LibBeamApi Reference Manual

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7.42 BSema.cpp File Reference . . . 177
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7.46 BString.cpp File Reference . . . 181
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7.48 BThread.cpp File Reference . . . 183
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Chapter 1

LibBeamApi Namespace Index

1.1 LibBeamApi Namespace List

Here is a list of all namespaces with brief descriptions:

Boapns 9

Chapter 2

LibBeamApi Hierarchical Index

2.1 LibBeamApi Class Hierarchy

This inheritance list is sorted roughly, but not completely, alphabetically:

BArray< T > . . . 11
BBuffer . . . 12
BCond . . . 14
BCondBool . . . 15
BCondInt . . . 17
BCondValue . . . 20
BCondWrap . . . 23
BEntry . . . 29
BError . . . 37
  BEventError . . . 42
BEvent . . . 40
  BEventError . . . 42
BEventInt . . . 43
BEventPipe . . . 45
BFile . . . 47
BIter . . . 51
BList< T > . . . 52
  BDir . . . 26
BList< T >::Node . . . 59
BList< BEntry > . . . 52
  BEntryList . . . 34
    BEntryFile . . . 32
BList< BNameValue< T > > . . . 52
  BNameValueList< T > . . . 63
BList< dirent * > . . . 52
BMutex . . . 60
BNameValue< T > . . . 62
Boapns::BoapEntry . . . 68
BoapFuncEntry . . . 69
BoapPacket . . . 71
BoapPacketHead . . . 76
BoapServiceEntry . . . 85

BoapServiceObject 86
BObject 92
BPoll 94
BRefData 97
BRtc 99
BRWLock 103
BSema 105
BSocket 107
BoapClientObject 64
Boapns::Boapns 70
BoapClientObject 64
BoapSignalObject 90
BoapSignalObject 90
BSocketAddress 112
BSocketAddressINET 114
BString 117
BThread 125
BoapServer 77
BoapServerConnection 83
BRtcThreaded 101
BTimer 127
BUrl 130

Chapter 3

LibBeamApi Class Index

3.1 LibBeamApi Class List

Here are the classes, structs, unions and interfaces with brief descriptions:

BArray< T > . . . 11
BBuffer . . . 12
BCond . . . 14
BCondBool (Thread conditional boolean) . . . 15
BCondInt (Thread conditional integer) . . . 17
BCondValue (Thread conditional value) . . . 20
BCondWrap . . . 23
BDir (File system directory class) . . . 26
BEntry (Manipulate a name value pair) . . . 29
BEntryFile (File of Entries) . . . 32
BEntryList (List of Entries. Where an entry is a name value pair) . . . 34
BError (Error return class) . . . 37
BEvent (This class provides a base class for all event objects that can be sent over the events interface) . . . 40
BEventError . . . 42
BEventInt (This class provides an interface for sending simple integer events via a file descriptor. This allows threads to send events that can be picked up by the poll system call) . . . 43
BEventPipe (This class provides a base interface for sending events via a pipe. This allows threads to send events that can be picked up by the poll system call) . . . 45
BFile (File operations class) . . . 47
BIter (Iterator for BList) . . . 51
BList< T > (Template based list class) . . . 52
BList< T >::Node . . . 59
BMutex (Mutex class) . . . 60
BNameValue< T > . . . 62
BNameValueList< T > . . . 63
BoapClientObject . . . 64
Boapns::BoapEntry . . . 68
BoapFuncEntry . . . 69
Boapns::Boapns . . . 70
BoapPacket . . . 71
BoapPacketHead . . . 76
BoapServer . . . 77

BoapServerConnection 83
BoapServiceEntry 85
BoapServiceObject 86
BoapSignalObject 90
BObject 92
BPoll (This class provides an interface for polling a number of file descriptors. It uses round robin polling) 94
BRefData (Referenced data storage) 97
BRtc (Realtime clock) 99
BRtcThreaded (Threaded real time clock) 101
BRWLock (Thread read-write locks) 103
BSema (Sempahore class) 105
BSocket 107
BSocketAddress (Socket Address) 112
BSocketAddressINET (IP aware socket address) 114
BString 117
BThread 125
BTimer (Stopwatch style timer) 127
BUrl (Basic access to a Url) 130

Chapter 4

LibBeamApi File Index

4.1 LibBeamApi File List

Here is a list of all files with brief descriptions:

BArray.h . . . 133
BBuffer.cpp . . . 134
BBuffer.h . . . 135
BCond.cpp . . . 136
BCond.h . . . 137
BCondInt.cpp . . . 138
BCondInt.h . . . 139
BDir.cpp . . . 140
BDir.h . . . 141
BEntry.cpp . . . 142
BEntry.h . . . 143
BError.cpp . . . 144
BError.h . . . 145
BEvent.cpp . . . 146
BEvent.h . . . 147
BFile.cpp . . . 148
BFile.h . . . 149
BList.h . . . 150
BList_func.h . . . 151
BMutex.cpp . . . 152
BMutex.h . . . 153
BNameValue.h . . . 154
Boap.cpp . . . 155
Boap.h . . . 157
BoapnsC.cc . . . 159
BoapnsC.h . . . 160
BoapnsD.cc . . . 161
BoapnsD.h . . . 162
BoapSimple.cc . . . 163
BoapSimple.h . . . 164
BObject.cc . . . 166
BObject.h . . . 167
BPoll-1.cpp . . . 168

BPoll.cpp . . . 169
BPoll.h . . . 170
BRefData.cpp . . . 171
BRefData.h . . . 172
BRtc.cpp . . . 173
BRtc.h . . . 174
BRWLock.cpp . . . 175
BRWLock.h . . . 176
BSema.cpp . . . 177
BSema.h . . . 178
BSocket.cpp . . . 179
BSocket.h . . . 180
BString.cpp . . . 181
BString.h . . . 182
BThread.cpp . . . 183
BThread.h . . . 184
BTimer.cpp . . . 185
BTimer.h . . . 186
BTypes.h . . . 187
BUrl.cpp . . . 190
BUrl.h . . . 191

Chapter 5

LibBeamApi Namespace Documentation

5.1 Boapns Namespace Reference

Classes

- class Boapns
- class BoapEntry

Functions

- Boapns (BString name)
- BError getVersion (BString &version)
- BError getEntryList (BList< BoapEntry > &entryList)
- BError getEntry (BString name, BoapEntry &entry)
- BError addEntry (BoapEntry entry)
- BError delEntry (BString name)
- BError getNewName (BString &name)

