

CLD

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Chapter 1

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Chapter 2

File Index

2.1 File List

Here is a list of all files with brief descriptions:

include/ cld-private.h	31
include/ cld_msg.h	32
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Chapter 3

Data Structure Documentation

3.1 cld_dirent_cur Struct Reference

```
#include <cldc.h>
```

Data Fields

- const void * [p](#)
- size_t [tmp_len](#)

3.1.1 Field Documentation

3.1.1.1 const void* cld_dirent_cur::p

3.1.1.2 size_t cld_dirent_cur::tmp_len

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

- include/[cldc.h](#)

3.2 cld_msg_ack_frag Struct Reference

ACK-FRAG message.

```
#include <cld_msg.h>
```

Data Fields

- struct [cld_msg_hdr](#) `hdr`
- uint64_t `seqid`
sequence id to ack

3.2.1 Detailed Description

ACK-FRAG message.

3.2.2 Field Documentation

3.2.2.1 struct `cld_msg_hdr cld_msg_ack_frag::hdr` `[read]`

3.2.2.2 uint64_t `cld_msg_ack_frag::seqid`

sequence id to ack

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

- `include/cld_msg.h`

3.3 cld_msg_close Struct Reference

CLOSE message.

```
#include <cld_msg.h>
```

Data Fields

- struct [cld_msg_hdr](#) `hdr`
- `uint64_t` `fh`
open file handle

3.3.1 Detailed Description

CLOSE message.

3.3.2 Field Documentation

3.3.2.1 `uint64_t cld_msg_close::fh`

open file handle

3.3.2.2 `struct cld_msg_hdr cld_msg_close::hdr` [read]

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

- `include/cld_msg.h`

3.4 cld_msg_del Struct Reference

DEL message.

```
#include <cld_msg.h>
```

Data Fields

- struct [cld_msg_hdr](#) [hdr](#)
- uint16_t [name_len](#)
length of file name
- uint8_t [res](#) [6]

3.4.1 Detailed Description

DEL message.

3.4.2 Field Documentation

3.4.2.1 struct [cld_msg_hdr](#) [cld_msg_del::hdr](#) [read]

3.4.2.2 uint16_t [cld_msg_del::name_len](#)

length of file name

3.4.2.3 uint8_t [cld_msg_del::res](#)[6]

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

- [include/cld_msg.h](#)

3.5 cld_msg_event Struct Reference

Server-to-client EVENT message.

```
#include <cld_msg.h>
```

Data Fields

- struct [cld_msg_hdr](#) [hdr](#)
- uint64_t [fh](#)
open file handle
- uint32_t [events](#)
CE_XXX.
- uint8_t [res](#) [4]

3.5.1 Detailed Description

Server-to-client EVENT message.

3.5.2 Field Documentation

3.5.2.1 uint32_t cld_msg_event::events

CE_XXX.

3.5.2.2 uint64_t cld_msg_event::fh

open file handle

3.5.2.3 struct cld_msg_hdr cld_msg_event::hdr [read]

3.5.2.4 uint8_t cld_msg_event::res[4]

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

- [include/cld_msg.h](#)

3.6 cld_msg_get Struct Reference

GET message.

```
#include <cld_msg.h>
```

Data Fields

- struct [cld_msg_hdr](#) `hdr`
- [uint64_t](#) `fh`
open file handle

3.6.1 Detailed Description

GET message.

3.6.2 Field Documentation

3.6.2.1 [uint64_t](#) `cld_msg_get::fh`

open file handle

3.6.2.2 `struct cld_msg_hdr cld_msg_get::hdr` [`read`]

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

- `include/cld_msg.h`

3.7 cld_msg_get_resp Struct Reference

GET message response.

```
#include <cld_msg.h>
```

Data Fields

- struct [cld_msg_resp](#) `resp`
- [uint64_t](#) `inum`
unique inode number
- [uint32_t](#) `ino_len`
inode name len
- [uint32_t](#) `size`
data size
- [uint64_t](#) `version`
inode version
- [uint64_t](#) `time_create`
creation time
- [uint64_t](#) `time_modify`
last modification time
- [uint32_t](#) `flags`
inode flags; CIFL_XXX
- [uint8_t](#) `res` [4]

3.7.1 Detailed Description

GET message response.

