef struct {
00089     const unsigned char *json;
00090     size_t position;
00091 } error;
00092 static error global_error = { NULL, 0 };
00093
00094 cJSON_PUBLIC(const char *) cJSON_GetErrorPtr(void) {
00095     return (const char*)(global_error.json + global_error.position);
00096 }
00097
00098 cJSON_PUBLIC(char *) cJSON_GetStringValue(const cJSON * const item) {
00099     if (!cJSON_IsString(item)) {
00100         return NULL;
00101     }
00102     return item->valuelstring;
00103 }
00104 }
00105
00106 cJSON_PUBLIC(double) cJSON_GetNumberValue(const cJSON * const item) {
00107     if (!cJSON_IsNumber(item)) {
00108         return (double) NAN;
00109     }
00110     return item->valuedouble;
00111 }
00112 }
00113
00114 /* This is a safeguard to prevent copy-pasters from using incompatible C and header files */
00115 #if (CJSON_VERSION_MAJOR != 1) || (CJSON_VERSION_MINOR != 7) || (CJSON_VERSION_PATCH != 18)
00116 #error cJSON.h and cJSON.c have different versions. Make sure that both have the same.
00117 #endif
00118
00119 cJSON_PUBLIC(const char*) cJSON_Version(void) {
00120     static char version[15];
00121     sprintf(version, "%i.%i.%i", CJSON_VERSION_MAJOR, CJSON_VERSION_MINOR, CJSON_VERSION_PATCH);
00122     return version;
00123 }
00124 }
00125
00126 /* Case insensitive string comparison, doesn't consider two NULL pointers equal though */
00127 static int case_insensitive_strcmp(const unsigned char *string1, const unsigned char *string2) {
00128     if ((string1 == NULL) || (string2 == NULL)) {
00129         return 1;
00130     }
00131     if (string1 == string2) {
00132         return 0;
00133     }
00134     for(;; tolower(*string1) == tolower(*string2); (void)string1++, string2++) {
00135         if (*string1 == '\0') {
00136             return 0;
00137         }
00138     }
00139     return tolower(*string1) - tolower(*string2);
00140 }
00141
00142 #if defined(_MSC_VER)
00143 #define strdup _strdup
00144 #endif
00145 typedef struct internal_hooks {
00146     void *(CJSON_CDECL *allocate)(size_t size);
00147     void (CJSON_CDECL *deallocate)(void *pointer);
00148     void *(CJSON_CDECL *reallocate)(void *pointer, size_t size);
00149 } internal_hooks;
00150
00151 #if defined(_MSC_VER)
00152 /* work around MSVC error C2322: '...' address of dllimport '...' is not static */
00153 static void * cJSON_CDECL internal_malloc(size_t size) {
00154     return malloc(size);
00155 }
00156 static void cJSON_CDECL internal_free(void *pointer) {
00157     free(pointer);
00158 }
00159 static void * cJSON_CDECL internal_realloc(void *pointer, size_t size) {
00160     return realloc(pointer, size);
00161 }
00162 #else
00163 #define internal_malloc malloc
00164 #define internal_free free
00165 #define internal_realloc realloc
00166 #endif
00167
00168 /* strlen of character literals resolved at compile time */

```

```

00169 #define static_strlen(string_literal) (sizeof(string_literal) - sizeof(""))
00170
00171 static internal_hooks global_hooks = { internal_malloc, internal_free, internal_realloc };
00172
00173 static unsigned char* cJSON_strdup(const unsigned char* string, const internal_hooks * const hooks) {
00174     size_t length = 0;
00175     unsigned char *copy = NULL;
00176
00177     if (string == NULL) {
00178         return NULL;
00179     }
00180
00181     length = strlen((const char*)string) + sizeof("");
00182     copy = (unsigned char*)hooks->allocate(length);
00183     if (copy == NULL) {
00184         return NULL;
00185     }
00186     memcpy(copy, string, length);
00187
00188     return copy;
00189 }
00190
00191 cJSON_PUBLIC(void) cJSON_InitHooks(cJSON_Hooks* hooks) {
00192     if (hooks == NULL) {
00193         /* Reset hooks */
00194         global_hooks.allocate = malloc;
00195         global_hooks.deallocate = free;
00196         global_hooks.reallocate = realloc;
00197         return;
00198     }
00199
00200     global_hooks.allocate = malloc;
00201     if (hooks->malloc_fn != NULL) {
00202         global_hooks.allocate = hooks->malloc_fn;
00203     }
00204
00205     global_hooks.deallocate = free;
00206     if (hooks->free_fn != NULL) {
00207         global_hooks.deallocate = hooks->free_fn;
00208     }
00209
00210     /* use realloc only if both free and malloc are used */
00211     global_hooks.reallocate = NULL;
00212     if ((global_hooks.allocate == malloc) && (global_hooks.deallocate == free)) {
00213         global_hooks.reallocate = realloc;
00214     }
00215 }
00216
00217 /* Internal constructor. */
00218 static cJSON *cJSON_New_Item(const internal_hooks * const hooks) {
00219     cJSON* node = (cJSON*)hooks->allocate(sizeof(cJSON));
00220     if (node) {
00221         memset(node, '\0', sizeof(cJSON));
00222     }
00223
00224     return node;
00225 }
00226
00227 /* Delete a cJSON structure. */
00228 cJSON_PUBLIC(void) cJSON_Delete(cJSON *item) {
00229     cJSON *next = NULL;
00230     while (item != NULL) {
00231         next = item->next;
00232         if (!(item->type & cJSON_IsReference) && (item->child != NULL)) {
00233             cJSON_Delete(item->child);
00234         }
00235         if (!(item->type & cJSON_IsReference) && (item->valuestring != NULL)) {
00236             global_hooks.deallocate(item->valuestring);
00237             item->valuestring = NULL;
00238         }
00239         if (!(item->type & cJSON_StringIsConst) && (item->string != NULL)) {
00240             global_hooks.deallocate(item->string);
00241             item->string = NULL;
00242         }
00243         global_hooks.deallocate(item);
00244         item = next;
00245     }
00246 }
00247
00248 /* get the decimal point character of the current locale */
00249 static unsigned char get_decimal_point(void) {
00250     #ifdef ENABLE_LOCALES
00251         struct lconv *lconv = localeconv();
00252         return (unsigned char) lconv->decimal_point[0];
00253     #else
00254         return '.';
00255     #endif

```

```

00256 }
00257
00258 typedef struct {
00259     const unsigned char *content;
00260     size_t length;
00261     size_t offset;
00262     size_t depth; /* How deeply nested (in arrays/objects) is the input at the current offset. */
00263     internal_hooks hooks;
00264 } parse_buffer;
00265
00266 /* check if the given size is left to read in a given parse buffer (starting with 1) */
00267 #define can_read(buffer, size) ((buffer != NULL) && (((buffer)->offset + size) <= (buffer)->length))
00268 /* check if the buffer can be accessed at the given index (starting with 0) */
00269 #define can_access_at_index(buffer, index) ((buffer != NULL) && (((buffer)->offset + index) <
(buffer)->length))
00270 #define cannot_access_at_index(buffer, index) (!can_access_at_index(buffer, index))
00271 /* get a pointer to the buffer at the position */
00272 #define buffer_at_offset(buffer) ((buffer)->content + (buffer)->offset)
00273
00274 /* Parse the input text to generate a number, and populate the result into item. */
00275 static cJSON_bool parse_number(cJSON * const item, parse_buffer * const input_buffer) {
00276     double number = 0;
00277     unsigned char *after_end = NULL;
00278     unsigned char number_c_string[64];
00279     unsigned char decimal_point = get_decimal_point();
00280     size_t i = 0;
00281
00282     if ((input_buffer == NULL) || (input_buffer->content == NULL)) {
00283         return false;
00284     }
00285
00286     /* copy the number into a temporary buffer and replace '.' with the decimal point
00287     * of the current locale (for strtod)
00288     * This also takes care of '\0' not necessarily being available for marking the end of the input */
00289     for (i = 0; (i < (sizeof(number_c_string) - 1)) && can_access_at_index(input_buffer, i); i++) {
00290         switch (buffer_at_offset(input_buffer)[i]) {
00291             case '0':
00292             case '1':
00293             case '2':
00294             case '3':
00295             case '4':
00296             case '5':
00297             case '6':
00298             case '7':
00299             case '8':
00300             case '9':
00301             case '+':
00302             case '-':
00303             case 'e':
00304             case 'E':
00305                 number_c_string[i] = buffer_at_offset(input_buffer)[i];
00306                 break;
00307
00308             case '.':
00309                 number_c_string[i] = decimal_point;
00310                 break;
00311
00312             default:
00313                 goto loop_end;
00314         }
00315     }
00316 loop_end:
00317     number_c_string[i] = '\0';
00318
00319     number = strtod((const char*)number_c_string, (char**)&after_end);
00320     if (number_c_string == after_end) {
00321         return false; /* parse_error */
00322     }
00323
00324     item->valuedouble = number;
00325
00326     /* use saturation in case of overflow */
00327     if (number >= INT_MAX) {
00328         item->valueint = INT_MAX;
00329     } else if (number <= (double)INT_MIN) {
00330         item->valueint = INT_MIN;
00331     } else {
00332         item->valueint = (int)number;
00333     }
00334
00335     item->type = cJSON_Number;
00336
00337     input_buffer->offset += (size_t)(after_end - number_c_string);
00338     return true;
00339 }
00340
00341 /* don't ask me, but the original cJSON_SetNumberValue returns an integer or double */

```

```

00342 cJSON_PUBLIC(double) cJSON_SetNumberHelper(cJSON *object, double number) {
00343     if (number >= INT_MAX) {
00344         object->valueint = INT_MAX;
00345     } else if (number <= (double)INT_MIN) {
00346         object->valueint = INT_MIN;
00347     } else {
00348         object->valueint = (int)number;
00349     }
00350
00351     return object->valuedouble = number;
00352 }
00353
00354 /* Note: when passing a NULL valuelstring, cJSON_SetValuelstring treats this as an error and return
NULL */
00355 cJSON_PUBLIC(char*) cJSON_SetValuelstring(cJSON *object, const char *valuelstring) {
00356     char *copy = NULL;
00357     size_t v1_len;
00358     size_t v2_len;
00359     /* if object's type is not cJSON_String or is cJSON_IsReference, it should not set valuelstring */
00360     if ((object == NULL) || !(object->type & cJSON_String) || (object->type & cJSON_IsReference)) {
00361         return NULL;
00362     }
00363     /* return NULL if the object is corrupted or valuelstring is NULL */
00364     if (object->valuelstring == NULL || valuelstring == NULL) {
00365         return NULL;
00366     }
00367
00368     v1_len = strlen(valuelstring);
00369     v2_len = strlen(object->valuelstring);
00370
00371     if (v1_len <= v2_len) {
00372         /* strcpy does not handle overlapping string: [X1, X2] [Y1, Y2] => X2 < Y1 or Y2 < X1 */
00373         if (!(valuelstring + v1_len < object->valuelstring || object->valuelstring + v2_len <
valuelstring )) {
00374             return NULL;
00375         }
00376         strcpy(object->valuelstring, valuelstring);
00377         return object->valuelstring;
00378     }
00379     copy = (char*) cJSON_strdup((const unsigned char*)valuelstring, &global_hooks);
00380     if (copy == NULL) {
00381         return NULL;
00382     }
00383     if (object->valuelstring != NULL) {
00384         cJSON_free(object->valuelstring);
00385     }
00386     object->valuelstring = copy;
00387
00388     return copy;
00389 }
00390
00391 typedef struct {
00392     unsigned char *buffer;
00393     size_t length;
00394     size_t offset;
00395     size_t depth; /* current nesting depth (for formatted printing) */
00396     cJSON_bool noalloc;
00397     cJSON_bool format; /* is this print a formatted print */
00398     internal_hooks hooks;
00399 } printbuffer;
00400
00401 /* realloc printbuffer if necessary to have at least "needed" bytes more */
00402 static unsigned char* ensure(printbuffer * const p, size_t needed) {
00403     unsigned char *newbuffer = NULL;
00404     size_t newsize = 0;
00405
00406     if ((p == NULL) || (p->buffer == NULL)) {
00407         return NULL;
00408     }
00409
00410     if ((p->length > 0) && (p->offset >= p->length)) {
00411         /* make sure that offset is valid */
00412         return NULL;
00413     }
00414
00415     if (needed > INT_MAX) {
00416         /* sizes bigger than INT_MAX are currently not supported */
00417         return NULL;
00418     }
00419
00420     needed += p->offset + 1;
00421     if (needed <= p->length) {
00422         return p->buffer + p->offset;
00423     }
00424
00425     if (p->noalloc) {
00426         return NULL;

```

```

00427     }
00428
00429     /* calculate new buffer size */
00430     if (needed > (INT_MAX / 2)) {
00431         /* overflow of int, use INT_MAX if possible */
00432         if (needed <= INT_MAX) {
00433             newsize = INT_MAX;
00434         } else {
00435             return NULL;
00436         }
00437     } else {
00438         newsize = needed * 2;
00439     }
00440
00441     if (p->hooks.reallocate != NULL) {
00442         /* reallocate with realloc if available */
00443         newbuffer = (unsigned char*)p->hooks.reallocate(p->buffer, newsize);
00444         if (newbuffer == NULL) {
00445             p->hooks.deallocate(p->buffer);
00446             p->length = 0;
00447             p->buffer = NULL;
00448
00449             return NULL;
00450         }
00451     } else {
00452         /* otherwise reallocate manually */
00453         newbuffer = (unsigned char*)p->hooks.allocate(newsize);
00454         if (!newbuffer) {
00455             p->hooks.deallocate(p->buffer);
00456             p->length = 0;
00457             p->buffer = NULL;
00458
00459             return NULL;
00460         }
00461
00462         memcpy(newbuffer, p->buffer, p->offset + 1);
00463         p->hooks.deallocate(p->buffer);
00464     }
00465     p->length = newsize;
00466     p->buffer = newbuffer;
00467
00468     return newbuffer + p->offset;
00469 }
00470
00471 /* calculate the new length of the string in a printbuffer and update the offset */
00472 static void update_offset(printbuffer * const buffer) {
00473     const unsigned char *buffer_pointer = NULL;
00474     if ((buffer == NULL) || (buffer->buffer == NULL)) {
00475         return;
00476     }
00477     buffer_pointer = buffer->buffer + buffer->offset;
00478
00479     buffer->offset += strlen((const char*)buffer_pointer);
00480 }
00481
00482 /* securely comparison of floating-point variables */
00483 static cJSON_bool compare_double(double a, double b) {
00484     double maxVal = fabs(a) > fabs(b) ? fabs(a) : fabs(b);
00485     return (fabs(a - b) <= maxVal * DBL_EPSILON);
00486 }
00487
00488 /* Render the number nicely from the given item into a string. */
00489 static cJSON_bool print_number(const cJSON * const item, printbuffer * const output_buffer) {
00490     unsigned char *output_pointer = NULL;
00491     double d = item->valuedouble;
00492     int length = 0;
00493     size_t i = 0;
00494     unsigned char number_buffer[26] = {0}; /* temporary buffer to print the number into */
00495     unsigned char decimal_point = get_decimal_point();
00496     double test = 0.0;
00497
00498     if (output_buffer == NULL) {
00499         return false;
00500     }
00501
00502     /* This checks for NaN and Infinity */
00503     if (isnan(d) || isinf(d)) {
00504         length = sprintf((char*)number_buffer, "null");
00505     } else if (d == (double)item->valueint) {
00506         length = sprintf((char*)number_buffer, "%d", item->valueint);
00507     } else {
00508         /* Try 15 decimal places of precision to avoid nonsignificant nonzero digits */
00509         length = sprintf((char*)number_buffer, "%1.15g", d);
00510
00511         /* Check whether the original double can be recovered */
00512         if ((sscanf((char*)number_buffer, "%lg", &test) != 1) || !compare_double((double)test, d)) {
00513             /* If not, print with 17 decimal places of precision */

```

```

00514         length = sprintf((char*)number_buffer, "%1.17g", d);
00515     }
00516 }
00517
00518 /* sprintf failed or buffer overrun occurred */
00519 if ((length < 0) || (length > (int)(sizeof(number_buffer) - 1))) {
00520     return false;
00521 }
00522
00523 /* reserve appropriate space in the output */
00524 output_pointer = ensure(output_buffer, (size_t)length + sizeof(""));
00525 if (output_pointer == NULL) {
00526     return false;
00527 }
00528
00529 /* copy the printed number to the output and replace locale
00530 * dependent decimal point with '.' */
00531 for (i = 0; i < ((size_t)length); i++) {
00532     if (number_buffer[i] == decimal_point) {
00533         output_pointer[i] = '.';
00534         continue;
00535     }
00536     output_pointer[i] = number_buffer[i];
00537 }
00538 output_pointer[i] = '\0';
00539
00540 output_buffer->offset += (size_t)length;
00541
00542 return true;
00543 }
00544 }
00545
00546 /* parse 4 digit hexadecimal number */
00547 static unsigned parse_hex4(const unsigned char * const input) {
00548     unsigned int h = 0;
00549     size_t i = 0;
00550
00551     for (i = 0; i < 4; i++) {
00552         /* parse digit */
00553         if ((input[i] >= '0') && (input[i] <= '9')) {
00554             h += (unsigned int) input[i] - '0';
00555         } else if ((input[i] >= 'A') && (input[i] <= 'F')) {
00556             h += (unsigned int) 10 + input[i] - 'A';
00557         } else if ((input[i] >= 'a') && (input[i] <= 'f')) {
00558             h += (unsigned int) 10 + input[i] - 'a';
00559         } else { /* invalid */
00560             return 0;
00561         }
00562
00563         if (i < 3) {
00564             /* shift left to make place for the next nibble */
00565             h = h << 4;
00566         }
00567     }
00568
00569     return h;
00570 }
00571
00572 /* converts a UTF-16 literal to UTF-8
00573 * A literal can be one or two sequences of the form \uXXXX */
00574 static unsigned char utf16_literal_to_utf8(const unsigned char * const input_pointer, const unsigned
char * const input_end, unsigned char **output_pointer) {
00575     long unsigned int codepoint = 0;
00576     unsigned int first_code = 0;
00577     const unsigned char *first_sequence = input_pointer;
00578     unsigned char utf8_length = 0;
00579     unsigned char utf8_position = 0;
00580     unsigned char sequence_length = 0;
00581     unsigned char first_byte_mark = 0;
00582
00583     if ((input_end - first_sequence) < 6) {
00584         /* input ends unexpectedly */
00585         goto fail;
00586     }
00587
00588     /* get the first utf16 sequence */
00589     first_code = parse_hex4(first_sequence + 2);
00590
00591     /* check that the code is valid */
00592     if (((first_code >= 0xDC00) && (first_code <= 0xDFFF)) {
00593         goto fail;
00594     }
00595
00596     /* UTF16 surrogate pair */
00597     if ((first_code >= 0xD800) && (first_code <= 0xDBFF)) {
00598         const unsigned char *second_sequence = first_sequence + 6;
00599         unsigned int second_code = 0;

```

```

00600     sequence_length = 12; /* \uXXXX\uXXXX */
00601
00602     if ((input_end - second_sequence) < 6) {
00603         /* input ends unexpectedly */
00604         goto fail;
00605     }
00606
00607     if ((second_sequence[0] != '\\') || (second_sequence[1] != 'u')) {
00608         /* missing second half of the surrogate pair */
00609         goto fail;
00610     }
00611
00612     /* get the second utf16 sequence */
00613     second_code = parse_hex4(second_sequence + 2);
00614     /* check that the code is valid */
00615     if ((second_code < 0xDC00) || (second_code > 0xDFFF)) {
00616         /* invalid second half of the surrogate pair */
00617         goto fail;
00618     }
00619
00620
00621     /* calculate the unicode codepoint from the surrogate pair */
00622     codepoint = 0x10000 + (((first_code & 0x3FF) << 10) | (second_code & 0x3FF));
00623 } else {
00624     sequence_length = 6; /* \uXXXX */
00625     codepoint = first_code;
00626 }
00627
00628 /* encode as UTF-8
00629 * takes at maximum 4 bytes to encode:
00630 * 11110xxx 10xxxxxx 10xxxxxx 10xxxxxx */
00631     if (codepoint < 0x80) {
00632         /* normal ascii, encoding 0xxxxxxx */
00633         utf8_length = 1;
00634     } else if (codepoint < 0x800) {
00635         /* two bytes, encoding 110xxxxx 10xxxxxx */
00636         utf8_length = 2;
00637         first_byte_mark = 0xC0; /* 11000000 */
00638     } else if (codepoint < 0x10000) {
00639         /* three bytes, encoding 1110xxxx 10xxxxxx 10xxxxxx */
00640         utf8_length = 3;
00641         first_byte_mark = 0xE0; /* 11100000 */
00642     } else if (codepoint <= 0x10FFFF) {
00643         /* four bytes, encoding 11110xxxx 10xxxxxx 10xxxxxx 10xxxxxx */
00644         utf8_length = 4;
00645         first_byte_mark = 0xF0; /* 11110000 */
00646     } else {
00647         /* invalid unicode codepoint */
00648         goto fail;
00649     }
00650
00651     /* encode as utf8 */
00652     for (utf8_position = (unsigned char)(utf8_length - 1); utf8_position > 0; utf8_position--) {
00653         /* 10xxxxxx */
00654         (*output_pointer)[utf8_position] = (unsigned char)((codepoint | 0x80) & 0xBF);
00655         codepoint >>= 6;
00656     }
00657     /* encode first byte */
00658     if (utf8_length > 1) {
00659         (*output_pointer)[0] = (unsigned char)((codepoint | first_byte_mark) & 0xFF);
00660     } else {
00661         (*output_pointer)[0] = (unsigned char)(codepoint & 0x7F);
00662     }
00663
00664     *output_pointer += utf8_length;
00665
00666     return sequence_length;
00667
00668 fail:
00669     return 0;
00670 }
00671
00672 /* Parse the input text into an unescaped input, and populate item. */
00673 static cJSON_bool parse_string(cJSON * const item, parse_buffer * const input_buffer) {
00674     const unsigned char *input_pointer = buffer_at_offset(input_buffer) + 1;
00675     const unsigned char *input_end = buffer_at_offset(input_buffer) + 1;
00676     unsigned char *output_pointer = NULL;
00677     unsigned char *output = NULL;
00678
00679     /* not a string */
00680     if (buffer_at_offset(input_buffer)[0] != '\\') {
00681         goto fail;
00682     }
00683
00684     {
00685         /* calculate approximate size of the output (overestimate) */
00686         size_t allocation_length = 0;

```

```

00687     size_t skipped_bytes = 0;
00688     while (((size_t)(input_end - input_buffer->content) < input_buffer->length) && (*input_end !=
'\\"')) {
00689         /* is escape sequence */
00690         if (input_end[0] == '\\') {
00691             if ((size_t)(input_end + 1 - input_buffer->content) >= input_buffer->length) {
00692                 /* prevent buffer overflow when last input character is a backslash */
00693                 goto fail;
00694             }
00695             skipped_bytes++;
00696             input_end++;
00697         }
00698         input_end++;
00699     }
00700     if (((size_t)(input_end - input_buffer->content) >= input_buffer->length) || (*input_end !=
'\\"')) {
00701         goto fail; /* string ended unexpectedly */
00702     }
00703
00704     /* This is at most how much we need for the output */
00705     allocation_length = (size_t) (input_end - buffer_at_offset(input_buffer)) - skipped_bytes;
00706     output = (unsigned char*)input_buffer->hooks.allocate(allocation_length + sizeof(""));
00707     if (output == NULL) {
00708         goto fail; /* allocation failure */
00709     }
00710 }
00711
00712 output_pointer = output;
00713 /* loop through the string literal */
00714 while (input_pointer < input_end) {
00715     if (*input_pointer != '\\') {
00716         *output_pointer++ = *input_pointer++;
00717     }
00718     /* escape sequence */
00719     else {
00720         unsigned char sequence_length = 2;
00721         if ((input_end - input_pointer) < 1) {
00722             goto fail;
00723         }
00724
00725         switch (input_pointer[1]) {
00726             case 'b':
00727                 *output_pointer++ = '\\b';
00728                 break;
00729             case 'f':
00730                 *output_pointer++ = '\\f';
00731                 break;
00732             case 'n':
00733                 *output_pointer++ = '\\n';
00734                 break;
00735             case 'r':
00736                 *output_pointer++ = '\\r';
00737                 break;
00738             case 't':
00739                 *output_pointer++ = '\\t';
00740                 break;
00741             case '\\":
00742                 *output_pointer++ = '\\\\"';
00743             case '\\\\':
00744                 *output_pointer++ = '\\\\"';
00745             case '\\/':
00746                 *output_pointer++ = '\\/'';
00747             /* UTF-16 literal */
00748             case 'u':
00749                 sequence_length = utf16_literal_to_utf8(input_pointer, input_end, &output_pointer);
00750                 if (sequence_length == 0) {
00751                     /* failed to convert UTF16-literal to UTF-8 */
00752                     goto fail;
00753                 }
00754                 break;
00755             default:
00756                 goto fail;
00757         }
00758         input_pointer += sequence_length;
00759     }
00760 }
00761 }
00762
00763 /* zero terminate the output */
00764 *output_pointer = '\\0';
00765
00766 item->type = cJSON_String;
00767 item->valuestring = (char*)output;
00768
00769 input_buffer->offset = (size_t) (input_end - input_buffer->content);
00770 input_buffer->offset++;
00771

```



```

00772     return true;
00773
00774 fail:
00775     if (output != NULL) {
00776         input_buffer->hooks.deallocate(output);
00777         output = NULL;
00778     }
00779
00780     if (input_pointer != NULL) {
00781         input_buffer->offset = (size_t)(input_pointer - input_buffer->content);
00782     }
00783
00784     return false;
00785 }
00786
00787 /* Render the cstring provided to an escaped version that can be printed. */
00788 static cJSON_bool print_string_ptr(const unsigned char * const input, printbuffer * const
output_buffer) {
00789     const unsigned char *input_pointer = NULL;
00790     unsigned char *output = NULL;
00791     unsigned char *output_pointer = NULL;
00792     size_t output_length = 0;
00793     /* numbers of additional characters needed for escaping */
00794     size_t escape_characters = 0;
00795
00796     if (output_buffer == NULL) {
00797         return false;
00798     }
00799
00800     /* empty string */
00801     if (input == NULL) {
00802         output = ensure(output_buffer, sizeof("\"\""));
00803         if (output == NULL) {
00804             return false;
00805         }
00806         strcpy((char*)output, "\"\"");
00807
00808         return true;
00809     }
00810
00811     /* set "flag" to 1 if something needs to be escaped */
00812     for (input_pointer = input; *input_pointer; input_pointer++) {
00813         switch (*input_pointer) {
00814             case '\\':
00815             case '\b':
00816             case '\f':
00817             case '\n':
00818             case '\r':
00819             case '\t':
00820                 /* one character escape sequence */
00821                 escape_characters++;
00822                 break;
00823             default:
00824                 if (*input_pointer < 32) {
00825                     /* UTF-16 escape sequence uXXXX */
00826                     escape_characters += 5;
00827                 }
00828                 break;
00829         }
00830     }
00831
00832     output_length = (size_t)(input_pointer - input) + escape_characters;
00833
00834     output = ensure(output_buffer, output_length + sizeof("\"\""));
00835     if (output == NULL) {
00836         return false;
00837     }
00838
00839     /* no characters have to be escaped */
00840     if (escape_characters == 0) {
00841         output[0] = '\\';
00842         memcpy(output + 1, input, output_length);
00843         output[output_length + 1] = '\\';
00844         output[output_length + 2] = '\0';
00845
00846         return true;
00847     }
00848
00849     output[0] = '\\';
00850     output_pointer = output + 1;
00851     /* copy the string */
00852     for (input_pointer = input; *input_pointer != '\0'; (void)input_pointer++, output_pointer++) {
00853         if ((*input_pointer > 31) && (*input_pointer != '\\') && (*input_pointer != '\\')) {
00854             /* normal character, copy */
00855             *output_pointer = *input_pointer;
00856         } else {
00857             /* character needs to be escaped */

```

```

00858     *output_pointer++ = '\\';
00859     switch (*input_pointer) {
00860     case '\\':
00861         *output_pointer = '\\';
00862         break;
00863     case '\"':
00864         *output_pointer = '\"';
00865         break;
00866     case '\\b':
00867         *output_pointer = 'b';
00868         break;
00869     case '\\f':
00870         *output_pointer = 'f';
00871         break;
00872     case '\\n':
00873         *output_pointer = 'n';
00874         break;
00875     case '\\r':
00876         *output_pointer = 'r';
00877         break;
00878     case '\\t':
00879         *output_pointer = 't';
00880         break;
00881     default:
00882         /* escape and print as unicode codepoint */
00883         sprintf((char*)output_pointer, "%04x", *input_pointer);
00884         output_pointer += 4;
00885         break;
00886     }
00887 }
00888 }
00889 output[output_length + 1] = '\\';
00890 output[output_length + 2] = '\\0';
00891
00892 return true;
00893 }
00894
00895 /* Invoke print_string_ptr (which is useful) on an item. */
00896 static cJSON_bool print_string(const cJSON * const item, printbuffer * const p) {
00897     return print_string_ptr((unsigned char*)item->valuestring, p);
00898 }
00899
00900 /* Predeclare these prototypes. */
00901 static cJSON_bool parse_value(cJSON * const item, parse_buffer * const input_buffer);
00902 static cJSON_bool print_value(const cJSON * const item, printbuffer * const output_buffer);
00903 static cJSON_bool parse_array(cJSON * const item, parse_buffer * const input_buffer);
00904 static cJSON_bool print_array(const cJSON * const item, printbuffer * const output_buffer);
00905 static cJSON_bool parse_object(cJSON * const item, parse_buffer * const input_buffer);
00906 static cJSON_bool print_object(const cJSON * const item, printbuffer * const output_buffer);
00907
00908 /* Utility to jump whitespace and cr/lf */
00909 static parse_buffer *buffer_skip_whitespace(parse_buffer * const buffer) {
00910     if ((buffer == NULL) || (buffer->content == NULL)) {
00911         return NULL;
00912     }
00913
00914     if (cannot_access_at_index(buffer, 0)) {
00915         return buffer;
00916     }
00917
00918     while (can_access_at_index(buffer, 0) && (buffer_at_offset(buffer)[0] <= 32)) {
00919         buffer->offset++;
00920     }
00921
00922     if (buffer->offset == buffer->length) {
00923         buffer->offset--;
00924     }
00925
00926     return buffer;
00927 }
00928
00929 /* skip the UTF-8 BOM (byte order mark) if it is at the beginning of a buffer */
00930 static parse_buffer *skip_utf8_bom(parse_buffer * const buffer) {
00931     if ((buffer == NULL) || (buffer->content == NULL) || (buffer->offset != 0)) {
00932         return NULL;
00933     }
00934
00935     if (can_access_at_index(buffer, 4) && (strncmp((const char*)buffer_at_offset(buffer),
00936         "\xEF\xBB\xBF", 3) == 0)) {
00937         buffer->offset += 3;
00938     }
00939
00940     return buffer;
00941 }
00942 cJSON_PUBLIC(cJSON *) cJSON_ParseWithOpts(const char *value, const char **return_parse_end, cJSON_bool
require_null_terminated) {

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00943     size_t buffer_length;
00944
00945     if (NULL == value) {
00946         return NULL;
00947     }
00948
00949     /* Adding null character size due to require_null_terminated. */
00950     buffer_length = strlen(value) + sizeof("");
00951
00952     return cJSON_ParseWithLengthOpts(value, buffer_length, return_parse_end, require_null_terminated);
00953 }
00954
00955 /* Parse an object - create a new root, and populate. */
00956 cJSON_PUBLIC(cJSON *) cJSON_ParseWithLengthOpts(const char *value, size_t buffer_length, const char
**return_parse_end, cJSON_bool require_null_terminated) {
00957     parse_buffer buffer = { 0, 0, 0, 0, { 0, 0, 0 } };
00958     cJSON *item = NULL;
00959
00960     /* reset error position */
00961     global_error.json = NULL;
00962     global_error.position = 0;
00963
00964     if (value == NULL || 0 == buffer_length) {
00965         goto fail;
00966     }
00967
00968     buffer.content = (const unsigned char*)value;
00969     buffer.length = buffer_length;
00970     buffer.offset = 0;
00971     buffer.hooks = global_hooks;
00972
00973     item = cJSON_New_Item(&global_hooks);
00974     if (item == NULL) { /* memory fail */
00975         goto fail;
00976     }
00977
00978     if (!parse_value(item, buffer_skip_whitespace(skip_utf8_bom(&buffer)))) {
00979         /* parse failure. ep is set. */
00980         goto fail;
00981     }
00982
00983     /* if we require null-terminated JSON without appended garbage, skip and then check for a null
terminator */
00984     if (require_null_terminated) {
00985         buffer_skip_whitespace(&buffer);
00986         if ((buffer.offset >= buffer.length) || buffer_at_offset(&buffer)[0] != '\0') {
00987             goto fail;
00988         }
00989     }
00990     if (return_parse_end) {
00991         *return_parse_end = (const char*)buffer_at_offset(&buffer);
00992     }
00993     return item;
00994
00995 fail:
00996     if (item != NULL) {
00997         cJSON_Delete(item);
00998     }
00999
01000     if (value != NULL) {
01001         error local_error;
01002         local_error.json = (const unsigned char*)value;
01003         local_error.position = 0;
01004
01005         if (buffer.offset < buffer.length) {
01006             local_error.position = buffer.offset;
01007         } else if (buffer.length > 0) {
01008             local_error.position = buffer.length - 1;
01009         }
01010
01011         if (return_parse_end != NULL) {
01012             *return_parse_end = (const char*)local_error.json + local_error.position;
01013         }
01014
01015         global_error = local_error;
01016     }
01017
01018     return NULL;
01019 }
01020
01021 /* Default options for cJSON_Parse */
01022 cJSON_PUBLIC(cJSON *) cJSON_Parse(const char *value) {
01023     return cJSON_ParseWithLengthOpts(value, 0, 0);
01024 }
01025
01026 cJSON_PUBLIC(cJSON *) cJSON_ParseWithLength(const char *value, size_t buffer_length) {

```

```

01028     return cJSON_ParseWithLengthOpts(value, buffer_length, 0, 0);
01029 }
01030
01031 #define cJSON_min(a, b) (((a) < (b)) ? (a) : (b))
01032
01033 static unsigned char *print(const cJSON * const item, cJSON_bool format, const internal_hooks * const
hooks) {
01034     static const size_t default_buffer_size = 256;
01035     printbuffer buffer[1];
01036     unsigned char *printed = NULL;
01037
01038     memset(buffer, 0, sizeof(buffer));
01039
01040     /* create buffer */
01041     buffer->buffer = (unsigned char*) hooks->allocate(default_buffer_size);
01042     buffer->length = default_buffer_size;
01043     buffer->format = format;
01044     buffer->hooks = *hooks;
01045     if (buffer->buffer == NULL) {
01046         goto fail;
01047     }
01048
01049     /* print the value */
01050     if (!print_value(item, buffer)) {
01051         goto fail;
01052     }
01053     update_offset(buffer);
01054
01055     /* check if reallocate is available */
01056     if (hooks->reallocate != NULL) {
01057         printed = (unsigned char*) hooks->reallocate(buffer->buffer, buffer->offset + 1);
01058         if (printed == NULL) {
01059             goto fail;
01060         }
01061         buffer->buffer = NULL;
01062     } else { /* otherwise copy the JSON over to a new buffer */
01063         printed = (unsigned char*) hooks->allocate(buffer->offset + 1);
01064         if (printed == NULL) {
01065             goto fail;
01066         }
01067     }
01068     memcpy(printed, buffer->buffer, cJSON_min(buffer->length, buffer->offset + 1));
01069     printed[buffer->offset] = '\0'; /* just to be sure */
01070
01071     /* free the buffer */
01072     hooks->deallocate(buffer->buffer);
01073     buffer->buffer = NULL;
01074 }
01075 return printed;
01076
01077 fail:
01078 if (buffer->buffer != NULL) {
01079     hooks->deallocate(buffer->buffer);
01080     buffer->buffer = NULL;
01081 }
01082
01083 if (printed != NULL) {
01084     hooks->deallocate(printed);
01085     printed = NULL;
01086 }
01087
01088 return NULL;
01089 }
01090
01091 /* Render a cJSON item/entity/structure to text. */
01092 cJSON_PUBLIC(char *) cJSON_Print(const cJSON *item) {
01093     return (char*)print(item, true, &global_hooks);
01094 }
01095
01096 cJSON_PUBLIC(char *) cJSON_PrintUnformatted(const cJSON *item) {
01097     return (char*)print(item, false, &global_hooks);
01098 }
01099
01100 cJSON_PUBLIC(char *) cJSON_PrintBuffered(const cJSON *item, int prebuffer, cJSON_bool fmt) {
01101     printbuffer p = { 0, 0, 0, 0, 0, 0, 0, 0, 0, 0 };
01102
01103     if (prebuffer < 0) {
01104         return NULL;
01105     }
01106
01107     p.buffer = (unsigned char*)global_hooks.allocate((size_t)prebuffer);
01108     if (!p.buffer) {
01109         return NULL;
01110     }
01111
01112     p.length = (size_t)prebuffer;
01113     p.offset = 0;

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01114     p.noalloc = false;
01115     p.format = fmt;
01116     p.hooks = global_hooks;
01117
01118     if (!print_value(item, &p)) {
01119         global_hooks.deallocate(p.buffer);
01120         p.buffer = NULL;
01121         return NULL;
01122     }
01123
01124     return (char*)p.buffer;
01125 }
01126
01127 cJSON_PUBLIC(cJSON_bool) cJSON_PrintPreallocated(cJSON *item, char *buffer, const int length, const
cJSON_bool format) {
01128     printbuffer p = { 0, 0, 0, 0, 0, 0, { 0, 0, 0 } };
01129
01130     if ((length < 0) || (buffer == NULL)) {
01131         return false;
01132     }
01133
01134     p.buffer = (unsigned char*)buffer;
01135     p.length = (size_t)length;
01136     p.offset = 0;
01137     p.noalloc = true;
01138     p.format = format;
01139     p.hooks = global_hooks;
01140
01141     return print_value(item, &p);
01142 }
01143
01144 /* Parser core - when encountering text, process appropriately. */
01145 static cJSON_bool parse_value(cJSON * const item, parse_buffer * const input_buffer) {
01146     if ((input_buffer == NULL) || (input_buffer->content == NULL)) {
01147         return false; /* no input */
01148     }
01149
01150     /* parse the different types of values */
01151     /* null */
01152     if (can_read(input_buffer, 4) && (strncmp((const char*)buffer_at_offset(input_buffer), "null", 4)
== 0)) {
01153         item->type = cJSON_NULL;
01154         input_buffer->offset += 4;
01155         return true;
01156     }
01157     /* false */
01158     if (can_read(input_buffer, 5) && (strncmp((const char*)buffer_at_offset(input_buffer), "false", 5)
== 0)) {
01159         item->type = cJSON_False;
01160         input_buffer->offset += 5;
01161         return true;
01162     }
01163     /* true */
01164     if (can_read(input_buffer, 4) && (strncmp((const char*)buffer_at_offset(input_buffer), "true", 4)
== 0)) {
01165         item->type = cJSON_True;
01166         item->valueint = 1;
01167         input_buffer->offset += 4;
01168         return true;
01169     }
01170     /* string */
01171     if (can_access_at_index(input_buffer, 0) && (buffer_at_offset(input_buffer)[0] == '\"')) {
01172         return parse_string(item, input_buffer);
01173     }
01174     /* number */
01175     if (can_access_at_index(input_buffer, 0) && ((buffer_at_offset(input_buffer)[0] == '-' ||
((buffer_at_offset(input_buffer)[0] >= '0') && (buffer_at_offset(input_buffer)[0] <= '9')))) {
01176         return parse_number(item, input_buffer);
01177     }
01178     /* array */
01179     if (can_access_at_index(input_buffer, 0) && (buffer_at_offset(input_buffer)[0] == '[')) {
01180         return parse_array(item, input_buffer);
01181     }
01182     /* object */
01183     if (can_access_at_index(input_buffer, 0) && (buffer_at_offset(input_buffer)[0] == '{')) {
01184         return parse_object(item, input_buffer);
01185     }
01186
01187     return false;
01188 }
01189
01190 /* Render a value to text. */
01191 static cJSON_bool print_value(const cJSON * const item, printbuffer * const output_buffer) {
01192     unsigned char *output = NULL;
01193
01194     if ((item == NULL) || (output_buffer == NULL)) {
01195         return false;

```

```

01196     }
01197
01198     switch ((item->type) & 0xFF) {
01199     case cJSON_NULL:
01200         output = ensure(output_buffer, 5);
01201         if (output == NULL) {
01202             return false;
01203         }
01204         strcpy((char*)output, "null");
01205         return true;
01206
01207     case cJSON_False:
01208         output = ensure(output_buffer, 6);
01209         if (output == NULL) {
01210             return false;
01211         }
01212         strcpy((char*)output, "false");
01213         return true;
01214
01215     case cJSON_True:
01216         output = ensure(output_buffer, 5);
01217         if (output == NULL) {
01218             return false;
01219         }
01220         strcpy((char*)output, "true");
01221         return true;
01222
01223     case cJSON_Number:
01224         return print_number(item, output_buffer);
01225
01226     case cJSON_Raw: {
01227         size_t raw_length = 0;
01228         if (item->valuestring == NULL) {
01229             return false;
01230         }
01231
01232         raw_length = strlen(item->valuestring) + sizeof("");
01233         output = ensure(output_buffer, raw_length);
01234         if (output == NULL) {
01235             return false;
01236         }
01237         memcpy(output, item->valuestring, raw_length);
01238         return true;
01239     }
01240
01241     case cJSON_String:
01242         return print_string(item, output_buffer);
01243
01244     case cJSON_Array:
01245         return print_array(item, output_buffer);
01246
01247     case cJSON_Object:
01248         return print_object(item, output_buffer);
01249
01250     default:
01251         return false;
01252     }
01253 }
01254
01255 /* Build an array from input text. */
01256 static cJSON_bool parse_array(cJSON * const item, parse_buffer * const input_buffer) {
01257     cJSON *head = NULL; /* head of the linked list */
01258     cJSON *current_item = NULL;
01259
01260     if (input_buffer->depth >= cJSON_NESTING_LIMIT) {
01261         return false; /* to deeply nested */
01262     }
01263     input_buffer->depth++;
01264
01265     if (buffer_at_offset(input_buffer)[0] != '[') {
01266         /* not an array */
01267         goto fail;
01268     }
01269
01270     input_buffer->offset++;
01271     buffer_skip_whitespace(input_buffer);
01272     if (can_access_at_index(input_buffer, 0) && (buffer_at_offset(input_buffer)[0] == ']')) {
01273         /* empty array */
01274         goto success;
01275     }
01276
01277     /* check if we skipped to the end of the buffer */
01278     if (cannot_access_at_index(input_buffer, 0)) {
01279         input_buffer->offset--;
01280         goto fail;
01281     }
01282

```