Variables

- const BUInt32 apiVersion = 0

5.1.1 Function Documentation

5.1.1.1 BError Boapns::addEntry (BoapEntry *entry*)

5.1.1.2 Boapns::Boapns (BString *name*)

5.1.1.3 BError Boapns::delEntry (BString *name*)

5.1.1.4 BError Boapns::getEntry (BString *name*, BoapEntry & *entry*)

5.1.1.5 BError Boapns::getEntryList (BList< BoapEntry > & *entryList*)

5.1.1.6 BError Boapns::getNewName (BString & *name*)

5.1.1.7 BError Boapns::getVersion (BString & *version*)

5.1.2 Variable Documentation

5.1.2.1 const BUInt32 Boapns::apiVersion = 0

Chapter 6

LibBeamApi Class Documentation

6.1 BArray< T > Class Template Reference

`#include <BArray.h>`

Public Member Functions

- BArray ()
- BArray (BSize size, T value=T())
- BArray (const BArray &array)

6.1.1 Detailed Description

template<class T> class BArray< T >

Template based Array class. This is based on the Standard C++ library vector class and has all of the functionality of that class.

6.1.2 Constructor & Destructor Documentation

6.1.2.1 template<class T> BArray< T >::BArray () [inline]

6.1.2.2 template<class T> BArray< T >::BArray (BSize *size*, T *value* = T()) [inline]

6.1.2.3 template<class T> BArray< T >::BArray (const BArray< T > & *array*) [inline]

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

- BArray.h

6.2 BBuffer Class Reference

`#include <BBuffer.h>`

Public Member Functions

- BBuffer ()
  Create and manipulate a data buffer. On creation the buffer size defaults to 1024 bytes.
- ~BBuffer ()
- int setSize (uint32_t size)
  Sets the bufer size.
- int setData (const void *data, uint32_t size)
  Sets buffer data resized to contain the data.
- int writeData (uint32_t pos, const void *data, uint32_t size)
  Writes data into buffer from offset pos.
- void * data ()
  The data.
- uint32_t size ()
  Size of the buffer in bytes.

Private Attributes

- uint32_t osize
- uint32_t odatasize
- void * odata

6.2.1 Constructor & Destructor Documentation

6.2.1.1 BBuffer::BBuffer ()

Create and manipulate a data buffer. On creation the buffer size defaults to 1024 bytes.

6.2.1.2 BBuffer::~BBuffer ()

6.2.2 Member Function Documentation

6.2.2.1 int BBuffer::setSize (uint32_t *size*)

Sets the bufer size.

6.2.2.2 int BBuffer::setData (const void * *data*, uint32_t *size*)

Sets buffer data resized to contain the data.

6.2.2.3 int BBuffer::writeData (uint32_t *pos*, const void * *data*, uint32_t *size*)

Writes data into buffer from offset pos.

6.2.2.4 void * BBuffer::data ()

The data.

6.2.2.5 uint32_t BBuffer::size ()

Size of the buffer in bytes.

6.2.3 Member Data Documentation

6.2.3.1 uint32_t BBuffer::osize [private]

6.2.3.2 uint32_t BBuffer::odatasize [private]

6.2.3.3 void* BBuffer::odata [private]

The documentation for this class was generated from the following files:

- BBuffer.h
- BBuffer.cpp

6.3 BCond Class Reference

`#include <BCond.h>`

Public Member Functions

- BCond ()

  Thread conditional variable.

- ~BCond ()
- int signal ()
- int wait ()
- int timedWait (int timeOutUs)

Private Attributes

- pthread_mutex_t omutex
- pthread_cond_t ocond

6.3.1 Constructor & Destructor Documentation

6.3.1.1 BCond::BCond ()

Thread conditional variable.

6.3.1.2 BCond::~BCond ()

6.3.2 Member Function Documentation

6.3.2.1 int BCond::signal ()

6.3.2.2 int BCond::wait ()

6.3.2.3 int BCond::timedWait (int *timeOutUs*)

6.3.3 Member Data Documentation

6.3.3.1 pthread_mutex_t BCond::omutex [private]

6.3.3.2 pthread_cond_t BCond::ocond [private]

The documentation for this class was generated from the following files:

- BCond.h
- BCond.cpp

6.4 BCondBool Class Reference

Thread conditional boolean.

`#include <BCondInt.h>`

Public Member Functions

- BCondBool ()
- ~BCondBool ()
- int set ()

  Set value. Wakes waiting.

- int clear ()

  Clear Value.

- int value ()

  Current value.

- int wait ()

  Wait until value is true.

- int timedWait (int timeOutUs)

  Wait until set, with timeout.

Private Attributes

- pthread_mutex_t omutex
- pthread_cond_t ocond
- int ovalue

6.4.1 Detailed Description

Thread conditional boolean.

6.4.2 Constructor & Destructor Documentation

6.4.2.1 BCondBool::BCondBool ()

6.4.2.2 BCondBool::~BCondBool ()

6.4.3 Member Function Documentation

6.4.3.1 int BCondBool::set ()

Set value. Wakes waiting.

6.4.3.2 int BCondBool::clear ()

Clear Value.

6.4.3.3 int BCondBool::value ()

Current value.

6.4.3.4 int BCondBool::wait ()

Wait until value is true.

6.4.3.5 int BCondBool::timedWait (int *timeOutUs*)

Wait until set, with timeout.

6.4.4 Member Data Documentation

6.4.4.1 pthread_mutex_t BCondBool::omutex [private]

6.4.4.2 pthread_cond_t BCondBool::ocond [private]

6.4.4.3 int BCondBool::ovalue [private]

The documentation for this class was generated from the following files:

- BCondInt.h
- BCondInt.cpp

6.5 BCondInt Class Reference

Thread conditional integer.

`#include <BCondInt.h>`

Public Member Functions

- BCondInt ()
- ~BCondInt ()
- void setValue (int value)

  Set value.

- int increment ()

  Increment.

- int decrement ()

  Decrement.

- int value ()

  Current value.

- int wait ()

  Wait until value is 0.

- int waitIncrement (int timeOutUs=0)

  Wait until value is 0 then increment.

- int waitNotZero ()

  Wait until value is not 0.

- int waitNotZeroDecrement ()

  Wait until value is not 0 and then decrement.

- int tryNotZeroDecrement ()

  Test if value is not 0, if not zero then decrement.

- int timedWait (int timeOutUs)

  Wait for the condition, with timeout.

