

CLD

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## Chapter 3

# Data Structure Documentation

### 3.1 `chunk_check_status` Struct Reference

```
#include <chunk_msg.h>
```

#### Data Fields

- `uint8_t` [state](#)
- `uint8_t` [pad](#) [3]
- `uint32_t` [count](#)
- `uint64_t` [lastdone](#)

#### 3.1.1 Field Documentation

3.1.1.1 `uint32_t` `chunk_check_status::count`

3.1.1.2 `uint64_t` `chunk_check_status::lastdone`

3.1.1.3 `uint8_t` `chunk_check_status::pad`[3]

3.1.1.4 `uint8_t` `chunk_check_status::state`

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

- `include/`[chunk\\_msg.h](#)

### 3.2 `chunksrv_req` Struct Reference

```
#include <chunk_msg.h>
```

#### Data Fields

- `uint8_t` [magic](#) [[CHD\\_MAGIC\\_SZ](#)]
- `uint8_t` [op](#)
- `uint8_t` [flags](#)
- `uint16_t` [key\\_len](#)
- `uint32_t` [nonce](#)

- uint64\_t [data\\_len](#)
- char [sig](#) [[CHD\\_SIG\\_SZ](#)]

### 3.2.1 Field Documentation

3.2.1.1 uint64\_t chunksrv\_req::data\_len

3.2.1.2 uint8\_t chunksrv\_req::flags

3.2.1.3 uint16\_t chunksrv\_req::key\_len

3.2.1.4 uint8\_t chunksrv\_req::magic[[CHD\\_MAGIC\\_SZ](#)]

3.2.1.5 uint32\_t chunksrv\_req::nonce

3.2.1.6 uint8\_t chunksrv\_req::op

3.2.1.7 char chunksrv\_req::sig[[CHD\\_SIG\\_SZ](#)]

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

- include/[chunk\\_msg.h](#)

## 3.3 chunksrv\_resp Struct Reference

```
#include <chunk_msg.h>
```

### Data Fields

- uint8\_t [magic](#) [[CHD\\_MAGIC\\_SZ](#)]
- uint8\_t [resp\\_code](#)
- uint8\_t [rsv1](#) [3]
- uint32\_t [nonce](#)
- uint64\_t [data\\_len](#)
- unsigned char [hash](#) [[CHD\\_CSUM\\_SZ](#)]

### 3.3.1 Field Documentation

3.3.1.1 uint64\_t chunksrv\_resp::data\_len

3.3.1.2 unsigned char chunksrv\_resp::hash[[CHD\\_CSUM\\_SZ](#)]

3.3.1.3 uint8\_t chunksrv\_resp::magic[[CHD\\_MAGIC\\_SZ](#)]

3.3.1.4 uint32\_t chunksrv\_resp::nonce

3.3.1.5 uint8\_t chunksrv\_resp::resp\_code

3.3.1.6 uint8\_t chunksrv\_resp::rsv1[3]

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

- include/[chunk\\_msg.h](#)

## 3.4 chunksrv\_resp\_chkstat Struct Reference

```
#include <chunk_msg.h>
```

### Data Fields

- struct [chunksrv\\_resp](#) resp
- struct [chunk\\_check\\_status](#) chkstat

### 3.4.1 Field Documentation

3.4.1.1 struct [chunk\\_check\\_status](#) chunksrv\_resp.chkstat::chkstat

3.4.1.2 struct [chunksrv\\_resp](#) chunksrv\_resp.chkstat::resp

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

- include/[chunk\\_msg.h](#)

## 3.5 chunksrv\_resp\_get Struct Reference

```
#include <chunk_msg.h>
```

### Data Fields

- struct [chunksrv\\_resp](#) resp
- [uint64\\_t](#) mtime

### 3.5.1 Field Documentation

3.5.1.1 [uint64\\_t](#) chunksrv\_resp\_get::mtime

3.5.1.2 struct [chunksrv\\_resp](#) chunksrv\_resp\_get::resp

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

- include/[chunk\\_msg.h](#)

## 3.6 cld\_dirent\_cur Struct Reference

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

### Data Fields

- const void \* [p](#)
- [size\\_t](#) [tmp\\_len](#)

### 3.6.1 Field Documentation

3.6.1.1 `const void* cld_dirent_cur::p`

3.6.1.2 `size_t cld_dirent_cur::tmp_len`

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

- `include/cldc.h`

## 3.7 `cld_timer` Struct Reference

```
#include <cld_common.h>
```

### Data Fields

- `bool fired`
- `bool on_list`
- `void(* cb)(struct cld_timer *)`
- `void * userdata`
- `time_t expires`
- `char name [32]`

### 3.7.1 Field Documentation

3.7.1.1 `void(* cld_timer::cb)(struct cld_timer *)`

3.7.1.2 `time_t cld_timer::expires`

3.7.1.3 `bool cld_timer::fired`

3.7.1.4 `char cld_timer::name[32]`

3.7.1.5 `bool cld_timer::on_list`

3.7.1.6 `void* cld_timer::userdata`

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

- `include/cld_common.h`

## 3.8 `cld_timer_list` Struct Reference

```
#include <cld_common.h>
```

### Data Fields

- `GList * list`
- `time_t runmark`

### 3.8.1 Field Documentation

3.8.1.1 `GList* cld_timer_list::list`

3.8.1.2 `time_t cld_timer_list::runmark`

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

- `include/cld_common.h`

## 3.9 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`
- `struct cld_msg_get_resp resp`

### 3.9.1 Detailed Description

per-operation application options

### 3.9.2 Field Documentation

3.9.2.1 `int(* cldc_call_opts::cb)(struct cldc_call_opts *, enum cle_err_codes)`

3.9.2.2 `void* cldc_call_opts::private`

3.9.2.3 `struct cld_msg_get_resp cldc_call_opts::resp`

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

- `include/cldc.h`

## 3.10 cldc\_fh Struct Reference

an open file handle associated with a session

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

### Data Fields

- `uint64_t fh`
- `struct cldc_session * sess`
- `bool valid`

### 3.10.1 Detailed Description

an open file handle associated with a session

### 3.10.2 Field Documentation

3.10.2.1 `uint64_t cldc_fh::fh`

3.10.2.2 `struct cldc_session* cldc_fh::sess`

3.10.2.3 `bool cldc_fh::valid`

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

- [include/cldc.h](#)

## 3.11 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](#)

### 3.11.1 Detailed Description

Information for a single CLD server host.

### 3.11.2 Field Documentation

3.11.2.1 `char* cldc_host::host`

3.11.2.2 `unsigned short cldc_host::port`

3.11.2.3 `unsigned int cldc_host::prio`

3.11.2.4 `unsigned int cldc_host::weight`

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

- [include/cldc.h](#)

## 3.12 cldc\_msg Struct Reference

an outgoing message, from client to server

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



## Data Fields

- uint64\_t [xid](#)
- enum cld\_msg\_op [op](#)
- struct [cldc\\_session](#) \* [sess](#)
- ssize\_t(\* [cb](#))(struct [cldc\\_msg](#) \*, const void \*, size\_t, enum cle\_err\_codes)
- void \* [cb\\_private](#)
- struct [cldc\\_call\\_opts](#) [copts](#)
- bool [done](#)
- time\_t [expire\\_time](#)
- int [n\\_pkts](#)
- struct [cldc\\_pkt\\_info](#) \* [pkt\\_info](#) [0]

### 3.12.1 Detailed Description

an outgoing message, from client to server

### 3.12.2 Field Documentation

3.12.2.1 `ssize_t(* cldc_msg::cb)(struct cldc_msg *, const void *, size_t, enum cle_err_codes)`

3.12.2.2 `void* cldc_msg::cb_private`

3.12.2.3 `struct cldc_call_opts cldc_msg::copts`

3.12.2.4 `bool cldc_msg::done`

3.12.2.5 `time_t cldc_msg::expire_time`

3.12.2.6 `int cldc_msg::n_pkts`

3.12.2.7 `enum cld_msg_op cldc_msg::op`

3.12.2.8 `struct cldc_pkt_info* cldc_msg::pkt_info[0]`

3.12.2.9 `struct cldc_session* cldc_msg::sess`

3.12.2.10 `uint64_t cldc_msg::xid`

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

- [include/cldc.h](#)

## 3.13 cldc\_node\_metadata Struct Reference

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

## Data Fields

- quad\_t [inum](#)
- quad\_t [vers](#)
- quad\_t [time\\_create](#)