```

01283     /* step back to character in front of the first element */
01284     input_buffer->offset--;
01285     /* loop through the comma separated array elements */
01286     do {
01287         /* allocate next item */
01288         cJSON *new_item = cJSON_New_Item(&(input_buffer->hooks));
01289         if (new_item == NULL) {
01290             goto fail; /* allocation failure */
01291         }
01292
01293         /* attach next item to list */
01294         if (head == NULL) {
01295             /* start the linked list */
01296             current_item = head = new_item;
01297         } else {
01298             /* add to the end and advance */
01299             current_item->next = new_item;
01300             new_item->prev = current_item;
01301             current_item = new_item;
01302         }
01303
01304         /* parse next value */
01305         input_buffer->offset++;
01306         buffer_skip_whitespace(input_buffer);
01307         if (!parse_value(current_item, input_buffer)) {
01308             goto fail; /* failed to parse value */
01309         }
01310         buffer_skip_whitespace(input_buffer);
01311     } while (can_access_at_index(input_buffer, 0) && (buffer_at_offset(input_buffer)[0] == ','));
01312
01313     if (cannot_access_at_index(input_buffer, 0) || buffer_at_offset(input_buffer)[0] != ']') {
01314         goto fail; /* expected end of array */
01315     }
01316
01317 success:
01318     input_buffer->depth--;
01319
01320     if (head != NULL) {
01321         head->prev = current_item;
01322     }
01323
01324     item->type = cJSON_Array;
01325     item->child = head;
01326
01327     input_buffer->offset++;
01328
01329     return true;
01330
01331 fail:
01332     if (head != NULL) {
01333         cJSON_Delete(head);
01334     }
01335
01336     return false;
01337 }
01338
01339 /* Render an array to text */
01340 static cJSON_bool print_array(const cJSON * const item, printbuffer * const output_buffer) {
01341     unsigned char *output_pointer = NULL;
01342     size_t length = 0;
01343     cJSON *current_element = item->child;
01344
01345     if (output_buffer == NULL) {
01346         return false;
01347     }
01348
01349     /* Compose the output array. */
01350     /* opening square bracket */
01351     output_pointer = ensure(output_buffer, 1);
01352     if (output_pointer == NULL) {
01353         return false;
01354     }
01355
01356     *output_pointer = '[';
01357     output_buffer->offset++;
01358     output_buffer->depth++;
01359
01360     while (current_element != NULL) {
01361         if (!print_value(current_element, output_buffer)) {
01362             return false;
01363         }
01364         update_offset(output_buffer);
01365         if (current_element->next) {
01366             length = (size_t) (output_buffer->format ? 2 : 1);
01367             output_pointer = ensure(output_buffer, length + 1);
01368             if (output_pointer == NULL) {
01369                 return false;

```

```

01370     }
01371     *output_pointer++ = ',';
01372     if(output_buffer->format) {
01373         *output_pointer++ = ' ';
01374     }
01375     *output_pointer = '\0';
01376     output_buffer->offset += length;
01377 }
01378 current_element = current_element->next;
01379 }
01380
01381 output_pointer = ensure(output_buffer, 2);
01382 if (output_pointer == NULL) {
01383     return false;
01384 }
01385 *output_pointer++ = ']';
01386 *output_pointer = '\0';
01387 output_buffer->depth--;
01388
01389 return true;
01390 }
01391
01392 /* Build an object from the text. */
01393 static cJSON_bool parse_object(cJSON * const item, parse_buffer * const input_buffer) {
01394     cJSON *head = NULL; /* linked list head */
01395     cJSON *current_item = NULL;
01396
01397     if (input_buffer->depth >= cJSON_NESTING_LIMIT) {
01398         return false; /* to deeply nested */
01399     }
01400     input_buffer->depth++;
01401
01402     if (cannot_access_at_index(input_buffer, 0) || (buffer_at_offset(input_buffer)[0] != '{')) {
01403         goto fail; /* not an object */
01404     }
01405
01406     input_buffer->offset++;
01407     buffer_skip_whitespace(input_buffer);
01408     if (can_access_at_index(input_buffer, 0) && (buffer_at_offset(input_buffer)[0] == ',')) {
01409         goto success; /* empty object */
01410     }
01411
01412     /* check if we skipped to the end of the buffer */
01413     if (cannot_access_at_index(input_buffer, 0)) {
01414         input_buffer->offset--;
01415         goto fail;
01416     }
01417
01418     /* step back to character in front of the first element */
01419     input_buffer->offset--;
01420     /* loop through the comma separated array elements */
01421     do {
01422         /* allocate next item */
01423         cJSON *new_item = cJSON_New_Item(&(input_buffer->hooks));
01424         if (new_item == NULL) {
01425             goto fail; /* allocation failure */
01426         }
01427
01428         /* attach next item to list */
01429         if (head == NULL) {
01430             /* start the linked list */
01431             current_item = head = new_item;
01432         } else {
01433             /* add to the end and advance */
01434             current_item->next = new_item;
01435             new_item->prev = current_item;
01436             current_item = new_item;
01437         }
01438
01439         if (cannot_access_at_index(input_buffer, 1)) {
01440             goto fail; /* nothing comes after the comma */
01441         }
01442
01443         /* parse the name of the child */
01444         input_buffer->offset++;
01445         buffer_skip_whitespace(input_buffer);
01446         if (!parse_string(current_item, input_buffer)) {
01447             goto fail; /* failed to parse name */
01448         }
01449         buffer_skip_whitespace(input_buffer);
01450
01451         /* swap valuelisting and string, because we parsed the name */
01452         current_item->string = current_item->valuelisting;
01453         current_item->valuelisting = NULL;
01454
01455         if (cannot_access_at_index(input_buffer, 0) || (buffer_at_offset(input_buffer)[0] != ':')) {
01456             goto fail; /* invalid object */

```



```

01457     }
01458
01459     /* parse the value */
01460     input_buffer->offset++;
01461     buffer_skip_whitespace(input_buffer);
01462     if (!parse_value(current_item, input_buffer)) {
01463         goto fail; /* failed to parse value */
01464     }
01465     buffer_skip_whitespace(input_buffer);
01466     } while (can_access_at_index(input_buffer, 0) && (buffer_at_offset(input_buffer)[0] == ','));
01467
01468     if (cannot_access_at_index(input_buffer, 0) || (buffer_at_offset(input_buffer)[0] != ',')) {
01469         goto fail; /* expected end of object */
01470     }
01471
01472 success:
01473     input_buffer->depth--;
01474
01475     if (head != NULL) {
01476         head->prev = current_item;
01477     }
01478
01479     item->type = cJSON_Object;
01480     item->child = head;
01481
01482     input_buffer->offset++;
01483     return true;
01484
01485 fail:
01486     if (head != NULL) {
01487         cJSON_Delete(head);
01488     }
01489
01490     return false;
01491 }
01492
01493 /* Render an object to text. */
01494 static cJSON_bool print_object(const cJSON * const item, printbuffer * const output_buffer) {
01495     unsigned char *output_pointer = NULL;
01496     size_t length = 0;
01497     cJSON *current_item = item->child;
01498
01499     if (output_buffer == NULL) {
01500         return false;
01501     }
01502
01503     /* Compose the output: */
01504     length = (size_t) (output_buffer->format ? 2 : 1); /* fmt: {\n */
01505     output_pointer = ensure(output_buffer, length + 1);
01506     if (output_pointer == NULL) {
01507         return false;
01508     }
01509
01510     *output_pointer++ = '{';
01511     output_buffer->depth++;
01512     if (output_buffer->format) {
01513         *output_pointer++ = '\n';
01514     }
01515     output_buffer->offset += length;
01516
01517     while (current_item) {
01518         if (output_buffer->format) {
01519             size_t i;
01520             output_pointer = ensure(output_buffer, output_buffer->depth);
01521             if (output_pointer == NULL) {
01522                 return false;
01523             }
01524             for (i = 0; i < output_buffer->depth; i++) {
01525                 *output_pointer++ = '\t';
01526             }
01527             output_buffer->offset += output_buffer->depth;
01528         }
01529
01530         /* print key */
01531         if (!print_string_ptr((unsigned char*)current_item->string, output_buffer)) {
01532             return false;
01533         }
01534         update_offset(output_buffer);
01535
01536         length = (size_t) (output_buffer->format ? 2 : 1);
01537         output_pointer = ensure(output_buffer, length);
01538         if (output_pointer == NULL) {
01539             return false;
01540         }
01541         *output_pointer++ = ':';
01542         if (output_buffer->format) {
01543             *output_pointer++ = '\t';

```

```

01544     }
01545     output_buffer->offset += length;
01546
01547     /* print value */
01548     if (!print_value(current_item, output_buffer)) {
01549         return false;
01550     }
01551     update_offset(output_buffer);
01552
01553     /* print comma if not last */
01554     length = ((size_t)(output_buffer->format ? 1 : 0) + (size_t)(current_item->next ? 1 : 0));
01555     output_pointer = ensure(output_buffer, length + 1);
01556     if (output_pointer == NULL) {
01557         return false;
01558     }
01559     if (current_item->next) {
01560         *output_pointer++ = ',';
01561     }
01562
01563     if (output_buffer->format) {
01564         *output_pointer++ = '\n';
01565     }
01566     *output_pointer = '\0';
01567     output_buffer->offset += length;
01568
01569     current_item = current_item->next;
01570 }
01571
01572 output_pointer = ensure(output_buffer, output_buffer->format ? (output_buffer->depth + 1) : 2);
01573 if (output_pointer == NULL) {
01574     return false;
01575 }
01576 if (output_buffer->format) {
01577     size_t i;
01578     for (i = 0; i < (output_buffer->depth - 1); i++) {
01579         *output_pointer++ = '\t';
01580     }
01581 }
01582 *output_pointer++ = ' ';
01583 *output_pointer = '\0';
01584 output_buffer->depth--;
01585
01586 return true;
01587 }
01588
01589 /* Get Array size/item / object item. */
01590 cJSON_PUBLIC(int) cJSON_GetArraySize(const cJSON *array) {
01591     cJSON *child = NULL;
01592     size_t size = 0;
01593
01594     if (array == NULL) {
01595         return 0;
01596     }
01597
01598     child = array->child;
01599
01600     while(child != NULL) {
01601         size++;
01602         child = child->next;
01603     }
01604
01605     /* FIXME: Can overflow here. Cannot be fixed without breaking the API */
01606
01607     return (int)size;
01608 }
01609
01610 static cJSON* get_array_item(const cJSON *array, size_t index) {
01611     cJSON *current_child = NULL;
01612
01613     if (array == NULL) {
01614         return NULL;
01615     }
01616
01617     current_child = array->child;
01618     while ((current_child != NULL) && (index > 0)) {
01619         index--;
01620         current_child = current_child->next;
01621     }
01622
01623     return current_child;
01624 }
01625
01626 cJSON_PUBLIC(cJSON *) cJSON_GetArrayItem(const cJSON *array, int index) {
01627     if (index < 0) {
01628         return NULL;
01629     }
01630 }

```

```

01631     return get_array_item(array, (size_t)index);
01632 }
01633
01634 static cJSON *get_object_item(const cJSON * const object, const char * const name, const cJSON_bool
case_sensitive) {
01635     cJSON *current_element = NULL;
01636
01637     if ((object == NULL) || (name == NULL)) {
01638         return NULL;
01639     }
01640
01641     current_element = object->child;
01642     if (case_sensitive) {
01643         while ((current_element != NULL) && (current_element->string != NULL) && (strcmp(name,
current_element->string) != 0)) {
01644             current_element = current_element->next;
01645         }
01646     } else {
01647         while ((current_element != NULL) && (case_insensitive_strcmp((const unsigned char*)name,
(const unsigned char*)(current_element->string)) != 0)) {
01648             current_element = current_element->next;
01649         }
01650     }
01651
01652     if ((current_element == NULL) || (current_element->string == NULL)) {
01653         return NULL;
01654     }
01655
01656     return current_element;
01657 }
01658
01659 cJSON_PUBLIC(cJSON *) cJSON_GetObjectItem(const cJSON * const object, const char * const string) {
01660     return get_object_item(object, string, false);
01661 }
01662
01663 cJSON_PUBLIC(cJSON *) cJSON_GetObjectItemCaseSensitive(const cJSON * const object, const char * const
string) {
01664     return get_object_item(object, string, true);
01665 }
01666
01667 cJSON_PUBLIC(cJSON_bool) cJSON_HasObjectItem(const cJSON *object, const char *string) {
01668     return cJSON_GetObjectItem(object, string) ? 1 : 0;
01669 }
01670
01671 /* Utility for array list handling. */
01672 static void suffix_object(cJSON *prev, cJSON *item) {
01673     prev->next = item;
01674     item->prev = prev;
01675 }
01676
01677 /* Utility for handling references. */
01678 static cJSON *create_reference(const cJSON *item, const internal_hooks * const hooks) {
01679     cJSON *reference = NULL;
01680     if (item == NULL) {
01681         return NULL;
01682     }
01683
01684     reference = cJSON_New_Item(hooks);
01685     if (reference == NULL) {
01686         return NULL;
01687     }
01688
01689     memcpy(reference, item, sizeof(cJSON));
01690     reference->string = NULL;
01691     reference->type |= cJSON_IsReference;
01692     reference->next = reference->prev = NULL;
01693     return reference;
01694 }
01695
01696 static cJSON_bool add_item_to_array(cJSON *array, cJSON *item) {
01697     cJSON *child = NULL;
01698
01699     if ((item == NULL) || (array == NULL) || (array == item)) {
01700         return false;
01701     }
01702
01703     child = array->child;
01704     /*
01705     * To find the last item in array quickly, we use prev in array
01706     */
01707     if (child == NULL) {
01708         /* list is empty, start new one */
01709         array->child = item;
01710         item->prev = item;
01711         item->next = NULL;
01712     } else {
01713         /* append to the end */

```

```

01714     if (child->prev) {
01715         suffix_object(child->prev, item);
01716         array->child->prev = item;
01717     }
01718 }
01719
01720 return true;
01721 }
01722
01723 /* Add item to array/object. */
01724 cJSON_PUBLIC(cJSON_bool) cJSON_AddItemToArray(cJSON *array, cJSON *item) {
01725     return add_item_to_array(array, item);
01726 }
01727
01728 #if defined(__clang__) || (defined(__GNUC__) && ((__GNUC__ > 4) || ((__GNUC__ == 4) &&
01729     (__GNUC_MINOR__ > 5))))
01729 #pragma GCC diagnostic push
01730 #endif
01731 #ifndef __GNUC__
01732 #pragma GCC diagnostic ignored "-Wcast-qual"
01733 #endif
01734 /* helper function to cast away const */
01735 static void* cast_away_const(const void* string) {
01736     return (void*)string;
01737 }
01738 #if defined(__clang__) || (defined(__GNUC__) && ((__GNUC__ > 4) || ((__GNUC__ == 4) &&
01739     (__GNUC_MINOR__ > 5))))
01739 #pragma GCC diagnostic pop
01740 #endif
01741
01742
01743 static cJSON_bool add_item_to_object(cJSON * const object, const char * const string, cJSON * const
01744 item, const internal_hooks * const hooks, const cJSON_bool constant_key) {
01745     char *new_key = NULL;
01746     int new_type = cJSON_Invalid;
01747
01748     if ((object == NULL) || (string == NULL) || (item == NULL) || (object == item)) {
01749         return false;
01750     }
01751
01752     if (constant_key) {
01753         new_key = (char*)cast_away_const(string);
01754         new_type = item->type | cJSON_StringIsConst;
01755     } else {
01756         new_key = (char*)cJSON_strdup((const unsigned char*)string, hooks);
01757         if (new_key == NULL) {
01758             return false;
01759         }
01760
01761         new_type = item->type & ~cJSON_StringIsConst;
01762     }
01763
01764     if (!(item->type & cJSON_StringIsConst) && (item->string != NULL)) {
01765         hooks->deallocate(item->string);
01766     }
01767
01768     item->string = new_key;
01769     item->type = new_type;
01770
01771     return add_item_to_array(object, item);
01772 }
01773
01774 cJSON_PUBLIC(cJSON_bool) cJSON_AddItemToObject(cJSON *object, const char *string, cJSON *item) {
01775     return add_item_to_object(object, string, item, &global_hooks, false);
01776 }
01777
01778 /* Add an item to an object with constant string as key */
01779 cJSON_PUBLIC(cJSON_bool) cJSON_AddItemToObjectCS(cJSON *object, const char *string, cJSON *item) {
01780     return add_item_to_object(object, string, item, &global_hooks, true);
01781 }
01782
01783 cJSON_PUBLIC(cJSON_bool) cJSON_AddItemReferenceToArray(cJSON *array, cJSON *item) {
01784     if (array == NULL) {
01785         return false;
01786     }
01787
01788     return add_item_to_array(array, create_reference(item, &global_hooks));
01789 }
01790
01791 cJSON_PUBLIC(cJSON_bool) cJSON_AddItemReferenceToObject(cJSON *object, const char *string, cJSON
01792 *item) {
01793     if ((object == NULL) || (string == NULL)) {
01794         return false;
01795     }
01796
01797     return add_item_to_object(object, string, create_reference(item, &global_hooks), &global_hooks,
01798 false);

```

```

01796 }
01797
01798 cJSON_PUBLIC(cJSON*) cJSON_AddNullToObject(cJSON * const object, const char * const name) {
01799     cJSON *null = cJSON_CreateNull();
01800     if (add_item_to_object(object, name, null, &global_hooks, false)) {
01801         return null;
01802     }
01803
01804     cJSON_Delete(null);
01805     return NULL;
01806 }
01807
01808 cJSON_PUBLIC(cJSON*) cJSON_AddTrueToObject(cJSON * const object, const char * const name) {
01809     cJSON *true_item = cJSON_CreateTrue();
01810     if (add_item_to_object(object, name, true_item, &global_hooks, false)) {
01811         return true_item;
01812     }
01813
01814     cJSON_Delete(true_item);
01815     return NULL;
01816 }
01817
01818 cJSON_PUBLIC(cJSON*) cJSON_AddFalseToObject(cJSON * const object, const char * const name) {
01819     cJSON *false_item = cJSON_CreateFalse();
01820     if (add_item_to_object(object, name, false_item, &global_hooks, false)) {
01821         return false_item;
01822     }
01823
01824     cJSON_Delete(false_item);
01825     return NULL;
01826 }
01827
01828 cJSON_PUBLIC(cJSON*) cJSON_AddBoolToObject(cJSON * const object, const char * const name, const
cJSON_bool boolean) {
01829     cJSON *bool_item = cJSON_CreateBool(boolean);
01830     if (add_item_to_object(object, name, bool_item, &global_hooks, false)) {
01831         return bool_item;
01832     }
01833
01834     cJSON_Delete(bool_item);
01835     return NULL;
01836 }
01837
01838 cJSON_PUBLIC(cJSON*) cJSON_AddNumberToObject(cJSON * const object, const char * const name, const
double number) {
01839     cJSON *number_item = cJSON_CreateNumber(number);
01840     if (add_item_to_object(object, name, number_item, &global_hooks, false)) {
01841         return number_item;
01842     }
01843
01844     cJSON_Delete(number_item);
01845     return NULL;
01846 }
01847
01848 cJSON_PUBLIC(cJSON*) cJSON_AddStringToObject(cJSON * const object, const char * const name, const char
* const string) {
01849     cJSON *string_item = cJSON_CreateString(string);
01850     if (add_item_to_object(object, name, string_item, &global_hooks, false)) {
01851         return string_item;
01852     }
01853
01854     cJSON_Delete(string_item);
01855     return NULL;
01856 }
01857
01858 cJSON_PUBLIC(cJSON*) cJSON_AddRawToObject(cJSON * const object, const char * const name, const char *
const raw) {
01859     cJSON *raw_item = cJSON_CreateRaw(raw);
01860     if (add_item_to_object(object, name, raw_item, &global_hooks, false)) {
01861         return raw_item;
01862     }
01863
01864     cJSON_Delete(raw_item);
01865     return NULL;
01866 }
01867
01868 cJSON_PUBLIC(cJSON*) cJSON_AddObjectToObject(cJSON * const object, const char * const name) {
01869     cJSON *object_item = cJSON_CreateObject();
01870     if (add_item_to_object(object, name, object_item, &global_hooks, false)) {
01871         return object_item;
01872     }
01873
01874     cJSON_Delete(object_item);
01875     return NULL;
01876 }
01877
01878 cJSON_PUBLIC(cJSON*) cJSON_AddArrayToObject(cJSON * const object, const char * const name) {

```

```

01879     cJSON *array = cJSON_CreateArray();
01880     if (add_item_to_object(object, name, array, &global_hooks, false)) {
01881         return array;
01882     }
01883
01884     cJSON_Delete(array);
01885     return NULL;
01886 }
01887
01888 cJSON_PUBLIC(cJSON *) cJSON_DetachItemViaPointer(cJSON *parent, cJSON * const item) {
01889     if ((parent == NULL) || (item == NULL) || (item != parent->child && item->prev == NULL)) {
01890         return NULL;
01891     }
01892
01893     if (item != parent->child) {
01894         /* not the first element */
01895         item->prev->next = item->next;
01896     }
01897     if (item->next != NULL) {
01898         /* not the last element */
01899         item->next->prev = item->prev;
01900     }
01901
01902     if (item == parent->child) {
01903         /* first element */
01904         parent->child = item->next;
01905     } else if (item->next == NULL) {
01906         /* last element */
01907         parent->child->prev = item->prev;
01908     }
01909
01910     /* make sure the detached item doesn't point anywhere anymore */
01911     item->prev = NULL;
01912     item->next = NULL;
01913
01914     return item;
01915 }
01916
01917 cJSON_PUBLIC(cJSON *) cJSON_DetachItemFromArray(cJSON *array, int which) {
01918     if (which < 0) {
01919         return NULL;
01920     }
01921
01922     return cJSON_DetachItemViaPointer(array, get_array_item(array, (size_t)which));
01923 }
01924
01925 cJSON_PUBLIC(void) cJSON_DeleteItemFromArray(cJSON *array, int which) {
01926     cJSON_Delete(cJSON_DetachItemFromArray(array, which));
01927 }
01928
01929 cJSON_PUBLIC(cJSON *) cJSON_DetachItemFromObject(cJSON *object, const char *string) {
01930     cJSON *to_detach = cJSON_GetObjectItem(object, string);
01931
01932     return cJSON_DetachItemViaPointer(object, to_detach);
01933 }
01934
01935 cJSON_PUBLIC(cJSON *) cJSON_DetachItemFromObjectCaseSensitive(cJSON *object, const char *string) {
01936     cJSON *to_detach = cJSON_GetObjectItemCaseSensitive(object, string);
01937
01938     return cJSON_DetachItemViaPointer(object, to_detach);
01939 }
01940
01941 cJSON_PUBLIC(void) cJSON_DeleteItemFromObject(cJSON *object, const char *string) {
01942     cJSON_Delete(cJSON_DetachItemFromObject(object, string));
01943 }
01944
01945 cJSON_PUBLIC(void) cJSON_DeleteItemFromObjectCaseSensitive(cJSON *object, const char *string) {
01946     cJSON_Delete(cJSON_DetachItemFromObjectCaseSensitive(object, string));
01947 }
01948
01949 /* Replace array/object items with new ones. */
01950 cJSON_PUBLIC(cJSON_bool) cJSON_InsertItemInArray(cJSON *array, int which, cJSON *newitem) {
01951     cJSON *after_inserted = NULL;
01952
01953     if (which < 0 || newitem == NULL) {
01954         return false;
01955     }
01956
01957     after_inserted = get_array_item(array, (size_t)which);
01958     if (after_inserted == NULL) {
01959         return add_item_to_array(array, newitem);
01960     }
01961
01962     if (after_inserted != array->child && after_inserted->prev == NULL) {
01963         /* return false if after_inserted is a corrupted array item */
01964         return false;
01965     }

```

```

01966
01967     newitem->next = after_inserted;
01968     newitem->prev = after_inserted->prev;
01969     after_inserted->prev = newitem;
01970     if (after_inserted == array->child) {
01971         array->child = newitem;
01972     } else {
01973         newitem->prev->next = newitem;
01974     }
01975     return true;
01976 }
01977
01978 cJSON_PUBLIC(cJSON_bool) cJSON_ReplaceItemViaPointer(cJSON * const parent, cJSON * const item, cJSON *
replacement) {
01979     if ((parent == NULL) || (parent->child == NULL) || (replacement == NULL) || (item == NULL)) {
01980         return false;
01981     }
01982
01983     if (replacement == item) {
01984         return true;
01985     }
01986
01987     replacement->next = item->next;
01988     replacement->prev = item->prev;
01989
01990     if (replacement->next != NULL) {
01991         replacement->next->prev = replacement;
01992     }
01993     if (parent->child == item) {
01994         if (parent->child->prev == parent->child) {
01995             replacement->prev = replacement;
01996         }
01997         parent->child = replacement;
01998     } else {
01999         /*
02000  * To find the last item in array quickly, we use prev in array.
02001  * We can't modify the last item's next pointer where this item was the parent's child
02002  */
02003         if (replacement->prev != NULL) {
02004             replacement->prev->next = replacement;
02005         }
02006         if (replacement->next == NULL) {
02007             parent->child->prev = replacement;
02008         }
02009     }
02010
02011     item->next = NULL;
02012     item->prev = NULL;
02013     cJSON_Delete(item);
02014
02015     return true;
02016 }
02017
02018 cJSON_PUBLIC(cJSON_bool) cJSON_ReplaceItemInArray(cJSON *array, int which, cJSON *newitem) {
02019     if (which < 0) {
02020         return false;
02021     }
02022
02023     return cJSON_ReplaceItemViaPointer(array, get_array_item(array, (size_t)which), newitem);
02024 }
02025
02026 static cJSON_bool replace_item_in_object(cJSON *object, const char *string, cJSON *replacement,
cJSON_bool case_sensitive) {
02027     if ((replacement == NULL) || (string == NULL)) {
02028         return false;
02029     }
02030
02031     /* replace the name in the replacement */
02032     if (!(replacement->type & cJSON_StringIsConst) && (replacement->string != NULL)) {
02033         cJSON_free(replacement->string);
02034     }
02035     replacement->string = (char*)cJSON_strdup((const unsigned char*)string, &global_hooks);
02036     if (replacement->string == NULL) {
02037         return false;
02038     }
02039
02040     replacement->type &= ~cJSON_StringIsConst;
02041
02042     return cJSON_ReplaceItemViaPointer(object, get_object_item(object, string, case_sensitive),
replacement);
02043 }
02044
02045 cJSON_PUBLIC(cJSON_bool) cJSON_ReplaceItemInObject(cJSON *object, const char *string, cJSON *newitem)
{
02046     return replace_item_in_object(object, string, newitem, false);
02047 }
02048

```

```

02049 cJSON_PUBLIC(cJSON_bool) cJSON_ReplaceItemInObjectCaseSensitive(cJSON *object, const char *string,
cJSON *newitem) {
02050     return replace_item_in_object(object, string, newitem, true);
02051 }
02052
02053 /* Create basic types: */
02054 cJSON_PUBLIC(cJSON *) cJSON_CreateNull(void) {
02055     cJSON *item = cJSON_New_Item(&global_hooks);
02056     if(item) {
02057         item->type = cJSON_NULL;
02058     }
02059
02060     return item;
02061 }
02062
02063 cJSON_PUBLIC(cJSON *) cJSON_CreateTrue(void) {
02064     cJSON *item = cJSON_New_Item(&global_hooks);
02065     if(item) {
02066         item->type = cJSON_True;
02067     }
02068
02069     return item;
02070 }
02071
02072 cJSON_PUBLIC(cJSON *) cJSON_CreateFalse(void) {
02073     cJSON *item = cJSON_New_Item(&global_hooks);
02074     if(item) {
02075         item->type = cJSON_False;
02076     }
02077
02078     return item;
02079 }
02080
02081 cJSON_PUBLIC(cJSON *) cJSON_CreateBool(cJSON_bool boolean) {
02082     cJSON *item = cJSON_New_Item(&global_hooks);
02083     if(item) {
02084         item->type = boolean ? cJSON_True : cJSON_False;
02085     }
02086
02087     return item;
02088 }
02089
02090 cJSON_PUBLIC(cJSON *) cJSON_CreateNumber(double num) {
02091     cJSON *item = cJSON_New_Item(&global_hooks);
02092     if(item) {
02093         item->type = cJSON_Number;
02094         item->valuedouble = num;
02095
02096         /* use saturation in case of overflow */
02097         if (num >= INT_MAX) {
02098             item->valueint = INT_MAX;
02099         } else if (num <= (double)INT_MIN) {
02100             item->valueint = INT_MIN;
02101         } else {
02102             item->valueint = (int)num;
02103         }
02104     }
02105
02106     return item;
02107 }
02108
02109 cJSON_PUBLIC(cJSON *) cJSON_CreateString(const char *string) {
02110     cJSON *item = cJSON_New_Item(&global_hooks);
02111     if(item) {
02112         item->type = cJSON_String;
02113         item->valuestring = (char*)cJSON_strdup((const unsigned char*)string, &global_hooks);
02114         if(!item->valuestring) {
02115             cJSON_Delete(item);
02116             return NULL;
02117         }
02118     }
02119
02120     return item;
02121 }
02122
02123 cJSON_PUBLIC(cJSON *) cJSON_CreateStringReference(const char *string) {
02124     cJSON *item = cJSON_New_Item(&global_hooks);
02125     if (item != NULL) {
02126         item->type = cJSON_String | cJSON_IsReference;
02127         item->valuestring = (char*)cast_away_const(string);
02128     }
02129
02130     return item;
02131 }
02132
02133 cJSON_PUBLIC(cJSON *) cJSON_CreateObjectReference(const cJSON *child) {
02134     cJSON *item = cJSON_New_Item(&global_hooks);

```



```

02135     if (item != NULL) {
02136         item->type = cJSON_Object | cJSON_IsReference;
02137         item->child = (cJSON*)cast_away_const(child);
02138     }
02139
02140     return item;
02141 }
02142
02143 cJSON_PUBLIC(cJSON *) cJSON_CreateArrayReference(const cJSON *child) {
02144     cJSON *item = cJSON_New_Item(&global_hooks);
02145     if (item != NULL) {
02146         item->type = cJSON_Array | cJSON_IsReference;
02147         item->child = (cJSON*)cast_away_const(child);
02148     }
02149
02150     return item;
02151 }
02152
02153 cJSON_PUBLIC(cJSON *) cJSON_CreateRaw(const char *raw) {
02154     cJSON *item = cJSON_New_Item(&global_hooks);
02155     if(item) {
02156         item->type = cJSON_Raw;
02157         item->valuelstring = (char*)cJSON_strdup((const unsigned char*)raw, &global_hooks);
02158         if(!item->valuelstring) {
02159             cJSON_Delete(item);
02160             return NULL;
02161         }
02162     }
02163
02164     return item;
02165 }
02166
02167 cJSON_PUBLIC(cJSON *) cJSON_CreateArray(void) {
02168     cJSON *item = cJSON_New_Item(&global_hooks);
02169     if(item) {
02170         item->type=cJSON_Array;
02171     }
02172
02173     return item;
02174 }
02175
02176 cJSON_PUBLIC(cJSON *) cJSON_CreateObject(void) {
02177     cJSON *item = cJSON_New_Item(&global_hooks);
02178     if (item) {
02179         item->type = cJSON_Object;
02180     }
02181
02182     return item;
02183 }
02184
02185 /* Create Arrays: */
02186 cJSON_PUBLIC(cJSON *) cJSON_CreateIntArray(const int *numbers, int count) {
02187     size_t i = 0;
02188     cJSON *n = NULL;
02189     cJSON *p = NULL;
02190     cJSON *a = NULL;
02191
02192     if ((count < 0) || (numbers == NULL)) {
02193         return NULL;
02194     }
02195
02196     a = cJSON_CreateArray();
02197
02198     for(i = 0; a && (i < (size_t)count); i++) {
02199         n = cJSON_CreateNumber(numbers[i]);
02200         if (!n) {
02201             cJSON_Delete(a);
02202             return NULL;
02203         }
02204         if(!i) {
02205             a->child = n;
02206         } else {
02207             suffix_object(p, n);
02208         }
02209         p = n;
02210     }
02211
02212     if (a && a->child) {
02213         a->child->prev = n;
02214     }
02215
02216     return a;
02217 }
02218
02219 cJSON_PUBLIC(cJSON *) cJSON_CreateFloatArray(const float *numbers, int count) {
02220     size_t i = 0;
02221     cJSON *n = NULL;

```

```

02222     cJSON *p = NULL;
02223     cJSON *a = NULL;
02224
02225     if ((count < 0) || (numbers == NULL)) {
02226         return NULL;
02227     }
02228
02229     a = cJSON_CreateArray();
02230
02231     for(i = 0; a && (i < (size_t)count); i++) {
02232         n = cJSON_CreateNumber((double)numbers[i]);
02233         if(!n) {
02234             cJSON_Delete(a);
02235             return NULL;
02236         }
02237         if(!i) {
02238             a->child = n;
02239         } else {
02240             suffix_object(p, n);
02241         }
02242         p = n;
02243     }
02244
02245     if (a && a->child) {
02246         a->child->prev = n;
02247     }
02248
02249     return a;
02250 }
02251
02252 cJSON_PUBLIC(cJSON *) cJSON_CreateDoubleArray(const double *numbers, int count) {
02253     size_t i = 0;
02254     cJSON *n = NULL;
02255     cJSON *p = NULL;
02256     cJSON *a = NULL;
02257
02258     if ((count < 0) || (numbers == NULL)) {
02259         return NULL;
02260     }
02261
02262     a = cJSON_CreateArray();
02263
02264     for(i = 0; a && (i < (size_t)count); i++) {
02265         n = cJSON_CreateNumber(numbers[i]);
02266         if(!n) {
02267             cJSON_Delete(a);
02268             return NULL;
02269         }
02270         if(!i) {
02271             a->child = n;
02272         } else {
02273             suffix_object(p, n);
02274         }
02275         p = n;
02276     }
02277
02278     if (a && a->child) {
02279         a->child->prev = n;
02280     }
02281
02282     return a;
02283 }
02284
02285 cJSON_PUBLIC(cJSON *) cJSON_CreateStringArray(const char *const *strings, int count) {
02286     size_t i = 0;
02287     cJSON *n = NULL;
02288     cJSON *p = NULL;
02289     cJSON *a = NULL;
02290
02291     if ((count < 0) || (strings == NULL)) {
02292         return NULL;
02293     }
02294
02295     a = cJSON_CreateArray();
02296
02297     for (i = 0; a && (i < (size_t)count); i++) {
02298         n = cJSON_CreateString(strings[i]);
02299         if(!n) {
02300             cJSON_Delete(a);
02301             return NULL;
02302         }
02303         if(!i) {
02304             a->child = n;
02305         } else {
02306             suffix_object(p, n);
02307         }
02308         p = n;

```

```

02309     }
02310
02311     if (a && a->child) {
02312         a->child->prev = n;
02313     }
02314
02315     return a;
02316 }
02317
02318 /* Duplication */
02319 cJSON * cJSON_Duplicate_rec(const cJSON *item, size_t depth, cJSON_bool recurse);
02320
02321 cJSON_PUBLIC(cJSON *) cJSON_Duplicate(const cJSON *item, cJSON_bool recurse) {
02322     return cJSON_Duplicate_rec(item, 0, recurse);
02323 }
02324
02325 cJSON * cJSON_Duplicate_rec(const cJSON *item, size_t depth, cJSON_bool recurse) {
02326     cJSON *newitem = NULL;
02327     cJSON *child = NULL;
02328     cJSON *next = NULL;
02329     cJSON *newchild = NULL;
02330
02331     /* Bail on bad ptr */
02332     if (!item) {
02333         goto fail;
02334     }
02335     /* Create new item */
02336     newitem = cJSON_New_Item(&global_hooks);
02337     if (!newitem) {
02338         goto fail;
02339     }
02340     /* Copy over all vars */
02341     newitem->type = item->type & (~cJSON_IsReference);
02342     newitem->valueint = item->valueint;
02343     newitem->valuedouble = item->valuedouble;
02344     if (item->valuestring) {
02345         newitem->valuestring = (char*)cJSON_strdup((unsigned char*)item->valuestring, &global_hooks);
02346         if (!newitem->valuestring) {
02347             goto fail;
02348         }
02349     }
02350     if (item->string) {
02351         newitem->string = (item->type&cJSON_StringIsConst) ? item->string :
02352 (char*)cJSON_strdup((unsigned char*)item->string, &global_hooks);
02353         if (!newitem->string) {
02354             goto fail;
02355         }
02356     }
02357     /* If non-recursive, then we're done! */
02358     if (!recurse) {
02359         return newitem;
02360     }
02361     /* Walk the ->next chain for the child. */
02362     child = item->child;
02363     while (child != NULL) {
02364         if(depth >= cJSON_CIRCULAR_LIMIT) {
02365             goto fail;
02366         }
02367         newchild = cJSON_Duplicate_rec(child, depth + 1, true); /* Duplicate (with recurse) each item
02368 in the ->next chain */
02369         if (!newchild) {
02370             goto fail;
02371         }
02372         if (next != NULL) {
02373             /* If newitem->child already set, then crosswire ->prev and ->next and move on */
02374             next->next = newchild;
02375             newchild->prev = next;
02376             next = newchild;
02377         } else {
02378             /* Set newitem->child and move to it */
02379             newitem->child = newchild;
02380             next = newchild;
02381         }
02382         child = child->next;
02383     }
02384     if (newitem && newitem->child) {
02385         newitem->child->prev = newchild;
02386     }
02387     return newitem;
02388 fail:
02389     if (newitem != NULL) {
02390         cJSON_Delete(newitem);
02391     }
02392     return NULL;
02393 }

```

```

02394 }
02395
02396 static void skip_online_comment(char **input) {
02397     *input += static_strlen("//");
02398
02399     for (; (*input)[0] != '\\0'; ++(*input)) {
02400         if ((*input)[0] == '\\n') {
02401             *input += static_strlen("\\n");
02402             return;
02403         }
02404     }
02405 }
02406
02407 static void skip_multiline_comment(char **input) {
02408     *input += static_strlen("/*");
02409
02410     for (; (*input)[0] != '\\0'; ++(*input)) {
02411         if (((*input)[0] == '*' && ((*input)[1] == '/')) {
02412             *input += static_strlen("*/");
02413             return;
02414         }
02415     }
02416 }
02417
02418 static void minify_string(char **input, char **output) {
02419     (*output)[0] = (*input)[0];
02420     *input += static_strlen("\\");
02421     *output += static_strlen("\\");
02422
02423     for (; (*input)[0] != '\\0'; (void)++(*input), ++(*output)) {
02424         (*output)[0] = (*input)[0];
02425
02426         if ((*input)[0] == '\\') {
02427             (*output)[0] = '\\';
02428             *input += static_strlen("\\");
02429             *output += static_strlen("\\");
02430             return;
02431         } else if (((*input)[0] == '\\') && ((*input)[1] == '\\')) {
02432             (*output)[1] = (*input)[1];
02433             *input += static_strlen("\\");
02434             *output += static_strlen("\\");
02435         }
02436     }
02437 }
02438 }
02439
02440 cJSON_PUBLIC(void) cJSON_Minify(char *json) {
02441     char *into = json;
02442
02443     if (json == NULL) {
02444         return;
02445     }
02446
02447     while (json[0] != '\\0') {
02448         switch (json[0]) {
02449             case ' ':
02450             case '\\t':
02451             case '\\f':
02452             case '\\n':
02453                 json++;
02454                 break;
02455
02456             case '/':
02457                 if (json[1] == '/') {
02458                     skip_online_comment(&json);
02459                 } else if (json[1] == '*') {
02460                     skip_multiline_comment(&json);
02461                 } else {
02462                     json++;
02463                 }
02464                 break;
02465
02466             case '\\':
02467                 minify_string(&json, (char**)&into);
02468                 break;
02469
02470             default:
02471                 into[0] = json[0];
02472                 json++;
02473                 into++;
02474         }
02475     }
02476
02477     /* and null-terminate. */
02478     *into = '\\0';
02479 }
02480

```

```

02481 cJSON_PUBLIC(cJSON_bool) cJSON_IsInvalid(const cJSON * const item) {
02482     if (item == NULL) {
02483         return false;
02484     }
02485
02486     return (item->type & 0xFF) == cJSON_Invalid;
02487 }
02488
02489 cJSON_PUBLIC(cJSON_bool) cJSON_IsFalse(const cJSON * const item) {
02490     if (item == NULL) {
02491         return false;
02492     }
02493
02494     return (item->type & 0xFF) == cJSON_False;
02495 }
02496
02497 cJSON_PUBLIC(cJSON_bool) cJSON_IsTrue(const cJSON * const item) {
02498     if (item == NULL) {
02499         return false;
02500     }
02501
02502     return (item->type & 0xff) == cJSON_True;
02503 }
02504
02505
02506 cJSON_PUBLIC(cJSON_bool) cJSON_IsBool(const cJSON * const item) {
02507     if (item == NULL) {
02508         return false;
02509     }
02510
02511     return (item->type & (cJSON_True | cJSON_False)) != 0;
02512 }
02513 cJSON_PUBLIC(cJSON_bool) cJSON_IsNull(const cJSON * const item) {
02514     if (item == NULL) {
02515         return false;
02516     }
02517
02518     return (item->type & 0xFF) == cJSON_NULL;
02519 }
02520
02521 cJSON_PUBLIC(cJSON_bool) cJSON_IsNumber(const cJSON * const item) {
02522     if (item == NULL) {
02523         return false;
02524     }
02525
02526     return (item->type & 0xFF) == cJSON_Number;
02527 }
02528
02529 cJSON_PUBLIC(cJSON_bool) cJSON_IsString(const cJSON * const item) {
02530     if (item == NULL) {
02531         return false;
02532     }
02533
02534     return (item->type & 0xFF) == cJSON_String;
02535 }
02536
02537 cJSON_PUBLIC(cJSON_bool) cJSON_IsArray(const cJSON * const item) {
02538     if (item == NULL) {
02539         return false;
02540     }
02541
02542     return (item->type & 0xFF) == cJSON_Array;
02543 }
02544
02545 cJSON_PUBLIC(cJSON_bool) cJSON_IsObject(const cJSON * const item) {
02546     if (item == NULL) {
02547         return false;
02548     }
02549
02550     return (item->type & 0xFF) == cJSON_Object;
02551 }
02552
02553 cJSON_PUBLIC(cJSON_bool) cJSON_IsRaw(const cJSON * const item) {
02554     if (item == NULL) {
02555         return false;
02556     }
02557
02558     return (item->type & 0xFF) == cJSON_Raw;
02559 }
02560
02561 cJSON_PUBLIC(cJSON_bool) cJSON_Compare(const cJSON * const a, const cJSON * const b, const cJSON_bool
case_sensitive) {
02562     if ((a == NULL) || (b == NULL) || ((a->type & 0xFF) != (b->type & 0xFF))) {
02563         return false;
02564     }
02565
02566     /* check if type is valid */

```