- void operator++ (int)
- void operator– (int)

Private Attributes

- pthread_mutex_t omutex
- pthread_cond_t ocond
- int ovalue

6.5.1 Detailed Description

Thread conditional integer.

6.5.2 Constructor & Destructor Documentation

6.5.2.1 BCondInt::BCondInt ()

6.5.2.2 BCondInt::~BCondInt ()

6.5.3 Member Function Documentation

6.5.3.1 void BCondInt::setValue (int *value*)

Set value.

6.5.3.2 int BCondInt::increment ()

Increment.

6.5.3.3 int BCondInt::decrement ()

Decrement.

6.5.3.4 int BCondInt::value ()

Current value.

6.5.3.5 int BCondInt::wait ()

Wait until value is 0.

6.5.3.6 int BCondInt::waitIncrement (int *timeOutUs* = `0`)

Wait until value is 0 then increment.

6.5.3.7 int BCondInt::waitNotZero ()

Wait until value is not 0.

6.5.3.8 int BCondInt::waitNotZeroDecrement ()

Wait until value is not 0 and then decrement.

6.5.3.9 int BCondInt::tryNotZeroDecrement ()

Test if value is not 0, if not zero then decrement.

6.5.3.10 int BCondInt::timedWait (int *timeOutUs*)

Wait for the condition, with timeout.

6.5.3.11 void BCondInt::operator++ (int) [inline]

6.5.3.12 void BCondInt::operator– (int) [inline]

6.5.4 Member Data Documentation

6.5.4.1 pthread_mutex_t BCondInt::omutex [private]

6.5.4.2 pthread_cond_t BCondInt::ocond [private]

6.5.4.3 int BCondInt::ovalue [private]

The documentation for this class was generated from the following files:

- BCondInt.h
- BCondInt.cpp

6.6 BCondValue Class Reference

Thread conditional value.

`#include <BCondInt.h>`

Public Member Functions

- BCondValue ()
- ~BCondValue ()
- void setValue (int value)

  Set the value. Wakes waiting.

- int value ()

  Current value.

- int increment (int v=1)

  Increment. Wakes waiting.

- int decrement (int v=1)

  Decrement. Wakes waiting.

- int waitMoreThanOrEqual (int v, int decrement=0, int timeOutUs=0)

  Wait until value is at least the value given.

- int waitLessThanOrEqual (int v, int increment=0, int timeOutUs=0)

  Wait until value is equal to or below the value given.

- int waitLessThan (int v, int timeOutUs=0)

  Wait until value is equal to or below the value given.

- void operator+= (int v)

  Add to value. Wakes waiting.

- void operator-= (int v)

  Subtract from value. Wakes waiting.

- void operator++ (int)

  Increment value. Wakes waiting.

- void operator– (int)

  Decrement value. Wakes waiting.

Private Attributes

- pthread_mutex_t omutex
- pthread_cond_t ocond
- int ovalue

6.6.1 Detailed Description

Thread conditional value.

6.6.2 Constructor & Destructor Documentation

6.6.2.1 BCondValue::BCondValue ()

6.6.2.2 BCondValue::~BCondValue ()

6.6.3 Member Function Documentation

6.6.3.1 void BCondValue::setValue (int *value*)

Set the value. Wakes waiting.

6.6.3.2 int BCondValue::value ()

Current value.

6.6.3.3 int BCondValue::increment (int *v* = 1)

Increment. Wakes waiting.

6.6.3.4 int BCondValue::decrement (int *v* = 1)

Decrement. Wakes waiting.

6.6.3.5 int BCondValue::waitMoreThanOrEqual (int *v*, int *decrement* = 0, int *timeOutUs* = 0)

Wait until value is at least the value given.

6.6.3.6 int BCondValue::waitLessThanOrEqual (int *v*, int *increment* = 0, int *timeOutUs* = 0)

Wait until value is equal to or below the value given.

6.6.3.7 int BCondValue::waitLessThan (int *v*, int *timeOutUs* = 0)

Wait until value is equal to or below the value given.

6.6.3.8 void BCondValue::operator+= (int *v*) [inline]

Add to value. Wakes waiting.

6.6.3.9 void BCondValue::operator-= (int *v*) [inline]

Subtract from value. Wakes waiting.

6.6.3.10 void BCondValue::operator++ (int) [inline]

Increment value. Wakes waiting.

6.6.3.11 void BCondValue::operator– (int) [inline]

Decrement value. Wakes waiting.

6.6.4 Member Data Documentation

6.6.4.1 pthread_mutex_t BCondValue::omutex [private]

6.6.4.2 pthread_cond_t BCondValue::ocond [private]

6.6.4.3 int BCondValue::ovalue [private]

The documentation for this class was generated from the following files:

- BCondInt.h
- BCondInt.cpp

6.7 BCondWrap Class Reference

`#include <BCondInt.h>`

Public Member Functions

- BCondWrap ()
- ~BCondWrap ()
- void setValue (uint32_t value)

  Set the value. Wakes waiting.

- uint32_t value ()

  Current value.

- uint32_t increment (uint32_t v=1)

  Increment. Wakes waiting.

- uint32_t decrement (uint32_t v=1)

  Decrement. Wakes waiting.

- int waitMoreThanOrEqual (uint32_t v, uint32_t decrement=0, uint32_t timeOutUs=0)

  Wait until value is at least the value given.

- int waitLessThanOrEqual (uint32_t v, uint32_t increment=0, uint32_t timeOutUs=0)

  Wait until value is equal to or below the value given.

- int waitLessThan (uint32_t v, uint32_t timeOutUs=0)

  Wait until value is equal to or below the value given.

- void operator+= (int v)

  Add to value. Wakes waiting.

- void operator-= (int v)

  Subtract from value. Wakes waiting.

- void operator++ (int)

  Increment value. Wakes waiting.

- void operator– (int)

  Decrement value. Wakes waiting.

Private Member Functions

- int diff (uint32_t v)

Private Attributes

- pthread_mutex_t omutex
- pthread_cond_t ocond
- uint32_t ovalue

6.7.1 Constructor & Destructor Documentation

6.7.1.1 BCondWrap::BCondWrap ()

6.7.1.2 BCondWrap::~BCondWrap ()

6.7.2 Member Function Documentation

6.7.2.1 void BCondWrap::setValue (uint32_t *value*)

Set the value. Wakes waiting.

6.7.2.2 uint32_t BCondWrap::value ()

Current value.