- `quad_t time_modify`
- `int flags`
- `const char * inode_name`

### 3.13.1 Field Documentation

3.13.1.1 `int cldc_node_metadata::flags`

3.13.1.2 `const char* cldc_node_metadata::inode_name`

3.13.1.3 `quad_t cldc_node_metadata::inum`

3.13.1.4 `quad_t cldc_node_metadata::time_create`

3.13.1.5 `quad_t cldc_node_metadata::time_modify`

3.13.1.6 `quad_t cldc_node_metadata::vers`

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

- `include/cldc.h`

## 3.14 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)`

### 3.14.1 Detailed Description

application-supplied facilities

### 3.14.2 Field Documentation

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

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

3.14.2.3 `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`

## 3.15 cldc\_pkt\_info Struct Reference

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

### Data Fields

- int [pkt\\_len](#)
- int [hdr\\_len](#)
- int [retries](#)
- char [user](#) [CLD\_MAX\_USERNAME]
- char [data](#) [0]

### 3.15.1 Field Documentation

3.15.1.1 char cldc\_pkt\_info::data[0]

3.15.1.2 int cldc\_pkt\_info::hdr\_len

3.15.1.3 int cldc\_pkt\_info::pkt\_len

3.15.1.4 int cldc\_pkt\_info::retries

3.15.1.5 char cldc\_pkt\_info::user[CLD\_MAX\_USERNAME]

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

- include/[cldc.h](#)

## 3.16 cldc\_session Struct Reference

a single CLD client session

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

### Data Fields

- uint8\_t [sid](#) [CLD\_SID\_SZ]
- struct [cldc\\_ops](#) \* [ops](#)
- struct [hail\\_log](#) [log](#)
- void \* [private](#)
- uint8\_t [addr](#) [64]
- size\_t [addr\\_len](#)
- GList \* [cfh](#)
- 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`
- enum `cld_msg_op` `msg_buf_op`
- unsigned int `msg_buf_len`
- char `msg_buf` [CLD\_MAX\_MSG\_SZ]
- char `payload` [CLD\_MAX\_PAYLOAD\_SZ]
- char `inode_name_temp` [CLD\_INODE\_NAME\_MAX]

### 3.16.1 Detailed Description

a single CLD client session

### 3.16.2 Field Documentation

- 3.16.2.1 `uint8_t cldc_session::addr[64]`
- 3.16.2.2 `size_t cldc_session::addr_len`
- 3.16.2.3 `GList* cldc_session::cfh`
- 3.16.2.4 `bool cldc_session::confirmed`
- 3.16.2.5 `time_t cldc_session::expire_time`
- 3.16.2.6 `bool cldc_session::expired`
- 3.16.2.7 `char cldc_session::inode_name_temp[CLD_INODE_NAME_MAX]`
- 3.16.2.8 `struct hail_log cldc_session::log`
- 3.16.2.9 `char cldc_session::msg_buf[CLD_MAX_MSG_SZ]`
- 3.16.2.10 `unsigned int cldc_session::msg_buf_len`
- 3.16.2.11 `enum cld_msg_op cldc_session::msg_buf_op`
- 3.16.2.12 `time_t cldc_session::msg_scan_time`
- 3.16.2.13 `uint64_t cldc_session::next_seqid_in`
- 3.16.2.14 `uint64_t cldc_session::next_seqid_in.tr`
- 3.16.2.15 `uint64_t cldc_session::next_seqid_out`
- 3.16.2.16 `struct cldc_ops* cldc_session::ops`
- 3.16.2.17 `GList* cldc_session::out_msg`
- 3.16.2.18 `char cldc_session::payload[CLD_MAX_PAYLOAD_SZ]`
- 3.16.2.19 `void* cldc_session::private`
- 3.16.2.20 `char cldc_session::secret_key[CLD_MAX_SECRET_KEY]`
- 3.16.2.21 `uint8_t cldc_session::sid[CLD_SID_SZ]`

#### 3.16.2.22 char cldc\_session::user[CLD\_MAX\_USERNAME]

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

- include/[cldc.h](#)

## 3.17 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 [cldc\\_session](#) \* [sess](#)
- int(\* [cb](#) )(struct [cldc\\_session](#) \*, void \*)
- void \* [cb\\_private](#)

#### 3.17.1 Detailed Description

A UDP implementation of the CLD client protocol.

#### 3.17.2 Field Documentation

3.17.2.1 uint8\_t cldc\_udp::addr[64]

3.17.2.2 size\_t cldc\_udp::addr\_len

3.17.2.3 int(\* cldc\_udp::cb)(struct [cldc\\_session](#) \*, void \*)

3.17.2.4 void\* cldc\_udp::cb\_private

3.17.2.5 int cldc\_udp::fd

3.17.2.6 struct [cldc\\_session](#)\* cldc\_udp::sess

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

- include/[cldc.h](#)

## 3.18 hail\_log Struct Reference

```
#include <hail_log.h>
```

### Data Fields

- void(\* [func](#) )(int prio, const char \*fmt,...) [ATTR\\_PRINTF](#)(2
- void(\*) boo [debug](#) )
- bool [verbose](#)

### 3.18.1 Field Documentation

3.18.1.1 void(\*) boo hail\_log::debug)

3.18.1.2 void(\* hail\_log::func)(int prio, const char \*fmt,...) ATTR\_PRINTF(2

3.18.1.3 bool hail\_log::verbose

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

- include/[hail\\_log.h](#)

## 3.19 hstor\_blist Struct Reference

```
#include <hstor.h>
```

### Data Fields

- char \* [own\\_id](#)
- char \* [own\\_name](#)
- GList \* [list](#)

### 3.19.1 Field Documentation

3.19.1.1 GList\* hstor\_blist::list

3.19.1.2 char\* hstor\_blist::own\_id

3.19.1.3 char\* hstor\_blist::own\_name

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

- include/[hstor.h](#)

## 3.20 hstor\_bucket Struct Reference

```
#include <hstor.h>
```

### Data Fields

- char \* [name](#)
- char \* [time\\_create](#)

### 3.20.1 Field Documentation

3.20.1.1 char\* hstor\_bucket::name

3.20.1.2 char\* hstor\_bucket::time\_create

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

- include/[hstor.h](#)

## 3.21 hstor\_client Struct Reference

```
#include <hstor.h>
```

### Data Fields

- CURL \* [curl](#)
- char \* [acc](#)
- char \* [host](#)
- char \* [user](#)
- char \* [key](#)
- bool [verbose](#)
- bool [subdomain](#)

### 3.21.1 Field Documentation

3.21.1.1 char\* hstor\_client::acc

3.21.1.2 CURL\* hstor\_client::curl

3.21.1.3 char\* hstor\_client::host

3.21.1.4 char\* hstor\_client::key

3.21.1.5 bool hstor\_client::subdomain

3.21.1.6 char\* hstor\_client::user

3.21.1.7 bool hstor\_client::verbose

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

- include/[hstor.h](#)

## 3.22 hstor\_keylist Struct Reference

```
#include <hstor.h>
```

### Data Fields

- char \* [name](#)
- char \* [prefix](#)
- char \* [marker](#)
- char \* [delim](#)
- unsigned int [max\\_keys](#)
- bool [trunc](#)
- GList \* [contents](#)
- GList \* [common\\_pfx](#)

### 3.22.1 Field Documentation

3.22.1.1 `GList* hstor_keylist::common_pfx`

3.22.1.2 `GList* hstor_keylist::contents`

3.22.1.3 `char* hstor_keylist::delim`

3.22.1.4 `char* hstor_keylist::marker`

3.22.1.5 `unsigned int hstor_keylist::max_keys`

3.22.1.6 `char* hstor_keylist::name`

3.22.1.7 `char* hstor_keylist::prefix`

3.22.1.8 `bool hstor_keylist::trunc`

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

- [include/hstor.h](#)

## 3.23 hstor\_object Struct Reference

```
#include <hstor.h>
```

### Data Fields

- `char * key`
- `char * time\_mod`
- `char * etag`
- `uint64_t size`
- `char * storage`
- `char * own\_id`
- `char * own\_name`

### 3.23.1 Field Documentation

3.23.1.1 `char* hstor_object::etag`

3.23.1.2 `char* hstor_object::key`

3.23.1.3 `char* hstor_object::own_id`

3.23.1.4 `char* hstor_object::own_name`

3.23.1.5 `uint64_t hstor_object::size`

3.23.1.6 `char* hstor_object::storage`

3.23.1.7 `char* hstor_object::time_mod`

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



- include/[hstor.h](#)