```

02567     switch (a->type & 0xFF) {
02568     case cJSON_False:
02569     case cJSON_True:
02570     case cJSON_NULL:
02571     case cJSON_Number:
02572     case cJSON_String:
02573     case cJSON_Raw:
02574     case cJSON_Array:
02575     case cJSON_Object:
02576         break;
02577
02578     default:
02579         return false;
02580     }
02581
02582     /* identical objects are equal */
02583     if (a == b) {
02584         return true;
02585     }
02586
02587     switch (a->type & 0xFF) {
02588     /* in these cases and equal type is enough */
02589     case cJSON_False:
02590     case cJSON_True:
02591     case cJSON_NULL:
02592         return true;
02593
02594     case cJSON_Number:
02595         if (compare_double(a->valuedouble, b->valuedouble)) {
02596             return true;
02597         }
02598         return false;
02599
02600     case cJSON_String:
02601     case cJSON_Raw:
02602         if ((a->valuelstring == NULL) || (b->valuelstring == NULL)) {
02603             return false;
02604         }
02605         if (strcmp(a->valuelstring, b->valuelstring) == 0) {
02606             return true;
02607         }
02608
02609         return false;
02610
02611     case cJSON_Array: {
02612         cJSON *a_element = a->child;
02613         cJSON *b_element = b->child;
02614
02615         for (; (a_element != NULL) && (b_element != NULL);) {
02616             if (!cJSON_Compare(a_element, b_element, case_sensitive)) {
02617                 return false;
02618             }
02619
02620             a_element = a_element->next;
02621             b_element = b_element->next;
02622         }
02623
02624         /* one of the arrays is longer than the other */
02625         if (a_element != b_element) {
02626             return false;
02627         }
02628
02629         return true;
02630     }
02631
02632     case cJSON_Object: {
02633         cJSON *a_element = NULL;
02634         cJSON *b_element = NULL;
02635         cJSON_ArrayForEach(a_element, a) {
02636             /* TODO This has O(n^2) runtime, which is horrible! */
02637             b_element = get_object_item(b, a_element->string, case_sensitive);
02638             if (b_element == NULL) {
02639                 return false;
02640             }
02641
02642             if (!cJSON_Compare(a_element, b_element, case_sensitive)) {
02643                 return false;
02644             }
02645         }
02646
02647         /* doing this twice, once on a and b to prevent true comparison if a subset of b
02648 * TODO: Do this the proper way, this is just a fix for now */
02649         cJSON_ArrayForEach(b_element, b) {
02650             a_element = get_object_item(a, b_element->string, case_sensitive);
02651             if (a_element == NULL) {
02652                 return false;
02653             }

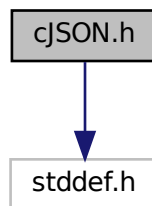
```

```
02654
02655     if (!cJSON_Compare(b_element, a_element, case_sensitive)) {
02656         return false;
02657     }
02658 }
02659
02660 return true;
02661 }
02662
02663 default:
02664     return false;
02665 }
02666 }
02667
02668 cJSON_PUBLIC(void *) cJSON_malloc(size_t size) {
02669     return global_hooks.allocate(size);
02670 }
02671
02672 cJSON_PUBLIC(void) cJSON_free(void *object) {
02673     global_hooks.deallocate(object);
02674     object = NULL;
02675 }
```

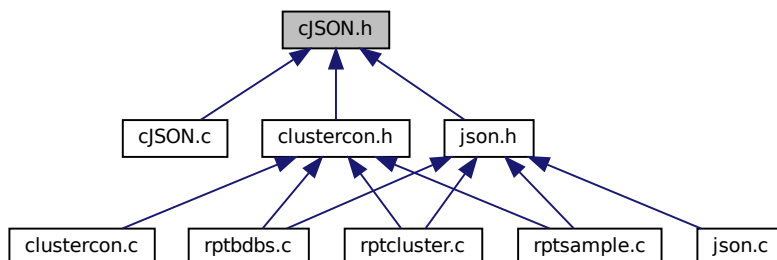
## 4.9 cJSON.h File Reference

```
#include <stddef.h>
```

Include dependency graph for cJSON.h:



This graph shows which files directly or indirectly include this file:



## Classes

- struct [cJSON](#)
- struct [cJSON\\_Hooks](#)

## Macros

- `#define CJSON\_CDECL`
- `#define CJSON\_STDCALL`
- `#define CJSON\_PUBLIC(type) type`
- `#define CJSON\_VERSION\_MAJOR 1`
- `#define CJSON\_VERSION\_MINOR 7`
- `#define CJSON\_VERSION\_PATCH 18`
- `#define cJSON\_Invalid (0)`
- `#define cJSON\_False (1 << 0)`
- `#define cJSON\_True (1 << 1)`
- `#define cJSON\_NULL (1 << 2)`
- `#define cJSON\_Number (1 << 3)`
- `#define cJSON\_String (1 << 4)`
- `#define cJSON\_Array (1 << 5)`
- `#define cJSON\_Object (1 << 6)`
- `#define cJSON\_Raw (1 << 7) /* raw json */`
- `#define cJSON\_IsReference 256`
- `#define cJSON\_StringIsConst 512`
- `#define CJSON\_NESTING\_LIMIT 1000`
- `#define CJSON\_CIRCULAR\_LIMIT 10000`
- `#define cJSON\_SetIntValue(object, number) ((object) ? (object)->valueint = (object)->valuedouble = (number) : (number))`
- `#define cJSON\_SetNumberValue(object, number) ((object != NULL) ? cJSON\_SetNumberHelper(object, (double)number) : (number))`
- `#define cJSON\_SetBoolValue(object, boolValue)`
- `#define cJSON\_ArrayForEach(element, array) for(element = (array != NULL) ? (array)->child : NULL; element != NULL; element = element->next)`

## Typedefs

- typedef struct [cJSON](#) [cJSON](#)
- typedef struct [cJSON\\_Hooks](#) [cJSON\\_Hooks](#)
- typedef int [cJSON\\_bool](#)

## Functions

- [CJSON\\_PUBLIC](#) (const char \*) [cJSON\\_Version](#)(void)
- [CJSON\\_PUBLIC](#) (void) [cJSON\\_InitHooks](#)([cJSON\\_Hooks](#) \*hooks)
- [CJSON\\_PUBLIC](#) ([cJSON](#) \*) [cJSON\\_Parse](#)(const char \*value)
- [CJSON\\_PUBLIC](#) (char \*) [cJSON\\_Print](#)(const [cJSON](#) \*item)
- [CJSON\\_PUBLIC](#) ([cJSON\\_bool](#)) [cJSON\\_PrintPreallocated](#)([cJSON](#) \*item)
- [CJSON\\_PUBLIC](#) (double) [cJSON\\_GetNumberValue](#)(const [cJSON](#) \*const item)
- [CJSON\\_PUBLIC](#) (void \*) [cJSON\\_malloc](#)(size\_t size)



## Variables

- `size_t` [buffer\\_length](#)
- `const char **` [return\\_parse\\_end](#)
- `const char` [cJSON\\_bool](#) [require\\_null\\_terminated](#)
- `int` [prebuffer](#)
- `int` [cJSON\\_bool](#) [fmt](#)
- `char *` [buffer](#)
- `char const int` [length](#)
- `char const int const` [cJSON\\_bool](#) [format](#)
- `int` [index](#)
- `const char *const` [string](#)
- `int` [count](#)
- `cJSON *` [item](#)
- `int` [which](#)
- `int` `cJSON *` [newitem](#)
- `cJSON *const cJSON *` [replacement](#)
- `cJSON_bool` [recurse](#)
- `const cJSON *const` [b](#)
- `const cJSON *const const cJSON_bool` [case\\_sensitive](#)
- `const char *const` [name](#)
- `const char *const const cJSON_bool` [boolean](#)
- `const char *const const double` [number](#)
- `const char *const const char *const` [raw](#)
- `const char *` [valuelstring](#)

## 4.9.1 Macro Definition Documentation

### 4.9.1.1 cJSON\_Array

```
#define cJSON_Array (1 << 5)
```

Definition at line 95 of file [cJSON.h](#).

### 4.9.1.2 cJSON\_ArrayForEach

```
#define cJSON_ArrayForEach(  
    element,  
    array ) for(element = (array != NULL) ? (array)->child : NULL; element !=  
NULL; element = element->next)
```

Definition at line 294 of file [cJSON.h](#).

#### 4.9.1.3 CJSON\_CDECL

```
#define CJSON_CDECL
```

Definition at line 71 of file [cJSON.h](#).

#### 4.9.1.4 CJSON\_CIRCULAR\_LIMIT

```
#define CJSON_CIRCULAR_LIMIT 10000
```

Definition at line 141 of file [cJSON.h](#).

#### 4.9.1.5 cJSON\_False

```
#define cJSON_False (1 << 0)
```

Definition at line 90 of file [cJSON.h](#).

#### 4.9.1.6 cJSON\_Invalid

```
#define cJSON_Invalid (0)
```

Definition at line 89 of file [cJSON.h](#).

#### 4.9.1.7 cJSON\_IsReference

```
#define cJSON_IsReference 256
```

Definition at line 99 of file [cJSON.h](#).

#### 4.9.1.8 CJSON\_NESTING\_LIMIT

```
#define CJSON_NESTING_LIMIT 1000
```

Definition at line 135 of file [cJSON.h](#).

#### 4.9.1.9 cJSON\_NULL

```
#define cJSON_NULL (1 << 2)
```

Definition at line 92 of file [cJSON.h](#).

#### 4.9.1.10 cJSON\_Number

```
#define cJSON_Number (1 << 3)
```

Definition at line 93 of file [cJSON.h](#).

#### 4.9.1.11 cJSON\_Object

```
#define cJSON_Object (1 << 6)
```

Definition at line 96 of file [cJSON.h](#).

#### 4.9.1.12 cJSON\_PUBLIC

```
#define cJSON_PUBLIC(  
    type ) type
```

Definition at line 77 of file [cJSON.h](#).

#### 4.9.1.13 cJSON\_Raw

```
#define cJSON_Raw (1 << 7) /* raw json */
```

Definition at line 97 of file [cJSON.h](#).

#### 4.9.1.14 cJSON\_SetBoolValue

```
#define cJSON_SetBoolValue(  
    object,  
    boolValue )
```

**Value:**

```
( \n    (object != NULL && ((object)->type & (cJSON_False|cJSON_True))) ? \n    (object)->type=((object)->type & ~(cJSON_False|cJSON_True)) | ((boolValue)?cJSON_True:cJSON_False) : \n    cJSON_Invalid\n)
```

Definition at line 287 of file [cJSON.h](#).

#### 4.9.1.15 cJSON\_SetIntValue

```
#define cJSON_SetIntValue(  
    object,  
    number) ((object) ? (object)->valueint = (object)->valuedouble = (number) ↔  
: (number))
```

Definition at line 279 of file [cJSON.h](#).

#### 4.9.1.16 cJSON\_SetNumberValue

```
#define cJSON_SetNumberValue(  
    object,  
    number) ((object != NULL) ? cJSON_SetNumberHelper(object, (double)number) ↔  
: (number))
```

Definition at line 282 of file [cJSON.h](#).

#### 4.9.1.17 cJSON\_STDCALL

```
#define cJSON_STDCALL
```

Definition at line 72 of file [cJSON.h](#).

#### 4.9.1.18 cJSON\_String

```
#define cJSON_String (1 << 4)
```

Definition at line 94 of file [cJSON.h](#).

#### 4.9.1.19 cJSON\_StringIsConst

```
#define cJSON_StringIsConst 512
```

Definition at line 100 of file [cJSON.h](#).

#### 4.9.1.20 cJSON\_True

```
#define cJSON_True (1 << 1)
```

Definition at line 91 of file [cJSON.h](#).

#### 4.9.1.21 cJSON\_VERSION\_MAJOR

```
#define cJSON_VERSION_MAJOR 1
```

Definition at line 82 of file [cJSON.h](#).

#### 4.9.1.22 cJSON\_VERSION\_MINOR

```
#define cJSON_VERSION_MINOR 7
```

Definition at line 83 of file [cJSON.h](#).

#### 4.9.1.23 cJSON\_VERSION\_PATCH

```
#define cJSON_VERSION_PATCH 18
```

Definition at line 84 of file [cJSON.h](#).

### 4.9.2 Typedef Documentation

#### 4.9.2.1 cJSON

```
typedef struct cJSON cJSON
```

#### 4.9.2.2 cJSON\_bool

```
typedef int cJSON_bool
```

Definition at line 130 of file [cJSON.h](#).

### 4.9.2.3 cJSON\_Hooks

```
typedef struct cJSON_Hooks cJSON_Hooks
```

## 4.9.3 Function Documentation

### 4.9.3.1 cJSON\_PUBLIC() [1/7]

```
cJSON_PUBLIC (  
    char * ) const
```

### 4.9.3.2 cJSON\_PUBLIC() [2/7]

```
cJSON_PUBLIC (  
    cJSON * ) const
```

### 4.9.3.3 cJSON\_PUBLIC() [3/7]

```
cJSON_PUBLIC (  
    cJSON_bool )
```

### 4.9.3.4 cJSON\_PUBLIC() [4/7]

```
cJSON_PUBLIC (  
    const char * )
```

Definition at line 94 of file [cJSON.c](#).

### 4.9.3.5 cJSON\_PUBLIC() [5/7]

```
cJSON_PUBLIC (  
    double ) const
```

#### 4.9.3.6 cJSON\_PUBLIC() [6/7]

```
cJSON_PUBLIC (  
    void * )
```

Definition at line 2668 of file cJSON.c.

#### 4.9.3.7 cJSON\_PUBLIC() [7/7]

```
cJSON_PUBLIC (  
    void )
```

### 4.9.4 Variable Documentation

#### 4.9.4.1 b

```
const cJSON* const b
```

Definition at line 259 of file cJSON.h.

#### 4.9.4.2 boolean

```
const char* const cJSON_bool boolean
```

Definition at line 271 of file cJSON.h.

#### 4.9.4.3 buffer

```
char* buffer
```

Definition at line 167 of file cJSON.h.

#### 4.9.4.4 buffer\_length

```
size_t buffer_length
```

Definition at line 153 of file cJSON.h.

#### 4.9.4.5 case\_sensitive

```
const cJSON* const const cJSON_bool case_sensitive
```

Definition at line 259 of file cJSON.h.

#### 4.9.4.6 count

```
int count
```

Definition at line 220 of file cJSON.h.

#### 4.9.4.7 fmt

```
int cJSON_bool fmt
```

Definition at line 164 of file cJSON.h.

#### 4.9.4.8 format

```
char const int const cJSON_bool format
```

Definition at line 167 of file cJSON.h.

#### 4.9.4.9 index

```
int index
```

Definition at line 174 of file cJSON.h.

#### 4.9.4.10 item

```
cJSON *const item
```

Definition at line 226 of file cJSON.h.



#### 4.9.4.11 length

```
char const int length
```

Definition at line 167 of file cJSON.h.

#### 4.9.4.12 name

```
const char *const name
```

Definition at line 268 of file cJSON.h.

#### 4.9.4.13 newitem

```
const char cJSON * newitem
```

Definition at line 246 of file cJSON.h.

#### 4.9.4.14 number

```
double number
```

Definition at line 272 of file cJSON.h.

#### 4.9.4.15 prebuffer

```
int prebuffer
```

Definition at line 164 of file cJSON.h.

#### 4.9.4.16 raw

```
const char* const const char* const raw
```

Definition at line 274 of file cJSON.h.

#### 4.9.4.17 recurse

```
cJSON_bool recurse
```

Definition at line 253 of file cJSON.h.

#### 4.9.4.18 replacement

```
cJSON* const cJSON* replacement
```

Definition at line 247 of file cJSON.h.

#### 4.9.4.19 require\_null\_terminated

```
size_t const char cJSON_bool require_null_terminated
```

Definition at line 156 of file cJSON.h.

#### 4.9.4.20 return\_parse\_end

```
size_t const char ** return_parse_end
```

Definition at line 156 of file cJSON.h.

#### 4.9.4.21 string

```
const char *const const char *const string
```

Definition at line 176 of file cJSON.h.

#### 4.9.4.22 valuelisting

```
const char* valuelisting
```

Definition at line 284 of file cJSON.h.

#### 4.9.4.23 which

int which

Definition at line 238 of file cJSON.h.

## 4.10 cJSON.h

[Go to the documentation of this file.](#)

```

00001 /*
00002 Copyright (c) 2009-2017 Dave Gamble and cJSON contributors
00003
00004 Permission is hereby granted, free of charge, to any person obtaining a copy
00005 of this software and associated documentation files (the "Software"), to deal
00006 in the Software without restriction, including without limitation the rights
00007 to use, copy, modify, merge, publish, distribute, sublicense, and/or sell
00008 copies of the Software, and to permit persons to whom the Software is
00009 furnished to do so, subject to the following conditions:
00010
00011 The above copyright notice and this permission notice shall be included in
00012 all copies or substantial portions of the Software.
00013
00014 THE SOFTWARE IS PROVIDED "AS IS", WITHOUT WARRANTY OF ANY KIND, EXPRESS OR
00015 IMPLIED, INCLUDING BUT NOT LIMITED TO THE WARRANTIES OF MERCHANTABILITY,
00016 FITNESS FOR A PARTICULAR PURPOSE AND NONINFRINGEMENT. IN NO EVENT SHALL THE
00017 AUTHORS OR COPYRIGHT HOLDERS BE LIABLE FOR ANY CLAIM, DAMAGES OR OTHER
00018 LIABILITY, WHETHER IN AN ACTION OF CONTRACT, TORT OR OTHERWISE, ARISING FROM,
00019 OUT OF OR IN CONNECTION WITH THE SOFTWARE OR THE USE OR OTHER DEALINGS IN
00020 THE SOFTWARE.
00021 */
00022
00023 #ifndef cJSON__h
00024 #define cJSON__h
00025
00026 #ifdef __cplusplus
00027 extern "C"
00028 {
00029 #endif
00030
00031 #if !defined(__WINDOWS__) && (defined(WIN32) || defined(WIN64) || defined(_MSC_VER) ||
    defined(_WIN32))
00032 #define __WINDOWS__
00033 #endif
00034
00035 #ifdef __WINDOWS__
00036
00037 /* When compiling for windows, we specify a specific calling convention to avoid issues where we are
    being called from a project with a different default calling convention. For windows you have 3
    define options:
00038
00039 cJSON_HIDE_SYMBOLS - Define this in the case where you don't want to ever dllexport symbols
00040 cJSON_EXPORT_SYMBOLS - Define this on library build when you want to dllexport symbols (default)
00041 cJSON_IMPORT_SYMBOLS - Define this if you want to dllimport symbol
00042
00043 For *nix builds that support visibility attribute, you can define similar behavior by
00044 setting default visibility to hidden by adding
00045 -fvisibility=hidden (for gcc)
00046 or
00047 -xldscope=hidden (for sun cc)
00048 to CFLAGS
00049
00050 then using the cJSON_API_VISIBILITY flag to "export" the same symbols the way cJSON_EXPORT_SYMBOLS
    does
00051
00052 */
00053 #endif
00054
00055 #define cJSON_CDECL __cdecl
00056 #define cJSON_STDCALL __stdcall
00057
00058 /* export symbols by default, this is necessary for copy pasting the C and header file */
00059 #if !defined(cJSON_HIDE_SYMBOLS) && !defined(cJSON_IMPORT_SYMBOLS) && !defined(cJSON_EXPORT_SYMBOLS)
00060 #define cJSON_EXPORT_SYMBOLS
00061 #endif
00062
00063 #if defined(cJSON_HIDE_SYMBOLS)
00064 #define cJSON_PUBLIC(type) type cJSON_STDCALL
00065 #elif defined(cJSON_EXPORT_SYMBOLS)

```

```

00066 #define CJSON_PUBLIC(type)    __declspec(dllexport) type CJSON_STDCALL
00067 #elif defined(CJSON_IMPORT_SYMBOLS)
00068 #define CJSON_PUBLIC(type)    __declspec(dllimport) type CJSON_STDCALL
00069 #endif
00070 #else /* !__WINDOWS__ */
00071 #define CJSON_CDECL
00072 #define CJSON_STDCALL
00073
00074 #if (defined(__GNUC__) || defined(__SUNPRO_CC) || defined (__SUNPRO_C)) &&
    defined(CJSON_API_VISIBILITY)
00075 #define CJSON_PUBLIC(type)    __attribute__((visibility("default"))) type
00076 #else
00077 #define CJSON_PUBLIC(type) type
00078 #endif
00079 #endif
00080
00081 /* project version */
00082 #define CJSON_VERSION_MAJOR 1
00083 #define CJSON_VERSION_MINOR 7
00084 #define CJSON_VERSION_PATCH 18
00085
00086 #include <stddef.h>
00087
00088 /* cJSON Types: */
00089 #define cJSON_Invalid (0)
00090 #define cJSON_False (1 << 0)
00091 #define cJSON_True (1 << 1)
00092 #define cJSON_NULL (1 << 2)
00093 #define cJSON_Number (1 << 3)
00094 #define cJSON_String (1 << 4)
00095 #define cJSON_Array (1 << 5)
00096 #define cJSON_Object (1 << 6)
00097 #define cJSON_Raw (1 << 7) /* raw json */
00098
00099 #define cJSON_IsReference 256
00100 #define cJSON_StringIsConst 512
00101
00102 /* The cJSON structure: */
00103 typedef struct cJSON {
00104     /* next/prev allow you to walk array/object chains. Alternatively, use
    GetArraySize/GetArrayItem/GetObjectItem */
00105     struct cJSON *next;
00106     struct cJSON *prev;
00107     /* An array or object item will have a child pointer pointing to a chain of the items in the
    array/object. */
00108     struct cJSON *child;
00109
00110     /* The type of the item, as above. */
00111     int type;
00112
00113     /* The item's string, if type==cJSON_String and type == cJSON_Raw */
00114     char *valuestring;
00115     /* writing to valueint is DEPRECATED, use cJSON_SetNumberValue instead */
00116     int valueint;
00117     /* The item's number, if type==cJSON_Number */
00118     double valuedouble;
00119
00120     /* The item's name string, if this item is the child of, or is in the list of subitems of an
    object. */
00121     char *string;
00122 } cJSON;
00123
00124 typedef struct cJSON_Hooks {
00125     /* malloc/free are CDECL on Windows regardless of the default calling convention of the compiler,
    so ensure the hooks allow passing those functions directly. */
00126     void *(CJSON_CDECL *malloc_fn)(size_t sz);
00127     void (CJSON_CDECL *free_fn)(void *ptr);
00128 } cJSON_Hooks;
00129
00130 typedef int cJSON_bool;
00131
00132 /* Limits how deeply nested arrays/objects can be before cJSON rejects to parse them.
00133 * This is to prevent stack overflows. */
00134 #ifndef CJSON_NESTING_LIMIT
00135 #define CJSON_NESTING_LIMIT 1000
00136 #endif
00137
00138 /* Limits the length of circular references can be before cJSON rejects to parse them.
00139 * This is to prevent stack overflows. */
00140 #ifndef CJSON_CIRCULAR_LIMIT
00141 #define CJSON_CIRCULAR_LIMIT 10000
00142 #endif
00143
00144 /* returns the version of cJSON as a string */
00145 CJSON_PUBLIC(const char*) cJSON_Version(void);
00146
00147 /* Supply malloc, realloc and free functions to cJSON */

```

```

00148 cJSON_PUBLIC(void) cJSON_InitHooks(cJSON_Hooks* hooks);
00149
00150 /* Memory Management: the caller is always responsible to free the results from all variants of
cJSON_Parse (with cJSON_Delete) and cJSON_Print (with stdlib free, cJSON_Hooks.free_fn, or cJSON_free
as appropriate). The exception is cJSON_PrintPreallocated, where the caller has full responsibility
of the buffer. */
00151 /* Supply a block of JSON, and this returns a cJSON object you can interrogate. */
00152 cJSON_PUBLIC(cJSON *) cJSON_Parse(const char *value);
00153 cJSON_PUBLIC(cJSON *) cJSON_ParseWithLength(const char *value, size_t buffer_length);
00154 /* ParseWithOpts allows you to require (and check) that the JSON is null terminated, and to retrieve
the pointer to the final byte parsed. */
00155 /* If you supply a ptr in return_parse_end and parsing fails, then return_parse_end will contain a
pointer to the error so will match cJSON_GetErrorPtr(). */
00156 cJSON_PUBLIC(cJSON *) cJSON_ParseWithOpts(const char *value, const char **return_parse_end, cJSON_bool
require_null_terminated);
00157 cJSON_PUBLIC(cJSON *) cJSON_ParseWithLengthOpts(const char *value, size_t buffer_length, const char
**return_parse_end, cJSON_bool require_null_terminated);
00158
00159 /* Render a cJSON entity to text for transfer/storage. */
00160 cJSON_PUBLIC(char *) cJSON_Print(const cJSON *item);
00161 /* Render a cJSON entity to text for transfer/storage without any formatting. */
00162 cJSON_PUBLIC(char *) cJSON_PrintUnformatted(const cJSON *item);
00163 /* Render a cJSON entity to text using a buffered strategy. prebuffer is a guess at the final size.
guessing well reduces reallocation. fmt=0 gives unformatted, =1 gives formatted */
00164 cJSON_PUBLIC(char *) cJSON_PrintBuffered(const cJSON *item, int prebuffer, cJSON_bool fmt);
00165 /* Render a cJSON entity to text using a buffer already allocated in memory with given length.
Returns 1 on success and 0 on failure. */
00166 /* NOTE: cJSON is not always 100% accurate in estimating how much memory it will use, so to be safe
allocate 5 bytes more than you actually need */
00167 cJSON_PUBLIC(cJSON_bool) cJSON_PrintPreallocated(cJSON *item, char *buffer, const int length, const
cJSON_bool format);
00168 /* Delete a cJSON entity and all subtentities. */
00169 cJSON_PUBLIC(void) cJSON_Delete(cJSON *item);
00170
00171 /* Returns the number of items in an array (or object). */
00172 cJSON_PUBLIC(int) cJSON_GetArraySize(const cJSON *array);
00173 /* Retrieve item number "index" from array "array". Returns NULL if unsuccessful. */
00174 cJSON_PUBLIC(cJSON *) cJSON_GetArrayItem(const cJSON *array, int index);
00175 /* Get item "string" from object. Case insensitive. */
00176 cJSON_PUBLIC(cJSON *) cJSON_GetObjectItem(const cJSON * const object, const char * const string);
00177 cJSON_PUBLIC(cJSON *) cJSON_GetObjectItemCaseSensitive(const cJSON * const object, const char * const
string);
00178 cJSON_PUBLIC(cJSON_bool) cJSON_HasObjectItem(const cJSON *object, const char *string);
00179 /* For analysing failed parses. This returns a pointer to the parse error. You'll probably need to
look a few chars back to make sense of it. Defined when cJSON_Parse() returns 0. 0 when
cJSON_Parse() succeeds. */
00180 cJSON_PUBLIC(const char *) cJSON_GetErrorPtr(void);
00181
00182 /* Check item type and return its value */
00183 cJSON_PUBLIC(char *) cJSON_GetStringValue(const cJSON * const item);
00184 cJSON_PUBLIC(double) cJSON_GetNumberValue(const cJSON * const item);
00185
00186 /* These functions check the type of an item */
00187 cJSON_PUBLIC(cJSON_bool) cJSON_IsInvalid(const cJSON * const item);
00188 cJSON_PUBLIC(cJSON_bool) cJSON_IsFalse(const cJSON * const item);
00189 cJSON_PUBLIC(cJSON_bool) cJSON_IsTrue(const cJSON * const item);
00190 cJSON_PUBLIC(cJSON_bool) cJSON_IsBool(const cJSON * const item);
00191 cJSON_PUBLIC(cJSON_bool) cJSON_IsNull(const cJSON * const item);
00192 cJSON_PUBLIC(cJSON_bool) cJSON_IsNumber(const cJSON * const item);
00193 cJSON_PUBLIC(cJSON_bool) cJSON_IsString(const cJSON * const item);
00194 cJSON_PUBLIC(cJSON_bool) cJSON_IsArray(const cJSON * const item);
00195 cJSON_PUBLIC(cJSON_bool) cJSON_IsObject(const cJSON * const item);
00196 cJSON_PUBLIC(cJSON_bool) cJSON_IsRaw(const cJSON * const item);
00197
00198 /* These calls create a cJSON item of the appropriate type. */
00199 cJSON_PUBLIC(cJSON *) cJSON_CreateNull(void);
00200 cJSON_PUBLIC(cJSON *) cJSON_CreateTrue(void);
00201 cJSON_PUBLIC(cJSON *) cJSON_CreateFalse(void);
00202 cJSON_PUBLIC(cJSON *) cJSON_CreateBool(cJSON_bool boolean);
00203 cJSON_PUBLIC(cJSON *) cJSON_CreateNumber(double num);
00204 cJSON_PUBLIC(cJSON *) cJSON_CreateString(const char *string);
00205 /* raw json */
00206 cJSON_PUBLIC(cJSON *) cJSON_CreateRaw(const char *raw);
00207 cJSON_PUBLIC(cJSON *) cJSON_CreateArray(void);
00208 cJSON_PUBLIC(cJSON *) cJSON_CreateObject(void);
00209
00210 /* Create a string where valuelstring references a string so
00211 * it will not be freed by cJSON_Delete */
00212 cJSON_PUBLIC(cJSON *) cJSON_CreateStringReference(const char *string);
00213 /* Create an object/array that only references it's elements so
00214 * they will not be freed by cJSON_Delete */
00215 cJSON_PUBLIC(cJSON *) cJSON_CreateObjectReference(const cJSON *child);
00216 cJSON_PUBLIC(cJSON *) cJSON_CreateArrayReference(const cJSON *child);
00217
00218 /* These utilities create an Array of count items.
00219 * The parameter count cannot be greater than the number of elements in the number array, otherwise
array access will be out of bounds.*/

```

```

00220 cJSON_PUBLIC(cJSON *) cJSON_CreateIntArray(const int *numbers, int count);
00221 cJSON_PUBLIC(cJSON *) cJSON_CreateFloatArray(const float *numbers, int count);
00222 cJSON_PUBLIC(cJSON *) cJSON_CreateDoubleArray(const double *numbers, int count);
00223 cJSON_PUBLIC(cJSON *) cJSON_CreateStringArray(const char *const *strings, int count);
00224
00225 /* Append item to the specified array/object. */
00226 cJSON_PUBLIC(cJSON_bool) cJSON_AddItemToArray(cJSON *array, cJSON *item);
00227 cJSON_PUBLIC(cJSON_bool) cJSON_AddItemToObject(cJSON *object, const char *string, cJSON *item);
00228 /* Use this when string is definitely const (i.e. a literal, or as good as), and will definitely
survive the cJSON object.
00229 * WARNING: When this function was used, make sure to always check that (item->type &
cJSON_StringIsConst) is zero before
00230 * writing to 'item->string' */
00231 cJSON_PUBLIC(cJSON_bool) cJSON_AddItemToObjectCS(cJSON *object, const char *string, cJSON *item);
00232 /* Append reference to item to the specified array/object. Use this when you want to add an existing
cJSON to a new cJSON, but don't want to corrupt your existing cJSON. */
00233 cJSON_PUBLIC(cJSON_bool) cJSON_AddItemReferenceToArray(cJSON *array, cJSON *item);
00234 cJSON_PUBLIC(cJSON_bool) cJSON_AddItemReferenceToObject(cJSON *object, const char *string, cJSON
*item);
00235
00236 /* Remove/Detach items from Arrays/Objects. */
00237 cJSON_PUBLIC(cJSON *) cJSON_DetachItemViaPointer(cJSON *parent, cJSON * const item);
00238 cJSON_PUBLIC(cJSON *) cJSON_DetachItemFromArray(cJSON *array, int which);
00239 cJSON_PUBLIC(void) cJSON_DeleteItemFromArray(cJSON *array, int which);
00240 cJSON_PUBLIC(cJSON *) cJSON_DetachItemFromObject(cJSON *object, const char *string);
00241 cJSON_PUBLIC(cJSON *) cJSON_DetachItemFromObjectCaseSensitive(cJSON *object, const char *string);
00242 cJSON_PUBLIC(void) cJSON_DeleteItemFromObject(cJSON *object, const char *string);
00243 cJSON_PUBLIC(void) cJSON_DeleteItemFromObjectCaseSensitive(cJSON *object, const char *string);
00244
00245 /* Update array items. */
00246 cJSON_PUBLIC(cJSON_bool) cJSON_InsertItemInArray(cJSON *array, int which, cJSON *newitem); /* Shifts
pre-existing items to the right. */
00247 cJSON_PUBLIC(cJSON_bool) cJSON_ReplaceItemViaPointer(cJSON * const parent, cJSON * const item, cJSON *
replacement);
00248 cJSON_PUBLIC(cJSON_bool) cJSON_ReplaceItemInArray(cJSON *array, int which, cJSON *newitem);
00249 cJSON_PUBLIC(cJSON_bool) cJSON_ReplaceItemInObject(cJSON *object, const char *string, cJSON *newitem);
00250 cJSON_PUBLIC(cJSON_bool) cJSON_ReplaceItemInObjectCaseSensitive(cJSON *object, const char *string, cJSON
*newitem);
00251
00252 /* Duplicate a cJSON item */
00253 cJSON_PUBLIC(cJSON *) cJSON_Duplicate(const cJSON *item, cJSON_bool recurse);
00254 /* Duplicate will create a new, identical cJSON item to the one you pass, in new memory that will
00255 * need to be released. With recurse!=0, it will duplicate any children connected to the item.
00256 * The item->next and ->prev pointers are always zero on return from Duplicate. */
00257 /* Recursively compare two cJSON items for equality. If either a or b is NULL or invalid, they will
be considered unequal.
00258 * case_sensitive determines if object keys are treated case sensitive (1) or case insensitive (0) */
00259 cJSON_PUBLIC(cJSON_bool) cJSON_Compare(const cJSON * const a, const cJSON * const b, const cJSON_bool
case_sensitive);
00260
00261 /* Minify a strings, remove blank characters(such as ' ', '\t', '\r', '\n') from strings.
00262 * The input pointer json cannot point to a read-only address area, such as a string constant,
00263 * but should point to a readable and writable address area. */
00264 cJSON_PUBLIC(void) cJSON_Minify(char *json);
00265
00266 /* Helper functions for creating and adding items to an object at the same time.
00267 * They return the added item or NULL on failure. */
00268 cJSON_PUBLIC(cJSON*) cJSON_AddNullToObject(cJSON * const object, const char * const name);
00269 cJSON_PUBLIC(cJSON*) cJSON_AddTrueToObject(cJSON * const object, const char * const name);
00270 cJSON_PUBLIC(cJSON*) cJSON_AddFalseToObject(cJSON * const object, const char * const name);
00271 cJSON_PUBLIC(cJSON*) cJSON_AddBoolToObject(cJSON * const object, const char * const name, const
cJSON_bool boolean);
00272 cJSON_PUBLIC(cJSON*) cJSON_AddNumberToObject(cJSON * const object, const char * const name, const
double number);
00273 cJSON_PUBLIC(cJSON*) cJSON_AddStringToObject(cJSON * const object, const char * const name, const char
* const string);
00274 cJSON_PUBLIC(cJSON*) cJSON_AddRawToObject(cJSON * const object, const char * const name, const char *
const raw);
00275 cJSON_PUBLIC(cJSON*) cJSON_AddObjectToObject(cJSON * const object, const char * const name);
00276 cJSON_PUBLIC(cJSON*) cJSON_AddArrayToObject(cJSON * const object, const char * const name);
00277
00278 /* When assigning an integer value, it needs to be propagated to valuedouble too. */
00279 #define cJSON_SetIntValue(object, number) ((object) ? (object)->valueint = (object)->valuedouble =
(number) : (number))
00280 /* helper for the cJSON_SetNumberValue macro */
00281 cJSON_PUBLIC(double) cJSON_SetNumberHelper(cJSON *object, double number);
00282 #define cJSON_SetNumberValue(object, number) ((object != NULL) ? cJSON_SetNumberHelper(object,
(double)number) : (number))
00283 /* Change the valuelstring of a cJSON_String object, only takes effect when type of object is
cJSON_String */
00284 cJSON_PUBLIC(char*) cJSON_SetValuelstring(cJSON *object, const char *valuelstring);
00285
00286 /* If the object is not a boolean type this does nothing and returns cJSON_Invalid else it returns the
new type*/
00287 #define cJSON_SetBoolValue(object, boolValue) ( \
00288 (object != NULL && ((object)->type & (cJSON_False|cJSON_True))) ? \
00289 (object)->type=((object)->type & ~(cJSON_False|cJSON_True))|((boolValue)?cJSON_True:cJSON_False) : \

```

```

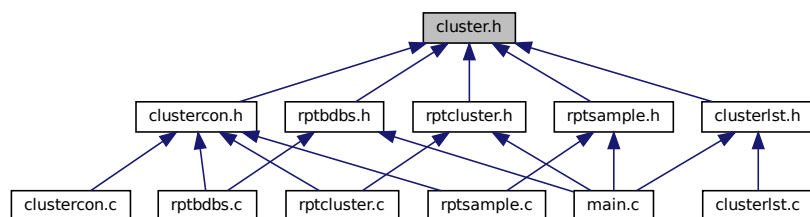
00290 cJSON_Invalid\
00291 )
00292
00293 /* Macro for iterating over an array or object */
00294 #define cJSON_ArrayForEach(element, array) for(element = (array != NULL) ? (array)->child : NULL;
    element != NULL; element = element->next)
00295
00296 /* malloc/free objects using the malloc/free functions that have been set with cJSON_InitHooks */
00297 cJSON_PUBLIC(void *) cJSON_malloc(size_t size);
00298 cJSON_PUBLIC(void) cJSON_free(void *object);
00299
00300 #ifdef __cplusplus
00301 }
00302 #endif
00303
00304 #endif

```

## 4.11 cluster.h File Reference

<+DETAILED+>

This graph shows which files directly or indirectly include this file:



### Classes

- struct [cluster\\_s](#)

### Typedefs

- typedef struct [cluster\\_s](#) [cluster\\_t](#)

#### 4.11.1 Detailed Description

<+DETAILED+>

#### Author

François Cerbelle (Fanfan), [francois@cerbelle.net](mailto:francois@cerbelle.net)

Definition in file [cluster.h](#).

## 4.11.2 Typedef Documentation

### 4.11.2.1 cluster\_t

```
typedef struct cluster_s cluster_t
```

## 4.12 cluster.h

[Go to the documentation of this file.](#)

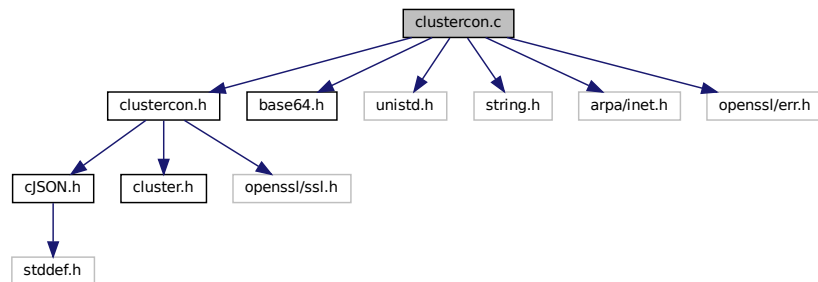
```
00001
00021 #ifndef __CLUSTER_H__
00022 #define __CLUSTER_H__
00023
00024 typedef struct cluster_s {
00025     unsigned short int enabled;
00026     char* host;
00027     char* user;
00028     char* pass;
00029     char* insecure;
00030     char* cacert;
00031 } cluster_t;
00032
00033 #endif /* __CLUSTER_H__ */
00034 /* vim: set tw=80: */
```

## 4.13 clustercon.c File Reference

<+DETAILED+>

```
#include "clustercon.h"
#include "base64.h"
#include <unistd.h>
#include <string.h>
#include <arpa/inet.h>
#include <openssl/err.h>
```

Include dependency graph for clustercon.c:





## Classes

- struct [rsclustercon\\_s](#)

## Typedefs

- typedef struct [rsclustercon\\_s](#) [rsclustercon\\_t](#)

## Functions

- [rsclustercon\\_t](#) \* [cluster\\_new](#) (const [cluster\\_t](#) \*cluster)
- int [cluster\\_open](#) ([rsclustercon\\_t](#) \*rsclustercon)
- [cJSON](#) \* [cluster\\_queryget](#) (const [rsclustercon\\_t](#) \*rsclustercon, const char \*endpoint)
- void [cluster\\_close](#) ([rsclustercon\\_t](#) \*rsclustercon)
- void [cluster\\_del](#) ([rsclustercon\\_t](#) \*rsclustercon)

### 4.13.1 Detailed Description

<+DETAILED+>

#### Author

François Cerbelle (Fanfan), [francois@cerbelle.net](mailto:francois@cerbelle.net)

Definition in file [clustercon.c](#).

### 4.13.2 Typedef Documentation

#### 4.13.2.1 rsclustercon\_t