6.7.2.3 uint32_t BCondWrap::increment (uint32_t *v* = 1)

Increment. Wakes waiting.

6.7.2.4 uint32_t BCondWrap::decrement (uint32_t *v* = 1)

Decrement. Wakes waiting.

6.7.2.5 int BCondWrap::waitMoreThanOrEqual (uint32_t *v*, uint32_t *decrement* = 0, uint32_t *timeOutUs* = 0)

Wait until value is at least the value given.

6.7.2.6 int BCondWrap::waitLessThanOrEqual (uint32_t *v*, uint32_t *increment* = 0, uint32_t *timeOutUs* = 0)

Wait until value is equal to or below the value given.

6.7.2.7 int BCondWrap::waitLessThan (uint32_t *v*, uint32_t *timeOutUs* = 0)

Wait until value is equal to or below the value given.

6.7.2.8 void BCondWrap::operator+= (int *v*) [inline]

Add to value. Wakes waiting.

6.7.2.9 void BCondWrap::operator-= (int *v*) [inline]

Subtract from value. Wakes waiting.

6.7.2.10 void BCondWrap::operator++ (int) [inline]

Increment value. Wakes waiting.

6.7.2.11 void BCondWrap::operator– (int) [inline]

Decrement value. Wakes waiting.

6.7.2.12 int BCondWrap::diff (uint32_t *v*) [private]

6.7.3 Member Data Documentation

6.7.3.1 pthread_mutex_t BCondWrap::omutex [private]

6.7.3.2 pthread_cond_t BCondWrap::ocond [private]

6.7.3.3 uint32_t BCondWrap::ovalue [private]

The documentation for this class was generated from the following files:

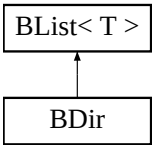
- BCondInt.h
- BCondInt.cpp

6.8 BDir Class Reference

File system directory class.

`#include <BDir.h>`

Inheritance diagram for BDir::



Public Member Functions

- BDir ()
- BDir (BString name)
- ~BDir ()
- BError open (BString name)

  Reads named directory.

- BError error ()

  Current value of error.

- BError read ()

  read/re-reads directory

- void clear ()

  Clears list.

- void setWild (BString wild)

  Set wildcard filter string used on read.

- void setSort (int on)

  Set alpha sort on/off.

- BString entryName (BIter i)

  Get filename.

- stat entryStat (BIter i)

  Get file stats.

- stat64 entryStat64 (BIter i)

  Get file stats 64.

Private Attributes

- BError oerror
- BString odirname
- BString owild
- int osort

6.8.1 Detailed Description

File system directory class.

6.8.2 Constructor & Destructor Documentation

6.8.2.1 BDir::BDir ()

6.8.2.2 BDir::BDir (BString *name*)

6.8.2.3 BDir::~BDir ()

6.8.3 Member Function Documentation

6.8.3.1 BError BDir::open (BString *name*)

Reads named directory.

6.8.3.2 BError BDir::error ()

Current value of error.

6.8.3.3 BError BDir::read ()

read/re-reads directory

6.8.3.4 void BDir::clear () [virtual]

Clears list.

Reimplemented from BList< T >.

6.8.3.5 void BDir::setWild (BString *wild*)

Set wildcard filter string used on read.

6.8.3.6 void BDir::setSort (int *on*)

Set alpha sort on/off.

6.8.3.7 BString BDir::entryName (BIter *i*)

Get filename.

6.8.3.8 struct stat BDir::entryStat (BIter *i*)

Get file stats.

6.8.3.9 struct stat64 BDir::entryStat64 (BIter *i*)

Get file stats 64.

6.8.4 Member Data Documentation

6.8.4.1 BError BDir::oerror [private]

6.8.4.2 BString BDir::odirname [private]

6.8.4.3 BString BDir::owild [private]

6.8.4.4 int BDir::osort [private]

The documentation for this class was generated from the following files:

- BDir.h
- BDir.cpp

6.9 BEntry Class Reference

Manipulate a name value pair.

`#include <BEntry.h>`

Public Member Functions

- BEntry ()
- BEntry (BString name, BString value)

  Set name and value.

- BEntry (BString line)

  Set name and value from white space deliminated string.

- BString getName ()

  Get the name.

- BString getValue ()

  Get the value.

- void setLine (BString line)

  Set name and value from white space deliminated string.

- void setName (BString name)

  Set the name.

- void setValue (BString value)

  Set the value.

- BString line ()

  Return name and value as padded single string.

- void print ()

  Print name and value.

Private Attributes

- BString oname
- BString ovalue

6.9.1 Detailed Description

Manipulate a name value pair.

6.9.2 Constructor & Destructor Documentation

6.9.2.1 BEntry::BEntry ()

6.9.2.2 BEntry::BEntry (BString *name*, BString *value*)

Set name and value.

6.9.2.3 BEntry::BEntry (BString *line*)

Set name and value from white space deliminated string.

6.9.3 Member Function Documentation

6.9.3.1 BString BEntry::getName ()

Get the name.

6.9.3.2 BString BEntry::getValue ()

Get the value.

6.9.3.3 void BEntry::setLine (BString *line*)

Set name and value from white space deliminated string.

6.9.3.4 void BEntry::setName (BString *name*)

Set the name.

6.9.3.5 void BEntry::setValue (BString *value*)

Set the value.

6.9.3.6 BString BEntry::line ()

Return name and value as padded single string.

6.9.3.7 void BEntry::print ()

Print name and value.

6.9.4 Member Data Documentation

6.9.4.1 BString BEntry::oname [private]

6.9.4.2 BString BEntry::ovalue [private]

The documentation for this class was generated from the following files:

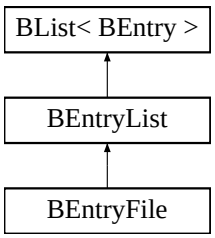
- BEntry.h
- BEntry.cpp

6.10 BEntryFile Class Reference

File of Entries.

`#include <BEntry.h>`

Inheritance diagram for BEntryFile::



Public Member Functions

- BEntryFile ()
- BEntryFile (BString filename)

  Opens entryfile.

- ~BEntryFile ()
- int open (BString filename)

  Opens entryfile.

- int read ()

  Reads entry file and builds list.

- int write ()

  Writes list to entryfile.

- int writeList (BEntryList &l)

  Writes specified list to file.

- void clear ()

  Clears current list.