3.7.2 Field Documentation

3.7.2.1 [uint32_t cld_msg_get_resp::flags](#)

inode flags; CIFL_XXX

3.7.2.2 [uint32_t cld_msg_get_resp::ino_len](#)

inode name len

3.7.2.3 [uint64_t cld_msg_get_resp::inum](#)

unique inode number

3.7.2.4 `uint8_t cld_msg_get_resp::res[4]`

3.7.2.5 `struct cld_msg_resp cld_msg_get_resp::resp` `[read]`

3.7.2.6 `uint32_t cld_msg_get_resp::size`

data size

3.7.2.7 `uint64_t cld_msg_get_resp::time_create`

creation time

3.7.2.8 `uint64_t cld_msg_get_resp::time_modify`

last modification time

3.7.2.9 `uint64_t cld_msg_get_resp::version`

inode version

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

- [include/cld_msg.h](#)

3.8 cld_msg_hdr Struct Reference

header for each message

```
#include <cld_msg.h>
```

Data Fields

- uint8_t [magic](#) [CLD_MAGIC_SZ]
magic number; constant
- uint64_t [xid](#)
opaque message id
- uint8_t [op](#)
operation code
- uint8_t [res1](#) [7]

3.8.1 Detailed Description

header for each message

3.8.2 Field Documentation

3.8.2.1 uint8_t cld_msg_hdr::magic[CLD_MAGIC_SZ]

magic number; constant

3.8.2.2 uint8_t cld_msg_hdr::op

operation code

3.8.2.3 uint8_t cld_msg_hdr::res1[7]

3.8.2.4 uint64_t cld_msg_hdr::xid

opaque message id

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

- include/[cld_msg.h](#)

3.9 cld_msg_lock Struct Reference

LOCK message.

```
#include <cld_msg.h>
```

Data Fields

- struct [cld_msg_hdr](#) `hdr`
- [uint64_t](#) `fh`
open file handle
- [uint32_t](#) `flags`
CLF_XXX.
- [uint8_t](#) `res` [4]

3.9.1 Detailed Description

LOCK message.

3.9.2 Field Documentation

3.9.2.1 [uint64_t](#) `cld_msg_lock::fh`

open file handle

3.9.2.2 [uint32_t](#) `cld_msg_lock::flags`

CLF_XXX.

3.9.2.3 [struct cld_msg_hdr](#) `cld_msg_lock::hdr` [read]

3.9.2.4 [uint8_t](#) `cld_msg_lock::res`[4]

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

- [include/cld_msg.h](#)

3.10 cld_msg_open Struct Reference

OPEN message.

```
#include <cld_msg.h>
```

Data Fields

- struct [cld_msg_hdr](#) [hdr](#)
- uint32_t [mode](#)
open mode, COM_xxx
- uint32_t [events](#)
events mask, CE_xxx
- uint16_t [name_len](#)
length of file name
- uint8_t [res](#) [6]

3.10.1 Detailed Description

OPEN message.

3.10.2 Field Documentation

3.10.2.1 uint32_t cld_msg_open::events

events mask, CE_xxx

3.10.2.2 struct cld_msg_hdr cld_msg_open::hdr [read]

3.10.2.3 uint32_t cld_msg_open::mode

open mode, COM_xxx

3.10.2.4 uint16_t cld_msg_open::name_len

length of file name

3.10.2.5 uint8_t cld_msg_open::res[6]

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

- include/[cld_msg.h](#)

3.11 cld_msg_open_resp Struct Reference

OPEN message response.

```
#include <cld_msg.h>
```

Data Fields

- struct [cld_msg_resp](#) `resp`
- [uint64_t](#) `fh`
handle opened

3.11.1 Detailed Description

OPEN message response.

3.11.2 Field Documentation

3.11.2.1 [uint64_t](#) `cld_msg_open_resp::fh`

handle opened

3.11.2.2 `struct cld_msg_resp cld_msg_open_resp::resp` **[read]**

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

- [include/cld_msg.h](#)

3.12 cld_msg_put Struct Reference

PUT message.

```
#include <cld_msg.h>
```

Data Fields

- struct [cld_msg_hdr](#) `hdr`
- [uint64_t](#) `fh`
open file handle
- [uint32_t](#) `data_size`
total size of data
- [uint8_t](#) `res` [4]

3.12.1 Detailed Description

PUT message.

3.12.2 Field Documentation

3.12.2.1 [uint32_t](#) `cld_msg_put::data_size`

total size of data

3.12.2.2 [uint64_t](#) `cld_msg_put::fh`

open file handle

3.12.2.3 [struct cld_msg_hdr](#) `cld_msg_put::hdr` [read]

3.12.2.4 [uint8_t](#) `cld_msg_put::res`[4]

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

- [include/cld_msg.h](#)

3.13 cld_msg_resp Struct Reference

standard response for each message

```
#include <cld_msg.h>
```

Data Fields

- struct [cld_msg_hdr](#) `hdr`
- uint32_t `code`
error code, CLE_XXX
- uint32_t `rsv`
reserved
- uint64_t `xid_in`
C->S xid.