```
typedef struct rsclustercon\_s rsclustercon\_t
```

### 4.13.3 Function Documentation

#### 4.13.3.1 cluster\_close()

```
void cluster\_close (  
    rsclustercon\_t * rsclustercon )
```

Definition at line [217](#) of file [clustercon.c](#).

#### 4.13.3.2 cluster\_del()

```
void cluster_del (
    rsclustercon_t * rsclustercon )
```

Definition at line 225 of file [clustercon.c](#).

#### 4.13.3.3 cluster\_new()

```
rsclustercon_t * cluster_new (
    const cluster_t * cluster )
```

Definition at line 49 of file [clustercon.c](#).

#### 4.13.3.4 cluster\_open()

```
int cluster_open (
    rsclustercon_t * rsclustercon )
```

Definition at line 86 of file [clustercon.c](#).

#### 4.13.3.5 cluster\_queryget()

```
cJSON * cluster_queryget (
    const rsclustercon_t * rsclustercon,
    const char * endpoint )
```

Definition at line 150 of file [clustercon.c](#).

Here is the call graph for this function:



## 4.14 clustercon.c

[Go to the documentation of this file.](#)

```

00001
00021 #ifdef HAVE_CONFIG_H
00022 #include "config.h"
00023 #endif
00024
00025 #include "clustercon.h"
00026 #include "base64.h" /* Base64 encoder and decoder */
00027
00028 #include <unistd.h>
00029 #include <string.h>
00030 #ifdef _WIN32
00031 #include <winsock2.h>
00032 #include <ws2tcpip.h>
00033 #else
00034 #include <arpa/inet.h>
00035 #endif
00036 #include <openssl/err.h>
00037
00038 typedef struct rsclustercon_s {
00039     char* host;
00040     char* user;
00041     char* pass;
00042     unsigned short int insecure;
00043     char* cacert;
00044     int sock;
00045     SSL_CTX* ctx;
00046     SSL* ssl;
00047 } rsclustercon_t;
00048
00049 rsclustercon_t* cluster_new(const cluster_t* cluster) {
00050     rsclustercon_t* rsclustercon = NULL;
00051
00052     if (NULL==(rsclustercon=malloc(sizeof(struct rsclustercon_s)))) {
00053         perror("cluster_new");
00054         return NULL;
00055     }
00056     if (NULL==(rsclustercon->host=strdup(cluster->host))) {
00057         perror("cluster_new host");
00058         free(rsclustercon);
00059         return NULL;
00060     }
00061     if (NULL==(rsclustercon->user=strdup(cluster->user))) {
00062         perror("cluster_new user");
00063         free(rsclustercon->host);
00064         free(rsclustercon);
00065         return NULL;
00066     }
00067     if (NULL==(rsclustercon->pass=strdup(cluster->pass))) {
00068         perror("cluster_new pass");
00069         free(rsclustercon->user);
00070         free(rsclustercon->host);
00071         free(rsclustercon);
00072         return NULL;
00073     }
00074     if (NULL==(rsclustercon->cacert=strdup(cluster->cacert))) {
00075         perror("cluster_new cacert");
00076         free(rsclustercon->pass);
00077         free(rsclustercon->user);
00078         free(rsclustercon->host);
00079         free(rsclustercon);
00080         return NULL;
00081     }
00082     rsclustercon->insecure = strcmp(cluster->insecure,"false");
00083     return rsclustercon;
00084 }
00085
00086 int cluster_open(rsclustercon_t* rsclustercon) {
00087     struct sockaddr_in server_addr;
00088
00089     /* Socket creation */
00090     rsclustercon->sock = socket(AF_INET, SOCK_STREAM, 0);
00091     if (rsclustercon->sock < 0) {
00092         perror("Socket creation error");
00093         return 1;
00094     }
00095
00096     server_addr.sin_family = AF_INET;
00097     server_addr.sin_port = htons(9443);
00098     if (inet_pton(AF_INET, rsclustercon->host, &server_addr.sin_addr) <= 0) {
00099         perror("Invalid address");
00100         return 2;
00101     }

```

```

00102
00103 /* Server connection */
00104 if (connect(rsclustercon->sock, (struct sockaddr *)&server_addr, sizeof(server_addr)) != 0) {
00105     perror("Connection failed");
00106     return 3;
00107 }
00108
00109 /* OpenSSL initialization */
00110 SSL_library_init();
00111 /* OpenSSL_add_all_algorithms(); */
00112 OpenSSL_add_ssl_algorithms();
00113 SSL_load_error_strings();
00114
00115 /* Initialize OpenSSL context */
00116 rsclustercon->ctx = SSL_CTX_new(SSLv23_client_method());
00117 if (!rsclustercon->ctx) {
00118     ERR_print_errors_fp(stderr);
00119     return 4;
00120 }
00121
00122 /* Load server certificate or certificate from a certification authority (CA) */
00123 if (strcmp("", rsclustercon->cacert) && rsclustercon->insecure==0)
00124     if (SSL_CTX_load_verify_locations(rsclustercon->ctx, rsclustercon->cacert, NULL) != 1) {
00125         ERR_print_errors_fp(stderr);
00126         return 5;
00127     }
00128
00129 if (rsclustercon->insecure)
00130     /* Disable certificat check */
00131     SSL_CTX_set_verify(rsclustercon->ctx, SSL_VERIFY_NONE, NULL);
00132 else
00133     /* Enable certificat check */
00134     SSL_CTX_set_verify(rsclustercon->ctx, SSL_VERIFY_PEER, NULL);
00135
00136
00137 /* Link SSL configuration to the socket */
00138 rsclustercon->ssl = SSL_new(rsclustercon->ctx);
00139 SSL_set_fd(rsclustercon->ssl, rsclustercon->sock);
00140
00141 /* Initiate SSL connection */
00142 if (SSL_connect(rsclustercon->ssl) <= 0) {
00143     ERR_print_errors_fp(stderr);
00144     return 6;
00145 }
00146
00147 return 0;
00148 }
00149
00150 cJSON* cluster_queryget(const rsclustercon_t* rsclustercon, const char* endpoint) {
00151     char buf[1024];
00152
00153     /* Prepare basic authentication */
00154     char* auth_encoded;
00155     {
00156         char* auth_clear;
00157         if (NULL==(auth_clear =
00158 (char*)malloc(strlen(rsclustercon->user)+1+strlen(rsclustercon->pass)+1))) {
00159             perror("cluster_queryget malloc(auth)");
00160             return NULL;
00161         };
00162         strcpy(auth_clear, rsclustercon->user);
00163         strcat(auth_clear, ":");
00164         strcat(auth_clear, rsclustercon->pass);
00165         auth_encoded=base64_encode(auth_clear);
00166         free(auth_clear);
00167     }
00168
00169     /* Prepare query */
00170     char http_request[512];
00171     snprintf(http_request, sizeof(http_request),
00172             "GET %s HTTP/1.1\r\n"
00173             "Host: %s\r\n"
00174             "Content-Type: application/json\r\n"
00175             "Authorization: Basic %s\r\n"
00176             "Connection: close\r\n\r\n",
00177             endpoint, rsclustercon->host, auth_encoded
00178     );
00179     free(auth_encoded);
00180
00181     /* Send query */
00182     SSL_write(rsclustercon->ssl, http_request, strlen(http_request));
00183
00184     /* Read reply */
00185     int bytes=0;
00186     char* reply=NULL;
00187     if (NULL==(reply=strdup(""))) {
00188         perror("cluster_queryget strdup");

```

```

00188     return NULL;
00189 };
00190 while ((bytes=SSL_read(rsclustercon->ssl, buf, 1024 - 1)) > 0) {
00191     buf[bytes] = 0;
00192     char* newreply;
00193     if ((newreply=(char*)realloc(reply, strlen(reply)+bytes+1))==NULL) {
00194         perror("Unable to allocate reply buffer");
00195         free(reply);
00196         return NULL;
00197     } else
00198         reply = newreply;
00199     strcat(reply, buf);
00200 }
00201
00202 /* Remove HTTP headers */
00203 char* http_body;
00204 char* retval_txt;
00205 if (NULL==(http_body = strstr(reply, "\r\n\r\n")))
00206     retval_txt= NULL;
00207 else
00208     retval_txt=strdup(http_body);
00209 free(reply);
00210
00211 cJSON* retval_json = cJSON_Parse(retval_txt);
00212 free(retval_txt);
00213
00214 return retval_json;
00215 }
00216
00217 void cluster_close(rsclustercon_t* rsclustercon) {
00218     SSL_shutdown(rsclustercon->ssl);
00219     SSL_free(rsclustercon->ssl);
00220     close(rsclustercon->sock);
00221     SSL_CTX_free(rsclustercon->ctx);
00222     EVP_cleanup();
00223 }
00224
00225 void cluster_del(rsclustercon_t* rsclustercon) {
00226     free(rsclustercon->cacert);
00227     free(rsclustercon->pass);
00228     free(rsclustercon->user);
00229     free(rsclustercon->host);
00230     free(rsclustercon);
00231 }
00232
00233 /* vim: set tw=80: */

```

## 4.15 clustercon.h File Reference

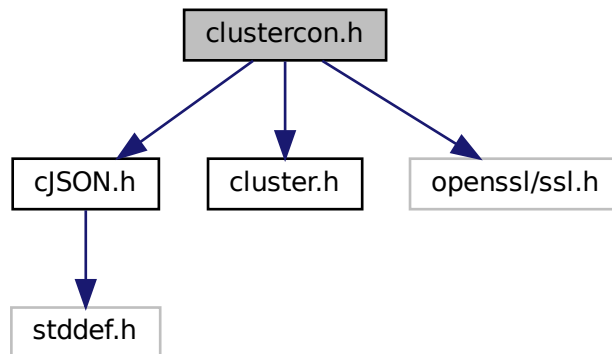
<+DETAILED+>

```

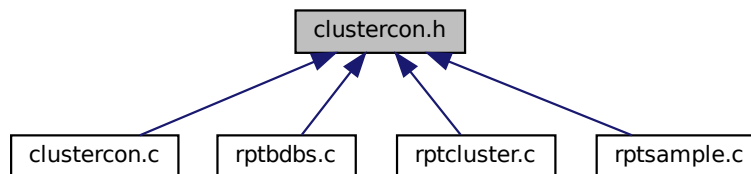
#include "cJSON.h"
#include "cluster.h"
#include <openssl/ssl.h>

```

Include dependency graph for clustercon.h:



This graph shows which files directly or indirectly include this file:



## Typedefs

- typedef struct [rsclustercon\\_s](#) [rsclustercon\\_t](#)

## Functions

- [rsclustercon\\_t](#) \* [cluster\\_new](#) (const [cluster\\_t](#) \*cluster)
- int [cluster\\_open](#) ([rsclustercon\\_t](#) \*rsclustercon)
- [cJSON](#) \* [cluster\\_queryget](#) (const [rsclustercon\\_t](#) \*rsclustercon, const char \*endpoint)
- void [cluster\\_close](#) ([rsclustercon\\_t](#) \*rsclustercon)
- void [cluster\\_del](#) ([rsclustercon\\_t](#) \*rsclustercon)

### 4.15.1 Detailed Description

<+DETAILED+>

Author

François Cerbelle (Fanfan), [francois@cerbelle.net](mailto:francois@cerbelle.net)

Definition in file [clustercon.h](#).

## 4.15.2 Typedef Documentation

### 4.15.2.1 rsclustercon\_t

```
typedef struct rsclustercon_s rsclustercon_t
```

Definition at line 29 of file [clustercon.h](#).

## 4.15.3 Function Documentation

### 4.15.3.1 cluster\_close()

```
void cluster_close (  
    rsclustercon_t * rsclustercon )
```

Definition at line 217 of file [clustercon.c](#).

### 4.15.3.2 cluster\_del()

```
void cluster_del (  
    rsclustercon_t * rsclustercon )
```

Definition at line 225 of file [clustercon.c](#).

### 4.15.3.3 cluster\_new()

```
rsclustercon_t * cluster_new (  
    const cluster_t * cluster )
```

Definition at line 49 of file [clustercon.c](#).

### 4.15.3.4 cluster\_open()

```
int cluster_open (  
    rsclustercon_t * rsclustercon )
```

Definition at line 86 of file [clustercon.c](#).

### 4.15.3.5 cluster\_queryget()

```
cJSON * cluster_queryget (
    const rsclustercon_t * rsclustercon,
    const char * endpoint )
```

Definition at line 150 of file [clustercon.c](#).

Here is the call graph for this function:



## 4.16 clustercon.h

[Go to the documentation of this file.](#)

```
00001
00021 #ifndef __CLUSTERCON_H__
00022 #define __CLUSTERCON_H__
00023
00024 #include "cJSON.h"
00025 #include "cluster.h"
00026
00027 #include <openssl/ssl.h>
00028
00029 typedef struct rsclustercon_s rsclustercon_t;
00030
00031 rsclustercon_t* cluster_new(const cluster_t* cluster);
00032 int cluster_open(rsclustercon_t* rsclustercon);
00033 cJSON* cluster_queryget(const rsclustercon_t* rsclustercon, const char* endpoint);
00034 void cluster_close(rsclustercon_t* rsclustercon);
00035 void cluster_del(rsclustercon_t* rsclustercon);
00036
00037 #endif /* __CLUSTERCON_H__ */
00038 /* vim: set tw=80: */
```

## 4.17 clusterlst.c File Reference

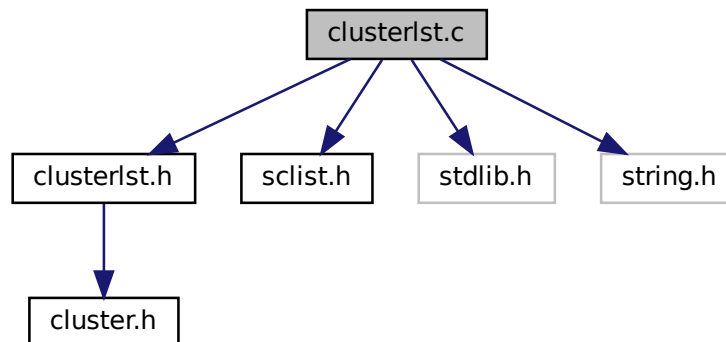
Self initialized cluster records list (non thread-safe)

```
#include "clusterlst.h"
#include "sclist.h"
#include <stdlib.h>
```



```
#include <string.h>
```

Include dependency graph for clusterlst.c:



## Variables

- `void(* clusterlist_add)(cluster_t *cluster) = clusterlist_add_preinit`
- `cluster_t *(* clusterlist_find)(const char *host) = clusterlist_find_preinit`
- `cluster_t *(* clusterlist_first)() = clusterlist_first_preinit`
- `cluster_t *(* clusterlist_next)() = clusterlist_next_preinit`
- `cluster_t *(* clusterlist_get)() = clusterlist_get_preinit`

### 4.17.1 Detailed Description

Self initialized cluster records list (non thread-safe)

<+DETAILED+>

#### Author

François Cerbelle (Fanfan), [francois@cerbelle.net](mailto:francois@cerbelle.net)

Definition in file [clusterlst.c](#).

### 4.17.2 Variable Documentation

#### 4.17.2.1 clusterlist\_add

```
void(* clusterlist_add)(cluster_t *cluster) (
    cluster_t * cluster ) = clusterlist_add_preinit
```

Definition at line 60 of file [clusterlst.c](#).

#### 4.17.2.2 clusterlist\_find

```
cluster_t *(* clusterlist_find) (const char *host) (
    const char * host ) = clusterlist_find_preinit
```

Definition at line 80 of file [clusterlst.c](#).

#### 4.17.2.3 clusterlist\_first

```
cluster_t *(* clusterlist_first) () ( ) = clusterlist_first_preinit
```

Definition at line 91 of file [clusterlst.c](#).

#### 4.17.2.4 clusterlist\_get

```
cluster_t *(* clusterlist_get) () ( ) = clusterlist_get_preinit
```

Definition at line 112 of file [clusterlst.c](#).

#### 4.17.2.5 clusterlist\_next

```
cluster_t *(* clusterlist_next) () ( ) = clusterlist_next_preinit
```

Definition at line 102 of file [clusterlst.c](#).

## 4.18 clusterlst.c

[Go to the documentation of this file.](#)

```
00001
00021 #ifndef HAVE_CONFIG_H
00022 #include "config.h"
00023 #endif
00024
00025 #include "clusterlst.h"
00026 #include "sclist.h"
00027
00028 #include <stdlib.h>
00029 #include <string.h>
00030
00031 static sclist_t* clusterlist=NULL;
00032 static sclistrecord_t* clusterlist_cursor=NULL;
00033
00034 static void clusterlist_add_postinit (cluster_t* cluster);
00035 static cluster_t* clusterlist_find_postinit (const char* host);
00036 static cluster_t* clusterlist_first_postinit();
00037 static cluster_t* clusterlist_next_postinit();
00038 static cluster_t* clusterlist_get_postinit();
00039
00040 static void clusterlist_init() {
00041     /* Initialize the structure */
00042     clusterlist = sclist_new();
00043     clusterlist_cursor = NULL;
```

```

00044
00045  /* From now, the application can directly use the real functions */
00046  clusterlist_add = clusterlist_add_postinit;
00047  clusterlist_find = clusterlist_find_postinit;
00048  clusterlist_first = clusterlist_first_postinit;
00049  clusterlist_next = clusterlist_next_postinit;
00050  clusterlist_get = clusterlist_get_postinit;
00051 }
00052
00053 static void clusterlist_add_postinit (cluster_t* cluster) {
00054     sclist_addrecord(clusterlist,cluster);
00055 }
00056 static void clusterlist_add_preinit (cluster_t* cluster) {
00057     clusterlist_init();
00058     clusterlist_add(cluster);
00059 }
00060 void (*clusterlist_add)(cluster_t* cluster) = clusterlist_add_preinit;
00061
00062
00063 static cluster_t* clusterlist_find_postinit(const char* host) {
00064     cluster_t* cluster=NULL;
00065     clusterlist_cursor = sclist_firstrecord(clusterlist);
00066     while (clusterlist_cursor) {
00067         cluster = sclist_getvalue(clusterlist_cursor);
00068         if (
00069             ((host==NULL)&&(cluster->host==NULL)) ||
00070             ((host!=NULL)&&(cluster->host!=NULL)&&(0==strcmp(host,cluster->host))))
00071             break;
00072         clusterlist_cursor = sclist_nextrecord(clusterlist_cursor);
00073     };
00074     return (clusterlist_cursor?cluster:NULL);
00075 }
00076 static cluster_t* clusterlist_find_preinit(const char* host) {
00077     clusterlist_init();
00078     return clusterlist_find(host);
00079 }
00080 cluster_t* (*clusterlist_find)(const char* host) = clusterlist_find_preinit;
00081
00082
00083 static cluster_t* clusterlist_first_postinit() {
00084     clusterlist_cursor = sclist_firstrecord(clusterlist);
00085     return (clusterlist_cursor?sclist_getvalue(clusterlist_cursor):NULL);
00086 }
00087 static cluster_t* clusterlist_first_preinit() {
00088     clusterlist_init();
00089     return clusterlist_first();
00090 }
00091 cluster_t* (*clusterlist_first)() = clusterlist_first_preinit;
00092
00093
00094 static cluster_t* clusterlist_next_postinit() {
00095     clusterlist_cursor = (clusterlist_cursor?sclist_nextrecord(clusterlist_cursor):NULL);
00096     return (clusterlist_cursor?sclist_getvalue(clusterlist_cursor):NULL);
00097 }
00098 static cluster_t* clusterlist_next_preinit() {
00099     clusterlist_init();
00100     return clusterlist_next();
00101 }
00102 cluster_t* (*clusterlist_next)() = clusterlist_next_preinit;
00103
00104
00105 static cluster_t* clusterlist_get_postinit() {
00106     return (clusterlist_cursor?sclist_getvalue(clusterlist_cursor):NULL);
00107 }
00108 static cluster_t* clusterlist_get_preinit() {
00109     clusterlist_init();
00110     return clusterlist_get();
00111 }
00112 cluster_t* (*clusterlist_get)() = clusterlist_get_preinit;
00113
00114 /* vim: set tw=80: */

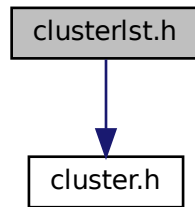
```

## 4.19 clusterlst.h File Reference

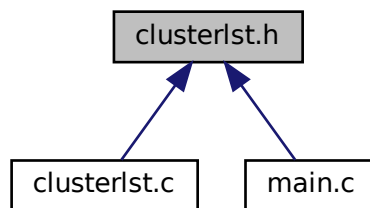
Self initialized cluster records list (non thread-safe)

```
#include "cluster.h"
```

Include dependency graph for clusterlst.h:



This graph shows which files directly or indirectly include this file:



## Variables

- `void(* clusterlist_add )(cluster_t *cluster)`
- `cluster_t *( * clusterlist_find )(const char *host)`
- `cluster_t *( * clusterlist_first )()`
- `cluster_t *( * clusterlist_next )()`
- `cluster_t *( * clusterlist_get )()`

### 4.19.1 Detailed Description

Self initialized cluster records list (non thread-safe)

<+DETAILED+>

#### Author

François Cerbelle (Fanfan), [francois@cerbelle.net](mailto:francois@cerbelle.net)

Definition in file [clusterlst.h](#).

## 4.19.2 Variable Documentation

### 4.19.2.1 clusterlist\_add

```
void(* clusterlist_add) (cluster_t *cluster) (  
    cluster_t * cluster ) [extern]
```

Definition at line 60 of file [clusterlst.c](#).

### 4.19.2.2 clusterlist\_find

```
cluster_t *(* clusterlist_find) (const char *host) (  
    const char * host ) [extern]
```

Definition at line 80 of file [clusterlst.c](#).

### 4.19.2.3 clusterlist\_first

```
cluster_t *(* clusterlist_first) () ( ) [extern]
```

Definition at line 91 of file [clusterlst.c](#).

### 4.19.2.4 clusterlist\_get

```
cluster_t *(* clusterlist_get) () ( ) [extern]
```

Definition at line 112 of file [clusterlst.c](#).

### 4.19.2.5 clusterlist\_next

```
cluster_t *(* clusterlist_next) () ( ) [extern]
```

Definition at line 102 of file [clusterlst.c](#).

## 4.20 clusterlst.h

Go to the documentation of this file.

```

00001
00021 #ifndef __CLUSTERLST_H__
00022 #define __CLUSTERLST_H__
00023
00024 #include "cluster.h"
00025
00026 extern void (*clusterlist_add)(cluster_t* cluster);
00027 extern cluster_t* (*clusterlist_find)(const char* host);
00028 extern cluster_t* (*clusterlist_first)();
00029 extern cluster_t* (*clusterlist_next)();
00030 extern cluster_t* (*clusterlist_get)();
00031
00032 #endif /* __CLUSTERLST_H__ */
00033 /* vim: set tw=80: */

```

## 4.21 csv.c File Reference

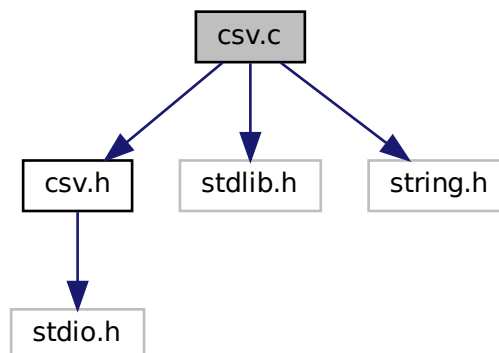
<https://www.rfc-editor.org/rfc/rfc4180>

```

#include "csv.h"
#include <stdlib.h>
#include <string.h>

```

Include dependency graph for csv.c:



### Functions

- void [csv\\_addline](#) (FILE \*reportfile)
- void [csv\\_addfield](#) (FILE \*reportfile, const char \*value)
- char \* [csvtok](#) (char \*source)
- char \* [txt2csv](#) (const char \*text)

### 4.21.1 Detailed Description

<https://www.rfc-editor.org/rfc/rfc4180>

<+DETAILED+>

#### Author

François Cerbelle (Fanfan), [francois@cerbelle.net](mailto:francois@cerbelle.net)

Definition in file [csv.c](#).

### 4.21.2 Function Documentation

#### 4.21.2.1 csv\_addfield()

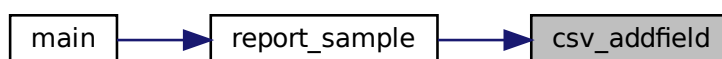
```
void csv_addfield (  
    FILE * reportfile,  
    const char * value )
```

Definition at line [37](#) of file [csv.c](#).

Here is the call graph for this function:



Here is the caller graph for this function:



#### 4.21.2.2 csv\_addline()

```
void csv_addline (
    FILE * reportfile )
```

Definition at line 32 of file [csv.c](#).

#### 4.21.2.3 csvtok()

```
char * csvtok (
    char * source )
```

Definition at line 50 of file [csv.c](#).

Here is the caller graph for this function:



#### 4.21.2.4 txt2csv()

```
char * txt2csv (
    const char * text )
```

Definition at line 146 of file [csv.c](#).

Here is the caller graph for this function:





## 4.22 csv.c

[Go to the documentation of this file.](#)

```

00001
00021 #ifndef HAVE_CONFIG_H
00022 #include "config.h"
00023 #endif
00024
00025 #include "csv.h"
00026
00027 #include <stdlib.h>
00028 #include <string.h>
00029
00030 static unsigned short int _csv_firstfield = 1;
00031
00032 void csv_addline(FILE* reportfile) {
00033     fprintf(reportfile, "\r\n");
00034     _csv_firstfield = 1;
00035 }
00036
00037 void csv_addfield(FILE* reportfile, const char* value) {
00038     char* csv = txt2csv(value);
00039     if (_csv_firstfield) {
00040         fprintf(reportfile, "%s", csv);
00041         _csv_firstfield = 0;
00042     } else
00043         fprintf(reportfile, ", %s", csv);
00044     free(csv);
00045 }
00046
00047 /* RFC4180 compliant CSV parser, with LF only tolerance when CRLF expected */
00048 /* https://www.rfc-editor.org/rfc/rfc4180 */
00049 static char* _csvtok_csv=NULL;
00050 char* csvtok(char* source) {
00051     size_t csv_idx=0;
00052     size_t txt_idx=0;
00053     char* csvtok_txt = NULL;
00054     unsigned short int quoted = 0;
00055
00056     if (NULL!=source)
00057         _csvtok_csv = source;
00058
00059     if (_csvtok_csv[0]==0)
00060         return NULL;
00061
00062     if (NULL==(csvtok_txt = malloc(strlen(_csvtok_csv)+1))) {
00063         perror("csvtok csvtok_txt malloc");
00064         exit(EXIT_FAILURE);
00065     }
00066     csvtok_txt[0]=0;
00067
00068     while (_csvtok_csv[csv_idx]) {
00069         if (!quoted) {
00070             if (_csvtok_csv[csv_idx]=='\r') {
00071                 if ((_csvtok_csv[csv_idx+1]==0)||
00072                     (_csvtok_csv[csv_idx+1]=='\n')|| /* Unix style tolerance */
00073                     (_csvtok_csv[csv_idx+1]=='\r')&&(_csvtok_csv[csv_idx+2]=='\n')) {
00074                     fprintf(stderr, "RFC4180 forbids comma at the end of record %s at %zu.\n",
00075                         _csvtok_csv, csv_idx);
00076                     free(csvtok_txt);
00077                     _csvtok_csv=NULL;
00078                     return NULL;
00079                 } else
00080                     break;
00081             } else if ((_csvtok_csv[csv_idx]=='\n')||
00082                 (_csvtok_csv[csv_idx]=='\r')&&(_csvtok_csv[csv_idx+1]=='\n'))
00083                 break;
00084             else if (_csvtok_csv[csv_idx]=='"') {
00085                 if (csv_idx==0) {
00086                     quoted = 1;
00087                     csv_idx++;
00088                     continue;
00089                 } else {
00090                     fprintf(stderr, "doublequote in a non quoted value %s at %zu.\n",
00091                         _csvtok_csv, csv_idx);
00092                     free(csvtok_txt);
00093                     _csvtok_csv=NULL;
00094                     return NULL;
00095                 }
00096             }
00097         } else { /* Quoted */
00098             if (_csvtok_csv[csv_idx]=='"') {
00099                 if (_csvtok_csv[csv_idx+1]=='"') {
00100                     /* Skip escaping doublequote and let the copy occur */
00101                     csv_idx++;

```

```

00102         } else if ((_csvtok_csv[csv_idx+1]=='0') ||
00103                    (_csvtok_csv[csv_idx+1]==',')) ||
00104                    (_csvtok_csv[csv_idx+1]=='\n') ||
00105                    (_csvtok_csv[csv_idx+1]=='\r') && (_csvtok_csv[csv_idx+2]=='\n')) {
00106             quoted = 0;
00107             csv_idx++;
00108             break;
00109         } else {
00110             fprintf(stderr, "doublequote should be at the end of field or escaping another
doublequote in %s at %zu.\n",
00111                    _csvtok_csv, csv_idx);
00112             free(csvtok_txt);
00113             _csvtok_csv=NULL;
00114             return NULL;
00115         }
00116     }
00117 }
00118 csvtok_txt[txt_idx++] = _csvtok_csv[csv_idx++];
00119 }
00120
00121 /* Close csvtok_txt */
00122 csvtok_txt[txt_idx]=0;
00123 if (quoted) {
00124     fprintf(stderr, "Missing end-of-field doublequote %s\n", csvtok_txt);
00125     free(csvtok_txt);
00126     _csvtok_csv=NULL;
00127     return NULL;
00128 } else if (_csvtok_csv[csv_idx]==',' ) /* Next char after end of field should be 0/,/CRLF */
00129     csv_idx++;
00130 else if (_csvtok_csv[csv_idx]=='\n')
00131     csv_idx+=1;
00132 else if ((_csvtok_csv[csv_idx]=='\r') && (_csvtok_csv[csv_idx+1]=='\n'))
00133     csv_idx+=2;
00134 else if (_csvtok_csv[csv_idx]!=0) {
00135     fprintf(stderr, "Parsing error after %s\n", csvtok_txt);
00136     free(csvtok_txt);
00137     _csvtok_csv=NULL;
00138     return NULL;
00139 }
00140 _csvtok_csv += csv_idx;
00141 return csvtok_txt;
00142 }
00143
00144 /* RFC4180 compliant text to CSV encoder */
00145 /* https://www.rfc-editor.org/rfc/rfc4180 */
00146 char* txt2csv(const char* text) {
00147     char* csv;
00148     size_t text_idx;
00149     size_t csv_idx;
00150     unsigned short int need_quotes=0;
00151
00152     {
00153         /* Check if quotes are needed and how many doublequotes are in the
00154 * source text to allocate output buffer. This text iteration could be
00155 * avoided but would imply to overallocate for the worst case scenario
00156 * and to reallocate at the end with the potentially needed surrounding
00157 * quotes */
00158         size_t extra_chars = 0;
00159         for (text_idx=0; text[text_idx]; text_idx++) {
00160             if ( (text[text_idx]=='') || (text[text_idx]=='\r') || (text[text_idx]=='\n') )
00161                 need_quotes = 1;
00162             if (text[text_idx]=='"') {
00163                 need_quotes = 1;
00164                 extra_chars++;
00165             }
00166         }
00167         /* Allocate the right output buffer size */
00168         if (NULL==(csv=malloc(strlen(text)+(need_quotes?2:0)+extra_chars+1))) {
00169             perror("txt2csv malloc");
00170             return NULL;
00171         }
00172     }
00173
00174     text_idx = 0;
00175     csv_idx = 0;
00176
00177     /* If quotes are needed add a starting doublequote */
00178     if (need_quotes)
00179         csv[csv_idx++] = '"';
00180
00181     /* Copy each source char to the destination buffer */
00182     while (text[text_idx]) {
00183         /* With a doublequote before if the char to copy is a doublequote */
00184         if (text[text_idx]=='"')
00185             csv[csv_idx++] = '"';
00186         csv[csv_idx++] = text[text_idx++];
00187     }

```

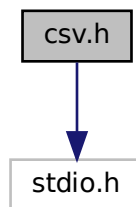
```
00188
00189     /* If quotes are needed add a closing doublequote */
00190     if (need_quotes)
00191         csv[csv_idx++] = '"';
00192
00193     /* Properly end the C string */
00194     csv[csv_idx] = 0;
00195
00196     return csv;
00197 }
00198 /* vim: set tw=80: */
```

## 4.23 csv.h File Reference

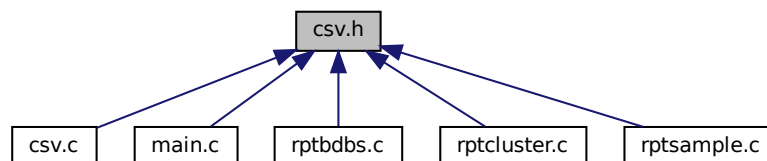
<+DETAILED+>

```
#include <stdio.h>
```

Include dependency graph for csv.h:



This graph shows which files directly or indirectly include this file:



### Typedefs

- typedef struct csv\_s [csv\\_t](#)
- typedef struct csvrecord\_s [csvrecord\\_t](#)
- typedef struct csvfield\_s [csvfield\\_t](#)

## Functions

- void [csv\\_addline](#) (FILE \*reportfile)
- void [csv\\_addfield](#) (FILE \*reportfile, const char \*value)
- char \* [csvtok](#) (char \*source)
- char \* [txt2csv](#) (const char \*text)

### 4.23.1 Detailed Description

<+DETAILED+>

#### Author

François Cerbelle (Fanfan), [francois@cerbelle.net](mailto:francois@cerbelle.net)

Definition in file [csv.h](#).

### 4.23.2 Typedef Documentation

#### 4.23.2.1 csv\_t

```
typedef struct csv_s csv_t
```

Definition at line 26 of file [csv.h](#).

#### 4.23.2.2 csvfield\_t

```
typedef struct csvfield_s csvfield_t
```

Definition at line 28 of file [csv.h](#).

#### 4.23.2.3 csvrecord\_t

```
typedef struct csvrecord_s csvrecord_t
```

Definition at line 27 of file [csv.h](#).

### 4.23.3 Function Documentation

### 4.23.3.1 csv\_addfield()

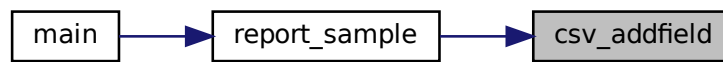
```
void csv_addfield (  
    FILE * reportfile,  
    const char * value )
```

Definition at line 37 of file [csv.c](#).

Here is the call graph for this function:



Here is the caller graph for this function:



### 4.23.3.2 csv\_addline()

```
void csv_addline (  
    FILE * reportfile )
```

Definition at line 32 of file [csv.c](#).

### 4.23.3.3 csvtok()

```
char * csvtok (
    char * source )
```

Definition at line 50 of file [csv.c](#).

Here is the caller graph for this function:



### 4.23.3.4 txt2csv()

```
char * txt2csv (
    const char * text )
```

Definition at line 146 of file [csv.c](#).

Here is the caller graph for this function:



## 4.24 csv.h

[Go to the documentation of this file.](#)

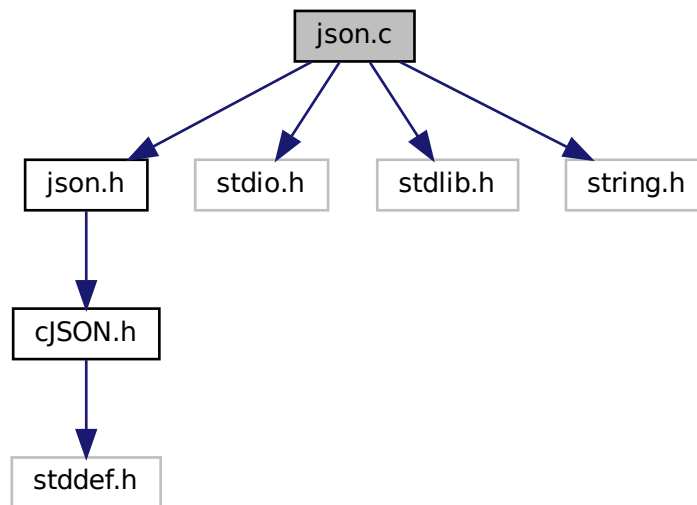
```

00001
00021 #ifndef __CSV_H__
00022 #define __CSV_H__
00023
00024 #include <stdio.h> /* FILE */
00025
00026 typedef struct csv_s csv_t;
00027 typedef struct csvrecord_s csvrecord_t;
00028 typedef struct csvfield_s csvfield_t;
00029
00030 void csv_addline(FILE* reportfile);
00031 void csv_addfield(FILE* reportfile, const char* value);
00032
00033 char* csvtok(char* source);
00034 char* txt2csv(const char* text);
00035
00036 #endif /* __CSV_H__ */
00037 /* vim: set tw=80: */
  
```

## 4.25 json.c File Reference

Wrapper around [cJSON](#) library with helpers.

```
#include "json.h"
#include <stdio.h>
#include <stdlib.h>
#include <string.h>
Include dependency graph for json.c:
```



### Functions

- `char * json2text (cJSON *value_json)`  
*Convert a [cJSON](#) object in a C String.*

#### 4.25.1 Detailed Description

Wrapper around [cJSON](#) library with helpers.

This library is only a simple wrapper around the [cJSON](#) library, providing helper functions.

#### Author

François Cerbelle (Fanfan), [francois@cerbelle.net](mailto:francois@cerbelle.net)

Definition in file [json.c](#).

## 4.25.2 Function Documentation

### 4.25.2.1 json2text()

```
char * json2text (
    cJSON * value_json )
```

Convert a [cJSON](#) object in a C String.

#### Parameters

<i>value_json</i>	the <a href="#">cJSON</a> value to convert
-------------------	--

#### Returns

The C string conversion dynamically allocated.

#### Return values

<i>NULL</i>	if there was a problem, such as an Out Of Memory
<i>Pointer</i>	to a zero terminated C string.

It converts NULL values, String values, Integer values, Boolean values in C strings. If the value is an array, it is fully pretty printed. If the JSON value is nothing in this list, the function returns the "Invalid data" string.

The returned strings are allocated using malloc on the heap and should be freed by the calling application.

Definition at line 31 of file [json.c](#).

## 4.26 json.c

[Go to the documentation of this file.](#)

```
00001
00022 #ifdef HAVE_CONFIG_H
00023 #include "config.h"
00024 #endif
00025
00026 #include "json.h"
00027 #include <stdio.h>
00028 #include <stdlib.h>
00029 #include <string.h>
00030
00031 char* json2text(cJSON* value_json) {
00032     char* retval;
00033     if (cJSON_IsNull(value_json))
00034         retval = strdup("null");
00035     else if (cJSON_IsString(value_json))
00036         retval = strdup(value_json->valuestring);
00037     else if (cJSON_IsNumber(value_json)) {
00038         retval = (char*)malloc(20);
00039         if (retval)
00040             snprintf(retval, 20, "%d", value_json->valueint);
00041     } else if (cJSON_IsBool(value_json)) {
00042         if (cJSON_IsTrue(value_json))
00043             retval = strdup("true");
```



```

00044     else
00045         retval = strdup("false");
00046     } else if (cJSON_IsArray(value_json)) {
00047         retval = cJSON_PrintUnformatted(value_json);
00048     } else if (cJSON_IsObject(value_json)) {
00049         retval = cJSON_PrintUnformatted(value_json);
00050     } else
00051         retval = strdup("Invalid data");
00052     return retval;
00053 }
00054
00055 /* vim: set tw=80: */

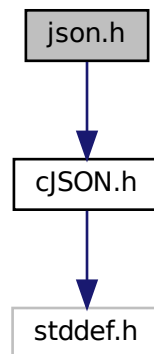
```

## 4.27 json.h File Reference

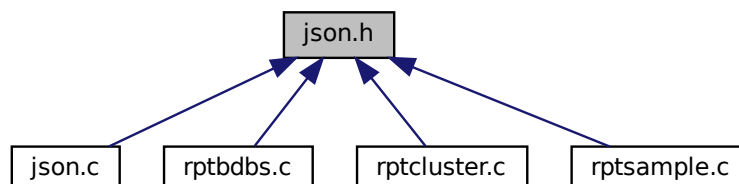
Wrapper around [cJSON](#) library with helpers.

```
#include "cJSON.h"
```

Include dependency graph for json.h:



This graph shows which files directly or indirectly include this file:



### Functions

- char \* [json2text](#) (cJSON \*value\_json)  
Convert a [cJSON](#) object in a C String.

### 4.27.1 Detailed Description

Wrapper around [cJSON](#) library with helpers.

This library is only a simple wrapper around the [cJSON](#) library, providing helper functions.

#### Author

François Cerbelle (Fanfan), [francois@cerbelle.net](mailto:francois@cerbelle.net)

Definition in file [json.h](#).

### 4.27.2 Function Documentation

#### 4.27.2.1 json2text()

```
char * json2text (
    cJSON * value_json )
```

Convert a [cJSON](#) object in a C String.

#### Parameters

<i>value_json</i>	the <a href="#">cJSON</a> value to convert
-------------------	--

#### Returns

The C string conversion dynamically allocated.

#### Return values

<i>NULL</i>	if there was a problem, such as an Out Of Memory
<i>Pointer</i>	to a zero terminated C string.

It converts NULL values, String values, Integer values, Boolean values in C strings. If the value is an array, it is fully pretty printed. If the JSON value is nothing in this list, the function returns the "Invalid data" string.

The returned strings are allocated using malloc on the heap and should be freed by the calling application.

Definition at line 31 of file [json.c](#).

## 4.28 json.h

[Go to the documentation of this file.](#)

```

00001
00022 #ifndef __JSON_H__
00023 #define __JSON_H__
00024
00025 #include "cJSON.h"
00026
00043 char* json2text(cJSON* value_json);
00044
00045 #endif /* __JSON_H__ */
00046 /* vim: set tw=80: */

```

## 4.29 libhttp.c File Reference

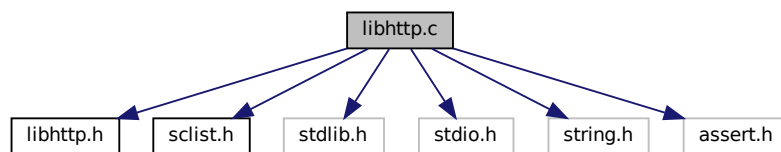
HTTP parsing and building library.