Private Attributes

- BString ofilename
- BString ocomments

6.10.1 Detailed Description

File of Entries.

6.10.2 Constructor & Destructor Documentation

6.10.2.1 BEntryFile::BEntryFile ()

6.10.2.2 BEntryFile::BEntryFile (BString *filename*)

Opens entryfile.

6.10.2.3 BEntryFile::~BEntryFile ()

6.10.3 Member Function Documentation

6.10.3.1 int BEntryFile::open (BString *filename*)

Opens entryfile.

6.10.3.2 int BEntryFile::read ()

Reads entry file and builds list.

6.10.3.3 int BEntryFile::write ()

Writes list to entryfile.

6.10.3.4 int BEntryFile::writeList (BEntryList & *l*)

Writes specified list to file.

6.10.3.5 void BEntryFile::clear () [virtual]

Clears current list.

Reimplemented from BEntryList.

6.10.4 Member Data Documentation

6.10.4.1 BString BEntryFile::ofilename [private]

6.10.4.2 BString BEntryFile::ocomments [private]

The documentation for this class was generated from the following files:

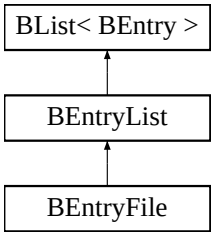
- BEntry.h
- BEntry.cpp

6.11 BEntryList Class Reference

List of Entries. Where an entry is a name value pair.

`#include <BEntry.h>`

Inheritance diagram for BEntryList::



Public Member Functions

- BEntryList ()
- int isSet (BString name)
  1 if name is in list and value is set
- BEntry * find (BString name)
  Returns entry if name is found otherwise NULL.
- BString findValue (BString name)
  Returns value of name. Returns "" if name not found.
- int setValue (BString name, BString value)
  Set the value of name. Returns 0 if name not found.
- int setValueRaw (BString name, BString value)
  Raw setting of value without looking up existing entry.
- void deleteEntry (BString name)
  Deletes the entry.
- void print ()
  Print list.
- BString getString ()
  Return list as string. Each Entry padded and on a new line.
- void insert (BIter &i, const BEntry &item)
  Insert item before item.
- void del (BIter &i)
  Delete specified item.
- void clear ()
  Clear the list.

Private Attributes

- BIter olastPos

6.11.1 Detailed Description

List of Entries. Where an entry is a name value pair.

6.11.2 Constructor & Destructor Documentation

6.11.2.1 BEntryList::BEntryList ()

6.11.3 Member Function Documentation

6.11.3.1 int BEntryList::isSet (BString *name*)

1 if name is in list and value is set

6.11.3.2 BEntry * BEntryList::find (BString *name*)

Returns entry if name is found otherwise NULL.

6.11.3.3 BString BEntryList::findValue (BString *name*)

Returns value of name. Returns "" if name not found.

6.11.3.4 int BEntryList::setValue (BString *name*, BString *value*)

Set the value of name. Returns 0 if name not found.

6.11.3.5 int BEntryList::setValueRaw (BString *name*, BString *value*)

Raw setting of value without looking up existing entry.

6.11.3.6 void BEntryList::deleteEntry (BString *name*)

Deletes the entry.

6.11.3.7 void BEntryList::print ()

Print list.

6.11.3.8 BString BEntryList::getString ()

Return list as string. Each Entry padded and on a new line.

6.11.3.9 void BEntryList::insert (BIter & *i*, const BEntry & *item*) [virtual]

Insert item before item.

Reimplemented from BList< BEntry >.

6.11.3.10 void BEntryList::del (BIter & *i*) [virtual]

Delete specified item.

Reimplemented from BList< BEntry >.

6.11.3.11 void BEntryList::clear () [virtual]

Clear the list.

Reimplemented from BList< BEntry >.

Reimplemented in BEntryFile.

6.11.4 Member Data Documentation

6.11.4.1 BIter BEntryList::olastPos [private]

The documentation for this class was generated from the following files:

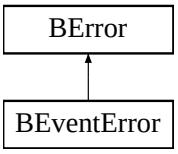
- BEntry.h
- BEntry.cpp

6.12 BError Class Reference

Error return class.

`#include <BError.h>`

Inheritance diagram for BError::



Public Types

- enum Type { NONE = 0, ERROR = 1 }

Public Member Functions

- BError (int errNo=NONE, BString errStr="")
  Create object.
- BError (BString errStr)
  Create with error set and error string.
- BError copy ()
  Return an independant copy.
- BError & set (int errNo, BString errStr="")
  Set error number and message.
- BError & setError (BString errStr="")
  Set error type ERROR with optional message.
- BString getString () const
  Get error message.
- int getErrorNo () const
  Get The error number.
- operator int () const
  Return error number.

Private Attributes

- int oerrNo
- BString oerrStr

6.12.1 Detailed Description

Error return class.

6.12.2 Member Enumeration Documentation

6.12.2.1 enum BError::Type

Enumerator:

NONE

ERROR

6.12.3 Constructor & Destructor Documentation

6.12.3.1 BError::BError (int *errNo* = NONE, BString *errStr* = "")

Create object.

6.12.3.2 BError::BError (BString *errStr*)

Create with error set and error string.

6.12.4 Member Function Documentation

6.12.4.1 BError BError::copy ()

Return an independant copy.

6.12.4.2 BError & BError::set (int *errNo*, BString *errStr* = "")

Set error number and message.

6.12.4.3 BError & BError::setError (BString *errStr* = "")

Set error type ERROR with optional message.

6.12.4.4 BString BError::getString () const

Get error message.

6.12.4.5 int BError::getErrorNo () const

Get The error number.

6.12.4.6 BError::operator int () const

Return error number.

6.12.5 Member Data Documentation

6.12.5.1 int BError::oerrNo [private]

6.12.5.2 BString BError::oerrStr [private]

The documentation for this class was generated from the following files:

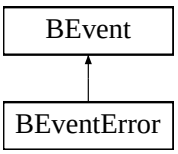
- BError.h
- BError.cpp

6.13 BEvent Class Reference

This class provides a base class for all event objects that can be sent over the events interface.

`#include <BEvent.h>`

Inheritance diagram for BEvent::



Public Member Functions

- BEvent (uint32_t type)
- virtual ~BEvent ()
- uint32_t getType ()
- virtual BError getBinary (void *data, uint32_t &size)
- virtual BError setBinary (void *data, uint32_t &size)

Private Attributes

- uint32_t otype

  The event type.