3.13.1 Detailed Description

standard response for each message

3.13.2 Field Documentation

3.13.2.1 uint32_t cld_msg_resp::code

error code, CLE_XXX

3.13.2.2 struct cld_msg_hdr cld_msg_resp::hdr [read]

3.13.2.3 uint32_t cld_msg_resp::rsv

reserved

3.13.2.4 uint64_t cld_msg_resp::xid_in

C->S xid.

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

- include/[cld_msg.h](#)

3.14 cld_msg_unlock Struct Reference

UNLOCK message.

```
#include <cld_msg.h>
```

Data Fields

- struct [cld_msg_hdr](#) `hdr`
- `uint64_t` `fh`
open file handle

3.14.1 Detailed Description

UNLOCK message.

3.14.2 Field Documentation

3.14.2.1 `uint64_t` `cld_msg_unlock::fh`

open file handle

3.14.2.2 `struct cld_msg_hdr` `cld_msg_unlock::hdr` [read]

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

- `include/cld_msg.h`

3.15 cld_packet Struct Reference

header for each packet

```
#include <cld_msg.h>
```

Data Fields

- uint8_t [magic](#) [CLD_MAGIC_SZ]
magic number; constant
- uint64_t [seqid](#)
sequence id
- uint8_t [sid](#) [CLD_SID_SZ]
client id
- uint32_t [flags](#)
CPF_xxx flags.
- uint8_t [res](#) [4]
- char [user](#) [CLD_MAX_USERNAME]
authenticated user

3.15.1 Detailed Description

header for each packet

3.15.2 Field Documentation

3.15.2.1 uint32_t cld_packet::flags

CPF_xxx flags.

3.15.2.2 uint8_t cld_packet::magic[CLD_MAGIC_SZ]

magic number; constant

3.15.2.3 uint8_t cld_packet::res[4]

3.15.2.4 uint64_t cld_packet::seqid

sequence id

3.15.2.5 uint8_t cld_packet::sid[CLD_SID_SZ]

client id

3.15.2.6 char cld_packet::user[CLD_MAX_USERNAME]

authenticated user

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

- [include/cld_msg.h](#)

3.16 cldc_call_opts Struct Reference

per-operation application options

```
#include <cldc.h>
```

Data Fields

- int(* [cb](#))(struct [cldc_call_opts](#) *, enum [cle_err_codes](#))
- void * [private](#)
- enum [cld_msg_ops](#) [op](#)
- union {
 - struct {
 - struct [cld_msg_get_resp](#) [resp](#)
 - const char * [buf](#)
 - unsigned int [size](#)
 - char [inode_name](#) [CLD_INODE_NAME_MAX]
 - } [get](#)
- } [u](#)

3.16.1 Detailed Description

per-operation application options

3.16.2 Field Documentation

3.16.2.1 const char* [cldc_call_opts::buf](#)

3.16.2.2 int(* [cldc_call_opts::cb](#))(struct [cldc_call_opts](#) *, enum [cle_err_codes](#))

3.16.2.3 struct { ... } [cldc_call_opts::get](#)

3.16.2.4 char [cldc_call_opts::inode_name](#)[CLD_INODE_NAME_MAX]

3.16.2.5 enum [cld_msg_ops](#) [cldc_call_opts::op](#)

3.16.2.6 void* [cldc_call_opts::private](#)

3.16.2.7 struct [cld_msg_get_resp](#) [cldc_call_opts::resp](#) [[read](#)]

3.16.2.8 unsigned int [cldc_call_opts::size](#)

3.16.2.9 union { ... } [cldc_call_opts::u](#)

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

- include/[cldc.h](#)

3.17 cldc_fh Struct Reference

an open file handle associated with a session

```
#include <cldc.h>
```

Data Fields

- uint64_t [fh_le](#)
- struct [cldc_session](#) * [sess](#)
- bool [valid](#)

3.17.1 Detailed Description

an open file handle associated with a session

3.17.2 Field Documentation

3.17.2.1 `uint64_t cldc_fh::fh_le`

3.17.2.2 `struct cldc_session* cldc_fh::sess` [`read`]

3.17.2.3 `bool cldc_fh::valid`

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

- `include/cldc.h`

3.18 cldc_host Struct Reference

Information for a single CLD server host.

```
#include <cldc.h>
```

Data Fields

- unsigned int [prio](#)
- unsigned int [weight](#)
- char * [host](#)
- unsigned short [port](#)

3.18.1 Detailed Description

Information for a single CLD server host.