```

#include "libhttp.h"
#include "sclist.h"
#include <stdlib.h>
#include <stdio.h>
#include <string.h>
#include <assert.h>

```

Include dependency graph for libhttp.c:



### Classes

- struct [HTTPHeaders\\_s](#)
- struct [HTTP\\_s](#)

### Typedefs

- typedef struct [HTTPHeaders\\_s](#) [HTTPHeaders\\_t](#)
- typedef struct [HTTP\\_s](#) [HTTP\\_t](#)

### Functions

- [HTTP\\_t](#) \* [HTTP\\_new](#) ()
- void [HTTP\\_addheader](#) ([HTTP\\_t](#) \*http, const char \*name, const char \*value)
- char \* [HTTP\\_getheaders](#) (const [HTTP\\_t](#) \*http)
- void [HTTP\\_del](#) ([HTTP\\_t](#) \*http)
- char \* [HTTP\\_getrequest](#) (const [HTTPMethod\\_t](#) method, const char \*uri, const [HTTPVersion\\_t](#) version)
- void [HTTP\\_setbody](#) ([HTTP\\_t](#) \*http, const char \*body)
- char \* [HTTP\\_getbody](#) ([HTTP\\_t](#) \*http)

### 4.29.1 Detailed Description

HTTP parsing and building library.

Author

François Cerbelle (Fanfan), [francois@cerbelle.net](mailto:francois@cerbelle.net)

Definition in file [libhttp.c](#).

### 4.29.2 Typedef Documentation

#### 4.29.2.1 HTTP\_t

```
typedef struct HTTP_s HTTP_t
```

#### 4.29.2.2 HTTPHeaders\_t

```
typedef struct HTTPHeaders_s HTTPHeaders_t
```

### 4.29.3 Function Documentation

#### 4.29.3.1 HTTP\_addheader()

```
void HTTP_addheader (  
    HTTP_t * http,  
    const char * name,  
    const char * value )
```

Definition at line 56 of file [libhttp.c](#).

Here is the call graph for this function:

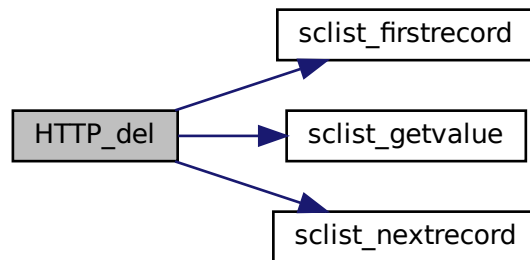


### 4.29.3.2 HTTP\_del()

```
void HTTP_del (
    HTTP_t * http )
```

Definition at line 114 of file [libhttp.c](#).

Here is the call graph for this function:



### 4.29.3.3 HTTP\_getbody()

```
char * HTTP_getbody (
    HTTP_t * http )
```

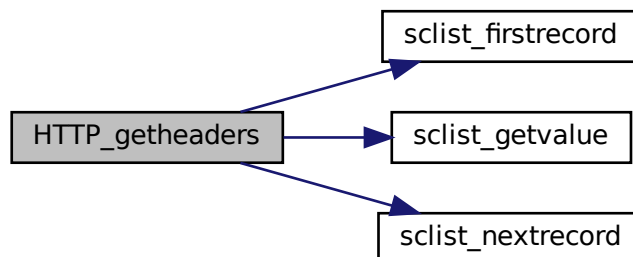
Definition at line 206 of file [libhttp.c](#).

### 4.29.3.4 HTTP\_getheaders()

```
char * HTTP_getheaders (
    const HTTP_t * http )
```

Definition at line 80 of file [libhttp.c](#).

Here is the call graph for this function:



#### 4.29.3.5 HTTP\_getrequest()

```
char * HTTP_getrequest (
    const HTTPMethod_t method,
    const char * uri,
    const HTTPVersion_t version )
```

Definition at line 135 of file [libhttp.c](#).

#### 4.29.3.6 HTTP\_new()

```
HTTP_t * HTTP_new ( )
```

Definition at line 37 of file [libhttp.c](#).

Here is the call graph for this function:



#### 4.29.3.7 HTTP\_setbody()

```
void HTTP_setbody (
    HTTP_t * http,
    const char * body )
```

Definition at line 191 of file [libhttp.c](#).

## 4.30 libhttp.c

[Go to the documentation of this file.](#)

```

00001
00019 #include "libhttp.h"
00020 #include "sclist.h"
00021
00022 #include <stdlib.h>
00023 #include <stdio.h>
00024 #include <string.h>
00025 #include <assert.h>
00026
00027 typedef struct HTTPHeaders_s {
00028     char* name;
00029     char* value;
00030 } HTTPHeaders_t;
00031
00032 typedef struct HTTP_s {
00033     sclist_t* headers;
00034     char* body;
00035 } HTTP_t;
00036
00037 HTTP_t* HTTP_new() {
00038     HTTP_t* retval;
00039
00040     if (NULL==(retval=malloc(sizeof(struct HTTP_s)))) {
00041         perror("HTTP_new");
00042         exit(EXIT_FAILURE);
00043     }
00044
00045     retval->headers = sclist_new();
00046
00047     if (NULL==(retval->body=malloc(1))) {
00048         perror("HTTP_new empty body allocation");
00049         exit(EXIT_FAILURE);
00050     };
00051     retval->body[0]=0;
00052
00053     return retval;
00054 }
00055
00056 void HTTP_addheader(HTTP_t* http, const char* name, const char* value) {
00057     HTTPHeaders_t* headers;
00058
00059     assert(http);
00060     assert(http->headers);
00061     assert(http->body);
00062
00063     if (NULL==(headers=malloc(sizeof(struct HTTPHeaders_s)))) {
00064         perror("HTTP_addheader");
00065         exit(EXIT_FAILURE);
00066     }
00067     if (NULL==(headers->name=malloc(strlen(name)+1))) {
00068         perror("HTTP_addheader name malloc");
00069         exit(EXIT_FAILURE);
00070     }
00071     strcpy(headers->name, name);
00072     if (NULL==(headers->value=malloc(strlen(value)+1))) {
00073         perror("HTTP_addheader value malloc");
00074         exit(EXIT_FAILURE);
00075     }
00076     strcpy(headers->value, value);
00077     sclist_addrecord(http->headers, headers);
00078 }
00079
00080 char* HTTP_getheaders(const HTTP_t* http) {
00081     sclistrecord_t* current = NULL;
00082     char* retval;
00083
00084     assert(http);
00085     assert(http->headers);
00086     assert(http->body);
00087
00088     if (NULL==(retval=malloc(1))) {
00089         perror("HTTP_getheaders initial malloc");
00090         exit(EXIT_FAILURE);
00091     };
00092     retval[0]=0;
00093
00094     current = sclist_firstrecord(http->headers);
00095     while (current) {
00096         HTTPHeaders_t* header=sclist_getvalue(current);
00097         if (header->name && header->value) {
00098             char* newretval;
00099             if

```

```

00100         perror("HTTP_getheaders inner loop");
00101         exit(EXIT_FAILURE);
00102     }
00103     retval=newretval;
00104     strcat(retval,header->name);
00105     strcat(retval," ");
00106     strcat(retval,header->value);
00107     strcat(retval,"\r\n");
00108 }
00109     current=sclist_nextrecord(current);
00110 }
00111     return retval;
00112 }
00113
00114 void HTTP_del(HTTP_t* http) {
00115     sclistrecord_t* current;
00116
00117     assert(http);
00118     assert(http->headers);
00119     assert(http->body);
00120
00121     current = sclist_firstrecord(http->headers);
00122     while (current) {
00123         HTTPHeaders_t* header=sclist_getvalue(current);
00124         if (header->name)
00125             free(header->name);
00126         if (header->value)
00127             free(header->value);
00128         current = sclist_nextrecord(current);
00129     }
00130
00131     free(http->body);
00132     free(http);
00133 }
00134
00135 char* HTTP_getrequest(const HTTPMethod_t method, const char* uri, const HTTPVersion_t version) {
00136     char* retval;
00137
00138     assert(method<=HTTPMETHOD_INVALID);
00139     assert(version<=HTTPVERSION_INVALID);
00140
00141     if (NULL==(retval=malloc(7+1+strlen(uri)+1+8+1))) {
00142         perror("HTTP_getrequest");
00143         exit(EXIT_FAILURE);
00144     }
00145     retval[0]=0;
00146
00147     switch(method) {
00148     case HTTPMETHOD_GET:
00149         strcat(retval, "GET");
00150         break;;
00151     case HTTPMETHOD_HEAD:
00152     case HTTPMETHOD_POST:
00153     case HTTPMETHOD_PUT:
00154     case HTTPMETHOD_DELETE:
00155     case HTTPMETHOD_CONNECT:
00156     case HTTPMETHOD_OPTIONS:
00157     case HTTPMETHOD_TRACE:
00158     case HTTPMETHOD_PATCH:
00159     case HTTPMETHOD_INVALID:
00160     default:
00161         fprintf(stderr,"HTTP method not supported\n");
00162         exit(EXIT_FAILURE);
00163         break;;
00164     }
00165     strcat(retval," ");
00166
00167     /* NULL URI allowed, as an empty string */
00168     if (uri)
00169         strcat(retval, uri);
00170
00171     strcat(retval," HTTP/");
00172     switch(version) {
00173     case HTTPVERSION_HTTP11:
00174     case HTTPVERSION_HTTP11b:
00175         strcat(retval, "1.1");
00176         break;;
00177     case HTTPVERSION_HTTP09:
00178     case HTTPVERSION_HTTP10:
00179     case HTTPVERSION_HTTP2:
00180     case HTTPVERSION_HTTP3:
00181     case HTTPVERSION_INVALID:
00182     default:
00183         fprintf(stderr,"HTTP version not supported\n");
00184         exit(EXIT_FAILURE);
00185         break;;
00186     }

```



```

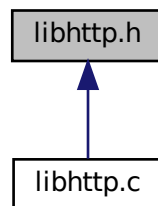
00187     strcat(retval, "\\r\\n");
00188     return retval;
00189 }
00190
00191 void HTTP_setbody(HTTP_t* http, const char* body) {
00192     char* newbody;
00193
00194     assert(http);
00195     assert(http->body);
00196
00197     if (NULL==(newbody=realloc(http->body, strlen(body)+1))) {
00198         perror("HTTP_setbody");
00199         exit(EXIT_FAILURE);
00200     }
00201
00202     http->body = newbody;
00203     strcpy(http->body, body);
00204 }
00205
00206 char* HTTP_getbody(HTTP_t* http) {
00207     assert(http);
00208     assert(http->body);
00209
00210     return http->body;
00211 }

```

## 4.31 libhttp.h File Reference

HTTP parsing and building library.

This graph shows which files directly or indirectly include this file:



### Typedefs

- typedef struct [HTTP\\_s](#) [HTTP\\_t](#)
- typedef enum [HTTPVersion\\_e](#) [HTTPVersion\\_t](#)
- typedef enum [HTTPMethod\\_e](#) [HTTPMethod\\_t](#)

### Enumerations

- enum [HTTPVersion\\_e](#) {  
[HTTPVERSION\\_HTTP09](#) , [HTTPVERSION\\_HTTP10](#) , [HTTPVERSION\\_HTTP11](#) , [HTTPVERSION\\_HTTP11b](#)  
, [HTTPVERSION\\_HTTP2](#) , [HTTPVERSION\\_HTTP3](#) , [HTTPVERSION\\_INVALID](#) }
- enum [HTTPMethod\\_e](#) {  
[HTTPMETHOD\\_GET](#) , [HTTPMETHOD\\_HEAD](#) , [HTTPMETHOD\\_POST](#) , [HTTPMETHOD\\_PUT](#) ,  
[HTTPMETHOD\\_DELETE](#) , [HTTPMETHOD\\_CONNECT](#) , [HTTPMETHOD\\_OPTIONS](#) , [HTTPMETHOD\\_TRACE](#)  
, [HTTPMETHOD\\_PATCH](#) , [HTTPMETHOD\\_INVALID](#) }

## Functions

- [HTTP\\_t](#) \* [HTTP\\_new](#) ()
- void [HTTP\\_addheader](#) ([HTTP\\_t](#) \*http, const char \*name, const char \*value)
- char \* [HTTP\\_getheaders](#) (const [HTTP\\_t](#) \*http)
- void [HTTP\\_del](#) ([HTTP\\_t](#) \*http)
- char \* [HTTP\\_getrequest](#) (const [HTTPMethod\\_t](#) method, const char \*uri, const [HTTPVersion\\_t](#) version)
- void [HTTP\\_setbody](#) ([HTTP\\_t](#) \*http, const char \*body)
- char \* [HTTP\\_getbody](#) ([HTTP\\_t](#) \*http)

### 4.31.1 Detailed Description

HTTP parsing and building library.

<+DETAILED+>

Author

François Cerbelle (Fanfan), [francois@cerbelle.net](mailto:francois@cerbelle.net)

Definition in file [libhttp.h](#).

### 4.31.2 Typedef Documentation

#### 4.31.2.1 HTTP\_t

```
typedef struct HTTP_s HTTP_t
```

Definition at line 24 of file [libhttp.h](#).

#### 4.31.2.2 HTTPMethod\_t

```
typedef enum HTTPMethod_e HTTPMethod_t
```

#### 4.31.2.3 HTTPVersion\_t

```
typedef enum HTTPVersion_e HTTPVersion_t
```

### 4.31.3 Enumeration Type Documentation

#### 4.31.3.1 HTTPMethod\_e

```
enum HTTPMethod_e
```

## Enumerator

HTTPMETHOD_GET	
HTTPMETHOD_HEAD	
HTTPMETHOD_POST	
HTTPMETHOD_PUT	
HTTPMETHOD_DELETE	
HTTPMETHOD_CONNECT	
HTTPMETHOD_OPTIONS	
HTTPMETHOD_TRACE	
HTTPMETHOD_PATCH	
HTTPMETHOD_INVALID	

Definition at line 36 of file [libhttp.h](#).

#### 4.31.3.2 HTTPVersion\_e

enum [HTTPVersion\\_e](#)

## Enumerator

HTTPVERSION_HTTP09	
HTTPVERSION_HTTP10	
HTTPVERSION_HTTP11	
HTTPVERSION_HTTP11b	
HTTPVERSION_HTTP2	
HTTPVERSION_HTTP3	
HTTPVERSION_INVALID	

Definition at line 26 of file [libhttp.h](#).

### 4.31.4 Function Documentation

#### 4.31.4.1 HTTP\_addheader()

```
void HTTP_addheader (
    HTTP_t * http,
    const char * name,
    const char * value )
```

Definition at line 56 of file [libhttp.c](#).

Here is the call graph for this function:

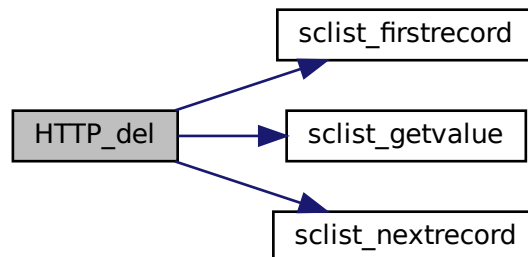


#### 4.31.4.2 HTTP\_del()

```
void HTTP_del (  
    HTTP_t * http )
```

Definition at line 114 of file [libhttp.c](#).

Here is the call graph for this function:



#### 4.31.4.3 HTTP\_getbody()

```
char * HTTP_getbody (  
    HTTP_t * http )
```

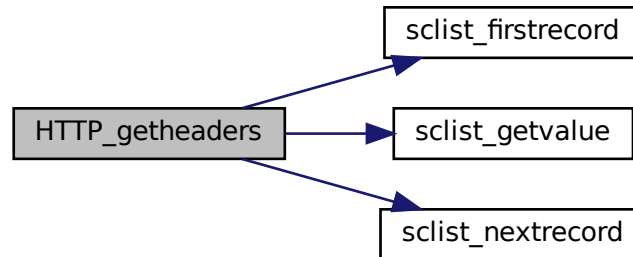
Definition at line 206 of file [libhttp.c](#).

#### 4.31.4.4 HTTP\_getheaders()

```
char * HTTP_getheaders (
    const HTTP_t * http )
```

Definition at line 80 of file [libhttp.c](#).

Here is the call graph for this function:



#### 4.31.4.5 HTTP\_getrequest()

```
char * HTTP_getrequest (
    const HTTPMethod_t method,
    const char * uri,
    const HTTPVersion_t version )
```

Definition at line 135 of file [libhttp.c](#).

#### 4.31.4.6 HTTP\_new()

```
HTTP_t * HTTP_new ( )
```

Definition at line 37 of file [libhttp.c](#).

Here is the call graph for this function:



#### 4.31.4.7 HTTP\_setbody()

```
void HTTP_setbody (
    HTTP_t * http,
    const char * body )
```

Definition at line 191 of file `libhttp.c`.

## 4.32 libhttp.h

[Go to the documentation of this file.](#)

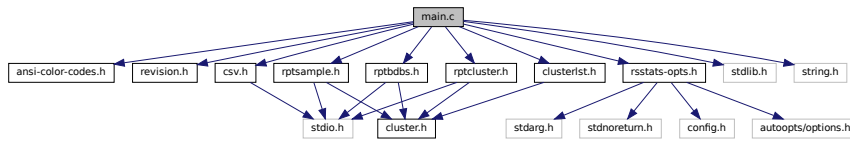
```
00001
00021 #ifndef __LIBHTTP_H__
00022 #define __LIBHTTP_H__
00023
00024 typedef struct HTTP_s HTTP_t;
00025
00026 typedef enum HTTPVersion_e {
00027     HTTPVERSION_HTTP09,
00028     HTTPVERSION_HTTP10,
00029     HTTPVERSION_HTTP11,
00030     HTTPVERSION_HTTP11b,
00031     HTTPVERSION_HTTP2,
00032     HTTPVERSION_HTTP3,
00033     HTTPVERSION_INVALID
00034 } HTTPVersion_t;
00035
00036 typedef enum HTTPMethod_e {
00037     HTTPMETHOD_GET,
00038     HTTPMETHOD_HEAD,
00039     HTTPMETHOD_POST,
00040     HTTPMETHOD_PUT,
00041     HTTPMETHOD_DELETE,
00042     HTTPMETHOD_CONNECT,
00043     HTTPMETHOD_OPTIONS,
00044     HTTPMETHOD_TRACE,
00045     HTTPMETHOD_PATCH,
00046     HTTPMETHOD_INVALID
00047 } HTTPMethod_t;
00048
00049 HTTP_t* HTTP_new();
00050 void HTTP_addheader(HTTP_t* http, const char* name, const char* value);
00051 char* HTTP_getheaders(const HTTP_t* http);
00052 void HTTP_del(HTTP_t* http);
00053 char* HTTP_getrequest(const HTTPMethod_t method, const char* uri, const HTTPVersion_t version);
00054 void HTTP_setbody(HTTP_t* http, const char* body);
00055 char* HTTP_getbody(HTTP_t* http);
00056
00057 #endif /* __LIBHTTP_H__ */
```

## 4.33 main.c File Reference

```
#include "ansi-color-codes.h"
#include "revision.h"
#include "csv.h"
#include "clusterlst.h"
#include "rsstats-opts.h"
#include "rptsample.h"
#include "rptbdb.h"
#include "rptcluster.h"
#include <stdlib.h>
```

```
#include <string.h>
```

Include dependency graph for main.c:



## Functions

- int [main](#) (int argc, char \*\*argv, char \*\*env)

### 4.33.1 Detailed Description

#### Author

François Cerbelle (Fanfan), [francois@cerbelle.net](mailto:francois@cerbelle.net)

Definition in file [main.c](#).

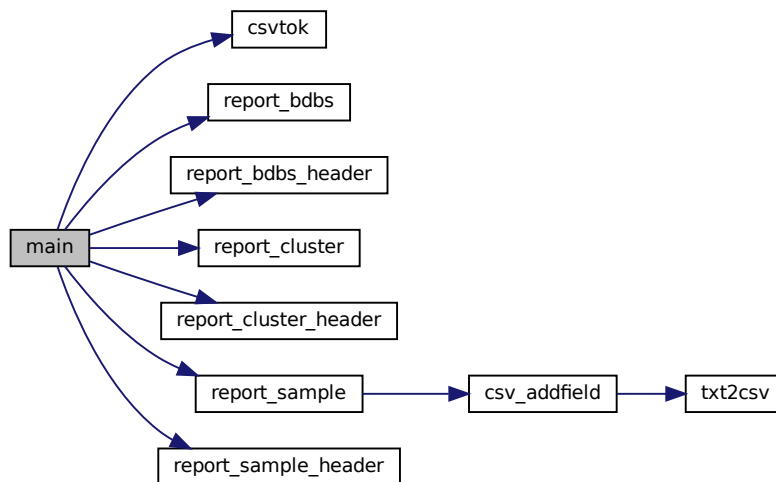
### 4.33.2 Function Documentation

#### 4.33.2.1 main()

```
int main (  
    int argc,  
    char ** argv,  
    char ** env )
```

Definition at line [37](#) of file [main.c](#).

Here is the call graph for this function:



## 4.34 main.c

[Go to the documentation of this file.](#)

```

00001
00019 #ifdef HAVE_CONFIG_H
00020 #include "config.h"
00021 #endif
00022
00023 #include "ansi-color-codes.h"
00024 #include "revision.h"
00025 #include "csv.h" /* CSV manipulation functions */
00026 #include "clusterlst.h" /* Cluster list structure */
00027 #ifndef NOCPPCHECK
00028 #include "rsstats-opts.h" /* Libopts generated options */
00029 #endif
00030 #include "rptsample.h"
00031 #include "rptbdbs.h"
00032 #include "rptcluster.h"
00033
00034 #include <stdlib.h>
00035 #include <string.h>
00036
00037 int main (int argc, char** argv, char** env) {
00038     FILE *reportfile;
00039     FILE *configfile;
00040     char configline[1024];
00041     cluster_t cluster;
00042
00043     (void)env; /* Avoid unused warning/error */
00044     printf("BCYN PACKAGE_NAME " " PACKAGE_VERSION RESET "\n");
00045 #ifdef REVISION
00046     printf("Revision " BBLU REVISION RESET);
00047 #endif
00048 #ifdef BBID
00049     printf(" Build #" BBID);
00050 #endif
00051     printf("\n");
00052
00053 #pragma GCC diagnostic push /* save the actual diag context */
00054 #pragma GCC diagnostic ignored "-Wdate-time" /* locally disable warnings because of non
reproducible build triggered by pbuild */
00055     printf("Compiled %s at %s\n", __DATE__, __TIME__);
00056 #pragma GCC diagnostic pop /* restore previous diag context */
00057     printf("Copyright 2024 François Cerbelle\n");
00058     printf("Report bugs to %s\n", BYEL PACKAGE_BUGREPORT RESET);
00059     /* AutoGen option parsing and consuming */
  
```



```

00060     {
00061         int arg_ct = optionProcess( &rsstatsOptions, argc, argv );
00062         argc -= arg_ct;
00063         argv += arg_ct;
00064     }
00065
00066     printf("==> Read input file (cluster definitions):  %s\n",OPT_ARG(INPUT));
00067     /* Open the cluster definitions files */
00068     configfile = fopen(OPT_ARG(INPUT), "r");
00069     if (!configfile) {
00070         perror("main open(configfile)");
00071         exit(EXIT_FAILURE);
00072     }
00073
00074     unsigned int lineno = 0;
00075     while (fgets(configline, sizeof(configline), configfile) != NULL) {
00076         lineno++;
00077
00078         /* Allocate a cluster record */
00079         if (NULL==(cluster=malloc(sizeof(struct cluster_s)))) {
00080             perror("main malloc(cluster)");
00081             exit(EXIT_FAILURE);
00082         }
00083
00084         /* Extract cluster information from the configline */
00085         if (NULL==(cluster->host = csvtok(configline))) {
00086             fprintf(stderr, "Bad configline (%s:%u)\n", OPT_ARG(INPUT), lineno);
00087             free(cluster);
00088             continue;
00089         }
00090         if (NULL==(cluster->user = csvtok(NULL))) {
00091             fprintf(stderr, "Bad configline (%s:%u)\n", OPT_ARG(INPUT), lineno);
00092             free(cluster->host);
00093             free(cluster);
00094             continue;
00095         }
00096         if (NULL==(cluster->pass = csvtok(NULL))) {
00097             fprintf(stderr, "Bad configline (%s:%u)\n", OPT_ARG(INPUT), lineno);
00098             free(cluster->host);
00099             free(cluster->user);
00100             free(cluster);
00101             continue;
00102         }
00103         if (NULL==(cluster->insecure = csvtok(NULL))) {
00104             fprintf(stderr, "Bad configline (%s:%u)\n", OPT_ARG(INPUT), lineno);
00105             free(cluster->host);
00106             free(cluster->user);
00107             free(cluster->pass);
00108             free(cluster);
00109             continue;
00110         }
00111         if (NULL==(cluster->cacert = csvtok(NULL))) {
00112             fprintf(stderr, "Bad configline (%s:%u)\n", OPT_ARG(INPUT), lineno);
00113             free(cluster->host);
00114             free(cluster->user);
00115             free(cluster->pass);
00116             free(cluster->insecure);
00117             free(cluster);
00118             continue;
00119         }
00120
00121         /* Check if the configline should be processed */
00122         if ((NULL!=strstr(OPT_ARG(CLUSTERS), "all")
00123             || (NULL!=strstr(OPT_ARG(CLUSTERS), cluster->host)))
00124             cluster->enabled=1;
00125         else
00126             cluster->enabled=0;
00127         if (clusterlist_find(cluster->host))
00128             fprintf(stderr, "Double cluster definition (%s @ %s:%u)\n",
00129                 cluster->host, OPT_ARG(INPUT), lineno);
00130         clusterlist_add(cluster);
00131     }
00132     fclose(configfile);
00133
00134     printf("==> Clusters to query :  ");
00135     cluster=clusterlist_first();
00136     while(cluster) {
00137         if (cluster->enabled==1)
00138             printf("%s ", cluster->host);
00139         cluster = clusterlist_next();
00140     }
00141     printf("\n");
00142
00143     printf("==> Open output file (report):  %s\n",OPT_ARG(OUTPUT));
00144
00145     /* Open the output file */
00146     reportfile = fopen(OPT_ARG(OUTPUT), "w");

```

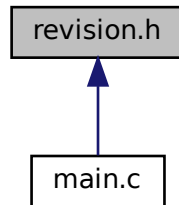
```

00147     if (!reportfile) {
00148         perror("Opening output file");
00149         exit(EXIT_FAILURE);
00150     }
00151
00152     /* Execute sample report ? all or sample specified */
00153     if (OPT_VALUE_REPORTS & REPORTS_SAMPLE) {
00154         printf("==> Running reports (sample)\n");
00155         fprintf(reportfile, "\nsample:\n");
00156         report_sample_header(reportfile);
00157         /* Execute report against enabled clusters */
00158         cluster=clusterlist_first();
00159         while(cluster) {
00160             /* Check if the configline should be processed */
00161             if (cluster->enabled==1) {
00162                 printf("==> Running report (sample) on cluster %s\n",cluster->host);
00163                 report_sample(reportfile, cluster);
00164             }
00165             cluster = clusterlist_next();
00166         }
00167     }
00168
00169     /* Execute cluster report ? all or cluster specified */
00170     if (OPT_VALUE_REPORTS & REPORTS_CLUSTER) {
00171         printf("==> Running reports (cluster)\n");
00172         fprintf(reportfile, "\nclusters:\n");
00173         report_cluster_header(reportfile);
00174         /* Execute report against enabled clusters */
00175         cluster=clusterlist_first();
00176         while(cluster) {
00177             /* Check if the configline should be processed */
00178             if (cluster->enabled==1) {
00179                 printf("==> Running report (clusters) on cluster %s\n",cluster->host);
00180                 report_cluster(reportfile, cluster);
00181             }
00182             cluster = clusterlist_next();
00183         }
00184     }
00185
00186     /* Execute bdbbs report ? all or bdbbs specified */
00187     if (OPT_VALUE_REPORTS & REPORTS_BDBBS) {
00188         printf("==> Running reports (bdbbs)\n");
00189         fprintf(reportfile, "\nbdbbs:\n");
00190         report_bdbbs_header(reportfile);
00191         /* Execute report against enabled clusters */
00192         cluster=clusterlist_first();
00193         while(cluster) {
00194             /* Check if the configline should be processed */
00195             if (cluster->enabled==1) {
00196                 printf("==> Running report (bdbbs) on cluster %s\n",cluster->host);
00197                 report_bdbbs(reportfile, cluster);
00198             }
00199             cluster = clusterlist_next();
00200         }
00201     }
00202     fclose(reportfile);
00203
00204 #ifdef _WIN32
00205     system("PAUSE"); /* For windows console window to wait. */
00206 #endif
00207
00208     return EXIT_SUCCESS;
00209 }
00210
00211 /* vim: set tw=80: */

```

## 4.35 revision.h File Reference

This graph shows which files directly or indirectly include this file:



### Macros

- `#define REVISION "868520cd93f3"`

#### 4.35.1 Macro Definition Documentation

##### 4.35.1.1 REVISION

```
#define REVISION "868520cd93f3"
```

Definition at line 3 of file [revision.h](#).

## 4.36 revision.h

[Go to the documentation of this file.](#)

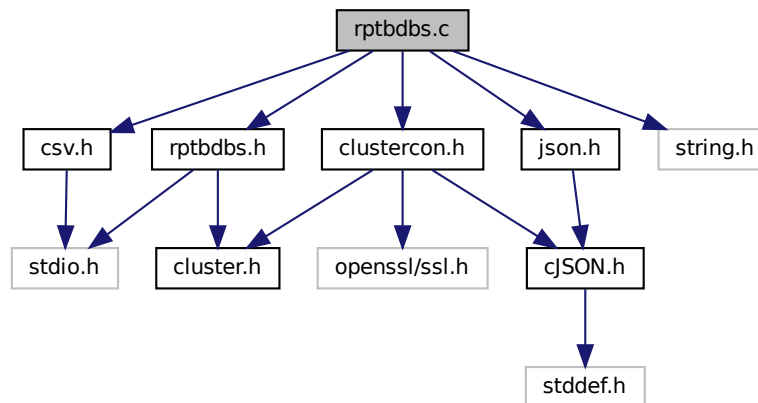
```
00001 /* This file is updated in the distdir before creating the dist archive */
00002 #ifndef REVISION
00003 #define REVISION "868520cd93f3"
00004 #endif
```

## 4.37 rptbdfs.c File Reference

<+DETAILED+>

```
#include "rptbdfs.h"
#include "clustercon.h"
#include "json.h"
#include "csv.h"
#include <string.h>
```

Include dependency graph for rptbdfs.c:



### Functions

- void [report\\_bdbs\\_header](#) (FILE \*reportfile)
- void [report\\_bdbs](#) (FILE \*reportfile, const [cluster\\_t](#) \*cluster)

#### 4.37.1 Detailed Description

<+DETAILED+>

##### Author

François Cerbelle (Fanfan), [francois@cerbelle.net](mailto:francois@cerbelle.net)

Definition in file [rptbdfs.c](#).

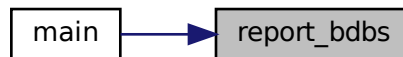
#### 4.37.2 Function Documentation

### 4.37.2.1 report\_bdbb()

```
void report_bdbb (
    FILE * reportfile,
    const cluster_t * cluster )
```

Definition at line 71 of file [rptbdb.c](#).

Here is the caller graph for this function:



### 4.37.2.2 report\_bdbb\_header()

```
void report_bdbb_header (
    FILE * reportfile )
```

Definition at line 38 of file [rptbdb.c](#).

Here is the caller graph for this function:



## 4.38 rptbdb.c

[Go to the documentation of this file.](#)

```
00001
00021 #ifdef HAVE_CONFIG_H
00022 #include "config.h"
00023 #endif
00024
00025 #include "rptbdb.h"
00026 #include "clustercon.h"
00027 #include "json.h"
00028 #include "csv.h"
00029 #include <string.h>
00030
00031 /* To refactor in a report common file */
```

```

00032 static void csv_addjsonfield(FILE* reportfile, const cJSON* json, char* fieldname) {
00033     char* text = json2text(cJSON_GetObjectItemCaseSensitive(json, fieldname));
00034     csv_addfield(reportfile, text);
00035     free(text);
00036 }
00037
00038 void report_bdb_header(FILE* reportfile) {
00039     fprintf(reportfile,
00040 "cluster_host,uid,name,shards_count,replication,data_persistence,memory_size,used_memory,module_list\r\n"
00041     );
00042 }
00043
00044 static cJSON* report_querygetjson(const cluster_t* cluster, const char* endpoint) {
00045     rsclustercon_t* rsclustercon;
00046
00047     if (NULL==(rsclustercon = cluster_new(cluster))) {
00048         fprintf(stderr, "report_querygetjson cluster_new failed\n");
00049         return NULL;
00050     }
00051     if (0!=cluster_open(rsclustercon)) {
00052         fprintf(stderr, "report_querygetjson cluster_open failed\n");
00053         cluster_del(rsclustercon);
00054         return NULL;
00055     }
00056
00057     cJSON* retval;
00058     if (NULL==(retval = cluster_queryget(rsclustercon, endpoint))) {
00059         const char *error_ptr = cJSON_GetErrorPtr();
00060         if (error_ptr != NULL)
00061             fprintf(stderr, "Error before: %s\n", error_ptr);
00062         retval = cJSON_CreateObject();
00063     }
00064
00065     cluster_close(rsclustercon);
00066     cluster_del(rsclustercon);
00067
00068     return retval;
00069 }
00070
00071 void report_bdb_header(FILE* reportfile, const cluster_t* cluster) {
00072     cJSON* bdb_stats_json;
00073     cJSON* bdb_stats_json;
00074
00075     bdb_stats_json = report_querygetjson(cluster, "/v1/bdb");
00076     bdb_stats_json = report_querygetjson(cluster, "/v1/bdb/stats/last");
00077
00078     const cJSON* bdb_json;
00079     cJSON_ArrayForEach(bdb_json, bdb_stats_json) {
00080         char* uid=json2text(cJSON_GetObjectItemCaseSensitive(bdb_json, "uid"));
00081         cJSON* stats_json = cJSON_GetObjectItemCaseSensitive(bdb_stats_json, uid);
00082         free(uid);
00083         csv_addfield(reportfile, cluster->host);
00084         csv_addjsonfield(reportfile, bdb_json, "uid");
00085         csv_addjsonfield(reportfile, bdb_json, "name");
00086         csv_addjsonfield(reportfile, bdb_json, "shards_count");
00087         csv_addjsonfield(reportfile, bdb_json, "replication");
00088         csv_addjsonfield(reportfile, bdb_json, "data_persistence");
00089         csv_addjsonfield(reportfile, bdb_json, "memory_size");
00090         csv_addjsonfield(reportfile, stats_json, "used_memory");
00091
00092         /* Iterate the module list and build the text list */
00093         char* modlst;
00094         if (NULL==(modlst=strdup(""))) {
00095             perror("rptbdb report_bdb_header module_list");
00096             exit(EXIT_FAILURE);
00097         }
00098
00099         const cJSON* module_json;
00100         cJSON_ArrayForEach(module_json, cJSON_GetObjectItemCaseSensitive(bdb_json, "module_list")) {
00101             char* modulename = cJSON_GetObjectItemCaseSensitive(module_json,
00102 "module_name")->valuestring;
00103             char* newmodlst;
00104             if (NULL==(newmodlst =
00105 (char*)realloc(modlst, strlen(modlst)+strlen(modulename?"module_list:")+2+1))) {
00106                 perror("rptbdb report_bdb_header module_list");
00107                 free(modlst);
00108                 return;
00109             } else
00110                 modlst = newmodlst;
00111             strcat(modlst, (modulename?"module_list:"));
00112             strcat(modlst, " ");
00113         }
00114
00115         /* Remove last comma if applicable */
00116         if (strlen(modlst)>2)
00117             modlst[strlen(modlst)-2]=0;

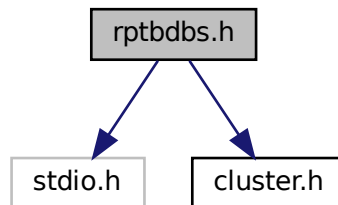
```

```
00116     csv_addfield(reportfile,modlst);
00117     free(modlst);
00118
00119     csv_addline(reportfile);
00120 }
00121 cJSON_Delete(bdbs_json);
00122 cJSON_Delete(bdbsstats_json);
00123 }
00124 /* vim: set tw=80: */
```

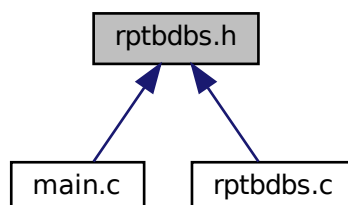
## 4.39 rptbdb.h File Reference

<+DETAILED+>

```
#include <stdio.h>
#include "cluster.h"
Include dependency graph for rptbdb.h:
```



This graph shows which files directly or indirectly include this file:



### Functions

- void `report_bdbs` (FILE \*reportfile, const `cluster_t` \*cluster)
- void `report_bdbs_header` (FILE \*reportfile)

### 4.39.1 Detailed Description

<+DETAILED+>

#### Author

François Cerbelle (Fanfan), [francois@cerbelle.net](mailto:francois@cerbelle.net)

Definition in file [rptbdb.h](#).

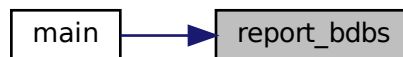
### 4.39.2 Function Documentation

#### 4.39.2.1 report\_bdfs()

```
void report_bdfs (  
    FILE * reportfile,  
    const cluster_t * cluster )
```

Definition at line 71 of file [rptbdb.c](#).

Here is the caller graph for this function:



#### 4.39.2.2 report\_bdfs\_header()

```
void report_bdfs_header (  
    FILE * reportfile )
```

Definition at line 38 of file [rptbdb.c](#).

Here is the caller graph for this function:





## 4.40 rptbdb.h

Go to the documentation of this file.