6.13.1 Detailed Description

This class provides a base class for all event objects that can be sent over the events interface.

6.13.2 Constructor & Destructor Documentation

6.13.2.1 BEvent::BEvent (uint32_t *type*)

6.13.2.2 BEvent::~BEvent () `[virtual]`

6.13.3 Member Function Documentation

6.13.3.1 uint32_t BEvent::getType ()

6.13.3.2 BError BEvent::getBinary (void * *data*, uint32_t & *size*) `[virtual]`

Reimplemented in BEventError.

6.13.3.3 BError BEvent::setBinary (void * *data*, uint32_t & *size*) `[virtual]`

Reimplemented in BEventError.

6.13.4 Member Data Documentation

6.13.4.1 uint32_t BEvent::otype [private]

The event type.

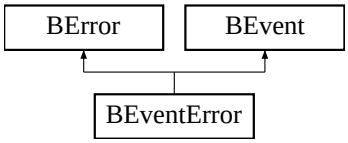
The documentation for this class was generated from the following files:

- BEvent.h
- BEvent.cpp

6.14 BEventError Class Reference

`#include <BEvent.h>`

Inheritance diagram for BEventError::



Public Member Functions

- BEventError (int errNo=NONE, BString errStr="")
- BError getBinary (void *data, uint32_t &size)
- BError setBinary (void *data, uint32_t &size)

6.14.1 Constructor & Destructor Documentation

6.14.1.1 BEventError::BEventError (int *errNo* = NONE, BString *errStr* = "")

6.14.2 Member Function Documentation

6.14.2.1 BError BEventError::getBinary (void * *data*, uint32_t & *size*) [virtual]

Reimplemented from BEvent.

6.14.2.2 BError BEventError::setBinary (void * *data*, uint32_t & *size*) [virtual]

Reimplemented from BEvent.

The documentation for this class was generated from the following files:

- BEvent.h
- BEvent.cpp

6.15 BEventInt Class Reference

This class provides an interface for sending simple integer events via a file descriptor. This allows threads to send events that can be picked up by the poll system call.

`#include <BEvent.h>`

Public Member Functions

- BEventInt ()
- ~BEventInt ()
- BError sendEvent (int event)

  Send an event.

- BError getEvent (int &event, int timeOutUs=-1)

  Receive the event.

- int getFd ()

Private Attributes

- int ofds [2]

  File descriptors for pipe.

6.15.1 Detailed Description

This class provides an interface for sending simple integer events via a file descriptor. This allows threads to send events that can be picked up by the poll system call.

6.15.2 Constructor & Destructor Documentation

6.15.2.1 BEventInt::BEventInt ()

6.15.2.2 BEventInt::~BEventInt ()

6.15.3 Member Function Documentation

6.15.3.1 BError BEventInt::sendEvent (int *event*)

Send an event.

6.15.3.2 BError BEventInt::getEvent (int & *event*, int *timeOutUs* = `-1`)

Receive the event.

6.15.3.3 int BEventInt::getFd ()

6.15.4 Member Data Documentation

6.15.4.1 int BEventInt::ofds[2] [private]

File descriptors for pipe.

The documentation for this class was generated from the following files:

- BEvent.h
- BEvent.cpp

6.16 BEventPipe Class Reference

This class provides a base interface for sending events via a pipe. This allows threads to send events that can be picked up by the poll system call.

`#include <BEvent.h>`

Public Member Functions

- BEventPipe ()
- ~BEventPipe ()
- BError sendEvent (BEvent *event)

  Send an event.

- BError getEvent (BEvent *event, int timeOutUs=-1)

  Receive the event.

- int getReceiveFd ()

  returns the receive file descriptor for the poll system call

Private Attributes

- int ofds [2]

  File descriptors for pipe.

6.16.1 Detailed Description

This class provides a base interface for sending events via a pipe. This allows threads to send events that can be picked up by the poll system call.

6.16.2 Constructor & Destructor Documentation

6.16.2.1 BEventPipe::BEventPipe ()

6.16.2.2 BEventPipe::~BEventPipe ()

6.16.3 Member Function Documentation

6.16.3.1 BError BEventPipe::sendEvent (BEvent * *event*)

Send an event.

6.16.3.2 BError BEventPipe::getEvent (BEvent * *event*, int *timeOutUs* = -1)

Receive the event.

6.16.3.3 int BEventPipe::getReceiveFd ()

returns the receive file descriptor for the poll system call

6.16.4 Member Data Documentation

6.16.4.1 int BEventPipe::ofds[2] [private]

File descriptors for pipe.

The documentation for this class was generated from the following files:

- BEvent.h
- BEvent.cpp

6.17 BFile Class Reference

File operations class.

`#include <BFile.h>`

Public Member Functions

- BFile ()
- BFile (BString name, BString mode)

  Create opened specifed file.

- BFile (const BFile &file)

  Create opened specified file.

- ~BFile ()
- BError open (BString name, BString mode)

  Open file.

- BError open (FILE *file)

  Assign object to opened file handle.

- BError close ()

  Close file.

- BError error ()

  Returns current error state.

- FILE * getFd ()

  File descriptor.

- int length ()

  File size in bytes.

- int setVBuf (char *buf, int mode, size_t size)

  Set stream buffering options.

- int read (void *buf, int nbytes)

  Read from file.

- int readString (BString &str)

  Read string. (ref fgets).

- int write (const void *buf, int nbytes)

  Write to file.

- int writeString (const BString &str)

  Write string to file.

- int seek (int pos, int whence)

Set seek position.

- int printf (const char *fmt,...)

  Formated print into the file.

- BFile & operator= (const BFile &file)

Private Attributes

- FILE * ofile
- BString ofileName
- BString omode
- BError oerror

6.17.1 Detailed Description

File operations class.

6.17.2 Constructor & Destructor Documentation

6.17.2.1 BFile::BFile ()

6.17.2.2 BFile::BFile (BString *name*, BString *mode*)

Create opened specifed file.

6.17.2.3 BFile::BFile (const BFile & *file*)

Create opened specified file.

6.17.2.4 BFile::~BFile ()

6.17.3 Member Function Documentation

6.17.3.1 BError BFile::open (BString *name*, BString *mode*)

Open file.

6.17.3.2 BError BFile::open (FILE * *file*)

Assign object to opened file handle.

6.17.3.3 BError BFile::close ()

Close file.

6.17.3.4 BError BFile::error ()

Returns current error state.