3.18.2 Field Documentation

3.18.2.1 char* `cldc_host::host`

3.18.2.2 unsigned short `cldc_host::port`

3.18.2.3 unsigned int `cldc_host::prio`

3.18.2.4 unsigned int `cldc_host::weight`

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

- `include/cldc.h`

3.19 cldc_msg Struct Reference

an outgoing message, from client to server

```
#include <cldc.h>
```

Data Fields

- uint64_t [xid](#)
- struct [cldc_session](#) * [sess](#)
- ssize_t(* [cb](#))(struct [cldc_msg](#) *, const void *, size_t, bool)
- void * [cb_private](#)
- struct [cldc_call_opts](#) [copts](#)
- bool [done](#)
- time_t [expire_time](#)
- int [data_len](#)
- int [n_pkts](#)
- struct [cldc_pkt_info](#) * [pkt_info](#) [CLD_MAX_PKT_MSG]
- uint8_t [data](#) [0]

3.19.1 Detailed Description

an outgoing message, from client to server

3.19.2 Field Documentation

3.19.2.1 `ssize_t(* cldc_msg::cb)(struct cldc_msg *, const void *, size_t, bool)`

3.19.2.2 `void* cldc_msg::cb_private`

3.19.2.3 `struct cldc_call_opts cldc_msg::copts` **[read]**

3.19.2.4 `uint8_t cldc_msg::data[0]`

3.19.2.5 `int cldc_msg::data_len`

3.19.2.6 `bool cldc_msg::done`

3.19.2.7 `time_t cldc_msg::expire_time`

3.19.2.8 `int cldc_msg::n_pkts`

3.19.2.9 `struct cldc_pkt_info* cldc_msg::pkt_info[CLD_MAX_PKT_MSG]` **[read]**

3.19.2.10 `struct cldc_session* cldc_msg::sess` **[read]**

3.19.2.11 `uint64_t cldc_msg::xid`

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

- `include/cldc.h`

3.20 cldc_ops Struct Reference

application-supplied facilities

```
#include <cldc.h>
```

Data Fields

- `bool(* timer_ctl)(void *private, bool add, int(*cb)(struct cldc_session *, void *), void *cb_private, time_t secs)`
- `int(* pkt_send)(void *private, const void *addr, size_t addrlen, const void *buf, size_t buflen)`
- `void(* event)(void *private, struct cldc_session *, struct cldc_fh *, uint32_t)`
- `void(* errlog)(int prio, const char *fmt,...)`

3.20.1 Detailed Description

application-supplied facilities

3.20.2 Field Documentation

3.20.2.1 `void(* cldc_ops::errlog)(int prio, const char *fmt,...)`

3.20.2.2 `void(* cldc_ops::event)(void *private, struct cldc_session *, struct cldc_fh *, uint32_t)`

3.20.2.3 `int(* cldc_ops::pkt_send)(void *private, const void *addr, size_t addrlen, const void *buf, size_t buflen)`

3.20.2.4 `bool(* cldc_ops::timer_ctl)(void *private, bool add, int(*cb)(struct cldc_session *, void *), void *cb_private, time_t secs)`

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

- `include/cldc.h`

3.21 cldc_pkt_info Struct Reference

```
#include <cldc.h>
```

Data Fields

- int [pkt_len](#)
- int [retries](#)
- struct [cld_packet](#) [pkt](#)
- uint8_t [data](#) [0]

3.21.1 Field Documentation

3.21.1.1 uint8_t cldc_pkt_info::data[0]

3.21.1.2 struct cld_packet cldc_pkt_info::pkt [read]

3.21.1.3 int cldc_pkt_info::pkt_len

3.21.1.4 int cldc_pkt_info::retries

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

- include/[cldc.h](#)

3.22 cldc_session Struct Reference

a single CLD client session

```
#include <cldc.h>
```

Data Fields

- uint8_t [sid](#) [CLD_SID_SZ]
- bool [verbose](#)
- struct [cldc_ops](#) * [ops](#)
- void(* [act_log](#))(int prio, const char *fmt,...)
- void * [private](#)
- uint8_t [addr](#) [64]
- size_t [addr_len](#)
- GArray * [fh](#)
- GList * [out_msg](#)
- time_t [msg_scan_time](#)
- time_t [expire_time](#)
- bool [expired](#)
- uint64_t [next_seqid_in](#)
- uint64_t [next_seqid_in_tr](#)
- uint64_t [next_seqid_out](#)
- char [user](#) [CLD_MAX_USERNAME]
- char [secret_key](#) [CLD_MAX_SECRET_KEY]
- bool [confirmed](#)
- unsigned int [msg_buf_len](#)
- char [msg_buf](#) [CLD_MAX_MSG_SZ]