## 3.24 http\_hdr Struct Reference

```
#include <hstor.h>
```

### Data Fields

- char \* [key](#)
- char \* [val](#)

#### 3.24.1 Field Documentation

3.24.1.1 char\* http\_hdr::key

3.24.1.2 char\* http\_hdr::val

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

- include/[hstor.h](#)

## 3.25 http\_req Struct Reference

```
#include <hstor.h>
```

### Data Fields

- char \* [method](#)
- struct [http\\_uri](#) uri
- int [major](#)
- int [minor](#)
- char \* [orig\\_path](#)
- unsigned int [n\\_hdr](#)
- struct [http\\_hdr](#) [hdr](#) [[HREQ\\_MAX\\_HDR](#)]

#### 3.25.1 Field Documentation

3.25.1.1 struct http\_hdr http\_req::hdr[HREQ\_MAX\_HDR]

3.25.1.2 int http\_req::major

3.25.1.3 char\* http\_req::method

3.25.1.4 int http\_req::minor

3.25.1.5 unsigned int http\_req::n\_hdr

3.25.1.6 char\* http\_req::orig\_path

### 3.25.1.7 struct http\_uri http\_req::uri

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

- include/hstor.h

## 3.26 http\_uri Struct Reference

```
#include <hstor.h>
```

### Data Fields

- char \* [scheme](#)
- unsigned int [scheme\\_len](#)
- char \* [userinfo](#)
- unsigned int [userinfo\\_len](#)
- char \* [hostname](#)
- unsigned int [hostname\\_len](#)
- unsigned int [port](#)
- char \* [path](#)
- unsigned int [path\\_len](#)
- char \* [query](#)
- unsigned int [query\\_len](#)
- char \* [fragment](#)
- unsigned int [fragment\\_len](#)

### 3.26.1 Field Documentation

3.26.1.1 char\* http\_uri::fragment

3.26.1.2 unsigned int http\_uri::fragment\_len

3.26.1.3 char\* http\_uri::hostname

3.26.1.4 unsigned int http\_uri::hostname\_len

3.26.1.5 char\* http\_uri::path

3.26.1.6 unsigned int http\_uri::path\_len

3.26.1.7 unsigned int http\_uri::port

3.26.1.8 char\* http\_uri::query

3.26.1.9 unsigned int http\_uri::query\_len

3.26.1.10 char\* http\_uri::scheme

3.26.1.11 unsigned int http\_uri::scheme\_len

3.26.1.12 char\* http\_uri::userinfo

3.26.1.13 unsigned int http\_uri::userinfo\_len

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

- [include/hstor.h](#)

## 3.27 list\_head Struct Reference

```
#include <elist.h>
```

### Data Fields

- struct [list\\_head](#) \* [next](#)
- struct [list\\_head](#) \* [prev](#)

### 3.27.1 Field Documentation

3.27.1.1 struct [list\\_head](#)\* [list\\_head::next](#)

3.27.1.2 struct [list\\_head](#) \* [list\\_head::prev](#)

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

- [include/elist.h](#)

## 3.28 ncld\_fh Struct Reference

```
#include <ncld.h>
```

### Data Fields

- struct [ncld\\_sess](#) \* [sess](#)
- struct [cldc\\_fh](#) \* [fh](#)
- bool [is\\_open](#)
- int [errc](#)
- int [nios](#)
- unsigned int [event\\_mask](#)
- void(\* [event\\_func](#))(void \*, unsigned int)
- void \* [event\\_arg](#)

### 3.28.1 Field Documentation

3.28.1.1 int [ncld\\_fh::errc](#)

3.28.1.2 void\* [ncld\\_fh::event\\_arg](#)

3.28.1.3 void(\* [ncld\\_fh::event\\_func](#))(void \*, unsigned int)

3.28.1.4 unsigned int [ncld\\_fh::event\\_mask](#)

3.28.1.5 `struct cldc_fh* ncld_fh::fh`

3.28.1.6 `bool ncld_fh::is_open`

3.28.1.7 `int ncld_fh::nios`

3.28.1.8 `struct ncld_sess* ncld_fh::sess`

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

- `include/ncld.h`

## 3.29 ncld\_read Struct Reference

```
#include <ncld.h>
```

### Data Fields

- `const void * ptr`
- `long length`
- `struct cldc_node_metadata meta`
- `struct ncld_fh * fh`
- `bool is_done`
- `int errc`

### 3.29.1 Field Documentation

3.29.1.1 `int ncld_read::errc`

3.29.1.2 `struct ncld_fh* ncld_read::fh`

3.29.1.3 `bool ncld_read::is_done`

3.29.1.4 `long ncld_read::length`

3.29.1.5 `struct cldc_node_metadata ncld_read::meta`

3.29.1.6 `const void* ncld_read::ptr`

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

- `include/ncld.h`

## 3.30 ncld\_sess Struct Reference

```
#include <ncld.h>
```

### Data Fields

- `char * host`
- `unsigned short port`

- GMutex \* [mutex](#)
- GCond \* [cond](#)
- GThread \* [thread](#)
- bool [is\\_up](#)
- bool [open\\_done](#)
- int [errc](#)
- GList \* [handles](#)
- int [to\\_thread](#) [2]
- struct [cldc\\_udp](#) \* [udp](#)
- struct [cld\\_timer](#) [udp\\_timer](#)
- struct [cld\\_timer\\_list](#) [tlist](#)
- void(\* [event](#) )(void \*, unsigned int)
- void \* [event\\_arg](#)

### 3.30.1 Field Documentation

3.30.1.1 GCond\* [ncld\\_sess::cond](#)

3.30.1.2 int [ncld\\_sess::errc](#)

3.30.1.3 void(\* [ncld\\_sess::event](#))(void \*, unsigned int)

3.30.1.4 void\* [ncld\\_sess::event\\_arg](#)

3.30.1.5 GList\* [ncld\\_sess::handles](#)

3.30.1.6 char\* [ncld\\_sess::host](#)

3.30.1.7 bool [ncld\\_sess::is\\_up](#)

3.30.1.8 GMutex\* [ncld\\_sess::mutex](#)

3.30.1.9 bool [ncld\\_sess::open\\_done](#)

3.30.1.10 unsigned short [ncld\\_sess::port](#)

3.30.1.11 GThread\* [ncld\\_sess::thread](#)

3.30.1.12 struct [cld\\_timer\\_list](#) [ncld\\_sess::tlist](#)

3.30.1.13 int [ncld\\_sess::to\\_thread](#)[2]

3.30.1.14 struct [cldc\\_udp](#)\* [ncld\\_sess::udp](#)

3.30.1.15 struct [cld\\_timer](#) [ncld\\_sess::udp\\_timer](#)

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

- [include/ncld.h](#)

## 3.31 objcache Struct Reference

```
#include <objcache.h>
```

## Data Fields

- GMutex \* [lock](#)
- GHashTable \* [table](#)

### 3.31.1 Field Documentation

3.31.1.1 GMutex\* objcache::lock

3.31.1.2 GHashTable\* objcache::table

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

- include/[objcache.h](#)

## 3.32 objcache\_entry Struct Reference

```
#include <objcache.h>
```

## Data Fields

- unsigned int [hash](#)
- unsigned int [flags](#)
- int [ref](#)

### 3.32.1 Field Documentation

3.32.1.1 unsigned int objcache\_entry::flags

3.32.1.2 unsigned int objcache\_entry::hash

3.32.1.3 int objcache\_entry::ref

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

- include/[objcache.h](#)

## 3.33 st\_client Struct Reference

```
#include <chunkc.h>
```

## Data Fields

- char \* [host](#)
- char \* [user](#)
- char \* [key](#)
- bool [verbose](#)
- int [fd](#)
- SSL\_CTX \* [ssl\\_ctx](#)
- SSL \* [ssl](#)
- char [req\\_buf](#) [sizeof(struct chunksrv\_req)+CHD\_KEY\_SZ]

### 3.33.1 Field Documentation

3.33.1.1 int st\_client::fd

3.33.1.2 char\* st\_client::host

3.33.1.3 char\* st\_client::key

3.33.1.4 char st\_client::req\_buf[sizeof(struct chunksrv\_req)+CHD\_KEY\_SZ]

3.33.1.5 SSL\* st\_client::ssl

3.33.1.6 SSL\_CTX\* st\_client::ssl\_ctx

3.33.1.7 char\* st\_client::user

3.33.1.8 bool st\_client::verbose

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

- include/[chunkc.h](#)