6.17.3.5 FILE * BFile::getFd ()

File descriptor.

6.17.3.6 int BFile::length ()

File size in bytes.

6.17.3.7 int BFile::setVBuf (char * *buf*, int *mode*, size_t *size*)

Set stream buffering options.

6.17.3.8 int BFile::read (void * *buf*, int *nbytes*)

Read from file.

6.17.3.9 int BFile::readString (BString & *str*)

Read string. (ref fgets).

6.17.3.10 int BFile::write (const void * *buf*, int *nbytes*)

Write to file.

6.17.3.11 int BFile::writeString (const BString & *str*)

Write string to file.

6.17.3.12 int BFile::seek (int *pos*, int *whence*)

Set seek position.

6.17.3.13 int BFile::printf (const char * *fmt*, ...)

Formated print into the file.

6.17.3.14 BFile & BFile::operator= (const BFile & *file*)

6.17.4 Member Data Documentation

6.17.4.1 FILE* BFile::ofile [private]

6.17.4.2 BString BFile::ofileName [private]

6.17.4.3 BString BFile::omode [private]

6.17.4.4 BError BFile::oerror [private]

The documentation for this class was generated from the following files:

- BFile.h
- BFile.cpp

6.18 BIter Class Reference

Iterator for BList.

`#include <BList.h>`

Public Member Functions

- BIter (void *i=0)
- operator void * ()
- int operator== (const BIter &i)

Private Attributes

- void * oi

6.18.1 Detailed Description

Iterator for BList.

6.18.2 Constructor & Destructor Documentation

6.18.2.1 BIter::BIter (void * *i* = 0) [inline]

6.18.3 Member Function Documentation

6.18.3.1 BIter::operator void * () [inline]

6.18.3.2 int BIter::operator== (const BIter & *i*) [inline]

6.18.4 Member Data Documentation

6.18.4.1 void* BIter::oi [private]

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

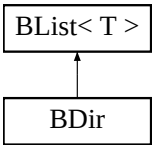
- BList.h

6.19 BList< T > Class Template Reference

Template based list class.

`#include <BList.h>`

Inheritance diagram for BList< T >::



Public Types

- typedef int(∗) SortFunc (T &a, T &b)
  Prototype for sorting function.

Public Member Functions

- BList ()
- BList (const BList< T > &l)
- virtual ~BList ()
- void start (BIter &i) const
  Iterator to start of list.
- BIter begin () const
  Iterator for start of list.
- BIter end () const
  Iterator for end of list.
- BIter end (BIter &i) const
  Iterator for end of list.
- void next (BIter &i) const
  Iterator for next item in list.
- void prev (BIter &i)
  Iterator for previous item in list.
- BIter goTo (int pos)
  Iterator for pos item in list.
- int position (BIter i)
  Postition in list item with iterator i.
- unsigned int number ()

Number of items in list.

- int isEnd (BIter i) const

  True if iterator refers to last item.

- T & front ()

  Get first item in list.

- T & rear ()

  Get last item in list.

- T & get (BIter i)

  Get item specified by iterator in list.

- const T & get (BIter i) const

  Get item specified by iterator in list.

- void append (const T &item)

  Append item to list.

- virtual void insert (BIter &i, const T &item)

  Insert item before item.

- void insertAfter (BIter &i, const T &item)

  Insert item after item.

- virtual void clear ()

  Clear the list.

- virtual void del (BIter &i)

  Delete specified item.

- void deleteLast ()

  Delete last item.

- void deleteFirst ()

  Delete fisrt item.

- void push (const T &i)

  Push item onto list.

- T pop ()

  Pop item from list deleteing item.

- void queueAdd (const T &i)

  Add item to end of list.

- T queueGet ()

  Get item from front of list deleteing item.

- void append (const BList< T > &l)
  Append list to list.
- void swap (BIter i1, BIter i2)
  Swap two items in list.
- void sort ()
  Sort list based on get(i) values.
- void sort (SortFunc func)
  Sort list based on Sort func.
- BList< T > & operator= (const BList< T > &l)
- T & operator[ ] (int i)
- const T & operator[ ] (int i) const
- T & operator[ ] (BIter i)
- const T & operator[ ] (BIter i) const
- BList< T > operator+ (const BList< T > &l) const

Protected Member Functions

- virtual Node * nodeGet (BIter i)
- virtual const Node * nodeGet (BIter i) const
- virtual Node * nodeCreate (const T &item)

Protected Attributes

- Node * onodes
- unsigned int olength

Private Member Functions

- virtual Node * nodeCreate ()

Classes

- class Node

6.19.1 Detailed Description

template<class T> class BList< T >

Template based list class.

6.19.2 Member Typedef Documentation

6.19.2.1 template<class T> typedef int(*) BList< T >::SortFunc(T &a, T &b)

Prototype for sorting function.

6.19.3 Constructor & Destructor Documentation

6.19.3.1 template<class T> BList< T >::BList ()

6.19.3.2 template<class T> BList< T >::BList (const BList< T > & *l*)

6.19.3.3 template<class T> BList< T >::~BList () [virtual]

6.19.4 Member Function Documentation

6.19.4.1 template<class T> void BList< T >::start (BIter & *i*) const

Iterator to start of list.

6.19.4.2 template<class T> BIter BList< T >::begin () const

Iterator for start of list.

6.19.4.3 template<class T> BIter BList< T >::end () const

Iterator for end of list.

6.19.4.4 template<class T> BIter BList< T >::end (BIter & *i*) const

Iterator for end of list.

6.19.4.5 template<class T> void BList< T >::next (BIter & *i*) const

Iterator for next item in list.

6.19.4.6 template<class T> void BList< T >::prev (BIter & *i*)

Iterator for previous item in list.

6.19.4.7 template<class T> BIter BList< T >::goTo (int *pos*)

Iterator for pos item in list.

6.19.4.8 template<class T> int BList< T >::position (BIter *i*)

Postition in list item with iterator i.

6.19.4.9 template<class T> unsigned int BList< T >::number ()

Number of items in list.

6.19.4.10 template<class T> int BList< T >::isEnd (BIter *i*) const

True if iterator refers to last item.

6.19.4.11 template<class T> T & BList< T >::front ()

Get first item in list.

6.19.4.12 template<class T> T & BList< T >::rear ()

Get last item in list.

6.19.4.13 template<class T> T & BList< T >::get (BIter *i*)

Get item specified by iterator in list.