3.22.1 Detailed Description

a single CLD client session

3.22.2 Field Documentation

- 3.22.2.1 void(* cldc_session::act_log)(int prio, const char *fmt,...)
- 3.22.2.2 uint8_t cldc_session::addr[64]
- 3.22.2.3 size_t cldc_session::addr_len
- 3.22.2.4 bool cldc_session::confirmed
- 3.22.2.5 time_t cldc_session::expire_time
- 3.22.2.6 bool cldc_session::expired
- 3.22.2.7 GArray* cldc_session::fh
- 3.22.2.8 char cldc_session::msg_buf[CLD_MAX_MSG_SZ]
- 3.22.2.9 unsigned int cldc_session::msg_buf_len
- 3.22.2.10 time_t cldc_session::msg_scan_time
- 3.22.2.11 uint64_t cldc_session::next_seqid_in
- 3.22.2.12 uint64_t cldc_session::next_seqid_in_tr
- 3.22.2.13 uint64_t cldc_session::next_seqid_out
- 3.22.2.14 struct cldc_ops* cldc_session::ops [read]
- 3.22.2.15 GList* cldc_session::out_msg
- 3.22.2.16 void* cldc_session::private
- 3.22.2.17 char cldc_session::secret_key[CLD_MAX_SECRET_KEY]
- 3.22.2.18 uint8_t cldc_session::sid[CLD_SID_SZ]
- 3.22.2.19 char cldc_session::user[CLD_MAX_USERNAME]
- 3.22.2.20 bool cldc_session::verbose

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

- [include/cldc.h](#)

3.23 cldc_udp Struct Reference

A UDP implementation of the CLD client protocol.

```
#include <cldc.h>
```

Data Fields

- uint8_t [addr](#) [64]
- size_t [addr_len](#)
- int [fd](#)
- struct event [timer_ev](#)
- struct [cldc_session](#) * [sess](#)
- int(* [cb](#))(struct [cldc_session](#) *, void *)
- void * [cb_private](#)

3.23.1 Detailed Description

A UDP implementation of the CLD client protocol.

3.23.2 Field Documentation

3.23.2.1 uint8_t [cldc_udp::addr](#)[64]

3.23.2.2 size_t [cldc_udp::addr_len](#)

3.23.2.3 int(* [cldc_udp::cb](#))(struct [cldc_session](#) *, void *)

3.23.2.4 void* [cldc_udp::cb_private](#)

3.23.2.5 int [cldc_udp::fd](#)

3.23.2.6 struct [cldc_session](#)* [cldc_udp::sess](#) [[read](#)]

3.23.2.7 struct event [cldc_udp::timer_ev](#) [[read](#)]

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

- include/[cldc.h](#)

Chapter 4

File Documentation

4.1 include/cld-private.h File Reference

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

```
#include <glib.h>
```

4.2 include/cld_msg.h File Reference

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

Data Structures

- struct [cld_packet](#)
header for each packet
- struct [cld_msg_hdr](#)
header for each message
- struct [cld_msg_resp](#)
standard response for each message
- struct [cld_msg_ack_frag](#)
ACK-FRAG message.
- struct [cld_msg_open](#)
OPEN message.
- struct [cld_msg_open_resp](#)
OPEN message response.
- struct [cld_msg_get](#)
GET message.
- struct [cld_msg_get_resp](#)
GET message response.
- struct [cld_msg_put](#)
PUT message.
- struct [cld_msg_close](#)
CLOSE message.
- struct [cld_msg_del](#)
DEL message.
- struct [cld_msg_unlock](#)
UNLOCK message.
- struct [cld_msg_lock](#)
LOCK message.
- struct [cld_msg_event](#)
Server-to-client EVENT message.

Defines

- #define `CLD_PKT_MAGIC` "CLDc1pkt"
- #define `CLD_MSG_MAGIC` "CLDc1msg"
- #define `CLD_ALIGN8(n)` ((8 - ((n) & 7)) & 7)
- #define `SIDFMT` "%016lX"
- #define `SIDARG(sid)` cld_sid2llu(sid)