## 3.34 st\_keylist Struct Reference

```
#include <chunkc.h>
```

### Data Fields

- char \* [name](#)
- GList \* [contents](#)

### 3.34.1 Field Documentation

3.34.1.1 GList\* st\_keylist::contents

3.34.1.2 char\* st\_keylist::name

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

- include/[chunkc.h](#)

## 3.35 st\_object Struct Reference

```
#include <chunkc.h>
```

### Data Fields

- char \* [name](#)
- char \* [time\\_mod](#)
- char \* [etag](#)
- uint64\_t [size](#)
- char \* [owner](#)

### 3.35.1 Field Documentation

3.35.1.1 `char* st_object::etag`

3.35.1.2 `char* st_object::name`

3.35.1.3 `char* st_object::owner`

3.35.1.4 `uint64_t st_object::size`

3.35.1.5 `char* st_object::time_mod`

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

- [include/chunkc.h](#)



## Chapter 4

# File Documentation

### 4.1 include/chunk-private.h File Reference

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

#### Macros

- `#define MDB_TPATH_FMT "%s/%X"`
- `#define BAD_TPATH_FMT "%s/bad"`
- `#define PREFIX_LEN 3`

#### 4.1.1 Macro Definition Documentation

4.1.1.1 `#define BAD_TPATH_FMT "%s/bad"`

4.1.1.2 `#define MDB_TPATH_FMT "%s/%X"`

4.1.1.3 `#define PREFIX_LEN 3`

### 4.2 include/chunk\_msg.h File Reference

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

#### Data Structures

- struct `chunksrv_req`
- struct `chunksrv_resp`
- struct `chunksrv_resp_get`
- struct `chunk_check_status`
- struct `chunksrv_resp_chkstat`

#### Macros

- `#define CHUNKD_MAGIC "CHUNKDv1"`

## Enumerations

- enum {  
`CHD_MAGIC_SZ = 8, CHD_USER_SZ = 64, CHD_KEY_SZ = 1024, CHD_CSUM_SZ = 20,`  
`CHD_SIG_SZ = 64 }`
- enum `chunksrv_ops` {  
`CHO_NOP = 0, CHO_GET = 1, CHO_GET_META = 2, CHO_PUT = 3,`  
`CHO_DEL = 4, CHO_LIST = 5, CHO_LOGIN = 6, CHO_TABLE_OPEN = 7,`  
`CHO_CHECK_START = 8, CHO_CHECK_STATUS = 9, CHO_START_TLS = 10, CHO_CP = 11 }`
- enum `chunk_errcode` {  
`che_Success = 0, che_AccessDenied = 1, che_InternalError = 2, che_InvalidArgument = 3,`  
`che_InvalidURI = 4, che_NoSuchKey = 5, che_SignatureDoesNotMatch = 6, che_InvalidKey = 7,`  
`che_InvalidTable = 8, che_Busy = 9, che_KeyExists = 10 }`
- enum `chunk_flags` { `CHF_SYNC = (1 << 0), CHF_TBL_CREAT = (1 << 1), CHF_TBL_EXCL = (1 << 2) }`
- enum `chunk_check_state` { `chk_Off, chk_Idle, chk_Active` }

### 4.2.1 Macro Definition Documentation

#### 4.2.1.1 `#define CHUNKD_MAGIC "CHUNKDv1"`

### 4.2.2 Enumeration Type Documentation

#### 4.2.2.1 anonymous enum

Enumerator:

***CHD\_MAGIC\_SZ***  
***CHD\_USER\_SZ***  
***CHD\_KEY\_SZ***  
***CHD\_CSUM\_SZ***  
***CHD\_SIG\_SZ***

#### 4.2.2.2 enum `chunk_check_state`

Enumerator:

***chk\_Off***  
***chk\_Idle***  
***chk\_Active***

#### 4.2.2.3 enum `chunk_errcode`

Enumerator:

***che\_Success***  
***che\_AccessDenied***  
***che\_InternalError***  
***che\_InvalidArgument***  
***che\_InvalidURI***  
***che\_NoSuchKey***  
***che\_SignatureDoesNotMatch***  
***che\_InvalidKey***

***che\_InvalidTable***  
***che\_Busy***  
***che\_KeyExists***

#### 4.2.2.4 enum chunk\_flags

Enumerator:

***CHF\_SYNC***  
***CHF\_TBL\_CREAT***  
***CHF\_TBL\_EXCL***

#### 4.2.2.5 enum chunksrv\_ops

Enumerator:

***CHO\_NOP***  
***CHO\_GET***  
***CHO\_GET\_META***  
***CHO\_PUT***  
***CHO\_DEL***  
***CHO\_LIST***  
***CHO\_LOGIN***  
***CHO\_TABLE\_OPEN***  
***CHO\_CHECK\_START***  
***CHO\_CHECK\_STATUS***  
***CHO\_START\_TLS***  
***CHO\_CP***

## 4.3 include/chunkc.h File Reference

```
#include <sys/types.h>
#include <openssl/ssl.h>
#include <stdbool.h>
#include <stdint.h>
#include <string.h>
#include <glib.h>
#include <chunk_msg.h>
```

### Data Structures

- struct [st\\_object](#)
- struct [st\\_keylist](#)
- struct [st\\_client](#)

## Functions

- void [stc\\_free](#) (struct [st\\_client](#) \*stc)
- void [stc\\_free\\_keylist](#) (struct [st\\_keylist](#) \*keylist)
- void [stc\\_free\\_object](#) (struct [st\\_object](#) \*obj)
- void [stc\\_init](#) (void)
- struct [st\\_client](#) \* [stc\\_new](#) (const char \*service\_host, int port, const char \*user, const char \*secret\_key, bool encrypt)
- bool [stc\\_table\\_open](#) (struct [st\\_client](#) \*stc, const void \*key, size\_t key\_len, uint32\_t flags)
- bool [stc\\_get](#) (struct [st\\_client](#) \*stc, const void \*key, size\_t key\_len, size\_t(\*write\_cb)(void \*, size\_t, size\_t, void \*), void \*user\_data)
- void \* [stc\\_get\\_inline](#) (struct [st\\_client](#) \*stc, const void \*key, size\_t key\_len, size\_t \*len)
- bool [stc\\_get\\_start](#) (struct [st\\_client](#) \*stc, const void \*key, size\_t key\_len, int \*pfd, uint64\_t \*len)
- size\_t [stc\\_get\\_recv](#) (struct [st\\_client](#) \*stc, void \*data, size\_t len)
- bool [stc\\_put](#) (struct [st\\_client](#) \*stc, const void \*key, size\_t key\_len, size\_t(\*read\_cb)(void \*, size\_t, size\_t, void \*), uint64\_t len, void \*user\_data, uint32\_t flags)
- bool [stc\\_put\\_start](#) (struct [st\\_client](#) \*stc, const void \*key, size\_t key\_len, uint64\_t cont\_len, int \*pfd, uint32\_t flags)
- size\_t [stc\\_put\\_send](#) (struct [st\\_client](#) \*stc, void \*data, size\_t len)
- bool [stc\\_put\\_sync](#) (struct [st\\_client](#) \*stc)
- bool [stc\\_put\\_inline](#) (struct [st\\_client](#) \*stc, const void \*key, size\_t key\_len, void \*data, uint64\_t len, uint32\_t flags)
- bool [stc\\_cp](#) (struct [st\\_client](#) \*stc, const void \*dest\_key, size\_t dest\_key\_len, const void \*src\_key, size\_t src\_key\_len)
- bool [stc\\_del](#) (struct [st\\_client](#) \*stc, const void \*key, size\_t key\_len)
- bool [stc\\_ping](#) (struct [st\\_client](#) \*stc)
- bool [stc\\_check\\_start](#) (struct [st\\_client](#) \*stc)
- bool [stc\\_check\\_status](#) (struct [st\\_client](#) \*stc, struct [chunk\\_check\\_status](#) \*out)
- struct [st\\_keylist](#) \* [stc\\_keys](#) (struct [st\\_client](#) \*stc)
- int [stc\\_readport](#) (const char \*fname)

### 4.3.1 Function Documentation

4.3.1.1 bool [stc\\_check\\_start](#) ( struct [st\\_client](#) \* *stc* )

4.3.1.2 bool [stc\\_check\\_status](#) ( struct [st\\_client](#) \* *stc*, struct [chunk\\_check\\_status](#) \* *out* )