```

00001
00021 #ifndef __RPTBDBS_H__
00022 #define __RPTBDBS_H__
00023
00024 #include <stdio.h>
00025 #include "cluster.h"
00026
00027 void report_bdbb(FILE* reportfile, const cluster_t* cluster);
00028 void report_bdbb_header(FILE* reportfile);
00029
00030 #endif /* __RPTBDBS_H__ */
00031 /* vim: set tw=80: */

```

## 4.41 rptcluster.c File Reference

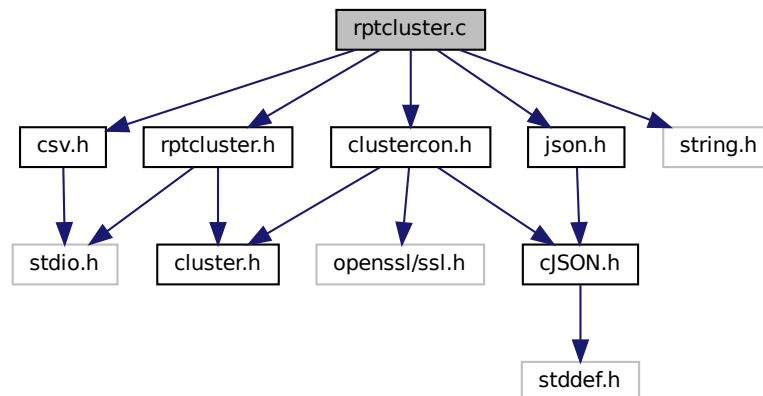
<+DETAILED+>

```

#include "rptcluster.h"
#include "clustercon.h"
#include "json.h"
#include "csv.h"
#include <string.h>

```

Include dependency graph for rptcluster.c:



### Functions

- void [report\\_cluster\\_header](#) (FILE \*reportfile)
- void [report\\_cluster](#) (FILE \*reportfile, const [cluster\\_t](#) \*cluster)

### 4.41.1 Detailed Description

<+DETAILED+>

#### Author

François Cerbelle (Fanfan), [francois@cerbelle.net](mailto:francois@cerbelle.net)

Definition in file [rptcluster.c](#).

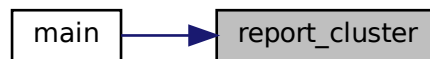
## 4.41.2 Function Documentation

### 4.41.2.1 `report_cluster()`

```
void report_cluster (
    FILE * reportfile,
    const cluster_t * cluster )
```

Definition at line 79 of file [rptcluster.c](#).

Here is the caller graph for this function:



### 4.41.2.2 `report_cluster_header()`

```
void report_cluster_header (
    FILE * reportfile )
```

Definition at line 38 of file [rptcluster.c](#).

Here is the caller graph for this function:



## 4.42 rptcluster.c

[Go to the documentation of this file.](#)

```

00001
00021 #ifndef HAVE_CONFIG_H
00022 #include "config.h"
00023 #endif
00024
00025 #include "rptcluster.h"
00026 #include "clustercon.h"
00027 #include "json.h"
00028 #include "csv.h"
00029 #include <string.h>
00030
00031 /* To refactor in a report common file */
00032 static void csv_addjsonfield(FILE* reportfile, const cJSON* json, char* fieldname) {
00033     char* text = json2text(cJSON_GetObjectItemCaseSensitive(json, fieldname));
00034     csv_addfield(reportfile, text);
00035     free(text);
00036 }
00037
00038 void report_cluster_header(FILE* reportfile) {
00039     fprintf(reportfile,
00040         "cluster_host,name,rack_aware,created_time,free_memory,"
00041         "available_memory,available_memory_no_overbooking,available_flash,"
00042         "available_flash_no_overbooking,ephemeral_storage_avail,"
00043         "ephemeral_storage_free,persistent_storage_avail,"
00044         "persistent_storage_free,provisional_flash,"
00045         "provisional_flash_no_overbooking,provisional_memory,"
00046         "provisional_memory_no_overbooking,activation_date,expiration_date,"
00047         "cluster_name,owner,features,shards_limit,ram_shards_in_use,"
00048         "ram_shards_limit,flash_shards_in_use,flash_shards_limit,expired\r\n"
00049     );
00050 }
00051
00052 static cJSON* report_querygetjson(const cluster_t* cluster, const char* endpoint) {
00053     rsclustercon_t* rsclustercon;
00054
00055     if (NULL==(rsclustercon = cluster_new(cluster))) {
00056         fprintf(stderr, "report_querygetjson cluster_new failed\n");
00057         return NULL;
00058     }
00059     if (0!=cluster_open(rsclustercon)) {
00060         fprintf(stderr, "report_querygetjson cluster_open failed\n");
00061         cluster_del(rsclustercon);
00062         return NULL;
00063     }
00064
00065     cJSON* retval;
00066     if (NULL==(retval = cluster_queryget(rsclustercon, endpoint))) {
00067         const char *error_ptr = cJSON_GetErrorPtr();
00068         if (error_ptr != NULL)
00069             fprintf(stderr, "Error before: %s\n", error_ptr);
00070         retval = cJSON_CreateObject();
00071     }
00072
00073     cluster_close(rsclustercon);
00074     cluster_del(rsclustercon);
00075
00076     return retval;
00077 }
00078
00079 void report_cluster(FILE* reportfile, const cluster_t* cluster) {
00080     cJSON* cluster_json;
00081     cJSON* clusterstats_json;
00082     cJSON* license_json;
00083
00084     cluster_json = report_querygetjson(cluster, "/v1/cluster");
00085     clusterstats_json = report_querygetjson(cluster, "/v1/cluster/stats/last");
00086     license_json = report_querygetjson(cluster, "/v1/license");
00087
00088     csv_addfield(reportfile, cluster->host);
00089     csv_addjsonfield(reportfile, cluster_json, "name");
00090     csv_addjsonfield(reportfile, cluster_json, "rack_aware");
00091     csv_addjsonfield(reportfile, cluster_json, "created_time");
00092     csv_addjsonfield(reportfile, clusterstats_json, "free_memory");
00093     csv_addjsonfield(reportfile, clusterstats_json, "available_memory");
00094     csv_addjsonfield(reportfile, clusterstats_json, "available_memory_no_overbooking");
00095     csv_addjsonfield(reportfile, clusterstats_json, "available_flash");
00096     csv_addjsonfield(reportfile, clusterstats_json, "available_flash_no_overbooking");
00097     csv_addjsonfield(reportfile, clusterstats_json, "ephemeral_storage_avail");
00098     csv_addjsonfield(reportfile, clusterstats_json, "ephemeral_storage_free");
00099     csv_addjsonfield(reportfile, clusterstats_json, "persistent_storage_avail");
00100     csv_addjsonfield(reportfile, clusterstats_json, "persistent_storage_free");
00101     csv_addjsonfield(reportfile, clusterstats_json, "provisional_flash");

```

```

00102     csv_addjsonfield(reportfile, clusterstats_json, "provisional_flash_no_overbooking");
00103     csv_addjsonfield(reportfile, clusterstats_json, "provisional_memory");
00104     csv_addjsonfield(reportfile, clusterstats_json, "provisional_memory_no_overbooking");
00105     csv_addjsonfield(reportfile, license_json, "activation_date");
00106     csv_addjsonfield(reportfile, license_json, "expiration_date");
00107     csv_addjsonfield(reportfile, license_json, "cluster_name");
00108     csv_addjsonfield(reportfile, license_json, "owner");
00109     csv_addjsonfield(reportfile, license_json, "features");
00110     csv_addjsonfield(reportfile, license_json, "shards_limit");
00111     csv_addjsonfield(reportfile, license_json, "ram_shards_in_use");
00112     csv_addjsonfield(reportfile, license_json, "ram_shards_limit");
00113     csv_addjsonfield(reportfile, license_json, "flash_shards_in_use");
00114     csv_addjsonfield(reportfile, license_json, "flash_shards_limit");
00115     csv_addjsonfield(reportfile, license_json, "expired");
00116     csv_addline(reportfile);
00117
00118     cJSON_Delete(cluster_json);
00119     cJSON_Delete(clusterstats_json);
00120     cJSON_Delete(license_json);
00121 }
00122
00123
00124 /*
00125
00126
00127
00128 clusterdef.host
00129 nodes.uid
00130 nodes.addr
00131 nodes.external_addr
00132 nodes.cores
00133 nodes.total_memory
00134 nodes.ephemeral_storage_size
00135 nodes.persistent_storage_size
00136 nodes.os_version
00137 nodes.rack_id
00138 nodes.max_listeners
00139 nodes.max_redis_servers
00140 nodes.ram_shard_count
00141 nodes.flash_shard_count
00142 nodes.shard_count
00143 nodes.software_version
00144 nodes.uptime
00145 nodes.accept_servers
00146 nodes.status
00147 nodesstatus.cores
00148 nodesstatus.free_provisional_ram
00149 nodesstatus.free_ram
00150 nodesstatus.hostname
00151 nodesstatus.node_overbooking_depth
00152 nodesstatus.node_status
00153 nodesstatus.role
00154 nodesstatus.software_version
00155 nodesstatus.total_memory
00156 nodesstatus.total_provisional_ram
00157 nodesstatslast.available_memory
00158 nodesstatslast.available_memory_no_overbooking
00159 nodesstatslast.ephemeral_storage_avail
00160 nodesstatslast.ephemeral_storage_free
00161 nodesstatslast.free_memory
00162 nodesstatslast.persistent_storage_avail
00163 nodesstatslast.persistent_storage_free
00164 nodesstatslast.provisional_memory
00165 nodesstatslast.provisional_memory_no_overbooking
00166 */
00167 /* vim: set tw=80: */

```

## 4.43 rptcluster.h File Reference

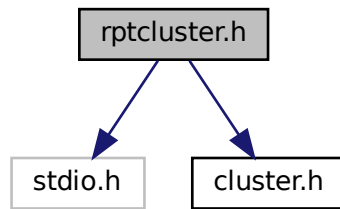
<+DETAILED+>

```

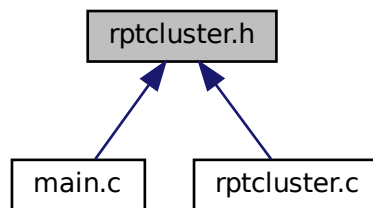
#include <stdio.h>
#include "cluster.h"

```

Include dependency graph for rptcluster.h:



This graph shows which files directly or indirectly include this file:



## Functions

- void [report\\_cluster](#) (FILE \*reportfile, const [cluster\\_t](#) \*cluster)
- void [report\\_cluster\\_header](#) (FILE \*reportfile)

### 4.43.1 Detailed Description

<+DETAILED+>

#### Author

François Cerbelle (Fanfan), [francois@cerbelle.net](mailto:francois@cerbelle.net)

Definition in file [rptcluster.h](#).

### 4.43.2 Function Documentation

#### 4.43.2.1 report\_cluster()

```
void report_cluster (
    FILE * reportfile,
    const cluster_t * cluster )
```

Definition at line 79 of file [rptcluster.c](#).

Here is the caller graph for this function:



#### 4.43.2.2 report\_cluster\_header()

```
void report_cluster_header (
    FILE * reportfile )
```

Definition at line 38 of file [rptcluster.c](#).

Here is the caller graph for this function:



## 4.44 rptcluster.h

[Go to the documentation of this file.](#)

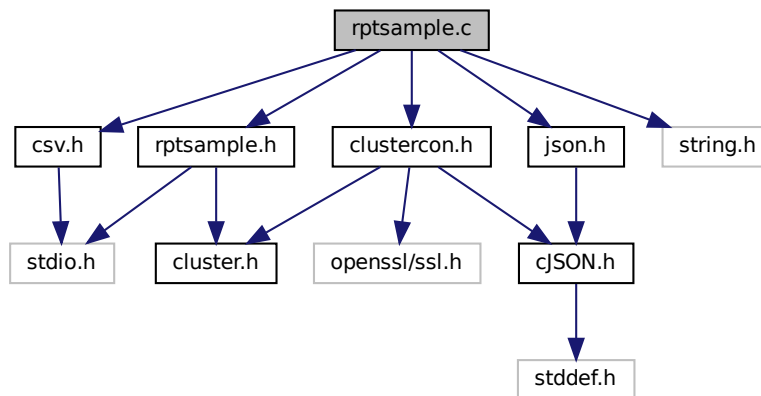
```
00001
00021 #ifndef __RPTCLUSTER_H__
00022 #define __RPTCLUSTER_H__
00023
00024 #include <stdio.h>
00025 #include "cluster.h"
00026
00027 void report_cluster(FILE* reportfile, const cluster_t* cluster);
00028 void report_cluster_header(FILE* reportfile);
00029
00030 #endif /* __RPTCLUSTER_H__ */
00031 /* vim: set tw=80: */
```

## 4.45 rptsample.c File Reference

Basic report without connection to test output format.

```
#include "rptsample.h"  
#include "clustercon.h"  
#include "json.h"  
#include "csv.h"  
#include <string.h>
```

Include dependency graph for rptsample.c:



### Functions

- void [report\\_sample\\_header](#) (FILE \*reportfile)
- void [report\\_sample](#) (FILE \*reportfile, const [cluster\\_t](#) \*cluster)

#### 4.45.1 Detailed Description

Basic report without connection to test output format.

Author

François Cerbelle (Fanfan), [francois@cerbelle.net](mailto:francois@cerbelle.net)

Definition in file [rptsample.c](#).

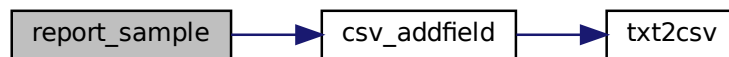
#### 4.45.2 Function Documentation

#### 4.45.2.1 report\_sample()

```
void report_sample (
    FILE * reportfile,
    const cluster_t * cluster )
```

Definition at line 42 of file [rptsample.c](#).

Here is the call graph for this function:



Here is the caller graph for this function:



#### 4.45.2.2 report\_sample\_header()

```
void report_sample_header (
    FILE * reportfile )
```

Definition at line 36 of file [rptsample.c](#).

Here is the caller graph for this function:





## 4.46 rptsample.c

[Go to the documentation of this file.](#)

```

00001
00019 #ifndef HAVE_CONFIG_H
00020 #include "config.h"
00021 #endif
00022
00023 #include "rptsample.h"
00024 #include "clustercon.h"
00025 #include "json.h"
00026 #include "csv.h"
00027 #include <string.h>
00028
00029 /* To refactor in a report common file */
00030 static void csv_addjsonfield(FILE* reportfile, const cJSON* json, char* fieldname) {
00031     char* text = json2text(cJSON_GetObjectItemCaseSensitive(json, fieldname));
00032     csv_addfield(reportfile, text);
00033     free(text);
00034 }
00035
00036 void report_sample_header(FILE* reportfile) {
00037     fprintf(reportfile,
00038         "field1,field2,field3\r\n"
00039     );
00040 }
00041
00042 void report_sample(FILE* reportfile, const cluster_t* cluster) {
00043     cJSON* samples_json;
00044     (void)cluster;
00045
00046     samples_json = cJSON_Parse("{\"
00047     value3\"}, \"
00048         \"{\":\"field1\":\":\"value1\",\":\":\"field2\":\":\"value 2\",\":\":\"field3\":\":\"
00049     value3\"}, \"
00050         \"{\":\"field1\":\":\"value4
00051     \",\":\":\"field2\":\":\"value,5\",\":\":\"field3\":\":\"value\\\\\\\\\"6\\\\\\\\\"}\"
00052     \"}");
00053
00054     const cJSON* sample_json;
00055     cJSON_ArrayForEach(sample_json, samples_json) {
00056         csv_addfield(reportfile, cluster->host);
00057         csv_addjsonfield(reportfile, sample_json, "field1");
00058         csv_addjsonfield(reportfile, sample_json, "field2");
00059         csv_addjsonfield(reportfile, sample_json, "field3");
00060
00061         csv_addline(reportfile);
00062     }
00063     cJSON_Delete(samples_json);
00064 }
00065
00066 /* vim: set tw=80: */

```

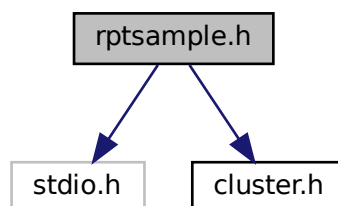
## 4.47 rptsample.h File Reference

Basic report without connection to test output format.

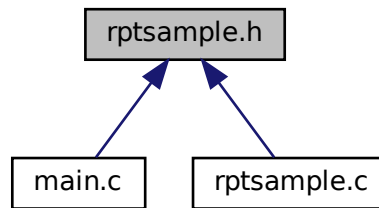
```
#include <stdio.h>
```

```
#include "cluster.h"
```

Include dependency graph for rptsample.h:



This graph shows which files directly or indirectly include this file:



## Functions

- void [report\\_sample](#) (FILE \*reportfile, const [cluster\\_t](#) \*cluster)
- void [report\\_sample\\_header](#) (FILE \*reportfile)

### 4.47.1 Detailed Description

Basic report without connection to test output format.

Author

François Cerbelle (Fanfan), [francois@cerbelle.net](mailto:francois@cerbelle.net)

Definition in file [rptsample.h](#).

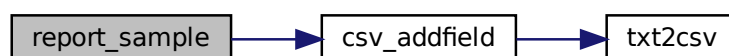
### 4.47.2 Function Documentation

#### 4.47.2.1 report\_sample()

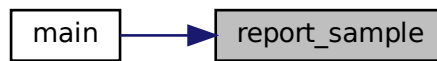
```
void report_sample (  
    FILE * reportfile,  
    const cluster\_t * cluster )
```

Definition at line [42](#) of file [rptsample.c](#).

Here is the call graph for this function:



Here is the caller graph for this function:



#### 4.47.2.2 report\_sample\_header()

```
void report_sample_header (  
    FILE * reportfile )
```

Definition at line 36 of file [rptsample.c](#).

Here is the caller graph for this function:



## 4.48 rptsample.h

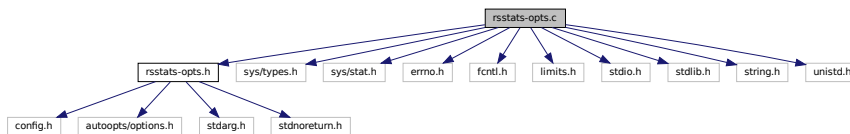
[Go to the documentation of this file.](#)

```
00001  
00019 #ifndef __RPTSAMPLE_H__  
00020 #define __RPTSAMPLE_H__  
00021  
00022 #include <stdio.h>  
00023 #include "cluster.h"  
00024  
00025 void report_sample(FILE* reportfile, const cluster_t* cluster);  
00026 void report_sample_header(FILE* reportfile);  
00027  
00028 #endif /* __RPTSAMPLE_H__ */  
00029 /* vim: set tw=80: */
```

## 4.49 rsstats-opts.c File Reference

```
#include "rsstats-opts.h"
#include <sys/types.h>
#include <sys/stat.h>
#include <errno.h>
#include <fcntl.h>
#include <limits.h>
#include <stdio.h>
#include <stdlib.h>
#include <string.h>
#include <unistd.h>
```

Include dependency graph for rsstats-opts.c:



## Macros

- #define `OPTION_CODE_COMPILE` 1
- #define `zCopyright` (rsstats\_opt\_strs+0)
- #define `zLicenseDescrip` (rsstats\_opt\_strs+258)
- #define `NULL` 0
- #define `INPUT_DESC` (rsstats\_opt\_strs+861)  
*input option description:*
- #define `INPUT_NAME` (rsstats\_opt\_strs+902)  
*Upper-cased name for the input option.*
- #define `INPUT_name` (rsstats\_opt\_strs+908)  
*Name string for the input option.*
- #define `INPUT_DFT_ARG` (rsstats\_opt\_strs+914)  
*The compiled in default value for the input option argument.*
- #define `INPUT_FLAGS`  
*Compiled in flag settings for the input option.*
- #define `OUTPUT_DESC` (rsstats\_opt\_strs+929)  
*output option description:*
- #define `OUTPUT_NAME` (rsstats\_opt\_strs+994)  
*Upper-cased name for the output option.*
- #define `OUTPUT_name` (rsstats\_opt\_strs+1001)  
*Name string for the output option.*
- #define `OUTPUT_DFT_ARG` (rsstats\_opt\_strs+1008)  
*The compiled in default value for the output option argument.*
- #define `OUTPUT_FLAGS`  
*Compiled in flag settings for the output option.*
- #define `CLUSTERS_DESC` (rsstats\_opt\_strs+1020)  
*clusters option description:*
- #define `CLUSTERS_NAME` (rsstats\_opt\_strs+1081)  
*Upper-cased name for the clusters option.*

- #define `CLUSTERS_name` (rsstats\_opt\_strs+1090)  
*Name string for the clusters option.*
- #define `CLUSTERS_DFT_ARG` (rsstats\_opt\_strs+1099)  
*The compiled in default value for the clusters option argument.*
- #define `CLUSTERS_FLAGS`  
*Compiled in flag settings for the clusters option.*
- #define `REPORTS_DESC` (rsstats\_opt\_strs+1103)  
*reports option description:*
- #define `REPORTS_NAME` (rsstats\_opt\_strs+1162)  
*Upper-cased name for the reports option.*
- #define `REPORTS_name` (rsstats\_opt\_strs+1170)  
*Name string for the reports option.*
- #define `REPORTS_DFT_ARG` (NULL)  
*The compiled in default value for the reports option argument.*
- #define `ReportsCookieBits` VOIDP(REPORTS\_BBBS|REPORTS\_CLUSTER)
- #define `REPORTS_FLAGS`  
*Compiled in flag settings for the reports option.*
- #define `HELP_DESC` (rsstats\_opt\_strs+1178)
- #define `HELP_name` (rsstats\_opt\_strs+1222)
- #define `MORE_HELP_DESC` `HELP_DESC`
- #define `MORE_HELP_name` `HELP_name`
- #define `MORE_HELP_FLAGS` (OPTST\_OMITTED | OPTST\_NO\_INIT)
- #define `VER_FLAGS`
- #define `VER_DESC` (rsstats\_opt\_strs+1282)
- #define `VER_name` (rsstats\_opt\_strs+1318)
- #define `SAVE_OPTS_DESC` (rsstats\_opt\_strs+1326)
- #define `SAVE_OPTS_name` (rsstats\_opt\_strs+1365)
- #define `LOAD_OPTS_DESC` (rsstats\_opt\_strs+1375)
- #define `LOAD_OPTS_NAME` (rsstats\_opt\_strs+1407)
- #define `NO_LOAD_OPTS_name` (rsstats\_opt\_strs+1417)
- #define `LOAD_OPTS_pfx` (rsstats\_opt\_strs+1430)
- #define `LOAD_OPTS_name` (`NO_LOAD_OPTS_name` + 3)
- #define `VER_PROC` `optionPrintVersion`
- #define `zPROGNAME` (rsstats\_opt\_strs+1433)  
*Reference to the upper cased version of rsstats.*
- #define `zUsageTitle` (rsstats\_opt\_strs+1441)  
*Reference to the title line for rsstats usage.*
- #define `zRcName` (rsstats\_opt\_strs+1570)  
*rsstats configuration file name.*
- #define `zBugsAddr` (rsstats\_opt\_strs+1581)  
*The rsstats program bug email address.*
- #define `zExplain` (rsstats\_opt\_strs+1603)  
*Clarification/explanation of what rsstats does.*
- #define `zDetail` (rsstats\_opt\_strs+1995)  
*Extra detail explaining what rsstats does.*
- #define `zFullVersion` (rsstats\_opt\_strs+3361)  
*The full version string for rsstats.*
- #define `OPTPROC_BASE` `OPTPROC_NONE`
- #define `translate_option_strings` `NULL`
- #define `rsstats_full_usage` (`NULL`)
- #define `rsstats_short_usage` (`NULL`)
- #define `O_CLOEXEC` 0

- `#define PKGDATADIR ""`  
*The directory containing the data associated with rsstats.*
- `#define rsstats_packager_info NULL`  
*Information about the person or institution that packaged rsstats for the current distribution.*

## Variables

- FILE \* `option_usage_fp`
- tOptProc `optionBooleanVal`  
*Declare option callback procedures.*
- tOptProc `optionNestedVal`
- tOptProc `optionNumericVal`
- tOptProc `optionPagedUsage`
- tOptProc `optionPrintVersion`
- tOptProc `optionResetOpt`
- tOptProc `optionStackArg`
- tOptProc `optionTimeDate`
- tOptProc `optionTimeVal`
- tOptProc `optionUnstackArg`
- tOptProc `optionVendorOption`
- tOptions `rsstatsOptions`  
*The option definitions for rsstats.*

## 4.49.1 Macro Definition Documentation

### 4.49.1.1 CLUSTERS\_DESC

```
#define CLUSTERS_DESC (rsstats_opt_strs+1020)
```

clusters option description:

Descriptive text for the clusters option

Definition at line 184 of file [rsstats-opts.c](#).

### 4.49.1.2 CLUSTERS\_DFT\_ARG

```
#define CLUSTERS_DFT_ARG (rsstats_opt_strs+1099)
```

The compiled in default value for the clusters option argument.

Definition at line 190 of file [rsstats-opts.c](#).

### 4.49.1.3 CLUSTERS\_FLAGS

```
#define CLUSTERS_FLAGS
```

**Value:**

```
(OPTST_DISABLED \  
 | OPTST_SET_ARGTYPE(OPARG_TYPE_STRING))
```

Compiled in flag settings for the clusters option.

Definition at line [192](#) of file [rsstats-opts.c](#).

### 4.49.1.4 CLUSTERS\_NAME

```
#define CLUSTERS_NAME (rsstats_opt_strs+1081)
```

Upper-cased name for the clusters option.

Definition at line [186](#) of file [rsstats-opts.c](#).

### 4.49.1.5 CLUSTERS\_name

```
#define CLUSTERS_name (rsstats_opt_strs+1090)
```

Name string for the clusters option.

Definition at line [188](#) of file [rsstats-opts.c](#).

### 4.49.1.6 HELP\_DESC

```
#define HELP_DESC (rsstats_opt_strs+1178)
```

Definition at line [214](#) of file [rsstats-opts.c](#).

### 4.49.1.7 HELP\_name

```
#define HELP_name (rsstats_opt_strs+1222)
```

Definition at line [215](#) of file [rsstats-opts.c](#).

#### 4.49.1.8 INPUT\_DESC

```
#define INPUT_DESC (rsstats_opt_strs+861)
```

input option description:

Descriptive text for the input option

Definition at line [154](#) of file [rsstats-opts.c](#).

#### 4.49.1.9 INPUT\_DFT\_ARG

```
#define INPUT_DFT_ARG (rsstats_opt_strs+914)
```

The compiled in default value for the input option argument.

Definition at line [160](#) of file [rsstats-opts.c](#).

#### 4.49.1.10 INPUT\_FLAGS

```
#define INPUT_FLAGS
```

**Value:**

```
(OPTST_DISABLED \  
 | OPTST_SET_ARGTYPE(OPARG_TYPE_FILE))
```

Compiled in flag settings for the input option.

Definition at line [162](#) of file [rsstats-opts.c](#).

#### 4.49.1.11 INPUT\_NAME

```
#define INPUT_NAME (rsstats_opt_strs+902)
```

Upper-cased name for the input option.

Definition at line [156](#) of file [rsstats-opts.c](#).

#### 4.49.1.12 INPUT\_name

```
#define INPUT_name (rsstats_opt_strs+908)
```

Name string for the input option.

Definition at line [158](#) of file [rsstats-opts.c](#).



#### 4.49.1.13 LOAD\_OPTS\_DESC

```
#define LOAD_OPTS_DESC (rsstats_opt_strs+1375)
```

Definition at line 235 of file [rsstats-opts.c](#).

#### 4.49.1.14 LOAD\_OPTS\_NAME

```
#define LOAD_OPTS_NAME (rsstats_opt_strs+1407)
```

Definition at line 236 of file [rsstats-opts.c](#).

#### 4.49.1.15 LOAD\_OPTS\_name

```
#define LOAD_OPTS_name (NO_LOAD_OPTS_name + 3)
```

Definition at line 239 of file [rsstats-opts.c](#).

#### 4.49.1.16 LOAD\_OPTS\_pfx

```
#define LOAD_OPTS_pfx (rsstats_opt_strs+1430)
```

Definition at line 238 of file [rsstats-opts.c](#).

#### 4.49.1.17 MORE\_HELP\_DESC

```
#define MORE_HELP_DESC HELP_DESC
```

Definition at line 221 of file [rsstats-opts.c](#).

#### 4.49.1.18 MORE\_HELP\_FLAGS

```
#define MORE_HELP_FLAGS (OPTST_OMITTED | OPTST_NO_INIT)
```

Definition at line 223 of file [rsstats-opts.c](#).

#### 4.49.1.19 MORE\_HELP\_name

```
#define MORE_HELP_name HELP_name
```

Definition at line 222 of file [rsstats-opts.c](#).

#### 4.49.1.20 NO\_LOAD\_OPTS\_name

```
#define NO_LOAD_OPTS_name (rsstats_opt_strs+1417)
```

Definition at line 237 of file [rsstats-opts.c](#).

#### 4.49.1.21 NULL

```
#define NULL 0
```

Definition at line 64 of file [rsstats-opts.c](#).

#### 4.49.1.22 O\_CLOEXEC

```
#define O_CLOEXEC 0
```

#### 4.49.1.23 OPTION\_CODE\_COMPILE

```
#define OPTION_CODE_COMPILE 1
```

Definition at line 42 of file [rsstats-opts.c](#).

#### 4.49.1.24 OPTPROC\_BASE

```
#define OPTPROC_BASE OPTPROC_NONE
```

Definition at line 398 of file [rsstats-opts.c](#).

#### 4.49.1.25 OUTPUT\_DESC

```
#define OUTPUT_DESC (rsstats_opt_strs+929)
```

output option description:

Descriptive text for the output option

Definition at line 169 of file [rsstats-opts.c](#).

#### 4.49.1.26 OUTPUT\_DFT\_ARG

```
#define OUTPUT_DFT_ARG (rsstats_opt_strs+1008)
```

The compiled in default value for the output option argument.

Definition at line 175 of file [rsstats-opts.c](#).

#### 4.49.1.27 OUTPUT\_FLAGS

```
#define OUTPUT_FLAGS
```

**Value:**

```
(OPTST_DISABLED \  
 | OPTST_SET_ARGTYPE(OPARG_TYPE_FILE))
```

Compiled in flag settings for the output option.

Definition at line 177 of file [rsstats-opts.c](#).

#### 4.49.1.28 OUTPUT\_NAME

```
#define OUTPUT_NAME (rsstats_opt_strs+994)
```

Upper-cased name for the output option.

Definition at line 171 of file [rsstats-opts.c](#).

#### 4.49.1.29 OUTPUT\_name

```
#define OUTPUT_name (rsstats_opt_strs+1001)
```

Name string for the output option.

Definition at line 173 of file [rsstats-opts.c](#).

#### 4.49.1.30 PKGDATADIR

```
#define PKGDATADIR ""
```

The directory containing the data associated with rsstats.

Definition at line 503 of file [rsstats-opts.c](#).

#### 4.49.1.31 REPORTS\_DESC

```
#define REPORTS_DESC (rsstats_opt_strs+1103)
```

reports option description:

Descriptive text for the reports option

Definition at line 199 of file [rsstats-opts.c](#).

#### 4.49.1.32 REPORTS\_DFT\_ARG

```
#define REPORTS_DFT_ARG (NULL)
```

The compiled in default value for the reports option argument.

Definition at line 205 of file [rsstats-opts.c](#).

#### 4.49.1.33 REPORTS\_FLAGS

```
#define REPORTS_FLAGS
```

**Value:**

```
(OPTST_DISABLED \  
 | OPTST_SET_ARGTYPE(OPARG_TYPE_MEMBERSHIP))
```

Compiled in flag settings for the reports option.

Definition at line 208 of file [rsstats-opts.c](#).

#### 4.49.1.34 REPORTS\_NAME

```
#define REPORTS_NAME (rsstats_opt_strs+1162)
```

Upper-cased name for the reports option.

Definition at line 201 of file [rsstats-opts.c](#).

#### 4.49.1.35 REPORTS\_name

```
#define REPORTS_name (rsstats_opt_strs+1170)
```

Name string for the reports option.

Definition at line [203](#) of file [rsstats-opts.c](#).

#### 4.49.1.36 ReportsCookieBits

```
#define ReportsCookieBits VOIDP(REPORTS_BDBS|REPORTS_CLUSTER)
```

Definition at line [206](#) of file [rsstats-opts.c](#).

#### 4.49.1.37 rsstats\_full\_usage

```
#define rsstats_full_usage (NULL)
```

Definition at line [402](#) of file [rsstats-opts.c](#).

#### 4.49.1.38 rsstats\_packager\_info

```
#define rsstats_packager_info NULL
```

Information about the person or institution that packaged rsstats for the current distribution.

Definition at line [511](#) of file [rsstats-opts.c](#).

#### 4.49.1.39 rsstats\_short\_usage

```
#define rsstats_short_usage (NULL)
```

Definition at line [403](#) of file [rsstats-opts.c](#).

#### 4.49.1.40 SAVE\_OPTS\_DESC

```
#define SAVE_OPTS_DESC (rsstats_opt_strs+1326)
```

Definition at line [233](#) of file [rsstats-opts.c](#).

#### 4.49.1.41 SAVE\_OPTS\_name

```
#define SAVE_OPTS_name (rsstats_opt_strs+1365)
```

Definition at line 234 of file [rsstats-opts.c](#).

#### 4.49.1.42 translate\_option\_strings

```
#define translate_option_strings NULL
```

Definition at line 399 of file [rsstats-opts.c](#).

#### 4.49.1.43 VER\_DESC

```
#define VER_DESC (rsstats_opt_strs+1282)
```

Definition at line 231 of file [rsstats-opts.c](#).

#### 4.49.1.44 VER\_FLAGS

```
#define VER_FLAGS
```

**Value:**

```
(OPTST_SET_ARGTYPE(OPARG_TYPE_STRING) | \
OPTST_ARG_OPTIONAL | OPTST_IMM | OPTST_NO_INIT)
```

Definition at line 228 of file [rsstats-opts.c](#).

#### 4.49.1.45 VER\_name

```
#define VER_name (rsstats_opt_strs+1318)
```

Definition at line 232 of file [rsstats-opts.c](#).

#### 4.49.1.46 VER\_PROC

```
#define VER_PROC optionPrintVersion
```

Definition at line 250 of file [rsstats-opts.c](#).

#### 4.49.1.47 zBugsAddr

```
#define zBugsAddr (rsstats_opt_strs+1581)
```

The rsstats program bug email address.

Definition at line [385](#) of file [rsstats-opts.c](#).

#### 4.49.1.48 zCopyright

```
#define zCopyright (rsstats_opt_strs+0)
```

Definition at line [59](#) of file [rsstats-opts.c](#).

#### 4.49.1.49 zDetail

```
#define zDetail (rsstats_opt_strs+1995)
```

Extra detail explaining what rsstats does.

Definition at line [389](#) of file [rsstats-opts.c](#).

#### 4.49.1.50 zExplain

```
#define zExplain (rsstats_opt_strs+1603)
```

Clarification/explanation of what rsstats does.

Definition at line [387](#) of file [rsstats-opts.c](#).

#### 4.49.1.51 zFullVersion

```
#define zFullVersion (rsstats_opt_strs+3361)
```

The full version string for rsstats.

Definition at line [391](#) of file [rsstats-opts.c](#).

#### 4.49.1.52 zLicenseDescrip

```
#define zLicenseDescrip (rsstats_opt_strs+258)
```

Definition at line 60 of file [rsstats-opts.c](#).

#### 4.49.1.53 zPROGNAME

```
#define zPROGNAME (rsstats_opt_strs+1433)
```

Reference to the upper cased version of rsstats.

Definition at line 375 of file [rsstats-opts.c](#).

#### 4.49.1.54 zRcName

```
#define zRcName (rsstats_opt_strs+1570)
```

rsstats configuration file name.

Definition at line 379 of file [rsstats-opts.c](#).

#### 4.49.1.55 zUsageTitle

```
#define zUsageTitle (rsstats_opt_strs+1441)
```

Reference to the title line for rsstats usage.

Definition at line 377 of file [rsstats-opts.c](#).

### 4.49.2 Variable Documentation

#### 4.49.2.1 option\_usage\_fp

```
FILE* option_usage_fp [extern]
```



#### 4.49.2.2 optionBooleanVal

```
tOptProc optionBooleanVal [extern]
```

Declare option callback procedures.

#### 4.49.2.3 optionNestedVal

```
tOptProc optionNestedVal
```

Definition at line [244](#) of file [rsstats-opts.c](#).

#### 4.49.2.4 optionNumericVal

```
tOptProc optionNumericVal
```

Definition at line [244](#) of file [rsstats-opts.c](#).

#### 4.49.2.5 optionPagedUsage

```
tOptProc optionPagedUsage
```

Definition at line [245](#) of file [rsstats-opts.c](#).

#### 4.49.2.6 optionPrintVersion

```
tOptProc optionPrintVersion
```

Definition at line [245](#) of file [rsstats-opts.c](#).

#### 4.49.2.7 optionResetOpt

```
tOptProc optionResetOpt
```

Definition at line [245](#) of file [rsstats-opts.c](#).

#### 4.49.2.8 optionStackArg

`tOptProc optionStackArg`

Definition at line [246](#) of file [rsstats-opts.c](#).

#### 4.49.2.9 optionTimeDate

`tOptProc optionTimeDate`

Definition at line [246](#) of file [rsstats-opts.c](#).

#### 4.49.2.10 optionTimeVal

`tOptProc optionTimeVal`

Definition at line [246](#) of file [rsstats-opts.c](#).

#### 4.49.2.11 optionUnstackArg

`tOptProc optionUnstackArg`

Definition at line [247](#) of file [rsstats-opts.c](#).

#### 4.49.2.12 optionVendorOption

`tOptProc optionVendorOption`

Definition at line [247](#) of file [rsstats-opts.c](#).

#### 4.49.2.13 rsstatsOptions

`tOptions rsstatsOptions`

The option definitions for rsstats.

The one structure that binds them all.

Definition at line [533](#) of file [rsstats-opts.c](#).

## 4.50 rsstats-opts.c

Go to the [documentation of this file](#).

```

00001 /*  -*- buffer-read-only: t -*- vi: set ro:
00002 *
00003 * DO NOT EDIT THIS FILE  (rsstats-opts.c)
00004 *
00005 * It has been AutoGen-ed
00006 * From the definitions  rsstats-opts.def
00007 * and the template file  options
00008 *
00009 * Generated from AutoOpts 42:1:17 templates.
00010 *
00011 * AutoOpts is a copyrighted work.  This source file is not encumbered
00012 * by AutoOpts licensing, but is provided under the licensing terms chosen
00013 * by the rsstats author or copyright holder.  AutoOpts is
00014 * licensed under the terms of the LGPL.  The redistributable library
00015 * ("libopts") is licensed under the terms of either the LGPL or, at the
00016 * users discretion, the BSD license.  See the AutoOpts and/or libopts sources
00017 * for details.
00018 *
00019 * The rsstats program is copyrighted and licensed
00020 * under the following terms:
00021 *
00022 * Copyright (C) 2024 Francois Cerbelle, all rights reserved.
00023 * This is free software.  It is licensed for use, modification and
00024 * redistribution under the terms of the GNU General Public License,
00025 * version 3 or later <http://gnu.org/licenses/gpl.html>
00026 *
00027 * rsstats is free software: you can redistribute it and/or modify it
00028 * under the terms of the GNU General Public License as published by the
00029 * Free Software Foundation, either version 3 of the License, or
00030 * (at your option) any later version.
00031 *
00032 * rsstats is distributed in the hope that it will be useful, but
00033 * WITHOUT ANY WARRANTY; without even the implied warranty of
00034 * MERCHANTABILITY or FITNESS FOR A PARTICULAR PURPOSE.
00035 * See the GNU General Public License for more details.
00036 *
00037 * You should have received a copy of the GNU General Public License along
00038 * with this program.  If not, see <http://www.gnu.org/licenses/>.
00039 */
00040
00041 #ifndef __doxygen__
00042 #define OPTION_CODE_COMPILE 1
00043 #include "rsstats-opts.h"
00044 #include <sys/types.h>
00045 #include <sys/stat.h>
00046
00047 #include <errno.h>
00048 #include <fcntl.h>
00049 #include <limits.h>
00050 #include <stdio.h>
00051 #include <stdlib.h>
00052 #include <string.h>
00053 #include <unistd.h>
00054
00055 #ifdef __cplusplus
00056 extern "C" {
00057 #endif
00058 extern FILE * option_usage_fp;
00059 #define zCopyright      (rsstats_opt_strs+0)
00060 #define zLicenseDescrip (rsstats_opt_strs+258)
00061
00062 #ifndef NULL
00063 # define NULL 0
00064 #endif
00065 #endif
00066
00070 static char const rsstats_opt_strs[3375] =
00071 /*      0 */ "rsstats 0.0.1\n"
00072 "Copyright (C) 2024 Francois Cerbelle, all rights reserved.\n"
00073 "This is free software.  It is licensed for use, modification and\n"
00074 "redistribution under the terms of the GNU General Public License,\n"
00075 "version 3 or later <http://gnu.org/licenses/gpl.html>\n\0"
00076 /*    258 */ "rsstats is free software: you can redistribute it and/or modify it under\n"
00077 "the terms of the GNU General Public License as published by the Free\n"
00078 "Software Foundation, either version 3 of the License, or (at your option)\n"
00079 "any later version.\n\n"
00080 "rsstats is distributed in the hope that it will be useful, but WITHOUT ANY\n"
00081 "WARRANTY; without even the implied warranty of MERCHANTABILITY or FITNESS\n"
00082 "FOR A PARTICULAR PURPOSE.  See the GNU General Public License for more\n"
00083 "details.\n\n"
00084 "You should have received a copy of the GNU General Public License along\n"
00085 "with this program.  If not, see <http://www.gnu.org/licenses/>.\n\0"

```

```

00086 /* 861 */ "input CSV file (default: clusterdef.csv)\0"
00087 /* 902 */ "INPUT\0"
00088 /* 908 */ "input\0"
00089 /* 914 */ "clusterdef.csv\0"
00090 /* 929 */ "output CVS filename for nodes information (default: rsstats.csv)\0"
00091 /* 994 */ "OUTPUT\0"
00092 /* 1001 */ "output\0"
00093 /* 1008 */ "rsstats.csv\0"
00094 /* 1020 */ "comma separated list of clusternames to query (default: all)\0"
00095 /* 1081 */ "CLUSTERS\0"
00096 /* 1090 */ "clusters\0"
00097 /* 1099 */ "all\0"
00098 /* 1103 */ "Comma separated list of reports to generate (default: all)\0"
00099 /* 1162 */ "REPORTS\0"
00100 /* 1170 */ "reports\0"
00101 /* 1178 */ "display extended usage information and exit\0"
00102 /* 1222 */ "help\0"
00103 /* 1227 */ "extended usage information passed thru pager\0"
00104 /* 1272 */ "more-help\0"
00105 /* 1282 */ "output version information and exit\0"
00106 /* 1318 */ "version\0"
00107 /* 1326 */ "save the option state to a config file\0"
00108 /* 1365 */ "save-opts\0"
00109 /* 1375 */ "load options from a config file\0"
00110 /* 1407 */ "LOAD_OPTS\0"
00111 /* 1417 */ "no-load-opts\0"
00112 /* 1430 */ "no\0"
00113 /* 1433 */ "RSSTATS\0"
00114 /* 1441 */ "rsstats - Redis Enterprise Software cluster statistic extraction\n"
00115 "Usage: %s [ -<flag> [<val>] | --<name>[={| }<val>] ]...\n\0"
00116 /* 1564 */ "$HOME\0"
00117 /* 1570 */ ".rsstatsrc\0"
00118 /* 1581 */ "francois@cerbelle.net\0"
00119 /* 1603 */ "rsstats execute all the reports on each of the defined clusters. The\n"
00120 "cluster definition list is read from the clusterdef.csv file, which can be\n"
00121 "specified with the --input (-i) option, and the reports are written to the\n"
00122 "rsstats.csv file, which can be specified with the --output (-o) option.\n"
00123 "additional information given whenever the usage routine is invoked or with\n"
00124 "the --help (-h) option.\n\0"
00125 /* 1995 */ "rsstats executes all reports on the clusters specified in the cluster\n"
00126 "definition list and writes the reports to the output file. The cluster\n"
00127 "list can be filtered by a comma separated list of cluster names with the\n"
00128 "--cluster (-c) option and the reports to be executed can be specified as a\n"
00129 "comma separated list with the --reports (-r) option.\n\0"
00130 "clusterdef.csv mandatory columns :\n"
00131 "clustername_or_ip,adminname,adminpass,allow_selfsigned_certs,cacert_file\n\0"
00132 "The CSV input format should conform to the RFC4180: - Records (lines) are\n"
00133 "separated with CR+LF (Windows) with LF-only (Unix) tolerance - Fields are\n"
00134 "separated by a comma - Fields can optionnaly be double-quoted, with a\n"
00135 "starting (very first char) and ending (very last char) double-quote -\n"
00136 "Spaces chars are part of the field values - If a field contains a either a\n"
00137 "comma, a CRLF or a doublequote it needs to be quoted - a double-quote\n"
00138 "inside a double-quoted value needs to be doubled (a \"sample\" value => \"a\n"
00139 "\"sample\" value\") - A line can not end with a comma as the very last\n"
00140 "character. - Empty lines are not supported.\n\0"
00141 "Example:\n\0"
00142 "192.168.0.1,admin@demo.com,\n"
00143 "192.168.0.2,admin@demo.com,\"\",false,\"/etc/ssl/cert.pem\"\n"
00144 "127.0.0.1,admin@demo.com,password 192.168.0.3,admin@demo.com,password\n"
00145 "192.168.0.4,admin@demo.com,\"passwd,ord\"\n"
00146 "192.168.1.50,admin@demo.com,password,true,\"\"\n"
00147 "127.0.0.1,admin@demo.com,password,true,\"\"\n\0"
00148 /* 3361 */ "rsstats 0.0.1";
00149
00154 #define INPUT_DESC (rsstats_opt_strs+861)
00156 #define INPUT_NAME (rsstats_opt_strs+902)
00158 #define INPUT_name (rsstats_opt_strs+908)
00160 #define INPUT_DFT_ARG (rsstats_opt_strs+914)
00162 #define INPUT_FLAGS (OPTST_DISABLED \
00163 | OPTST_SET_ARGTYPE(OPARG_TYPE_FILE))
00164
00169 #define OUTPUT_DESC (rsstats_opt_strs+929)
00171 #define OUTPUT_NAME (rsstats_opt_strs+994)
00173 #define OUTPUT_name (rsstats_opt_strs+1001)
00175 #define OUTPUT_DFT_ARG (rsstats_opt_strs+1008)
00177 #define OUTPUT_FLAGS (OPTST_DISABLED \
00178 | OPTST_SET_ARGTYPE(OPARG_TYPE_FILE))
00179
00184 #define CLUSTERS_DESC (rsstats_opt_strs+1020)
00186 #define CLUSTERS_NAME (rsstats_opt_strs+1081)
00188 #define CLUSTERS_name (rsstats_opt_strs+1090)
00190 #define CLUSTERS_DFT_ARG (rsstats_opt_strs+1099)
00192 #define CLUSTERS_FLAGS (OPTST_DISABLED \
00193 | OPTST_SET_ARGTYPE(OPARG_TYPE_STRING))
00194
00199 #define REPORTS_DESC (rsstats_opt_strs+1103)
00201 #define REPORTS_NAME (rsstats_opt_strs+1162)

```