Enumerations

- enum {
`CLD_MAGIC_SZ` = 8, `CLD_SID_SZ` = 8, `CLD_INODE_NAME_MAX` = 256, `CLD_MAX_USERNAME` = 32,
`CLD_MAX_SECRET_KEY` = 128, `CLD_MAX_PKT_MSG_SZ` = 1024, `CLD_MAX_PKT_MSG` = 128, `CLD_MAX_MSG_SZ` = `CLD_MAX_PKT_MSG` * 1024 }
- enum `cld_msg_ops` {
`cmo_nop` = 0, `cmo_new_sess` = 1, `cmo_open` = 2, `cmo_get_meta` = 3,
`cmo_get` = 4, `cmo_put` = 6, `cmo_close` = 7, `cmo_del` = 8,
`cmo_lock` = 9, `cmo_unlock` = 10, `cmo_trylock` = 11, `cmo_ack` = 12,
`cmo_end_sess` = 13, `cmo_ping` = 30, `cmo_not_master` = 31, `cmo_event` = 32,
`cmo_ack_frag` = 33 }
available RPC operations
- enum `cle_err_codes` {
`CLE_OK` = 0, `CLE_SESS_EXISTS` = 1, `CLE_SESS_INVAL` = 2, `CLE_DB_ERR` = 3,
`CLE_BAD_PKT` = 4, `CLE_INODE_INVAL` = 5, `CLE_NAME_INVAL` = 6, `CLE_OOM` = 7,
`CLE_FH_INVAL` = 8, `CLE_DATA_INVAL` = 9, `CLE_LOCK_INVAL` = 10, `CLE_LOCK_CONFLICT` = 11,
`CLE_LOCK_PENDING` = 12, `CLE_MODE_INVAL` = 13, `CLE_INODE_EXISTS` = 14, `CLE_DIR_NOTEMPTY` = 15,
`CLE_INTERNAL_ERR` = 16, `CLE_TIMEOUT` = 17, `CLE_SIG_INVAL` = 18 }
CLD error codes.
- enum `cld_open_modes` {
`COM_READ` = (1 << 0), `COM_WRITE` = (1 << 1), `COM_LOCK` = (1 << 2), `COM_ACL` = (1 << 3),
`COM_CREATE` = (1 << 4), `COM_EXCL` = (1 << 5), `COM_DIRECTORY` = (1 << 6) }
available OPEN mode flags
- enum `cld_events` {
`CE_UPDATED` = (1 << 0), `CE_DELETED` = (1 << 1), `CE_LOCKED` = (1 << 2), `CE_MASTER_FAILOVER` = (1 << 3),
`CE_SESS_FAILED` = (1 << 4) }
potential events client may receive
- enum `cld_lock_flags` { `CLF_SHARED` = (1 << 0) }

LOCK flags.

- enum `cld_packet_flags` { `CPF_FIRST` = (1 << 0), `CPF_LAST` = (1 << 1) }
CLD packet flags.

Functions

- unsigned long long `cld_sid2llu` (const uint8_t *sid)
- void `__cld_rand64` (void *p)

4.2.1 Define Documentation

4.2.1.1 `#define CLD_ALIGN8(n) ((8 - ((n) & 7)) & 7)`

4.2.1.2 `#define CLD_MSG_MAGIC "CLDc1msg"`

4.2.1.3 `#define CLD_PKT_MAGIC "CLDc1pkt"`

4.2.1.4 `#define SIDARG(sid) cld_sid2llu(sid)`

4.2.1.5 `#define SIDFMT "%016llx"`

4.2.2 Enumeration Type Documentation

4.2.2.1 anonymous enum

Enumerator:

CLD_MAGIC_SZ length of magic number
CLD_SID_SZ length of session id
CLD_INODE_NAME_MAX max total pathname len
CLD_MAX_USERNAME includes req. nul
CLD_MAX_SECRET_KEY includes req. nul
CLD_MAX_PKT_MSG_SZ
CLD_MAX_PKT_MSG
CLD_MAX_MSG_SZ maximum total msg size, including all packets

4.2.2.2 enum `cld_events`

potential events client may receive

Enumerator:

CE_UPDATED contents updated
CE_DELETED inode deleted
CE_LOCKED lock acquired
CE_MASTER_FAILOVER master failover
CE_SESS_FAILED

4.2.2.3 enum cld_lock_flags

LOCK flags.

Enumerator:

CLF_SHARED a shared (read) lock

4.2.2.4 enum cld_msg_ops

available RPC operations

Enumerator:

cmo_nop no op
cmo_new_sess new session
cmo_open open file
cmo_get_meta get metadata
cmo_get get metadata + data
cmo_put put data
cmo_close close file
cmo_del delete file
cmo_lock lock
cmo_unlock unlock
cmo_trylock trylock
cmo_ack ack of seqid rx'd
cmo_end_sess end session
cmo_ping server to client ping
cmo_not_master I am not the master!
cmo_event server->cli async event
cmo_ack_frag ack partial msg

4.2.2.5 enum cld_open_modes

availble OPEN mode flags

Enumerator:

COM_READ read
COM_WRITE write
COM_LOCK lock
COM_ACL ACL update.
COM_CREATE create file, if not exist
COM_EXCL fail create if file exists
COM_DIRECTORY operate on a directory

4.2.2.6 enum cld_packet_flags

CLD packet flags.