4.3.1.3 bool [stc\\_cp](#) ( struct [st\\_client](#) \* *stc*, const void \* *dest\_key*, size\_t *dest\_key\_len*, const void \* *src\_key*, size\_t *src\_key\_len* )

4.3.1.4 bool [stc\\_del](#) ( struct [st\\_client](#) \* *stc*, const void \* *key*, size\_t *key\_len* )

4.3.1.5 void [stc\\_free](#) ( struct [st\\_client](#) \* *stc* )

4.3.1.6 void [stc\\_free\\_keylist](#) ( struct [st\\_keylist](#) \* *keylist* )

4.3.1.7 void [stc\\_free\\_object](#) ( struct [st\\_object](#) \* *obj* )

4.3.1.8 bool [stc\\_get](#) ( struct [st\\_client](#) \* *stc*, const void \* *key*, size\_t *key\_len*, size\_t(\*)(void \*, size\_t, size\_t, void \*) *write\_cb*, void \* *user\_data* )

4.3.1.9 void\* [stc\\_get\\_inline](#) ( struct [st\\_client](#) \* *stc*, const void \* *key*, size\_t *key\_len*, size\_t \* *len* )

4.3.1.10 size\_t [stc\\_get\\_recv](#) ( struct [st\\_client](#) \* *stc*, void \* *data*, size\_t *len* )

- 4.3.1.11 `bool stc_get_start ( struct st_client * stc, const void * key, size_t key_len, int * pfd, uint64_t * len )`
- 4.3.1.12 `void stc_init ( void )`
- 4.3.1.13 `struct st_keylist* stc_keys ( struct st_client * stc )` [read]
- 4.3.1.14 `struct st_client* stc_new ( const char * service_host, int port, const char * user, const char * secret_key, bool encrypt )` [read]
- 4.3.1.15 `bool stc_ping ( struct st_client * stc )`
- 4.3.1.16 `bool stc_put ( struct st_client * stc, const void * key, size_t key_len, size_t(*)(void *, size_t, size_t, void *) read_cb, uint64_t len, void * user_data, uint32_t flags )`
- 4.3.1.17 `bool stc_put_inline ( struct st_client * stc, const void * key, size_t key_len, void * data, uint64_t len, uint32_t flags )`
- 4.3.1.18 `size_t stc_put_send ( struct st_client * stc, void * data, size_t len )`
- 4.3.1.19 `bool stc_put_start ( struct st_client * stc, const void * key, size_t key_len, uint64_t cont_len, int * pfd, uint32_t flags )`
- 4.3.1.20 `bool stc_put_sync ( struct st_client * stc )`
- 4.3.1.21 `int stc_readport ( const char * fname )`
- 4.3.1.22 `bool stc_table_open ( struct st_client * stc, const void * key, size_t key_len, uint32_t flags )`

## 4.4 include/chunksrv.h File Reference

```
#include <chunk_msg.h>
```

### Functions

- `size_t req_len` (const struct [chunksrv\\_req](#) \*req)
- `void chreq_sign` (struct [chunksrv\\_req](#) \*req, const char \*key, char \*b64hmac\_out)

### 4.4.1 Function Documentation

- 4.4.1.1 `void chreq_sign ( struct chunksrv_req * req, const char * key, char * b64hmac_out )`
- 4.4.1.2 `size_t req_len ( const struct chunksrv_req * req )`

## 4.5 include/cld-private.h File Reference

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

## 4.6 include/cld\_common.h File Reference

```
#include <stdint.h>
#include <stdbool.h>
#include <string.h>
#include <time.h>
#include <glib.h>
#include <openssl/sha.h>
#include <cld_msg_rpc.h>
```

### Data Structures

- struct [cld\\_timer](#)
- struct [cld\\_timer\\_list](#)

### Macros

- #define [CLD\\_ALIGN8](#)(n) ((8 - ((n) & 7)) & 7)
- #define [SIDFMT](#) "%016lX"
- #define [SIDARG](#)(sid) [cld\\_sid2llu](#)(sid)
- #define [CLD\\_PKT\\_FTR\\_LEN](#) sizeof(struct cld\_pkt\_ftr)  
*Length of the packet footer.*
- #define [PKT\\_HDR\\_TO\\_STR\\_SCRATCH\\_LEN](#) 128

### Functions

- void [cld\\_timer\\_add](#) (struct [cld\\_timer\\_list](#) \*tlist, struct [cld\\_timer](#) \*timer, time\_t expires)
- void [cld\\_timer\\_del](#) (struct [cld\\_timer\\_list](#) \*tlist, struct [cld\\_timer](#) \*timer)
- time\_t [cld\\_timers\\_run](#) (struct [cld\\_timer\\_list](#) \*tlist)
- unsigned long long [cld\\_sid2llu](#) (const uint8\_t \*sid)
- void [cld\\_rand64](#) (void \*p)
- const char \* [cld\\_errstr](#) (enum cle\_err\_codes ecode)
- int [cld\\_readport](#) (const char \*fname)
- int [cld\\_authcheck](#) (struct [hail\\_log](#) \*log, const char \*key, const void \*buf, size\_t buf\_len, const void \*sha)
- int [cld\\_authsign](#) (struct [hail\\_log](#) \*log, const char \*key, const void \*buf, size\_t buf\_len, void \*sha)
- const char \* [cld\\_opstr](#) (enum cld\_msg\_op)
- const char \* [cld\\_pkt\\_hdr\\_to\\_str](#) (char \*scratch, const char \*pkt\_hdr, size\_t pkt\_len)
- void [\\_\\_cld\\_dump\\_buf](#) (const void \*buf, size\_t len)
- struct [\\_\\_attribute\\_\\_](#) ((packed)) cld\_pkt\_ftr  
*Footer that appears at the end of each packet.*

#### 4.6.1 Macro Definition Documentation

4.6.1.1 #define [CLD\\_ALIGN8](#)( n ) ((8 - ((n) & 7)) & 7)

4.6.1.2 #define [CLD\\_PKT\\_FTR\\_LEN](#) sizeof(struct cld\_pkt\_ftr)

Length of the packet footer.

This size is fixed

4.6.1.3 `#define PKT_HDR_TO_STR_SCRATCH_LEN 128`

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

4.6.1.5 `#define SIDFMT "%016llx"`

## 4.6.2 Function Documentation

4.6.2.1 `struct __attribute__((packed)) [read]`

Footer that appears at the end of each packet.

< packet sequence ID

< packet signature

4.6.2.2 `void __cld_dump_buf( const void * buf, size_t len )`

4.6.2.3 `int cld_authcheck( struct hail_log * log, const char * key, const void * buf, size_t buf_len, const void * sha )`

4.6.2.4 `int cld_authsign( struct hail_log * log, const char * key, const void * buf, size_t buf_len, void * sha )`

4.6.2.5 `const char* cld_errstr( enum cld_err_codes ecode )`

4.6.2.6 `const char* cld_opstr( enum cld_msg_op )`

4.6.2.7 `const char* cld_pkt_hdr_to_str( char * scratch, const char * pkt_hdr, size_t pkt_len )`

4.6.2.8 `void cld_rand64( void * p )`

4.6.2.9 `int cld_readport( const char * fname )`

4.6.2.10 `unsigned long long cld_sid2llu( const uint8_t * sid )`

4.6.2.11 `void cld_timer_add( struct cld_timer_list * tlist, struct cld_timer * timer, time_t expires )`

4.6.2.12 `void cld_timer_del( struct cld_timer_list * tlist, struct cld_timer * timer )`

4.6.2.13 `time_t cld_timers_run( struct cld_timer_list * tlist )`

## 4.7 include/cldc.h File Reference

```
#include <sys/types.h>
#include <stdbool.h>
#include <glib.h>
#include <cld_msg_rpc.h>
#include <cld_common.h>
#include <hail_log.h>
```

## Data Structures

- struct [cldc\\_call\\_opts](#)  
*per-operation application options*
- struct [cldc\\_node\\_metadata](#)

- 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\\_copts\\_get\\_data](#) (const struct [cldc\\_call\\_opts](#) \*copts, char \*\*data, size\_t \*data\_len)
- void [cldc\\_copts\\_get\\_metadata](#) (const struct [cldc\\_call\\_opts](#) \*copts, struct [cldc\\_node\\_metadata](#) \*md)
- 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)
- int [cldc\\_getaddr](#) (GList \*\*host\_list, const char \*thishost, struct [hail\\_log](#) \*log)
- int [cldc\\_saveaddr](#) (struct [cldc\\_host](#) \*hp, unsigned int priority, unsigned int weight, unsigned int port, unsigned int nlen, const char \*name, struct [hail\\_log](#) \*log)