```

00203 #define REPORTS_name      (rsstats_opt_strs+1170)
00205 #define REPORTS_DFT_ARG   (NULL)
00206 #define ReportsCookieBits VOIDP(REPORTS_BDBS|REPORTS_CLUSTER)
00208 #define REPORTS_FLAGS     (OPTST_DISABLED \
00209 | OPTST_SET_ARGTYPE(OPARG_TYPE_MEMBERSHIP))
00210
00211 /*
00212 * Help/More_Help/Version option descriptions:
00213 */
00214 #define HELP_DESC          (rsstats_opt_strs+1178)
00215 #define HELP_name         (rsstats_opt_strs+1222)
00216 #ifdef HAVE_WORKING_FORK
00217 #define MORE_HELP_DESC    (rsstats_opt_strs+1227)
00218 #define MORE_HELP_name    (rsstats_opt_strs+1272)
00219 #define MORE_HELP_FLAGS  (OPTST_IMM | OPTST_NO_INIT)
00220 #else
00221 #define MORE_HELP_DESC    HELP_DESC
00222 #define MORE_HELP_name    HELP_name
00223 #define MORE_HELP_FLAGS  (OPTST_OMITTED | OPTST_NO_INIT)
00224 #endif
00225 #ifdef NO_OPTIONAL_OPT_ARGS
00226 # define VER_FLAGS      (OPTST_IMM | OPTST_NO_INIT)
00227 #else
00228 # define VER_FLAGS      (OPTST_SET_ARGTYPE(OPARG_TYPE_STRING) | \
00229 OPTST_ARG_OPTIONAL | OPTST_IMM | OPTST_NO_INIT)
00230 #endif
00231 #define VER_DESC          (rsstats_opt_strs+1282)
00232 #define VER_name         (rsstats_opt_strs+1318)
00233 #define SAVE_OPTS_DESC   (rsstats_opt_strs+1326)
00234 #define SAVE_OPTS_name   (rsstats_opt_strs+1365)
00235 #define LOAD_OPTS_DESC   (rsstats_opt_strs+1375)
00236 #define LOAD_OPTS_NAME   (rsstats_opt_strs+1407)
00237 #define NO_LOAD_OPTS_name (rsstats_opt_strs+1417)
00238 #define LOAD_OPTS_pfx    (rsstats_opt_strs+1430)
00239 #define LOAD_OPTS_name   (NO_LOAD_OPTS_name + 3)
00243 extern tOptProc
00244     optionBooleanVal,  optionNestedVal,  optionNumericVal,
00245     optionPagedUsage,  optionPrintVersion, optionResetOpt,
00246     optionStackArg,    optionTimeDate,  optionTimeVal,
00247     optionUnstackArg,  optionVendorOption;
00248 static tOptProc
00249     doOptInput, doOptOutput, doOptReports, doUsageOpt;
00250 #define VER_PROC        optionPrintVersion
00251
00252 /* * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * */
00258 static tOptDesc optDesc[OPTION_CT] = {
00259     { /* entry idx, value */ 0, VALUE_OPT_INPUT,
00260       /* equiv idx, value */ 0, VALUE_OPT_INPUT,
00261       /* equivalenced to */ NO_EQUIVALENT,
00262       /* min, max, act ct */ 0, 1, 0,
00263       /* opt state flags */ INPUT_FLAGS, 0,
00264       /* last opt argumnt */ { INPUT_DFT_ARG },
00265       /* arg list/cookie */ NULL,
00266       /* must/cannot opts */ NULL, NULL,
00267       /* option proc */ doOptInput,
00268       /* desc, NAME, name */ INPUT_DESC, INPUT_NAME, INPUT_name,
00269       /* disablement strs */ NULL, NULL },
00270
00271     { /* entry idx, value */ 1, VALUE_OPT_OUTPUT,
00272       /* equiv idx, value */ 1, VALUE_OPT_OUTPUT,
00273       /* equivalenced to */ NO_EQUIVALENT,
00274       /* min, max, act ct */ 0, 1, 0,
00275       /* opt state flags */ OUTPUT_FLAGS, 0,
00276       /* last opt argumnt */ { OUTPUT_DFT_ARG },
00277       /* arg list/cookie */ NULL,
00278       /* must/cannot opts */ NULL, NULL,
00279       /* option proc */ doOptOutput,
00280       /* desc, NAME, name */ OUTPUT_DESC, OUTPUT_NAME, OUTPUT_name,
00281       /* disablement strs */ NULL, NULL },
00282
00283     { /* entry idx, value */ 2, VALUE_OPT_CLUSTERS,
00284       /* equiv idx, value */ 2, VALUE_OPT_CLUSTERS,
00285       /* equivalenced to */ NO_EQUIVALENT,
00286       /* min, max, act ct */ 0, 1, 0,
00287       /* opt state flags */ CLUSTERS_FLAGS, 0,
00288       /* last opt argumnt */ { CLUSTERS_DFT_ARG },
00289       /* arg list/cookie */ NULL,
00290       /* must/cannot opts */ NULL, NULL,
00291       /* option proc */ NULL,
00292       /* desc, NAME, name */ CLUSTERS_DESC, CLUSTERS_NAME, CLUSTERS_name,
00293       /* disablement strs */ NULL, NULL },
00294
00295     { /* entry idx, value */ 3, VALUE_OPT_REPORTS,
00296       /* equiv idx, value */ 3, VALUE_OPT_REPORTS,
00297       /* equivalenced to */ NO_EQUIVALENT,
00298       /* min, max, act ct */ 0, NOLIMIT, 0,
00299       /* opt state flags */ REPORTS_FLAGS, 0,

```

```

00300     /* last opt argumnt */ { REPORTS_DFT_ARG },
00301     /* arg list/cookie */ ReportsCookieBits,
00302     /* must/cannot opts */ NULL, NULL,
00303     /* option proc */ doOptReports,
00304     /* desc, NAME, name */ REPORTS_DESC, REPORTS_NAME, REPORTS_name,
00305     /* disablement strs */ NULL, NULL },
00306
00307 { /* entry idx, value */ INDEX_OPT_VERSION, VALUE_OPT_VERSION,
00308     /* equiv idx value */ NO_EQUIVALENT, VALUE_OPT_VERSION,
00309     /* equivalenced to */ NO_EQUIVALENT,
00310     /* min, max, act ct */ 0, 1, 0,
00311     /* opt state flags */ VER_FLAGS, AOUSE_VERSION,
00312     /* last opt argumnt */ { NULL },
00313     /* arg list/cookie */ NULL,
00314     /* must/cannot opts */ NULL, NULL,
00315     /* option proc */ VER_PROC,
00316     /* desc, NAME, name */ VER_DESC, NULL, VER_name,
00317     /* disablement strs */ NULL, NULL },
00318
00319
00320
00321 { /* entry idx, value */ INDEX_OPT_HELP, VALUE_OPT_HELP,
00322     /* equiv idx value */ NO_EQUIVALENT, VALUE_OPT_HELP,
00323     /* equivalenced to */ NO_EQUIVALENT,
00324     /* min, max, act ct */ 0, 1, 0,
00325     /* opt state flags */ OPTST_IMM | OPTST_NO_INIT, AOUSE_HELP,
00326     /* last opt argumnt */ { NULL },
00327     /* arg list/cookie */ NULL,
00328     /* must/cannot opts */ NULL, NULL,
00329     /* option proc */ doUsageOpt,
00330     /* desc, NAME, name */ HELP_DESC, NULL, HELP_name,
00331     /* disablement strs */ NULL, NULL },
00332
00333 { /* entry idx, value */ INDEX_OPT_MORE_HELP, VALUE_OPT_MORE_HELP,
00334     /* equiv idx value */ NO_EQUIVALENT, VALUE_OPT_MORE_HELP,
00335     /* equivalenced to */ NO_EQUIVALENT,
00336     /* min, max, act ct */ 0, 1, 0,
00337     /* opt state flags */ MORE_HELP_FLAGS, AOUSE_MORE_HELP,
00338     /* last opt argumnt */ { NULL },
00339     /* arg list/cookie */ NULL,
00340     /* must/cannot opts */ NULL, NULL,
00341     /* option proc */ optionPagedUsage,
00342     /* desc, NAME, name */ MORE_HELP_DESC, NULL, MORE_HELP_name,
00343     /* disablement strs */ NULL, NULL },
00344
00345 { /* entry idx, value */ INDEX_OPT_SAVE_OPTS, VALUE_OPT_SAVE_OPTS,
00346     /* equiv idx value */ NO_EQUIVALENT, VALUE_OPT_SAVE_OPTS,
00347     /* equivalenced to */ NO_EQUIVALENT,
00348     /* min, max, act ct */ 0, 1, 0,
00349     /* opt state flags */ OPTST_SET_ARGTYPE(OPARG_TYPE_STRING)
00350     | OPTST_ARG_OPTIONAL | OPTST_NO_INIT, AOUSE_SAVE_OPTS,
00351     /* last opt argumnt */ { NULL },
00352     /* arg list/cookie */ NULL,
00353     /* must/cannot opts */ NULL, NULL,
00354     /* option proc */ NULL,
00355     /* desc, NAME, name */ SAVE_OPTS_DESC, NULL, SAVE_OPTS_name,
00356     /* disablement strs */ NULL, NULL },
00357
00358 { /* entry idx, value */ INDEX_OPT_LOAD_OPTS, VALUE_OPT_LOAD_OPTS,
00359     /* equiv idx value */ NO_EQUIVALENT, VALUE_OPT_LOAD_OPTS,
00360     /* equivalenced to */ NO_EQUIVALENT,
00361     /* min, max, act ct */ 0, NOLIMIT, 0,
00362     /* opt state flags */ OPTST_SET_ARGTYPE(OPARG_TYPE_STRING)
00363     | OPTST_DISABLE_IMM, AOUSE_LOAD_OPTS,
00364     /* last opt argumnt */ { NULL },
00365     /* arg list/cookie */ NULL,
00366     /* must/cannot opts */ NULL, NULL,
00367     /* option proc */ optionLoadOpt,
00368     /* desc, NAME, name */ LOAD_OPTS_DESC, LOAD_OPTS_NAME, LOAD_OPTS_name,
00369     /* disablement strs */ NO_LOAD_OPTS_name, LOAD_OPTS_pfx }
00370 };
00371
00372
00373 /* * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * */
00375 #define zPROGNAME      (rsstats_opt_strs+1433)
00377 #define zUsageTitle    (rsstats_opt_strs+1441)
00379 #define zRcName        (rsstats_opt_strs+1570)
00381 static char const * const apzHomeList[2] = {
00382     rsstats_opt_strs+1564,
00383     NULL };
00385 #define zBugsAddr      (rsstats_opt_strs+1581)
00387 #define zExplain       (rsstats_opt_strs+1603)
00389 #define zDetail        (rsstats_opt_strs+1995)
00391 #define zFullVersion   (rsstats_opt_strs+3361)
00392 /* extracted from optcode.tlib near line 342 */
00393
00394 #if defined(ENABLE_NLS)

```

```

00395 # define OPTPROC_BASE OPTPROC_TRANSLATE
00396     static tOptionXlateProc translate_option_strings;
00397 #else
00398 # define OPTPROC_BASE OPTPROC_NONE
00399 # define translate_option_strings NULL
00400 #endif /* ENABLE_NLS */
00401
00402 #define rsstats_full_usage (NULL)
00403 #define rsstats_short_usage (NULL)
00404
00405 #endif /* not defined __doxygen__ */
00406
00407 /*
00408  * Create the static procedure(s) declared above.
00409  */
00410
00411 static void
00412 doUsageOpt(tOptions * opts, tOptDesc * od)
00413 {
00414     int ex_code;
00415     ex_code = RSSTATS_EXIT_SUCCESS;
00416     optionUsage(&rsstatsOptions, ex_code);
00417     /* NOTREACHED */
00418     exit(RSSTATS_EXIT_FAILURE);
00419     (void)opts;
00420     (void)od;
00421 }
00422
00423 /* * * * * * */
00424 static void
00425 doOptInput(tOptions* pOptions, tOptDesc* pOptDesc)
00426 {
00427     static teOptFileType const type =
00428         FTYPE_MODE_MAY_EXIST + FTYPE_MODE_NO_OPEN;
00429     static tuFileMode mode;
00430 #ifndef O_CLOEXEC
00431 # define O_CLOEXEC 0
00432 #endif
00433     mode.file_flags = O_CLOEXEC;
00434
00435     /*
00436      * This function handles special invalid values for "pOptions"
00437      */
00438     optionFileCheck(pOptions, pOptDesc, type, mode);
00439 }
00440
00441 /* * * * * * */
00442 static void
00443 doOptOutput(tOptions* pOptions, tOptDesc* pOptDesc)
00444 {
00445     static teOptFileType const type =
00446         FTYPE_MODE_MAY_EXIST + FTYPE_MODE_NO_OPEN;
00447     static tuFileMode mode;
00448 #ifndef O_CLOEXEC
00449 # define O_CLOEXEC 0
00450 #endif
00451     mode.file_flags = O_CLOEXEC;
00452
00453     /*
00454      * This function handles special invalid values for "pOptions"
00455      */
00456     optionFileCheck(pOptions, pOptDesc, type, mode);
00457 }
00458
00459 /* * * * * * */
00460 static void
00461 doOptReports(tOptions* pOptions, tOptDesc* pOptDesc)
00462 {
00463     /* extracted from optmain.tlib near line 1007 */
00464     static char const * const names[3] = {
00465         "sample", "bdb", "cluster"
00466     };
00467     /*
00468      * This function handles special invalid values for "pOptions"
00469      */
00470     optionSetMembers(pOptions, pOptDesc, names, 3);
00471 }
00472
00473 /* extracted from optmain.tlib near line 1250 */
00474
00475 #ifndef PKGDATADIR
00476 # define PKGDATADIR ""
00477 #endif
00478
00479 #ifndef WITH_PACKAGER
00480 # define rsstats_packager_info NULL
00481 #else
00482 static char const rsstats_packager_info[] =

```

```

00515     "Packaged by " WITH_PACKAGER
00516
00517 # ifdef WITH_PACKAGER_VERSION
00518     " ("WITH_PACKAGER_VERSION)"
00519 # endif
00520
00521 # ifdef WITH_PACKAGER_BUG_REPORTS
00522     "\nReport rsstats bugs to " WITH_PACKAGER_BUG_REPORTS
00523 # endif
00524     "\n";
00525 #endif
00526 #ifndef __doxygen__
00527
00528 #endif /* __doxygen__ */
00533 tOptions rsstatsOptions = {
00534     OPTIONS_STRUCT_VERSION,
00535     0, NULL, /* original argc + argv */
00536     ( OPTPROC_BASE
00537     + OPTPROC_ERRSTOP
00538     + OPTPROC_SHORTOPT
00539     + OPTPROC_LONGOPT
00540     + OPTPROC_NO_REQ_OPT
00541     + OPTPROC_ENVIRON
00542     + OPTPROC_NO_ARGS
00543     + OPTPROC_GNUUSAGE ),
00544     0, NULL, /* current option index, current option */
00545     NULL, NULL, zPROGNAME,
00546     zRcName, zCopyright, zLicenseDescrip,
00547     zFullVersion, apzHomeList, zUsageTitle,
00548     zExplain, zDetail, optDesc,
00549     zBugsAddr, /* address to send bugs to */
00550     NULL, NULL, /* extensions/saved state */
00551     optionUsage, /* usage procedure */
00552     translate_option_strings, /* translation procedure */
00553     /*
00554     * Indexes to special options
00555     */
00556     { INDEX_OPT_MORE_HELP, /* more-help option index */
00557     INDEX_OPT_SAVE_OPTS, /* save option index */
00558     NO_EQUIVALENT, /* '-' option index */
00559     NO_EQUIVALENT /* index of default opt */
00560     },
00561     9 /* full option count */, 4 /* user option count */,
00562     rsstats_full_usage, rsstats_short_usage,
00563     NULL, NULL,
00564     PKGDATA_DIR, rsstats_packager_info
00565 };
00566
00567 #if ENABLE_NLS
00573 #include <stdio.h>
00574 #include <stdlib.h>
00575 #include <string.h>
00576 #include <unistd.h>
00577 #ifdef HAVE_DCGETTEXT
00578 # include <gettext.h>
00579 #endif
00580 #include <autoopts/usage-txt.h>
00581
00582 static char * AO_gettext(char const * pz);
00583 static void coerce_it(void ** s);
00584
00595 static char *
00596 AO_gettext(char const * pz)
00597 {
00598     char * res;
00599     if (pz == NULL)
00600         return NULL;
00601 #ifdef HAVE_DCGETTEXT
00602     /*
00603     * While processing the option_xlateable_txt data, try to use the
00604     * "libopts" domain. Once we switch to the option descriptor data,
00605     * do not use that domain.
00606     */
00607     if (option_xlateable_txt.field_ct != 0) {
00608         res = dgettext("libopts", pz);
00609         if (res == pz)
00610             res = (char *)VOIDP(_(pz));
00611     } else
00612         res = (char *)VOIDP(_(pz));
00613 #else
00614     res = (char *)VOIDP(_(pz));
00615 #endif
00616     if (res == pz)
00617         return res;
00618     res = strdup(res);
00619     if (res == NULL) {
00620         fputs(_("No memory for duping translated strings\n"), stderr);

```



```

00621     exit(RSSTATS_EXIT_FAILURE);
00622 }
00623 return res;
00624 }
00625
00630 static void coerce_it(void ** s) { *s = AO_gettext(*s);
00631 }
00632
00637 static void
00638 translate_option_strings(void)
00639 {
00640     tOptions * const opts = &rsstatsOptions;
00641
00642     /*
00643  * Guard against re-translation. It won't work. The strings will have
00644  * been changed by the first pass through this code. One shot only.
00645  */
00646     if (option_xlateable_txt.field_ct != 0) {
00647         /*
00648  * Do the translations. The first pointer follows the field count
00649  * field. The field count field is the size of a pointer.
00650  */
00651         char ** ppz = (char**)VOIDP(&(option_xlateable_txt));
00652         int ix = option_xlateable_txt.field_ct;
00653
00654         do {
00655             ppz++; /* skip over field_ct */
00656             *ppz = AO_gettext(*ppz);
00657         } while (--ix > 0);
00658         /* prevent re-translation and disable "libopts" domain lookup */
00659         option_xlateable_txt.field_ct = 0;
00660
00661         coerce_it(VOIDP(&(opts->pzCopyright)));
00662         coerce_it(VOIDP(&(opts->pzCopyNotice)));
00663         coerce_it(VOIDP(&(opts->pzFullVersion)));
00664         coerce_it(VOIDP(&(opts->pzUsageTitle)));
00665         coerce_it(VOIDP(&(opts->pzExplain)));
00666         coerce_it(VOIDP(&(opts->pzDetail)));
00667         {
00668             tOptDesc * od = opts->pOptDesc;
00669             for (ix = opts->optCt; ix > 0; ix--, od++)
00670                 coerce_it(VOIDP(&(od->pzText)));
00671         }
00672     }
00673 }
00674 #endif /* ENABLE-NLS */
00675
00676 #ifndef DO_NOT_COMPILE_THIS_CODE_IT_IS_FOR_GETTEXT
00677 static void bogus_function(void) {
00678     /* TRANSLATORS:
00679
00680 The following dummy function was crated solely so that xgettext can
00681 extract the correct strings. These strings are actually referenced
00682 by a field name in the rsstatsOptions structure noted in the
00683 comments below. The literal text is defined in rsstats_opt_strs.
00684 NOTE: the strings below are segmented with respect to the source string
00685 rsstats_opt_strs. The strings above are handed off for translation
00686 at run time a paragraph at a time. Consequently, they are presented here
00687 for translation a paragraph at a time.
00688 ALSO: often the description for an option will reference another option
00689 by name. These are set off with apostrophe quotes (I hope). Do not
00690 translate option names.
00691
00692 /* referenced via rsstatsOptions.pzCopyright */
00693 puts(_("rsstats 0.0.1\n\
00694 Copyright (C) 2024 Francois Cerbelle, all rights reserved.\n\
00695 This is free software. It is licensed for use, modification and\n\
00696 redistribution under the terms of the GNU General Public License,\n\
00697 version 3 or later <http://gnu.org/licenses/gpl.html>\n"));
00698
00699 /* referenced via rsstatsOptions.pzCopyNotice */
00700 puts(_("rsstats is free software: you can redistribute it and/or modify it under\n\
00701 the terms of the GNU General Public License as published by the Free\n\
00702 Software Foundation, either version 3 of the License, or (at your option)\n\
00703 any later version.\n\n"));
00704 puts(_("rsstats is distributed in the hope that it will be useful, but WITHOUT ANY\n\
00705 WARRANTY; without even the implied warranty of MERCHANTABILITY or FITNESS\n\
00706 FOR A PARTICULAR PURPOSE. See the GNU General Public License for more\n\
00707 details.\n\n"));
00708 puts(_("You should have received a copy of the GNU General Public License along\n\
00709 with this program. If not, see <http://www.gnu.org/licenses/>.\n"));
00710
00711 /* referenced via rsstatsOptions.pOptDesc->pzText */
00712 puts(_("input CSV file (default: clusterdef.csv)"));
00713
00714
00715
00716

```

```

00717  /* referenced via rsstatsOptions.pOptDesc->pzText */
00718  puts(_("output CVS filename for nodes information (default: rsstats.csv)"));
00719
00720  /* referenced via rsstatsOptions.pOptDesc->pzText */
00721  puts(_("comma separated list of clusternames to query (default: all)"));
00722
00723  /* referenced via rsstatsOptions.pOptDesc->pzText */
00724  puts(_("Comma separated list of reports to generate (default: all)"));
00725
00726  /* referenced via rsstatsOptions.pOptDesc->pzText */
00727  puts(_("display extended usage information and exit"));
00728
00729  /* referenced via rsstatsOptions.pOptDesc->pzText */
00730  puts(_("extended usage information passed thru pager"));
00731
00732  /* referenced via rsstatsOptions.pOptDesc->pzText */
00733  puts(_("output version information and exit"));
00734
00735  /* referenced via rsstatsOptions.pOptDesc->pzText */
00736  puts(_("save the option state to a config file"));
00737
00738  /* referenced via rsstatsOptions.pOptDesc->pzText */
00739  puts(_("load options from a config file"));
00740
00741  /* referenced via rsstatsOptions.pzUsageTitle */
00742  puts(_("rsstats - Redis Enterprise Software cluster statistic extraction\n\
00743 Usage:  %s [ -<flag> [<val>] | --<name>[={| }<val>] ]...\n"));
00744
00745  /* referenced via rsstatsOptions.pzExplain */
00746  puts(_("rsstats execute all the reports on each of the defined clusters.  The\n\
00747 cluster definition list is read from the clusterdef.csv file, which can be\n\
00748 specified with the --input (-i) option, and the reports are written to the\n\
00749 rsstats.csv file, which can be specified with the --output (-o) option.\n\
00750 additional information given whenever the usage routine is invoked or with\n\
00751 the --help (-h) option.\n"));
00752
00753  /* referenced via rsstatsOptions.pzDetail */
00754  puts(_("rsstats executes all reports on the clusters specified in the cluster\n\
00755 definition list and writes the reports to the output file.  The cluster\n\
00756 list can be filtered by a comma separated list of cluster names with the\n\
00757 --cluster (-c) option and the reports to be executed can be specified as a\n\
00758 comma separated list with the --reports (-r) option.\n"));
00759  puts(_("clusterdef.csv mandatory columns : \n\
00760 clustername_or_ip,adminname,adminpass,allow_selfsigned_certs,cacert_file\n"));
00761  puts(_("The CSV input format should conform to the RFC4180: - Records (lines) are\n\
00762 separated with CR+LF (Windows) with LF-only (Unix) tolerance - Fields are\n\
00763 separated by a comma - Fields can optionnaly be double-quoted, with a\n\
00764 starting (very first char) and ending (very last char) double-quote -\n\
00765 Spaces chars are part of the field values - If a field contains a either a\n\
00766 comma, a CRLF or a doublequote it needs to be quoted - a double-quote\n\
00767 inside a double-quoted value needs to be doubled (a \"sample\" value => \"a\n\
00768 \\\"sample\\\" value\") - A line can not end with a comma as the very last\n\
00769 character. - Empty lines are not supported.\n"));
00770  puts(_("Example:\n\n\
00771 192.168.0.1,admin@demo.com,\n\
00772 192.168.0.2,admin@demo.com,\"\",false,\"/etc/ssl/cert.pem\"\n\
00773 127.0.0.1,admin@demo.com,password 192.168.0.3,admin@demo.com,password\n\
00774 192.168.0.4,admin@demo.com,\"passw,ord\"\n\
00775 192.168.1.50,admin@demo.com,password,true,\"\"\n\
00776 127.0.0.1,admin@demo.com,password,true,\"\"\n"));
00777
00778  /* referenced via rsstatsOptions.pzFullVersion */
00779  puts(_("rsstats 0.0.1"));
00780
00781  /* referenced via rsstatsOptions.pzFullUsage */
00782  puts(_("«<NOT-FOUND>»"));
00783
00784  /* referenced via rsstatsOptions.pzShortUsage */
00785  puts(_("«<NOT-FOUND>»"));
00786  /* LIBOPTS-MESSAGES: */
00787 #line 67 "../autoopts.c"
00788  puts(_("allocation of %d bytes failed\n"));
00789 #line 89 "../autoopts.c"
00790  puts(_("allocation of %d bytes failed\n"));
00791 #line 48 "../init.c"
00792  puts(_("AutoOpts function called without option descriptor\n"));
00793 #line 81 "../init.c"
00794  puts(_("\\tThis exceeds the compiled library version:  "));
00795 #line 79 "../init.c"
00796  puts(_("Automated Options Processing Error!\n"
00797 "\\t%s called AutoOpts function with structure version %d:%d:%d.\n"));
00798 #line 78 "../autoopts.c"
00799  puts(_("realloc of %d bytes at 0x%p failed\n"));
00800 #line 83 "../init.c"
00801  puts(_("\\tThis is less than the minimum library version:  "));
00802 #line 121 "../version.c"
00803  puts(_("Automated Options version %s\n")

```

```

00804     "\tCopyright (C) 1999-2017 by Bruce Korb - all rights reserved\n");
00805 #line 49 "../makeshell.c"
00806 puts_(_(" (AutoOpts bug):  %s.\n"));
00807 #line 90 "../reset.c"
00808 puts_(_("optionResetOpt() called, but reset-option not configured"));
00809 #line 241 "../usage.c"
00810 puts_(_("could not locate the 'help' option"));
00811 #line 330 "../autoopts.c"
00812 puts_(_("optionProcess() was called with invalid data"));
00813 #line 697 "../usage.c"
00814 puts_(_("invalid argument type specified"));
00815 #line 568 "../find.c"
00816 puts_(_("defaulted to option with optional arg"));
00817 #line 76 "../alias.c"
00818 puts_(_("aliasing option is out of range."));
00819 #line 210 "../enum.c"
00820 puts_(_("%s error:  the keyword '%s' is ambiguous for %s\n"));
00821 #line 78 "../find.c"
00822 puts_(_(" The following options match:\n"));
00823 #line 263 "../find.c"
00824 puts_(_("%s:  ambiguous option name:  %s (matches %d options)\n"));
00825 #line 161 "../check.c"
00826 puts_(_("%s:  Command line arguments required\n"));
00827 #line 43 "../alias.c"
00828 puts_(_("%d %s%s options allowed\n"));
00829 #line 56 "../makeshell.c"
00830 puts_(_("%s error %d (%s) calling %s for '%s'\n"));
00831 #line 268 "../makeshell.c"
00832 puts_(_("interprocess pipe"));
00833 #line 171 "../version.c"
00834 puts_(_("error:  version option argument '%c' invalid.  Use:\n"
00835     "\t'v' - version only\n"
00836     "\t'c' - version and copyright\n"
00837     "\t'n' - version and full copyright notice\n"));
00838 #line 58 "../check.c"
00839 puts_(_("%s error:  the '%s' and '%s' options conflict\n"));
00840 #line 187 "../find.c"
00841 puts_(_("%s:  The '%s' option has been disabled."));
00842 #line 400 "../find.c"
00843 puts_(_("%s:  The '%s' option has been disabled."));
00844 #line 38 "../alias.c"
00845 puts_(_("-equivalence"));
00846 #line 439 "../find.c"
00847 puts_(_("%s:  illegal option -- %c\n"));
00848 #line 110 "../reset.c"
00849 puts_(_("%s:  illegal option -- %c\n"));
00850 #line 241 "../find.c"
00851 puts_(_("%s:  illegal option -- %s\n"));
00852 #line 740 "../find.c"
00853 puts_(_("%s:  illegal option -- %s\n"));
00854 #line 118 "../reset.c"
00855 puts_(_("%s:  illegal option -- %s\n"));
00856 #line 305 "../find.c"
00857 puts_(_("%s:  unknown vendor extension option -- %s\n"));
00858 #line 135 "../enum.c"
00859 puts_(_(" or an integer from %d through %d\n"));
00860 #line 145 "../enum.c"
00861 puts_(_(" or an integer from %d through %d\n"));
00862 #line 696 "../usage.c"
00863 puts_(_("%s error:  invalid option descriptor for %s\n"));
00864 #line 1030 "../usage.c"
00865 puts_(_("%s error:  invalid option descriptor for %s\n"));
00866 #line 355 "../find.c"
00867 puts_(_("%s:  invalid option name:  %s\n"));
00868 #line 497 "../find.c"
00869 puts_(_("%s:  The '%s' option requires an argument.\n"));
00870 #line 150 "../autoopts.c"
00871 puts_(_(" (AutoOpts bug):  Equivalenced option '%s' was equivalenced to both\n"
00872     "\t'%s' and '%s'."));
00873 #line 94 "../check.c"
00874 puts_(_("%s error:  The %s option is required\n"));
00875 #line 602 "../find.c"
00876 puts_(_("%s:  The '%s' option cannot have an argument.\n"));
00877 #line 151 "../check.c"
00878 puts_(_("%s:  Command line arguments are not allowed.\n"));
00879 #line 568 "../save.c"
00880 puts_(_("error %d (%s) creating %s\n"));
00881 #line 210 "../enum.c"
00882 puts_(_("%s error:  '%s' does not match any %s keywords.\n"));
00883 #line 93 "../reset.c"
00884 puts_(_("%s error:  The '%s' option requires an argument.\n"));
00885 #line 122 "../save.c"
00886 puts_(_("error %d (%s) stat-ing %s\n"));
00887 #line 175 "../save.c"
00888 puts_(_("error %d (%s) stat-ing %s\n"));
00889 #line 143 "../restore.c"
00890 puts_(_("%s error:  no saved option state\n"));

```

```

00891 #line 225 "../autoopts.c"
00892 puts(_("'%s' is not a command line option.\n"));
00893 #line 113 "../time.c"
00894 puts(_("'%s' error:  '%s' is not a recognizable date/time.\n"));
00895 #line 50 "../time.c"
00896 puts(_("'%s' error:  '%s' is not a recognizable time duration.\n"));
00897 #line 92 "../check.c"
00898 puts(_("'%s' error:  The %s option must appear %d times.\n"));
00899 #line 165 "../numeric.c"
00900 puts(_("'%s' error:  '%s' is not a recognizable number.\n"));
00901 #line 176 "../enum.c"
00902 puts(_("'%s' error:  %s exceeds %s keyword count\n"));
00903 #line 279 "../usage.c"
00904 puts(_("Try '%s %s' for more information.\n"));
00905 #line 45 "../alias.c"
00906 puts(_("one %s%s option allowed\n"));
00907 #line 170 "../makeshell.c"
00908 puts(_("standard output"));
00909 #line 905 "../makeshell.c"
00910 puts(_("standard output"));
00911 #line 223 "../usage.c"
00912 puts(_("standard output"));
00913 #line 364 "../usage.c"
00914 puts(_("standard output"));
00915 #line 574 "../usage.c"
00916 puts(_("standard output"));
00917 #line 178 "../version.c"
00918 puts(_("standard output"));
00919 #line 223 "../usage.c"
00920 puts(_("standard error"));
00921 #line 364 "../usage.c"
00922 puts(_("standard error"));
00923 #line 574 "../usage.c"
00924 puts(_("standard error"));
00925 #line 178 "../version.c"
00926 puts(_("standard error"));
00927 #line 170 "../makeshell.c"
00928 puts(_("write"));
00929 #line 905 "../makeshell.c"
00930 puts(_("write"));
00931 #line 222 "../usage.c"
00932 puts(_("write"));
00933 #line 363 "../usage.c"
00934 puts(_("write"));
00935 #line 573 "../usage.c"
00936 puts(_("write"));
00937 #line 177 "../version.c"
00938 puts(_("write"));
00939 #line 60 "../numeric.c"
00940 puts(_("'%s' error:  %s option value %ld is out of range.\n"));
00941 #line 44 "../check.c"
00942 puts(_("'%s' error:  %s option requires the %s option\n"));
00943 #line 121 "../save.c"
00944 puts(_("'%s' warning:  cannot save options - %s not regular file\n"));
00945 #line 174 "../save.c"
00946 puts(_("'%s' warning:  cannot save options - %s not regular file\n"));
00947 #line 193 "../save.c"
00948 puts(_("'%s' warning:  cannot save options - %s not regular file\n"));
00949 #line 567 "../save.c"
00950 puts(_("'%s' warning:  cannot save options - %s not regular file\n"));
00951 /* END-LIBOPTS-MESSAGES */
00952
00953 /* USAGE-TEXT: */
00954 #line 822 "../usage.c"
00955 puts(_("\t\t\t\t\t- an alternate for '%s'\n"));
00956 #line 1097 "../usage.c"
00957 puts(_("Version, usage and configuration options:"));
00958 #line 873 "../usage.c"
00959 puts(_("\t\t\t\t\t- default option for unnamed options\n"));
00960 #line 786 "../usage.c"
00961 puts(_("\t\t\t\t\t- disabled as '--%s'\n"));
00962 #line 1066 "../usage.c"
00963 puts(_("--- %14s %s\n"));
00964 #line 1064 "../usage.c"
00965 puts(_("This option has been disabled"));
00966 #line 813 "../usage.c"
00967 puts(_("\t\t\t\t\t- enabled by default\n"));
00968 #line 40 "../alias.c"
00969 puts(_("'%s' error:  only "));
00970 #line 1143 "../usage.c"
00971 puts(_(" - examining environment variables named %s_*\n"));
00972 #line 168 "../file.c"
00973 puts(_("\t\t\t\t\t- file must not pre-exist\n"));
00974 #line 172 "../file.c"
00975 puts(_("\t\t\t\t\t- file must pre-exist\n"));
00976 #line 329 "../usage.c"
00977 puts(_("Options are specified by doubled hyphens and their name or by a single\n")

```

```

00978     "hyphen and the flag character.\n"));
00979 #line 882 "../makeshell.c"
00980     puts(_("\n"
00981           "=====\n"
00982           "This incarnation of genshell will produce\n"
00983           "a shell script to parse the options for %s:\n\n"));
00984 #line 142 "../enum.c"
00985     puts(_(" or an integer mask with any of the lower %d bits set\n"));
00986 #line 846 "../usage.c"
00987     puts(_("\t\t\t\t- is a set membership option\n"));
00988 #line 867 "../usage.c"
00989     puts(_("\t\t\t\t- must appear between %d and %d times\n"));
00990 #line 331 "../usage.c"
00991     puts_("Options are specified by single or double hyphens and their name.\n");
00992 #line 853 "../usage.c"
00993     puts(_("\t\t\t\t- may appear multiple times\n"));
00994 #line 840 "../usage.c"
00995     puts(_("\t\t\t\t- may not be preset\n"));
00996 #line 1258 "../usage.c"
00997     puts_("  Arg Option-Name      Description\n");
00998 #line 1194 "../usage.c"
00999     puts_(" Flg Arg Option-Name      Description\n");
01000 #line 1252 "../usage.c"
01001     puts_("  Flg Arg Option-Name      Description\n");
01002 #line 1253 "../usage.c"
01003     puts(_(" %3s %s"));
01004 #line 1259 "../usage.c"
01005     puts(_(" %3s %s"));
01006 #line 336 "../usage.c"
01007     puts_("The '-#<number>' option may omit the hash char\n");
01008 #line 332 "../usage.c"
01009     puts_("All arguments are named options.\n");
01010 #line 920 "../usage.c"
01011     puts_("- reading file %s");
01012 #line 358 "../usage.c"
01013     puts_("\n"
01014           "Please send bug reports to:  <%s>\n");
01015 #line 100 "../version.c"
01016     puts_("\n"
01017           "Please send bug reports to:  <%s>\n");
01018 #line 129 "../version.c"
01019     puts_("\n"
01020           "Please send bug reports to:  <%s>\n");
01021 #line 852 "../usage.c"
01022     puts_("\t\t\t\t- may NOT appear - preset only\n");
01023 #line 893 "../usage.c"
01024     puts_("\n"
01025           "The following option preset mechanisms are supported:\n");
01026 #line 1141 "../usage.c"
01027     puts_("\n"
01028           "The following option preset mechanisms are supported:\n");
01029 #line 631 "../usage.c"
01030     puts_("prohibits these options:\n");
01031 #line 626 "../usage.c"
01032     puts_("prohibits the option '%s'\n");
01033 #line 81 "../numeric.c"
01034     puts_("%s%d to %d");
01035 #line 79 "../numeric.c"
01036     puts_("%sgreater than or equal to %d");
01037 #line 75 "../numeric.c"
01038     puts_("%s%d exactly");
01039 #line 68 "../numeric.c"
01040     puts_("%sit must lie in one of the ranges:\n");
01041 #line 68 "../numeric.c"
01042     puts_("%sit must be in the range:\n");
01043 #line 88 "../numeric.c"
01044     puts_(", or\n");
01045 #line 66 "../numeric.c"
01046     puts_("%sis scalable with a suffix:  k/K/m/M/g/G/t/T\n");
01047 #line 77 "../numeric.c"
01048     puts_("%sless than or equal to %d");
01049 #line 339 "../usage.c"
01050     puts_("Operands and options may be intermixed.  They will be reordered.\n");
01051 #line 601 "../usage.c"
01052     puts_("requires the option '%s'\n");
01053 #line 604 "../usage.c"
01054     puts_("requires these options:\n");
01055 #line 1270 "../usage.c"
01056     puts_("  Arg Option-Name  Req?  Description\n");
01057 #line 1264 "../usage.c"
01058     puts_("  Flg Arg Option-Name  Req?  Description\n");
01059 #line 143 "../enum.c"
01060     puts_("\n"
01061           "or you may use a numeric representation.  Preceding these with a '!\n"
01062           "will clear the bits, specifying 'none' will clear all bits, and 'all'\n"
01063           "will set them all.  Multiple entries may be passed as an option\n"
01064           "argument list.\n");
01064 #line 859 "../usage.c"

```

```

01065 puts(_("\t\t\t\t- may appear up to %d times\n"));
01066 #line 52 "../enum.c"
01067 puts(_("The valid \"%s\" option keywords are:\n"));
01068 #line 1101 "../usage.c"
01069 puts(_("The next option supports vendor supported extra options:"));
01070 #line 722 "../usage.c"
01071 puts(_("These additional options are:"));
01072 /* END-USAGE-TEXT */
01073 }
01074 #endif /* uncomparable code */
01075 #ifdef __cplusplus
01076 }
01077 #endif
01078 /* rsstats-opts.c ends here */

```

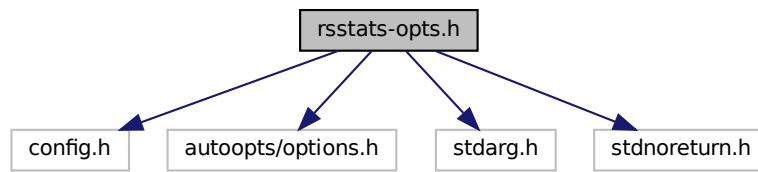
## 4.51 rsstats-opts.h File Reference