Enumerator:

CPF_FIRST first fragment

CPF_LAST last fragment

4.2.2.7 enum cle_err_codes

CLD error codes.

Enumerator:

CLE_OK success / no error

CLE_SESS_EXISTS session exists

CLE_SESS_INVALID session doesn't exist

CLE_DB_ERR db error

CLE_BAD_PKT invalid/corrupted packet

CLE_INODE_INVALID inode doesn't exist

CLE_NAME_INVALID inode name invalid

CLE_OOM server out of memory

CLE_FH_INVALID file handle invalid

CLE_DATA_INVALID invalid data pkt

CLE_LOCK_INVALID invalid lock

CLE_LOCK_CONFLICT conflicting lock held

CLE_LOCK_PENDING lock waiting to be acq.

CLE_MODE_INVALID op incompat. w/ file mode

CLE_INODE_EXISTS inode exists

CLE_DIR_NOTEMPTY dir not empty

CLE_INTERNAL_ERR nonspecific internal err

CLE_TIMEOUT session timed out

CLE_SIG_INVALID HMAC sig bad / auth failed.

4.2.3 Function Documentation

4.2.3.1 void __cld_rand64 (void *p)

4.2.3.2 unsigned long long cld_sid2llu (const uint8_t *sid)

4.3 include/cldc.h File Reference

```
#include <sys/types.h>
#include <stdbool.h>
#include <event.h>
#include <glib.h>
#include <cld_msg.h>
```

Data Structures

- struct [cldc_call_opts](#)
per-operation application options
- struct [cldc_pkt_info](#)
- struct [cldc_msg](#)
an outgoing message, from client to server
- struct [cldc_fh](#)
an open file handle associated with a session
- struct [cldc_ops](#)
application-supplied facilities
- struct [cldc_session](#)
a single CLD client session
- struct [cldc_host](#)
Information for a single CLD server host.
- struct [cldc_udp](#)
A UDP implementation of the CLD client protocol.
- struct [cld_dirent_cur](#)

Functions

- int [cldc_receive_pkt](#) (struct [cldc_session](#) *sess, const void *net_addr, size_t net_addrlen, const void *buf, size_t buflen)
Packet received from remote host.
- void [cldc_init](#) (void)
- int [cldc_new_sess](#) (const struct [cldc_ops](#) *ops, const struct [cldc_call_opts](#) *copts, const void *addr, size_t addr_len, const char *user, const char *secret_key, void *private, struct [cldc_session](#) **sess_out)
- void [cldc_kill_sess](#) (struct [cldc_session](#) *sess)
- int [cldc_end_sess](#) (struct [cldc_session](#) *sess, const struct [cldc_call_opts](#) *copts)
- int [cldc_nop](#) (struct [cldc_session](#) *sess, const struct [cldc_call_opts](#) *copts)
- int [cldc_del](#) (struct [cldc_session](#) *sess, const struct [cldc_call_opts](#) *copts, const char *pathname)

- int `cldc_open` (struct `cldc_session` *sess, const struct `cldc_call_opts` *copts, const char *pathname, uint32_t open_mode, uint32_t events, struct `cldc_fh` **fh_out)
- int `cldc_close` (struct `cldc_fh` *fh, const struct `cldc_call_opts` *copts)
- int `cldc_unlock` (struct `cldc_fh` *fh, const struct `cldc_call_opts` *copts)
- int `cldc_lock` (struct `cldc_fh` *fh, const struct `cldc_call_opts` *copts, uint32_t lock_flags, bool wait_for_lock)
- int `cldc_put` (struct `cldc_fh` *fh, const struct `cldc_call_opts` *copts, const void *data, size_t data_len)
- int `cldc_get` (struct `cldc_fh` *fh, const struct `cldc_call_opts` *copts, bool metadata_only)
- int `cldc_dirent_count` (const void *data, size_t data_len)
- int `cldc_dirent_first` (struct `cld_dirent_cur` *dc)
- int `cldc_dirent_next` (struct `cld_dirent_cur` *dc)
- void `cldc_dirent_cur_init` (struct `cld_dirent_cur` *dc, const void *buf, size_t buflen)
- void `cldc_dirent_cur_fini` (struct `cld_dirent_cur` *dc)
- char * `cldc_dirent_name` (struct `cld_dirent_cur` *dc)
- void `cldc_udp_free` (struct `cldc_udp` *udp)
- int `cldc_udp_new` (const char *hostname, int port, struct `cldc_udp` **udp_out)
- int `cldc_udp_receive_pkt` (struct `cldc_udp` *udp)
- int `cldc_udp_pkt_send` (void *private, const void *addr, size_t addrlen, const void *buf, size_t buflen)
- bool `cldc_levent_timer` (void *private, bool add, int(*cb)(struct `cldc_session` *, void *), void *cb_private, time_t secs)
- int `cldc_getaddr` (GList **host_list, const char *thishost, bool verbose, void(*act_log)(int prio, const char *fmt,...))
- int `cldc_saveaddr` (struct `cldc_host` *hp, unsigned int priority, unsigned int weight, unsigned int port, unsigned int nlen, const char *name, bool verbose, void(*act_log)(int prio, const char *fmt,...))