### 4.7.1 Function Documentation

- 4.7.1.1 `int cldc_close ( struct cldc_fh * fh, const struct cldc_call_opts * copts )`
- 4.7.1.2 `void cldc_copts_get_data ( const struct cldc_call_opts * copts, char ** data, size_t * data_len )`
- 4.7.1.3 `void cldc_copts_get_metadata ( const struct cldc_call_opts * copts, struct cldc_node_metadata * md )`
- 4.7.1.4 `int cldc_del ( struct cldc_session * sess, const struct cldc_call_opts * copts, const char * pathname )`
- 4.7.1.5 `int cldc_dirent_count ( const void * data, size_t data_len )`
- 4.7.1.6 `void cldc_dirent_cur_fini ( struct cld_dirent_cur * dc )`
- 4.7.1.7 `void cldc_dirent_cur_init ( struct cld_dirent_cur * dc, const void * buf, size_t buflen )`
- 4.7.1.8 `int cldc_dirent_first ( struct cld_dirent_cur * dc )`
- 4.7.1.9 `char* cldc_dirent_name ( struct cld_dirent_cur * dc )`
- 4.7.1.10 `int cldc_dirent_next ( struct cld_dirent_cur * dc )`
- 4.7.1.11 `int cldc_end_sess ( struct cldc_session * sess, const struct cldc_call_opts * copts )`
- 4.7.1.12 `int cldc_get ( struct cldc_fh * fh, const struct cldc_call_opts * copts, bool metadata_only )`
- 4.7.1.13 `int cldc_getaddr ( GList ** host_list, const char * thishost, struct hail_log * log )`
- 4.7.1.14 `void cldc_init ( void )`
- 4.7.1.15 `void cldc_kill_sess ( struct cldc_session * sess )`
- 4.7.1.16 `int cldc_lock ( struct cldc_fh * fh, const struct cldc_call_opts * copts, uint32_t lock_flags, bool wait_for_lock )`
- 4.7.1.17 `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 )`
- 4.7.1.18 `int cldc_nop ( struct cldc_session * sess, const struct cldc_call_opts * copts )`
- 4.7.1.19 `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 )`
- 4.7.1.20 `int cldc_put ( struct cldc_fh * fh, const struct cldc_call_opts * copts, const void * data, size_t data_len )`
- 4.7.1.21 `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

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

**Returns**

Zero for success, non-zero on error

4.7.1.22 `int cldc_saveaddr ( struct cldc_host * hp, unsigned int priority, unsigned int weight, unsigned int port, unsigned int nlen, const char * name, struct hail_log * log )`

4.7.1.23 `void cldc_udp_free ( struct cldc_udp * udp )`

4.7.1.24 `int cldc_udp_new ( const char * hostname, int port, struct cldc_udp ** udp_out )`

4.7.1.25 `int cldc_udp_pkt_send ( void * private, const void * addr, size_t addrlen, const void * buf, size_t buflen )`

4.7.1.26 `int cldc_udp_receive_pkt ( struct cldc_udp * udp )`

4.7.1.27 `int cldc_unlock ( struct cldc_fh * fh, const struct cldc_call_opts * copts )`

## 4.8 include/elist.h File Reference

### Data Structures

- struct [list\\_head](#)

### Macros

- `#define LIST_HEAD_INIT(name) { &(amp;name), &(name) }`
- `#define LIST_HEAD(name) struct list_head name = LIST_HEAD_INIT(name)`
- `#define INIT_LIST_HEAD(ptr)`
- `#define list_entry(ptr, type, member) ((type *)((char *)(ptr)-(unsigned long)&((type *)0)->member))`  
*list\_entry - get the struct for this entry : the &struct list\_head pointer.*
- `#define list_for_each(pos, head)`  
*list\_for\_each - iterate over a list : the &struct list\_head to use as a loop counter.*
- `#define list_for_each_prev(pos, head)`  
*list\_for\_each\_prev - iterate over a list backwards : the &struct list\_head to use as a loop counter.*
- `#define list_for_each_safe(pos, n, head)`  
*list\_for\_each\_safe - iterate over a list safe against removal of list entry : the &struct list\_head to use as a loop counter.*
- `#define list_for_each_entry(pos, head, member)`  
*list\_for\_each\_entry - iterate over list of given type : the type \* to use as a loop counter.*
- `#define list_for_each_entry_safe(pos, n, head, member)`  
*list\_for\_each\_entry\_safe - iterate over list of given type safe against removal of list entry : the type \* to use as a loop counter.*
- `#define list_for_each_entry_continue(pos, head, member)`  
*list\_for\_each\_entry\_continue - iterate over list of given type continuing after existing point : the type \* to use as a loop counter.*

### 4.8.1 Macro Definition Documentation

4.8.1.1 `#define INIT_LIST_HEAD( ptr )`

**Value:**

```
do { \
    (ptr)->next = (ptr); (ptr)->prev = (ptr); \
} while (0)
```

4.8.1.2 `#define list_entry( ptr, type, member )((type *)((char *)(ptr)-(unsigned long)&((type *)0)->member)))`

`list_entry` - get the struct for this entry : the &struct `list_head` pointer.

: the type of the struct this is embedded in. : the name of the `list_struct` within the struct.

4.8.1.3 `#define list_for_each( pos, head )`

**Value:**

```
for (pos = (head)->next; pos != (head); \
     pos = pos->next)
```

`list_for_each` - iterate over a list : the &struct `list_head` to use as a loop counter.

: the head for your list.

4.8.1.4 `#define list_for_each_entry( pos, head, member )`

**Value:**

```
for (pos = list_entry((head)->next, typeof(*pos), member); \
     &pos->member != (head); \
     pos = list_entry(pos->member.next, typeof(*pos), member) \
     )
```

`list_for_each_entry` - iterate over list of given type : the type \* to use as a loop counter.

: the head for your list. : the name of the `list_struct` within the struct.

4.8.1.5 `#define list_for_each_entry_continue( pos, head, member )`

**Value:**

```
for (pos = list_entry(pos->member.next, typeof(*pos), member), \
     prefetch(pos->member.next); \
     &pos->member != (head); \
     pos = list_entry(pos->member.next, typeof(*pos), member) \
     , prefetch(pos->member.next))
```

`list_for_each_entry_continue` - iterate over list of given type continuing after existing point : the type \* to use as a loop counter.

: the head for your list. : the name of the `list_struct` within the struct.

4.8.1.6 `#define list_for_each_entry_safe( pos, n, head, member )`

**Value:**

```
for (pos = list_entry((head)->next, typeof(*pos), member), \
     n = list_entry(pos->member.next, typeof(*pos), member \
     ); \
     &pos->member != (head); \
     pos = n, n = list_entry(n->member.next, typeof(*n), \
     member))
```

`list_for_each_entry_safe` - iterate over list of given type safe against removal of list entry : the type \* to use as a loop counter.

: another type \* to use as temporary storage : the head for your list. : the name of the `list_struct` within the struct.

#### 4.8.1.7 #define list\_for\_each\_prev( pos, head )

##### Value:

```
for (pos = (head)->prev; pos != (head); \
     pos = pos->prev)
```

list\_for\_each\_prev - iterate over a list backwards : the &struct [list\\_head](#) to use as a loop counter.  
: the head for your list.

#### 4.8.1.8 #define list\_for\_each\_safe( pos, n, head )

##### Value:

```
for (pos = (head)->next, n = pos->next; pos != (head); \
     pos = n, n = pos->next)
```

list\_for\_each\_safe - iterate over a list safe against removal of list entry : the &struct [list\\_head](#) to use as a loop counter.

: another &struct [list\\_head](#) to use as temporary storage : the head for your list.