```

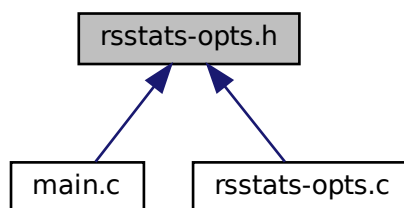
#include "config.h"
#include <autoopts/options.h>
#include <stdarg.h>
#include <stdnoreturn.h>

```

Include dependency graph for rsstats-opts.h:



This graph shows which files directly or indirectly include this file:



## Macros

- #define [AO\\_TEMPLATE\\_VERSION](#) 172033  
*This file contains the programmatic interface to the Automated Options generated for the rsstats program.*
- #define [NOT\\_REACHED](#)

- #define `OPTION_CT` 9  
*count of all options for rsstats*
- #define `RSSTATS_VERSION` "0.0.1"  
*rsstats version*
- #define `RSSTATS_FULL_VERSION` "rsstats 0.0.1"  
*Full rsstats version text.*
- #define `DESC(n)` (rsstatsOptions.pOptDesc[INDEX\_OPT\_## n])  
*Interface defines for all options.*
- #define `HAVE_OPT(n)` (! UNUSED\_OPT(& DESC(n)))  
*'true' if an option has been specified in any way*
- #define `OPT_ARG(n)` (DESC(n).optArg.argString)  
*The string argument to an option.*
- #define `STATE_OPT(n)` (DESC(n).fOptState & OPTST\_SET\_MASK)  
*Mask the option state revealing how an option was specified.*
- #define `COUNT_OPT(n)` (DESC(n).optOccCt)  
*Count of option's occurrences on the command line.*
- #define `ISSEL_OPT(n)` (SELECTED\_OPT(&DESC(n)))  
*mask of OPTST\_SET and OPTST\_DEFINED.*
- #define `ISUNUSED_OPT(n)` (UNUSED\_OPT(& DESC(n)))  
*'true' if HAVE\_OPT would yield 'false'.*
- #define `ENABLED_OPT(n)` (! DISABLED\_OPT(& DESC(n)))  
*'true' if OPTST\_DISABLED bit not set.*
- #define `STACKCT_OPT(n)` (((tArgList\*)(DESC(n).optCookie))->useCt)  
*number of stacked option arguments.*
- #define `STACKLST_OPT(n)` (((tArgList\*)(DESC(n).optCookie))->apzArgs)  
*stacked argument vector.*
- #define `CLEAR_OPT(n)`  
*Reset an option.*

## Enumerations

- enum `teOptIndex` {  
`INDEX_OPT_INPUT = 0` , `INDEX_OPT_OUTPUT = 1` , `INDEX_OPT_CLUSTERS = 2` , `INDEX_OPT_REPORTS = 3` ,  
`INDEX_OPT_VERSION = 4` , `INDEX_OPT_HELP = 5` , `INDEX_OPT_MORE_HELP = 6` , `INDEX_OPT_SAVE_OPTS = 7` ,  
`INDEX_OPT_LOAD_OPTS = 8` }  
*Enumeration of each option type for rsstats.*
- enum `rsstats_exit_code_t` {  
`RSSTATS_EXIT_SUCCESS = 0` , `RSSTATS_EXIT_FAILURE = 1` , `RSSTATS_EXIT_USAGE_ERROR = 64` ,  
`RSSTATS_EXIT_NO_CONFIG_INPUT = 66` ,  
`RSSTATS_EXIT_LIBOPTS_FAILURE = 70` }  
*Enumeration of rsstats exit codes.*
- #define `VALUE_OPT_INPUT` 'i'  
*Interface defines for specific options.*
- #define `VALUE_OPT_OUTPUT` 'o'
- #define `VALUE_OPT_CLUSTERS` 'c'
- #define `VALUE_OPT_REPORTS` 'r'
- #define `REPORTS_SAMPLE` 0x1UL
- #define `REPORTS_BDBS` 0x2UL

- #define `REPORTS_CLUSTER` 0x4UL
- #define `REPORTS_MEMBERSHIP_MASK` 0x7UL
- #define `OPT_VALUE_REPORTS` ((uintptr\_t)DESC(REPORTS).optCookie)
- #define `OPT_MEMLST_REPORTS` optionMemberList(&DESC(REPORTS))
- #define `VALUE_OPT_HELP` 'h'  
*option flag (value) for help-value option*
- #define `VALUE_OPT_MORE_HELP` 'H'  
*option flag (value) for more-help-value option*
- #define `VALUE_OPT_VERSION` 'v'  
*option flag (value) for version-value option*
- #define `VALUE_OPT_SAVE_OPTS` '>'  
*option flag (value) for save-opts-value option*
- #define `VALUE_OPT_LOAD_OPTS` '<'  
*option flag (value) for load-opts-value option*
- #define `SET_OPT_SAVE_OPTS`(a)
- #define `ERRSKIP_OPTERR` STMTS(rsstatsOptions.fOptSet &= ~OPTPROC\_ERRSTOP)
- #define `ERRSTOP_OPTERR` STMTS(rsstatsOptions.fOptSet |= OPTPROC\_ERRSTOP)
- #define `RESTART_OPT`(n)
- #define `START_OPT` RESTART\_OPT(1)
- #define `USAGE`(c) (\*rsstatsOptions.pUsageProc>(&rsstatsOptions, c)
- #define `OPT_NO_XLAT_CFG_NAMES`
- #define `OPT_NO_XLAT_OPT_NAMES`
- #define `OPT_XLAT_CFG_NAMES`
- #define `OPT_XLAT_OPT_NAMES`
- #define `_(s) _s`
- tOptions `rsstatsOptions`  
*The option definitions for rsstats.*

### 4.51.1 Macro Definition Documentation

#### 4.51.1.1 `_`

```
#define _(
    _s ) _s
```

Definition at line 230 of file [rsstats-opts.h](#).

#### 4.51.1.2 `AO_TEMPLATE_VERSION`

```
#define AO_TEMPLATE_VERSION 172033
```

This file contains the programmatic interface to the Automated Options generated for the rsstats program.

These macros are documented in the AutoGen info file in the "AutoOpts" chapter. Please refer to that doc for usage help. Ensure that the library used for compiling this generated header is at least as new as the version current when the header template was released (not counting patch version increments). Also ensure that the oldest tolerable version is at least as old as what was current when the header template was released.

Definition at line 60 of file [rsstats-opts.h](#).



### 4.51.1.3 CLEAR\_OPT

```
#define CLEAR_OPT(  
    n )
```

#### Value:

```
STMS( \
DESC(n).fOptState &= OPTST_PERSISTENT_MASK; \
if ( (DESC(n).fOptState & OPTST_INITENABLED) == 0) \
    DESC(n).fOptState |= OPTST_DISABLED; \
DESC(n).optCookie = NULL )
```

Reset an option.

Definition at line 124 of file [rsstats-opts.h](#).

### 4.51.1.4 COUNT\_OPT

```
#define COUNT_OPT(  
    n ) (DESC(n).optOccCt)
```

Count of option's occurrences *on the command line*.

Definition at line 110 of file [rsstats-opts.h](#).

### 4.51.1.5 DESC

```
#define DESC(  
    n ) (rsstatsOptions.pOptDesc[INDEX_OPT_## n])
```

Interface defines for all options.

Replace "n" with the UPPER\_CASED option name (as in the teOptIndex enumeration above). e.g. [HAVE\\_OPT\(INPUT\)](#)

Definition at line 99 of file [rsstats-opts.h](#).

### 4.51.1.6 ENABLED\_OPT

```
#define ENABLED_OPT(  
    n ) (! DISABLED_OPT(& DESC(n)))
```

'true' if OPTST\_DISABLED bit not set.

Definition at line 116 of file [rsstats-opts.h](#).

#### 4.51.1.7 ERRSKIP\_OPTERR

```
#define ERRSKIP_OPTERR STMTS(rsstatsOptions.fOptSet &= ~OPTPROC_ERRSTOP)
```

Definition at line 172 of file [rsstats-opts.h](#).

#### 4.51.1.8 ERRSTOP\_OPTERR

```
#define ERRSTOP_OPTERR STMTS(rsstatsOptions.fOptSet |= OPTPROC_ERRSTOP)
```

Definition at line 173 of file [rsstats-opts.h](#).

#### 4.51.1.9 HAVE\_OPT

```
#define HAVE_OPT(  
    n ) (! UNUSED_OPT(& DESC(n)))
```

'true' if an option has been specified in any way

Definition at line 101 of file [rsstats-opts.h](#).

#### 4.51.1.10 ISSEL\_OPT

```
#define ISSEL_OPT(  
    n ) (SELECTED_OPT(&DESC(n)))
```

mask of *OPTST\_SET* and *OPTST\_DEFINED*.

Definition at line 112 of file [rsstats-opts.h](#).

#### 4.51.1.11 ISUNUSED\_OPT

```
#define ISUNUSED_OPT(  
    n ) (UNUSED_OPT(& DESC(n)))
```

'true' if *HAVE\_OPT* would yield 'false'.

Definition at line 114 of file [rsstats-opts.h](#).

#### 4.51.1.12 NOT\_REACHED

```
#define NOT_REACHED
```

Definition at line 70 of file [rsstats-opts.h](#).

#### 4.51.1.13 OPT\_ARG

```
#define OPT_ARG(  
    n ) (DESC(n).optArg.argString)
```

The string argument to an option.

The argument type must be "string".

Definition at line 103 of file [rsstats-opts.h](#).

#### 4.51.1.14 OPT\_MEMLST\_REPORTS

```
#define OPT_MEMLST_REPORTS optionMemberList(&DESC(REPORTS))
```

Definition at line 154 of file [rsstats-opts.h](#).

#### 4.51.1.15 OPT\_NO\_XLAT\_CFG\_NAMES

```
#define OPT_NO_XLAT_CFG_NAMES
```

Definition at line 223 of file [rsstats-opts.h](#).

#### 4.51.1.16 OPT\_NO\_XLAT\_OPT\_NAMES

```
#define OPT_NO_XLAT_OPT_NAMES
```

Definition at line 224 of file [rsstats-opts.h](#).

#### 4.51.1.17 OPT\_VALUE\_REPORTS

```
#define OPT_VALUE_REPORTS ((uintptr_t)DESC(REPORTS).optCookie)
```

Definition at line 153 of file [rsstats-opts.h](#).

#### 4.51.1.18 OPT\_XLAT\_CFG\_NAMES

```
#define OPT_XLAT_CFG_NAMES
```

Definition at line [226](#) of file [rsstats-opts.h](#).

#### 4.51.1.19 OPT\_XLAT\_OPT\_NAMES

```
#define OPT_XLAT_OPT_NAMES
```

Definition at line [227](#) of file [rsstats-opts.h](#).

#### 4.51.1.20 OPTION\_CT

```
#define OPTION_CT 9
```

count of all options for rsstats

Definition at line [88](#) of file [rsstats-opts.h](#).

#### 4.51.1.21 REPORTS\_BDBS

```
#define REPORTS_BDBS 0x2UL
```

Definition at line [150](#) of file [rsstats-opts.h](#).

#### 4.51.1.22 REPORTS\_CLUSTER

```
#define REPORTS_CLUSTER 0x4UL
```

Definition at line [151](#) of file [rsstats-opts.h](#).

#### 4.51.1.23 REPORTS\_MEMBERSHIP\_MASK

```
#define REPORTS_MEMBERSHIP_MASK 0x7UL
```

Definition at line [152](#) of file [rsstats-opts.h](#).

#### 4.51.1.24 REPORTS\_SAMPLE

```
#define REPORTS_SAMPLE 0x1UL
```

Definition at line 149 of file [rsstats-opts.h](#).

#### 4.51.1.25 RESTART\_OPT

```
#define RESTART_OPT(  
    n )
```

**Value:**

```
    STMTS( \  
        rsstatsOptions.curOptIdx = (n); \  
        rsstatsOptions.pzCurOpt  = NULL )
```

Definition at line 174 of file [rsstats-opts.h](#).

#### 4.51.1.26 RSSTATS\_FULL\_VERSION

```
#define RSSTATS_FULL_VERSION "rsstats 0.0.1"
```

Full rsstats version text.

Definition at line 92 of file [rsstats-opts.h](#).

#### 4.51.1.27 RSSTATS\_VERSION

```
#define RSSTATS_VERSION "0.0.1"
```

rsstats version

Definition at line 90 of file [rsstats-opts.h](#).

#### 4.51.1.28 SET\_OPT\_SAVE\_OPTS

```
#define SET_OPT_SAVE_OPTS(  
    a )
```

**Value:**

```
    STMTS( \  
        DESC(SAVE_OPTS).fOptState &= OPTST_PERSISTENT_MASK; \  
        DESC(SAVE_OPTS).fOptState |= OPTST_SET; \  
        DESC(SAVE_OPTS).optArg.argString = (char const*)(a))
```

Definition at line 165 of file [rsstats-opts.h](#).

#### 4.51.1.29 STACKCT\_OPT

```
#define STACKCT_OPT(  
    n ) ((tArgList*) (DESC(n).optCookie))->useCt)
```

number of stacked option arguments.

Valid only for stacked option arguments.

Definition at line 119 of file [rsstats-opts.h](#).

#### 4.51.1.30 STACKLST\_OPT

```
#define STACKLST_OPT(  
    n ) ((tArgList*) (DESC(n).optCookie))->apzArgs)
```

stacked argument vector.

Valid only for stacked option arguments.

Definition at line 122 of file [rsstats-opts.h](#).

#### 4.51.1.31 START\_OPT

```
#define START_OPT RESTART_OPT(1)
```

Definition at line 177 of file [rsstats-opts.h](#).

#### 4.51.1.32 STATE\_OPT

```
#define STATE_OPT(  
    n ) (DESC(n).fOptState & OPTST_SET_MASK)
```

Mask the option state revealing how an option was specified.

It will be one and only one of *OPTST\_SET*, *OPTST\_PRESET*, *OPTST\_DEFINED*, *OPTST\_RESET* or zero.

Definition at line 108 of file [rsstats-opts.h](#).

#### 4.51.1.33 USAGE

```
#define USAGE(  
    c ) (*rsstatsOptions.pUsageProc) (&rsstatsOptions, c)
```

Definition at line 178 of file [rsstats-opts.h](#).

#### 4.51.1.34 VALUE\_OPT\_CLUSTERS

```
#define VALUE_OPT_CLUSTERS 'c'
```

Definition at line 146 of file [rsstats-opts.h](#).

#### 4.51.1.35 VALUE\_OPT\_HELP

```
#define VALUE_OPT_HELP 'h'
```

option flag (value) for help-value option

Definition at line 156 of file [rsstats-opts.h](#).

#### 4.51.1.36 VALUE\_OPT\_INPUT

```
#define VALUE_OPT_INPUT 'i'
```

Interface defines for specific options.

Definition at line 144 of file [rsstats-opts.h](#).

#### 4.51.1.37 VALUE\_OPT\_LOAD\_OPTS

```
#define VALUE_OPT_LOAD_OPTS '<'
```

option flag (value) for load-opts-value option

Definition at line 164 of file [rsstats-opts.h](#).

#### 4.51.1.38 VALUE\_OPT\_MORE\_HELP

```
#define VALUE_OPT_MORE_HELP 'H'
```

option flag (value) for more-help-value option

Definition at line 158 of file [rsstats-opts.h](#).

#### 4.51.1.39 VALUE\_OPT\_OUTPUT

```
#define VALUE_OPT_OUTPUT 'o'
```

Definition at line 145 of file [rsstats-opts.h](#).

#### 4.51.1.40 VALUE\_OPT\_REPORTS

```
#define VALUE_OPT_REPORTS 'r'
```

Definition at line 147 of file [rsstats-opts.h](#).

#### 4.51.1.41 VALUE\_OPT\_SAVE\_OPTS

```
#define VALUE_OPT_SAVE_OPTS '>'
```

option flag (value) for save-opts-value option

Definition at line 162 of file [rsstats-opts.h](#).

#### 4.51.1.42 VALUE\_OPT\_VERSION

```
#define VALUE_OPT_VERSION 'v'
```

option flag (value) for version-value option

Definition at line 160 of file [rsstats-opts.h](#).

### 4.51.2 Enumeration Type Documentation

#### 4.51.2.1 rsstats\_exit\_code\_t

```
enum rsstats_exit_code_t
```

Enumeration of rsstats exit codes.



## Enumerator

RSSTATS_EXIT_SUCCESS	
RSSTATS_EXIT_FAILURE	
RSSTATS_EXIT_USAGE_ERROR	
RSSTATS_EXIT_NO_CONFIG_INPUT	
RSSTATS_EXIT_LIBOPTS_FAILURE	

Definition at line 133 of file [rsstats-opts.h](#).

#### 4.51.2.2 teOptIndex

enum [teOptIndex](#)

Enumeration of each option type for rsstats.

## Enumerator

INDEX_OPT_INPUT	
INDEX_OPT_OUTPUT	
INDEX_OPT_CLUSTERS	
INDEX_OPT_REPORTS	
INDEX_OPT_VERSION	
INDEX_OPT_HELP	
INDEX_OPT_MORE_HELP	
INDEX_OPT_SAVE_OPTS	
INDEX_OPT_LOAD_OPTS	

Definition at line 76 of file [rsstats-opts.h](#).

### 4.51.3 Variable Documentation

#### 4.51.3.1 rsstatsOptions

```
tOptions rsstatsOptions [extern]
```

The option definitions for rsstats.

The one structure that binds them all.

Definition at line 533 of file [rsstats-opts.c](#).

## 4.52 rsstats-opts.h

[Go to the documentation of this file.](#)

```

00001 /*  -*- buffer-read-only: t -*- vi: set ro:
00002 *
00003 * DO NOT EDIT THIS FILE  (rsstats-opts.h)
00004 *
00005 * It has been AutoGen-ed
00006 * From the definitions  rsstats-opts.def
00007 * and the template file  options
00008 *
00009 * Generated from AutoOpts 42:1:17 templates.
00010 *
00011 * AutoOpts is a copyrighted work.  This header file is not encumbered
00012 * by AutoOpts licensing, but is provided under the licensing terms chosen
00013 * by the rsstats author or copyright holder.  AutoOpts is
00014 * licensed under the terms of the LGPL.  The redistributable library
00015 * ("libopts") is licensed under the terms of either the LGPL or, at the
00016 * users discretion, the BSD license.  See the AutoOpts and/or libopts sources
00017 * for details.
00018 *
00019 * The rsstats program is copyrighted and licensed
00020 * under the following terms:
00021 *
00022 * Copyright (C) 2024 Francois Cerbelle, all rights reserved.
00023 * This is free software.  It is licensed for use, modification and
00024 * redistribution under the terms of the GNU General Public License,
00025 * version 3 or later <http://gnu.org/licenses/gpl.html>
00026 *
00027 * rsstats is free software: you can redistribute it and/or modify it
00028 * under the terms of the GNU General Public License as published by the
00029 * Free Software Foundation, either version 3 of the License, or
00030 * (at your option) any later version.
00031 *
00032 * rsstats is distributed in the hope that it will be useful, but
00033 * WITHOUT ANY WARRANTY; without even the implied warranty of
00034 * MERCHANTABILITY or FITNESS FOR A PARTICULAR PURPOSE.
00035 * See the GNU General Public License for more details.
00036 *
00037 * You should have received a copy of the GNU General Public License along
00038 * with this program.  If not, see <http://www.gnu.org/licenses/>.
00039 */
00046 #ifndef AUTOOPTS_RSSTATS_OPTS_H_GUARD
00047 #define AUTOOPTS_RSSTATS_OPTS_H_GUARD 1
00048 #include "config.h"
00049 #include <autoopts/options.h>
00050 #include <stdarg.h>
00051 #include <stdnoreturn.h>
00052
00060 #define AO_TEMPLATE_VERSION 172033
00061 #if (AO_TEMPLATE_VERSION < OPTIONS_MINIMUM_VERSION) \
00062 || (AO_TEMPLATE_VERSION > OPTIONS_STRUCT_VERSION)
00063 # error option template version mismatches autoopts/options.h header
00064 Choke Me.
00065 #endif
00066
00067 #if GCC_VERSION > 40400
00068 #define NOT_REACHED __builtin_unreachable();
00069 #else
00070 #define NOT_REACHED
00071 #endif
00072
00076 typedef enum {
00077     INDEX_OPT_INPUT           = 0,
00078     INDEX_OPT_OUTPUT         = 1,
00079     INDEX_OPT_CLUSTERS       = 2,
00080     INDEX_OPT_REPORTS        = 3,
00081     INDEX_OPT_VERSION        = 4,
00082     INDEX_OPT_HELP           = 5,
00083     INDEX_OPT_MORE_HELP      = 6,
00084     INDEX_OPT_SAVE_OPTS      = 7,
00085     INDEX_OPT_LOAD_OPTS      = 8
00086 } teOptIndex;
00088 #define OPTION_CT 9
00090 #define RSSTATS_VERSION "0.0.1"
00092 #define RSSTATS_FULL_VERSION "rsstats 0.0.1"
00093
00099 #define DESC(n) (rsstatsOptions.pOptDesc[INDEX_OPT_## n])
00101 #define HAVE_OPT(n) (! UNUSED_OPT(& DESC(n)))
00103 #define OPT_ARG(n) (DESC(n).optArg.argString)
00108 #define STATE_OPT(n) (DESC(n).fOptState & OPTST_SET_MASK)
00110 #define COUNT_OPT(n) (DESC(n).optOccCt)
00112 #define ISSEL_OPT(n) (SELECTED_OPT(&DESC(n)))
00114 #define ISUNUSED_OPT(n) (UNUSED_OPT(& DESC(n)))
00116 #define ENABLED_OPT(n) (! DISABLED_OPT(& DESC(n)))

```

```

00119 #define STACKCT_OPT(n) (((tArgList*)(DESC(n).optCookie))>useCt)
00122 #define STACKLST_OPT(n) (((tArgList*)(DESC(n).optCookie))>apzArgs)
00124 #define CLEAR_OPT(n) STMTS( \
00125 DESC(n).fOptState &= OPTST_PERSISTENT_MASK; \
00126 if ((DESC(n).fOptState & OPTST_INITENABLED) == 0) \
00127 DESC(n).fOptState |= OPTST_DISABLED; \
00128 DESC(n).optCookie = NULL )
00129 /* * * * * * */
00133 typedef enum {
00134     RSSTATS_EXIT_SUCCESS          = 0,
00135     RSSTATS_EXIT_FAILURE         = 1,
00136     RSSTATS_EXIT_USAGE_ERROR     = 64,
00137     RSSTATS_EXIT_NO_CONFIG_INPUT = 66,
00138     RSSTATS_EXIT_LIBOPTS_FAILURE = 70
00139 } rsstats_exit_code_t;
00144 #define VALUE_OPT_INPUT          'i'
00145 #define VALUE_OPT_OUTPUT        'o'
00146 #define VALUE_OPT_CLUSTERS      'c'
00147 #define VALUE_OPT_REPORTS       'r'
00148
00149 #define REPORTS_SAMPLE          0x1UL
00150 #define REPORTS_BDBS           0x2UL
00151 #define REPORTS_CLUSTER        0x4UL
00152 #define REPORTS_MEMBERSHIP_MASK 0x7UL
00153 #define OPT_VALUE_REPORTS      ((uintptr_t)DESC(REPORTS).optCookie)
00154 #define OPT_MEMPLST_REPORTS    optionMemberList(&DESC(REPORTS))
00156 #define VALUE_OPT_HELP         'h'
00158 #define VALUE_OPT_MORE_HELP    'H'
00160 #define VALUE_OPT_VERSION      'v'
00162 #define VALUE_OPT_SAVE_OPTS    '>'
00164 #define VALUE_OPT_LOAD_OPTS    '<'
00165 #define SET_OPT_SAVE_OPTS(a)   STMTS( \
00166 DESC(SAVE_OPTS).fOptState &= OPTST_PERSISTENT_MASK; \
00167 DESC(SAVE_OPTS).fOptState |= OPTST_SET; \
00168 DESC(SAVE_OPTS).optArg.argString = (char const*)(a) )
00169 /*
00170 * Interface defines not associated with particular options
00171 */
00172 #define ERRSKIP_OPTERR STMTS(rsstatsOptions.fOptSet &= ~OPTPROC_ERRSTOP)
00173 #define ERRSTOP_OPTERR STMTS(rsstatsOptions.fOptSet |= OPTPROC_ERRSTOP)
00174 #define RESTART_OPT(n) STMTS( \
00175 rsstatsOptions.curOptIdx = (n); \
00176 rsstatsOptions.pzCurOpt = NULL )
00177 #define START_OPT RESTART_OPT(1)
00178 #define USAGE(c) (*rsstatsOptions.pUsageProc)(&rsstatsOptions, c)
00179
00180 #ifdef __cplusplus
00181 extern "C" {
00182 #endif
00183
00184
00185 /* * * * * *
00186 *
00187 * Declare the rsstats option descriptor.
00188 */
00189 extern tOptions rsstatsOptions;
00190
00191 #if defined(ENABLE_NLS)
00192 # ifnndef _
00193 # include <stdio.h>
00194 # ifnndef HAVE_GETTEXT
00195     extern char * gettext(char const *);
00196 # else
00197 # include <libintl.h>
00198 # endif
00199
00200 # ifnndef ATTRIBUTE_FORMAT_ARG
00201 # define ATTRIBUTE_FORMAT_ARG(_a)
00202 # endif
00203
00204 static inline char* aoGetsText(char const* pz) ATTRIBUTE_FORMAT_ARG(1);
00205 static inline char* aoGetsText(char const* pz) {
00206     if (pz == NULL) return NULL;
00207     return (char*)gettext(pz);
00208 }
00209 # define _(s) aoGetsText(s)
00210 # endif /* _() */
00211
00212 # define OPT_NO_XLAT_CFG_NAMES STMTS(rsstatsOptions.fOptSet |= \
00213 OPTPROC_NXLAT_OPT_CFG;)
00214 # define OPT_NO_XLAT_OPT_NAMES STMTS(rsstatsOptions.fOptSet |= \
00215 OPTPROC_NXLAT_OPT|OPTPROC_NXLAT_OPT_CFG;)
00216
00217 # define OPT_XLAT_CFG_NAMES STMTS(rsstatsOptions.fOptSet &= \
00218 ~(OPTPROC_NXLAT_OPT|OPTPROC_NXLAT_OPT_CFG);)
00219 # define OPT_XLAT_OPT_NAMES STMTS(rsstatsOptions.fOptSet &= \
00220 ~OPTPROC_NXLAT_OPT;)

```

```

00221
00222 #else /* ENABLE-NLS */
00223 # define OPT_NO_XLAT_CFG_NAMES
00224 # define OPT_NO_XLAT_OPT_NAMES
00225
00226 # define OPT_XLAT_CFG_NAMES
00227 # define OPT_XLAT_OPT_NAMES
00228
00229 # ifndef _
00230 #   define _(s) _s
00231 # endif
00232 #endif /* ENABLE-NLS */
00233
00234
00235 #ifdef __cplusplus
00236 }
00237 #endif
00238 #endif /* AUTOOPTS_RSSTATS_OPTS_H_GUARD */
00239
00240 /* rsstats-opts.h ends here */

```

## 4.53 sclist.c File Reference

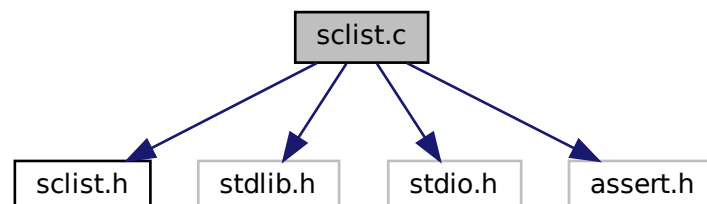
Basic single chained generic list.

```

#include "sclist.h"
#include <stdlib.h>
#include <stdio.h>
#include <assert.h>

```

Include dependency graph for sclist.c:



### Classes

- struct [sclistrecord\\_s](#)  
*Private list record structure.*
- struct [sclist\\_s](#)  
*Opaque sclist structure.*

### Typedefs

- typedef struct [sclistrecord\\_s](#) [sclistrecord\\_t](#)  
*Private list record structure.*
- typedef struct [sclist\\_s](#) [sclist\\_t](#)  
*Opaque sclist structure.*

## Functions

- `sclist_t * sclist_new ()`  
*Allocate and initialize the internal list structure.*
- `void sclist_del (sclist_t *sclist)`  
*Free all the list structure but not the values.*
- `sclistrecord_t * sclist_addrecord (sclist_t *sclist, void *value)`  
*Add a value at the end of the list.*
- `void sclist_remrecord (sclist_t *sclist, sclistrecord_t *record)`  
*Remove a record in a list.*
- `sclistrecord_t * sclist_firstrecord (const sclist_t *sclist)`  
*Returns the pointer on the first list record.*
- `sclistrecord_t * sclist_nextrecord (const sclistrecord_t *record)`  
*Returns the pointer on the record following the specified one.*
- `void * sclist_getvalue (sclistrecord_t *record)`  
*Returns the value pointer stored in the record.*

### 4.53.1 Detailed Description

Basic single chained generic list.

#### Author

François Cerbelle (Fanfan), [francois@cerbelle.net](mailto:francois@cerbelle.net)

Definition in file [sclist.c](#).

### 4.53.2 Typedef Documentation

#### 4.53.2.1 sclist\_t

```
typedef struct sclist_s sclist_t
```

Opaque sclist structure.

#### 4.53.2.2 sclistrecord\_t

```
typedef struct sclistrecord_s sclistrecord_t
```

Private list record structure.

### 4.53.3 Function Documentation

#### 4.53.3.1 sclist\_addrecord()

```
sclistrecord_t * sclist_addrecord (
    sclist_t * sclist,
    void * value )
```

Add a value at the end of the list.

## Parameters

<i>sclist</i>	The list structure to add the value to (NULL not supported)
<i>value</i>	A pointer on the value to add.

## Returns

A pointer on the list record

Fails and abort the program execution in case of out of memory.

Definition at line 62 of file [sclist.c](#).

Here is the caller graph for this function:

4.53.3.2 **sclist\_del()**

```
void sclist_del (
    sclist_t * sclist )
```

Free all the list structure but not the values.

## Parameters

<i>sclist</i>	List structure (NULL not supported)
---------------	-------------------------------------

Free all the list structures, but DO NOT free the referenced values.

Definition at line 51 of file [sclist.c](#).

4.53.3.3 **sclist\_firstrecord()**

```
sclistrecord_t * sclist_firstrecord (
    const sclist_t * sclist )
```

Returns the pointer on the first list record.

**Parameters**

<i>sclist</i>	List structure (NULL not supported)
---------------	-------------------------------------

**Returns**

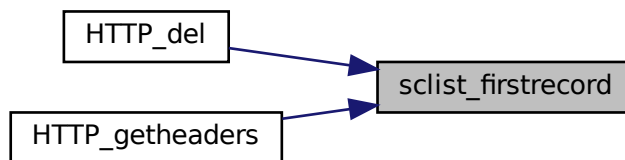
The pointer on the first record in the list

**Return values**

<i>NULL</i>	The list is empty
<i>!NULL</i>	The pointer on the value record

Definition at line 115 of file [sclist.c](#).

Here is the caller graph for this function:

**4.53.3.4 sclist\_getvalue()**

```
void * sclist_getvalue (
    sclistrecord_t * record )
```

Returns the value pointer stored in the record.

**Parameters**

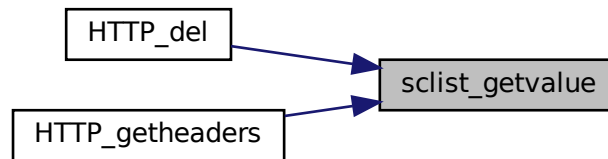
<i>record</i>	Pointer on the record to get the value from (NULL not supported)
---------------	--

**Returns**

Pointer on the value

Definition at line 127 of file [sclist.c](#).

Here is the caller graph for this function:



#### 4.53.3.5 sclist\_new()

```
sclist_t * sclist_new ( )
```

Allocate and initialize the internal list structure.

##### Returns

Initialized list

Fails and abort the program execution in case of out of memory.

Definition at line 39 of file [sclist.c](#).

Here is the caller graph for this function:



#### 4.53.3.6 sclist\_nextrecord()

```
sclistrecord_t * sclist_nextrecord (
    const sclistrecord_t * record )
```

Returns the pointer on the record following the specified one.



## Parameters

<i>record</i>	Pointer on the current record (NULL not supported)
---------------	--

## Returns

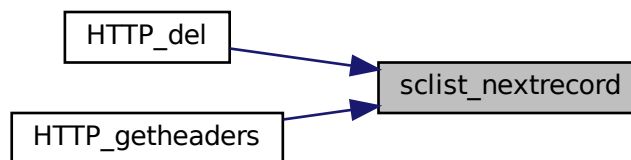
The pointer on the next record if it exists

## Return values

<i>NULL</i>	No next value found (end of list)
<i>!NULL</i>	The pointer on the value record

Definition at line 121 of file [sclist.c](#).

Here is the caller graph for this function:



## 4.53.3.7 sclist\_remrecord()

```

void sclist_remrecord (
    sclist_t * sclist,
    sclistrecord_t * record )
  
```

Remove a record in a list.

## Parameters

<i>sclist</i>	The list to remove the value from (NULL not supported)
<i>record</i>	A pointer on the record to remove (NULL not supported)

Fails and abort the program execution if the record is not found

Definition at line 90 of file [sclist.c](#).

## 4.54 sclist.c

[Go to the documentation of this file.](#)

```

00001
00019 #include "sclist.h"
00020
00021 #include <stdlib.h>
00022 #include <stdio.h>
00023 #include <assert.h>
00024
00027 typedef struct sclistrecord_s {
00028     void* value;
00029     struct sclistrecord_s* next;
00030 } sclistrecord_t;
00031
00034 typedef struct sclist_s {
00035     sclistrecord_t* first;
00036     sclistrecord_t* last;
00037 } sclist_t;
00038
00039 sclist_t* sclist_new() {
00040     sclist_t* sclist;
00041     if (NULL==(sclist=malloc(sizeof(struct sclist_s)))) {
00042         perror("sclist_new OOM");
00043         abort();
00044     }
00045     sclist->first=NULL;
00046     sclist->last=NULL;
00047
00048     return sclist;
00049 }
00050
00051 void sclist_del(sclist_t* sclist) {
00052     assert(sclist);
00053
00054     while (sclist->first!=NULL) {
00055         sclistrecord_t* first = sclist->first;
00056         sclist->first = sclist->first->next;
00057         free(first);
00058     }
00059     free(sclist);
00060 }
00061
00062 sclistrecord_t* sclist_addrecord(sclist_t* sclist, void* value) {
00063     sclistrecord_t* record;
00064
00065     assert(sclist);
00066
00067     /* Create the record record */
00068     if (NULL==(record=malloc(sizeof(struct sclistrecord_s)))) {
00069         perror("sclist_addrecord OOM");
00070         abort();
00071     }
00072     record->value = value;
00073     record->next = NULL;
00074
00075     /* Add to the list */
00076     if (NULL==sclist->first) {
00077         /* First record to be added in an empty list */
00078         /* A sentinel record would avoid this test and optimize performances
00079 * at the cost of sentinel size RAM consumption */
00080         sclist->first = record;
00081         sclist->last = record;
00082     } else {
00083         /* Add to the end of a non-empty list */
00084         sclist->last->next = record;
00085         sclist->last = record;
00086     }
00087     return record;
00088 }
00089
00090 void sclist_remrecord(sclist_t* sclist, sclistrecord_t* record) {
00091     sclistrecord_t* cur;
00092     sclistrecord_t* prev;
00093
00094     assert(sclist);
00095     assert(record);
00096
00097     for (cur=sclist->first, prev=NULL; (cur)&&(cur!=record); prev=cur,cur=cur->next);
00098
00099     /* If found */
00100     if (NULL!=cur) {
00101         /* Remove from the chain */
00102         if (sclist->first==cur)
00103             sclist->first = cur->next;

```

```

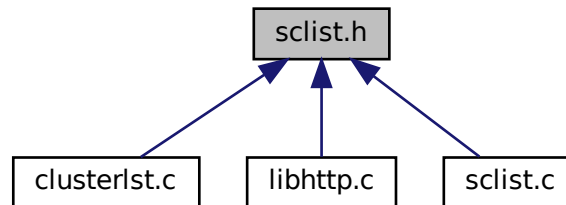
00104     else
00105         prev->next = cur->next;
00106         /* Update the last pointer if needed */
00107         if (sclist->last==cur)
00108             sclist->last = prev;
00109     } else {
00110         fprintf(stderr, "sclist_remrecord record not found.\n");
00111         abort ();
00112     }
00113 }
00114
00115 sclistrecord_t* sclist_firstrecord(const sclist_t* sclist) {
00116     assert(sclist);
00117     return sclist->first;
00118 }
00119 }
00120
00121 sclistrecord_t* sclist_nextrecord(const sclistrecord_t* record) {
00122     assert(record);
00123     return record->next;
00124 }
00125 }
00126
00127 void* sclist_getvalue(sclistrecord_t* record) {
00128     assert(record);
00129     return record->value;
00130 }
00131 }
00132 /* vim: set tw=80: */

```

## 4.55 sclist.h File Reference

Basic single chained generic list.

This graph shows which files directly or indirectly include this file:



### Typedefs

- typedef struct [sclist\\_s](#) [sclist\\_t](#)  
*Opaque list type.*
- typedef struct [sclistrecord\\_s](#) [sclistrecord\\_t](#)  
*Opaque list record type.*

## Functions

- `sclist_t * sclist_new ()`  
*Allocate and initialize the internal list structure.*
- `void sclist_del (sclist_t *sclist)`  
*Free all the list structure but not the values.*
- `sclistrecord_t * sclist_addrecord (sclist_t *sclist, void *value)`  
*Add a value at the end of the list.*
- `void sclist_remrecord (sclist_t *sclist, sclistrecord_t *record)`  
*Remove a record in a list.*
- `sclistrecord_t * sclist_firstrecord (const sclist_t *sclist)`  
*Returns the pointer on the first list record.*
- `sclistrecord_t * sclist_nextrecord (const sclistrecord_t *record)`  
*Returns the pointer on the record following the specified one.*
- `void * sclist_getvalue (sclistrecord_t *record)`  
*Returns the value pointer stored in the record.*

### 4.55.1 Detailed Description

Basic single chained generic list.

#### Author

François Cerbelle (Fanfan), [francois@cerbelle.net](mailto:francois@cerbelle.net)

Definition in file [sclist.h](#).

### 4.55.2 Typedef Documentation

#### 4.55.2.1 sclist\_t

```
typedef struct sclist_s sclist_t
```

Opaque list type.

Definition at line 24 of file [sclist.h](#).

#### 4.55.2.2 sclistrecord\_t

```
typedef struct sclistrecord_s sclistrecord_t
```

Opaque list record type.

Definition at line 28 of file [sclist.h](#).

### 4.55.3 Function Documentation

#### 4.55.3.1 sclist\_addrecord()

```
sclistrecord_t * sclist_addrecord (
    sclist_t * sclist,
    void * value )
```

Add a value at the end of the list.

##### Parameters

<i>sclist</i>	The list structure to add the value to (NULL not supported)
<i>value</i>	A pointer on the value to add.

##### Returns

A pointer on the list record

Fails and abort the program execution in case of out of memory.

Definition at line 62 of file [sclist.c](#).

Here is the caller graph for this function:



#### 4.55.3.2 sclist\_del()

```
void sclist_del (
    sclist_t * sclist )
```

Free all the list structure but not the values.

##### Parameters

<i>sclist</i>	List structure (NULL not supported)
---------------	-------------------------------------

Free all the list structures, but DO NOT free the referenced values.

Definition at line 51 of file [sclist.c](#).

#### 4.55.3.3 `sclist_firstrecord()`

```
sclistrecord_t * sclist_firstrecord (
    const sclist_t * sclist )
```

Returns the pointer on the first list record.

##### Parameters

<i>sclist</i>	List structure (NULL not supported)
---------------	-------------------------------------

##### Returns

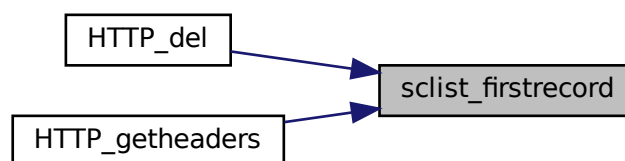
The pointer on the first record in the list

##### Return values

<i>NULL</i>	The list is empty
<i>!NULL</i>	The pointer on the value record

Definition at line 115 of file [sclist.c](#).

Here is the caller graph for this function:



#### 4.55.3.4 `sclist_getvalue()`

```
void * sclist_getvalue (
    sclistrecord_t * record )
```

Returns the value pointer stored in the record.

## Parameters

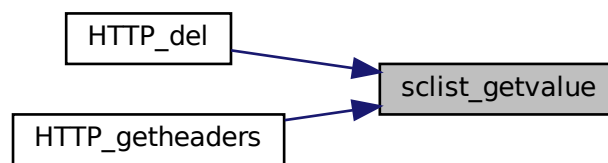
<i>record</i>	Pointer on the record to get the value from (NULL not supported)
---------------	--

## Returns

Pointer on the value

Definition at line 127 of file [sclist.c](#).

Here is the caller graph for this function:



#### 4.55.3.5 sclist\_new()

```
sclist_t * sclist_new ( )
```

Allocate and initialize the internal list structure.

## Returns

Initialized list

Fails and abort the program execution in case of out of memory.

Definition at line 39 of file [sclist.c](#).

Here is the caller graph for this function:



#### 4.55.3.6 `sclist_nextrecord()`

```
sclistrecord_t * sclist_nextrecord (
    const sclistrecord_t * record )
```

Returns the pointer on the record following the specified one.



## Parameters

<i>record</i>	Pointer on the current record (NULL not supported)
---------------	--

## Returns

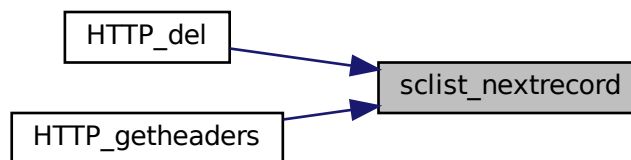
The pointer on the next record if it exists

## Return values

<i>NULL</i>	No next value found (end of list)
<i>!NULL</i>	The pointer on the value record

Definition at line 121 of file [sclist.c](#).

Here is the caller graph for this function:



## 4.55.3.7 sclist\_remrecord()

```

void sclist_remrecord (
    sclist_t * sclist,
    sclistrecord_t * record )
  
```

Remove a record in a list.

## Parameters

<i>sclist</i>	The list to remove the value from (NULL not supported)
<i>record</i>	A pointer on the record to remove (NULL not supported)

Fails and abort the program execution if the record is not found

Definition at line 90 of file [sclist.c](#).

## 4.56 sclist.h

[Go to the documentation of this file.](#)

```
00001
00019 #ifndef __SCLIST_H__
00020 #define __SCLIST_H__
00021
00024 typedef struct sclist_s sclist_t;
00025
00028 typedef struct sclistrecord_s sclistrecord_t;
00029
00037 sclist_t* sclist_new();
00038
00046 void      sclist_del(sclist_t* sclist);
00047
00048
00059 sclistrecord_t* sclist_addrecord(sclist_t* sclist, void* value);
00060
00070 void      sclist_remrecord(sclist_t* sclist, sclistrecord_t* record);
00071
00081 sclistrecord_t* sclist_firstrecord(const sclist_t* sclist);
00082
00083
00094 sclistrecord_t* sclist_nextrecord(const sclistrecord_t* record);
00095
00103 void*      sclist_getvalue(sclistrecord_t* record);
00104
00105 #endif /* __SCLIST_H__ */
00106 /* vim: set tw=80: */
```

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