4.3.1 Function Documentation

- 4.3.1.1 `int cldc_close (struct cldc_fh *fh, const struct cldc_call_opts *copts)`
- 4.3.1.2 `int cldc_del (struct cldc_session *sess, const struct cldc_call_opts *copts, const char *pathname)`
- 4.3.1.3 `int cldc_dirent_count (const void *data, size_t data_len)`
- 4.3.1.4 `void cldc_dirent_cur_fini (struct cld_dirent_cur *dc)`
- 4.3.1.5 `void cldc_dirent_cur_init (struct cld_dirent_cur *dc, const void *buf, size_t buflen)`
- 4.3.1.6 `int cldc_dirent_first (struct cld_dirent_cur *dc)`
- 4.3.1.7 `char* cldc_dirent_name (struct cld_dirent_cur *dc)`
- 4.3.1.8 `int cldc_dirent_next (struct cld_dirent_cur *dc)`
- 4.3.1.9 `int cldc_end_sess (struct cldc_session *sess, const struct cldc_call_opts *copts)`
- 4.3.1.10 `int cldc_get (struct cldc_fh *fh, const struct cldc_call_opts *copts, bool metadata_only)`
- 4.3.1.11 `int cldc_getaddr (GList **host_list, const char *thishost, bool verbose, void(*)(int prio, const char *fmt,...) act_log)`
- 4.3.1.12 `void cldc_init (void)`
- 4.3.1.13 `void cldc_kill_sess (struct cldc_session *sess)`
- 4.3.1.14 `bool cldc_levent_timer (void *private, bool add, int(*)(struct cldc_session *, void *) cb, void *cb_private, time_t secs)`
- 4.3.1.15 `int cldc_lock (struct cldc_fh *fh, const struct cldc_call_opts *copts, uint32_t lock_flags, bool wait_for_lock)`
- 4.3.1.16 `int cldc_new_sess (const struct cldc_ops *ops, const struct cldc_call_opts *copts, const void *addr, size_t addr_len, const char *user, const char *secret_key, void *private, struct cldc_session **sess_out)`
- 4.3.1.17 `int cldc_nop (struct cldc_session *sess, const struct cldc_call_opts *copts)`
- 4.3.1.18 `int cldc_open (struct cldc_session *sess, const struct cldc_call_opts *copts, const char *pathname, uint32_t open_mode, uint32_t events, struct cldc_fh **fh_out)`
- 4.3.1.19 `int cldc_put (struct cldc_fh *fh, const struct cldc_call_opts *copts, const void *data, size_t data_len)`
- 4.3.1.20 `int cldc_receive_pkt (struct cldc_session *sess, const void *net_addr, size_t net_addrlen, const void *buf, size_t buflen)`

Packet received from remote host. Called by app when a packet is received from a remote host over the network.

Parameters:

sess Session associated with received packet
net_addr Opaque network address
net_addrlen Size of opaque network address
buf Pointer to data buffer containing packet
buflen Length of received packet

Returns:

Zero for success, non-zero on error

- 4.3.1.21 `int cldc_saveaddr (struct cldc_host * hp, unsigned int priority, unsigned int weight, unsigned int port, unsigned int nlen, const char * name, bool verbose, void(*) (int prio, const char * fmt,...) act_log)`
- 4.3.1.22 `void cldc_udp_free (struct cldc_udp * udp)`
- 4.3.1.23 `int cldc_udp_new (const char * hostname, int port, struct cldc_udp ** udp_out)`
- 4.3.1.24 `int cldc_udp_pkt_send (void * private, const void * addr, size_t addrlen, const void * buf, size_t buflen)`
- 4.3.1.25 `int cldc_udp_receive_pkt (struct cldc_udp * udp)`
- 4.3.1.26 `int cldc_unlock (struct cldc_fh * fh, const struct cldc_call_opts * copts)`

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