#### 4.8.1.9 #define LIST\_HEAD( name ) struct list\_head name = LIST\_HEAD\_INIT(name)

#### 4.8.1.10 #define LIST\_HEAD\_INIT( name ) { &(name), &(name) }

## 4.9 include/hail\_log.h File Reference

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

### Data Structures

- struct [hail\\_log](#)

### Macros

- #define [ATTR\\_PRINTF](#)(x, y)
- #define [HAIL\\_VERBOSE](#)(log,...)  
*Print out a CLD session debug message if enabled.*
- #define [HAIL\\_DEBUG](#)(log,...)  
*Print out an application debug message if enabled.*
- #define [HAIL\\_INFO](#)(log,...) (log)->func(LOG\_INFO, \_\_VA\_ARGS\_\_)  
*Print out an informational log message.*
- #define [HAIL\\_WARN](#)(log,...) (log)->func(LOG\_WARNING, \_\_VA\_ARGS\_\_)  
*Print out a warning message.*
- #define [HAIL\\_ERR](#)(log,...) (log)->func(LOG\_ERR, \_\_VA\_ARGS\_\_)  
*Print out an error message.*
- #define [HAIL\\_CRIT](#)(log,...) (log)->func(LOG\_CRIT, \_\_VA\_ARGS\_\_)  
*Print out a critical warning message.*

### 4.9.1 Macro Definition Documentation

#### 4.9.1.1 #define ATTR\_PRINTF( x, y )

#### 4.9.1.2 #define HAIL\_CRIT( log, ... ) (log)->func(LOG\_CRIT, \_\_VA\_ARGS\_\_)

Print out a critical warning message.

#### 4.9.1.3 #define HAIL\_DEBUG( log, ... )

**Value:**

```
if ((log)->debug) { \
    (log)->func(LOG_DEBUG, __VA_ARGS__); \
}
```

Print out an application debug message if enabled.

#### 4.9.1.4 #define HAIL\_ERR( log, ... ) (log)->func(LOG\_ERR, \_\_VA\_ARGS\_\_)

Print out an error message.

#### 4.9.1.5 #define HAIL\_INFO( log, ... ) (log)->func(LOG\_INFO, \_\_VA\_ARGS\_\_)

Print out an informational log message.

#### 4.9.1.6 #define HAIL\_VERBOSE( log, ... )

**Value:**

```
if ((log)->verbose) { \
    (log)->func(LOG_DEBUG, __VA_ARGS__); \
}
```

Print out a CLD session debug message if enabled.

#### 4.9.1.7 #define HAIL\_WARN( log, ... ) (log)->func(LOG\_WARNING, \_\_VA\_ARGS\_\_)

Print out a warning message.

## 4.10 include/hail\_private.h File Reference

```
#include "hail-config.h"
#include <rpc/xdr.h>
```

## 4.11 include/hstor.h File Reference

```
#include <stdbool.h>
#include <stdint.h>
#include <curl/curl.h>
#include <glib.h>
```

## Data Structures

- struct [hstor\\_client](#)
- struct [hstor\\_bucket](#)
- struct [hstor\\_blist](#)
- struct [hstor\\_object](#)
- struct [hstor\\_keylist](#)
- struct [http\\_uri](#)
- struct [http\\_hdr](#)
- struct [http\\_req](#)

## Macros

- #define [ARRAY\\_SIZE](#)(arr) (sizeof(arr) / sizeof((arr)[0]))
- #define [PATH\\_ESCAPE\\_MASK](#) 0x02
- #define [QUERY\\_ESCAPE\\_MASK](#) 0x04

## Enumerations

- enum [hstor\\_calling\\_format](#) { [HFMT\\_ORDINARY](#), [HFMT\\_SUBDOMAIN](#) }
- enum { [HREQ\\_MAX\\_HDR](#) = 128 }
- enum [ReqQ](#) { [URIQ\\_ACL](#), [URIQ\\_LOCATION](#), [URIQ\\_LOGGING](#), [URIQ\\_TORRENT](#), [URIQNUM](#) }
- enum [ReqACLC](#) { [ACLC\\_PRIV](#), [ACLC\\_PUB\\_R](#), [ACLC\\_PUB\\_RW](#), [ACLC\\_AUTH\\_R](#), [ACLCNUM](#) }

## Functions

- char \* [hutil\\_time2str](#) (char \*buf, int len, time\_t time)
- time\_t [hutil\\_str2time](#) (const char \*timestr)
- int [hreq\\_hdr\\_push](#) (struct [http\\_req](#) \*req, char \*key, char \*val)
- char \* [hreq\\_hdr](#) (struct [http\\_req](#) \*req, const char \*key)
- void [hreq\\_sign](#) (struct [http\\_req](#) \*req, const char \*bucket, const char \*key, char \*b64hmac\_out)
- GHashTable \* [hreq\\_query](#) (struct [http\\_req](#) \*req)
- int [hreq\\_is\\_query](#) (struct [http\\_req](#) \*req)
- void [hreq\\_free](#) (struct [http\\_req](#) \*req)
- int [hreq\\_acl\\_canned](#) (struct [http\\_req](#) \*req)
- struct [http\\_uri](#) \* [huri\\_parse](#) (struct [http\\_uri](#) \*uri\_dest, char \*uri\_src\_text)
- int [huri\\_field\\_unescape](#) (char \*s, int s\_len)
- char \* [huri\\_field\\_escape](#) (const char \*signed\_str, unsigned char mask)
- void [hstor\\_free](#) (struct [hstor\\_client](#) \*hstor)
- void [hstor\\_free\\_blist](#) (struct [hstor\\_blist](#) \*blist)
- void [hstor\\_free\\_bucket](#) (struct [hstor\\_bucket](#) \*buck)
- void [hstor\\_free\\_object](#) (struct [hstor\\_object](#) \*obj)
- void [hstor\\_free\\_keylist](#) (struct [hstor\\_keylist](#) \*keylist)
- struct [hstor\\_client](#) \* [hstor\\_new](#) (const char \*service\_acc, const char \*service\_host, const char \*user, const char \*secret\_key)
- bool [hstor\\_set\\_format](#) (struct [hstor\\_client](#) \*hstor, enum [hstor\\_calling\\_format](#) f)
- bool [hstor\\_add\\_bucket](#) (struct [hstor\\_client](#) \*hstor, const char \*name)
- bool [hstor\\_del\\_bucket](#) (struct [hstor\\_client](#) \*hstor, const char \*name)
- struct [hstor\\_blist](#) \* [hstor\\_list\\_buckets](#) (struct [hstor\\_client](#) \*hstor)

- bool [hstor\\_get](#) (struct [hstor\\_client](#) \*hstor, const char \*bucket, const char \*key, size\_t(\*write\_cb)(void \*, size\_t, size\_t, void \*), void \*user\_data, bool want\_headers)
- void \* [hstor\\_get\\_inline](#) (struct [hstor\\_client](#) \*hstor, const char \*bucket, const char \*key, bool want\_headers, size\_t \*len)
- bool [hstor\\_put](#) (struct [hstor\\_client](#) \*hstor, const char \*bucket, const char \*key, size\_t(\*read\_cb)(void \*, size\_t, void \*), uint64\_t len, void \*user\_data, char \*\*user\_hdrs)
- bool [hstor\\_put\\_inline](#) (struct [hstor\\_client](#) \*hstor, const char \*bucket, const char \*key, void \*data, uint64\_t len, char \*\*user\_hdrs)
- bool [hstor\\_del](#) (struct [hstor\\_client](#) \*hstor, const char \*bucket, const char \*key)
- struct [hstor\\_keylist](#) \* [hstor\\_keys](#) (struct [hstor\\_client](#) \*hstor, const char \*bucket, const char \*prefix, const char \*marker, const char \*delim, unsigned int max\_keys)

#### 4.11.1 Macro Definition Documentation

4.11.1.1 `#define ARRAY_SIZE( arr ) (sizeof(arr) / sizeof((arr)[0]))`

4.11.1.2 `#define PATH_ESCAPE_MASK 0x02`

4.11.1.3 `#define QUERY_ESCAPE_MASK 0x04`

#### 4.11.2 Enumeration Type Documentation

4.11.2.1 anonymous enum

Enumerator:

***HREQ\_MAX\_HDR***

4.11.2.2 enum [hstor\\_calling\\_format](#)

Enumerator:

***HFMT\_ORDINARY***

***HFMT\_SUBDOMAIN***

4.11.2.3 enum [ReqACLC](#)

Enumerator:

***ACLC\_PRIV***

***ACLC\_PUB\_R***

***ACLC\_PUB\_RW***

***ACLC\_AUTH\_R***

***ACLCNUM***

4.11.2.4 enum [ReqQ](#)

Enumerator:

***URIQ\_ACL***

***URIQ\_LOCATION***

***URIQ\_LOGGING***

***URIQ\_TORRENT***

***URIQNUM***

### 4.11.3 Function Documentation

- 4.11.3.1 `int hreq_acl_canned ( struct http_req * req )`
- 4.11.3.2 `void hreq_free ( struct http_req * req )`
- 4.11.3.3 `char* hreq_hdr ( struct http_req * req, const char * key )`
- 4.11.3.4 `int hreq_hdr_push ( struct http_req * req, char * key, char * val )`
- 4.11.3.5 `int hreq_is_query ( struct http_req * req )`
- 4.11.3.6 `GHashTable* hreq_query ( struct http_req * req )`
- 4.11.3.7 `void hreq_sign ( struct http_req * req, const char * bucket, const char * key, char * b64hmac_out )`
- 4.11.3.8 `bool hstor_add_bucket ( struct hstor_client * hstor, const char * name )`
- 4.11.3.9 `bool hstor_del ( struct hstor_client * hstor, const char * bucket, const char * key )`
- 4.11.3.10 `bool hstor_del_bucket ( struct hstor_client * hstor, const char * name )`
- 4.11.3.11 `void hstor_free ( struct hstor_client * hstor )`
- 4.11.3.12 `void hstor_free_blist ( struct hstor_blist * blist )`
- 4.11.3.13 `void hstor_free_bucket ( struct hstor_bucket * buck )`
- 4.11.3.14 `void hstor_free_keylist ( struct hstor_keylist * keylist )`
- 4.11.3.15 `void hstor_free_object ( struct hstor_object * obj )`
- 4.11.3.16 `bool hstor_get ( struct hstor_client * hstor, const char * bucket, const char * key, size_t*(void *, size_t, size_t, void *) write_cb, void * user_data, bool want_headers )`
- 4.11.3.17 `void* hstor_get_inline ( struct hstor_client * hstor, const char * bucket, const char * key, bool want_headers, size_t * len )`
- 4.11.3.18 `struct hstor_keylist* hstor_keys ( struct hstor_client * hstor, const char * bucket, const char * prefix, const char * marker, const char * delim, unsigned int max_keys )` [read]
- 4.11.3.19 `struct hstor_blist* hstor_list_buckets ( struct hstor_client * hstor )` [read]
- 4.11.3.20 `struct hstor_client* hstor_new ( const char * service_acc, const char * service_host, const char * user, const char * secret_key )` [read]
- 4.11.3.21 `bool hstor_put ( struct hstor_client * hstor, const char * bucket, const char * key, size_t*(void *, size_t, size_t, void *) read_cb, uint64_t len, void * user_data, char ** user_hdrs )`
- 4.11.3.22 `bool hstor_put_inline ( struct hstor_client * hstor, const char * bucket, const char * key, void * data, uint64_t len, char ** user_hdrs )`
- 4.11.3.23 `bool hstor_set_format ( struct hstor_client * hstor, enum hstor_calling_format f )`
- 4.11.3.24 `char* huri_field_escape ( const char * signed_str, unsigned char mask )`



4.11.3.25 `int huri_field_unescape ( char * s, int s_len )`

4.11.3.26 `struct http_uri* huri_parse ( struct http_uri * uri_dest, char * uri_src_text )` [read]

4.11.3.27 `time_t hutil_str2time ( const char * timestr )`

4.11.3.28 `char* hutil_time2str ( char * buf, int len, time_t time )`

## 4.12 include/ncld.h File Reference

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

### Data Structures

- struct [ncld\\_sess](#)
- struct [ncld\\_fh](#)
- struct [ncld\\_read](#)

### Functions

- struct [ncld\\_sess](#) \* [ncld\\_sess\\_open](#) (const char \*host, int port, int \*error, void(\*event)(void \*, unsigned int), void \*ev\_arg, const char \*cld\_user, const char \*cld\_key, struct [hail\\_log](#) \*log)
- struct [ncld\\_fh](#) \* [ncld\\_open](#) (struct [ncld\\_sess](#) \*s, const char \*fname, unsigned int mode, int \*error, unsigned int events, void(\*event)(void \*, unsigned int), void \*ev\_arg)
- int [ncld\\_del](#) (struct [ncld\\_sess](#) \*nsess, const char \*fname)
- struct [ncld\\_read](#) \* [ncld\\_get](#) (struct [ncld\\_fh](#) \*fh, int \*error)
- struct [ncld\\_read](#) \* [ncld\\_get\\_meta](#) (struct [ncld\\_fh](#) \*fh, int \*error)
- void [ncld\\_read\\_free](#) (struct [ncld\\_read](#) \*rp)
- int [ncld\\_write](#) (struct [ncld\\_fh](#) \*, const void \*data, long len)
- int [ncld\\_trylock](#) (struct [ncld\\_fh](#) \*)
- int [ncld\\_qlock](#) (struct [ncld\\_fh](#) \*)
- int [ncld\\_unlock](#) (struct [ncld\\_fh](#) \*)
- void [ncld\\_close](#) (struct [ncld\\_fh](#) \*)
- void [ncld\\_sess\\_close](#) (struct [ncld\\_sess](#) \*s)
- void [ncld\\_init](#) (void)

### 4.12.1 Function Documentation

4.12.1.1 `void ncld_close ( struct ncld_fh * )`

4.12.1.2 `int ncld_del ( struct ncld_sess * nsess, const char * fname )`

4.12.1.3 `struct ncld_read* ncld_get ( struct ncld_fh * fh, int * error )` [read]

4.12.1.4 `struct ncld_read* ncld_get_meta ( struct ncld_fh * fh, int * error )` [read]

4.12.1.5 `void ncld_init ( void )`

4.12.1.6 `struct ncld_fh* ncld_open ( struct ncld_sess * s, const char * fname, unsigned int mode, int * error, unsigned int events, void(*) (void *, unsigned int) event, void * ev_arg )` [read]

4.12.1.7 `int ncld_qlock ( struct ncld_fh * )`

4.12.1.8 `void ncld_read_free ( struct ncld_read * rp )`

4.12.1.9 `void ncld_sess_close ( struct ncld_sess * s )`

4.12.1.10 `struct ncld_sess* ncld_sess_open ( const char * host, int port, int * error, void(*) (void *, unsigned int) event, void * ev_arg, const char * cld_user, const char * cld_key, struct hail_log * log )` [read]

4.12.1.11 `int ncld_trylock ( struct ncld_fh * )`

4.12.1.12 `int ncld_unlock ( struct ncld_fh * )`

4.12.1.13 `int ncld_write ( struct ncld_fh * , const void * data, long len )`

## 4.13 include/objcache.h File Reference

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

### Data Structures

- struct [objcache](#)
- struct [objcache\\_entry](#)

### Macros

- #define [OC\\_F\\_DIRTY](#) 0x1
- #define [objcache\\_get](#)(c, k, l) [\\_\\_objcache\\_get](#)(c, k, l, 0)
- #define [objcache\\_get\\_dirty](#)(c, k, l) [\\_\\_objcache\\_get](#)(c, k, l, [OC\\_F\\_DIRTY](#))

### Functions

- struct [objcache\\_entry](#) \* [\\_\\_objcache\\_get](#) (struct [objcache](#) \*cache, const char \*key, int klen, unsigned int flag)
- bool [objcache\\_test\\_dirty](#) (struct [objcache](#) \*cache, struct [objcache\\_entry](#) \*entry)
- void [objcache\\_put](#) (struct [objcache](#) \*cache, struct [objcache\\_entry](#) \*entry)
- int [objcache\\_count](#) (struct [objcache](#) \*cache)
- int [objcache\\_init](#) (struct [objcache](#) \*cache)
- void [objcache\\_fini](#) (struct [objcache](#) \*cache)

#### 4.13.1 Macro Definition Documentation

4.13.1.1 #define [objcache\\_get](#)( c, k, l ) [\\_\\_objcache\\_get](#)(c, k, l, 0)

4.13.1.2 #define [objcache\\_get\\_dirty](#)( c, k, l ) [\\_\\_objcache\\_get](#)(c, k, l, [OC\\_F\\_DIRTY](#))

4.13.1.3 #define [OC\\_F\\_DIRTY](#) 0x1

#### 4.13.2 Function Documentation

- 4.13.2.1 `struct objcache_entry* __objcache_get ( struct objcache * cache, const char * key, int klen, unsigned int flag )`  
[read]
- 4.13.2.2 `int objcache_count ( struct objcache * cache )`
- 4.13.2.3 `void objcache_fini ( struct objcache * cache )`
- 4.13.2.4 `int objcache_init ( struct objcache * cache )`
- 4.13.2.5 `void objcache_put ( struct objcache * cache, struct objcache_entry * entry )`
- 4.13.2.6 `bool objcache_test_dirty ( struct objcache * cache, struct objcache_entry * entry )`

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