6.19.4.14 template<class T> const T & BList< T >::get (BIter *i*) const

Get item specified by iterator in list.

6.19.4.15 template<class T> void BList< T >::append (const T & *item*)

Append item to list.

6.19.4.16 template<class T> void BList< T >::insert (BIter & *i*, const T & *item*) [virtual]

Insert item before item.

Reimplemented in BEntryList.

6.19.4.17 template<class T> void BList< T >::insertAfter (BIter & *i*, const T & *item*)

Insert item after item.

6.19.4.18 template<class T> void BList< T >::clear () [virtual]

Clear the list.

Reimplemented in BDir, BEntryList, and BEntryFile.

6.19.4.19 template<class T> void BList< T >::del (BIter & *i*) [virtual]

Delete specified item.

Reimplemented in BEntryList.

6.19.4.20 template<class T> void BList< T >::deleteLast ()

Delete last item.

6.19.4.21 template<class T> void BList< T >::deleteFirst ()

Delete fisrt item.

6.19.4.22 template<class T> void BList< T >::push (const T & *i*)

Push item onto list.

6.19.4.23 template<class T> T BList< T >::pop ()

Pop item from list deleteing item.

6.19.4.24 template<class T> void BList< T >::queueAdd (const T & *i*)

Add item to end of list.

6.19.4.25 template<class T> T BList< T >::queueGet ()

Get item from front of list deleteing item.

6.19.4.26 template<class T> void BList< T >::append (const BList< T > & *l*)

Append list to list.

6.19.4.27 template<class T> void BList< T >::swap (BIter *i1*, BIter *i2*)

Swap two items in list.

6.19.4.28 template<class T> void BList< T >::sort ()

Sort list based on get(i) values.

6.19.4.29 template<class T> void BList< T >::sort (SortFunc *func*)

Sort list based on Sort func.

6.19.4.30 template<class T> BList< T > & BList< T >::operator= (const BList< T > & *l*)

6.19.4.31]

template<class T> T & BList< T >::operator[ ] (int *i*)

6.19.4.32]

template<class T> const T & BList< T >::operator[ ] (int *i*) const

6.19.4.33]

template<class T> T & BList< T >::operator[ ] (BIter *i*)

6.19.4.34]

template<class T> const T & BList< T >::operator[ ] (BIter *i*) const

6.19.4.35 template<class T> BList< T > BList< T >::operator+ (const BList< T > & *l*) const

6.19.4.36 template<class T> BList< T >::Node * BList< T >::nodeGet (BIter *i*) [protected, virtual]

6.19.4.37 template<class T> const BList< T >::Node * BList< T >::nodeGet (BIter *i*) const [protected, virtual]

6.19.4.38 template<class T> BList< T >::Node * BList< T >::nodeCreate (const T & *item*) [protected, virtual]

6.19.4.39 template<class T> BList< T >::Node * BList< T >::nodeCreate () [private, virtual]

6.19.5 Member Data Documentation

6.19.5.1 template<class T> Node* BList< T >::onodes [protected]

6.19.5.2 template<class T> unsigned int BList< T >::olength [protected]

The documentation for this class was generated from the following files:

- BList.h
- BList_func.h

6.20 BList< T >::Node Class Reference

`#include <BList.h>`

Public Member Functions

- Node (const T &i)

Public Attributes

- Node * next
- Node * prev
- T item

template<class T> class BList< T >::Node

6.20.1 Constructor & Destructor Documentation

6.20.1.1 template<class T> BList< T >::Node::Node (const T & *i*) [inline]

6.20.2 Member Data Documentation

6.20.2.1 template<class T> Node* BList< T >::Node::next

6.20.2.2 template<class T> Node* BList< T >::Node::prev

6.20.2.3 template<class T> T BList< T >::Node::item

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

- BList.h

6.21 BMutex Class Reference

Mutex class.

`#include <BMutex.h>`

Public Member Functions

- BMutex ()
- BMutex (const BMutex &mutex)
- ~BMutex ()
- int lock ()

  Set lock, wait in necessary.

- int unlock ()

  Unlock the lock.

- int tryLock ()

  Test the lock.

- BMutex & operator= (const BMutex &mutex)

Private Attributes

- pthread_mutex_t omutex

6.21.1 Detailed Description

Mutex class.

6.21.2 Constructor & Destructor Documentation

6.21.2.1 BMutex::BMutex ()

6.21.2.2 BMutex::BMutex (const BMutex & *mutex*)

6.21.2.3 BMutex::~BMutex ()

6.21.3 Member Function Documentation

6.21.3.1 int BMutex::lock ()

Set lock, wait in necessary.

6.21.3.2 int BMutex::unlock ()

Unlock the lock.

6.21.3.3 int BMutex::tryLock ()

Test the lock.

6.21.3.4 BMutex & BMutex::operator= (const BMutex & *mutex*)

6.21.4 Member Data Documentation

6.21.4.1 pthread_mutex_t BMutex::omutex [private]

The documentation for this class was generated from the following files:

- BMutex.h
- BMutex.cpp

6.22 BNameValue< T > Class Template Reference

`#include <BNameValue.h>`

Public Member Functions

- BNameValue ()
- BNameValue (BString name, const T &value)
- BString getName ()
- T & getValue ()

Private Attributes

- BString oname
- T ovalue

template<class T> class BNameValue< T >

6.22.1 Constructor & Destructor Documentation

6.22.1.1 template<class T> BNameValue< T >::BNameValue () [inline]

6.22.1.2 template<class T> BNameValue< T >::BNameValue (BString *name*, const T & *value*) [inline]

6.22.2 Member Function Documentation

6.22.2.1 template<class T> BString BNameValue< T >::getName () [inline]

6.22.2.2 template<class T> T& BNameValue< T >::getValue () [inline]

6.22.3 Member Data Documentation

6.22.3.1 template<class T> BString BNameValue< T >::oname [private]

6.22.3.2 template<class T> T BNameValue< T >::ovalue [private]

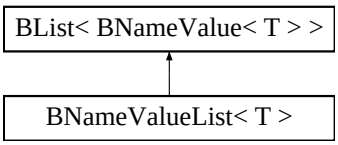
The documentation for this class was generated from the following file:

- BNameValue.h

6.23 BNameValueList< T > Class Template Reference

`#include <BNameValue.h>`

Inheritance diagram for BNameValueList< T >::



Public Member Functions

- T * find (BString name)

template<class T> class BNameValueList< T >

6.23.1 Member Function Documentation

6.23.1.1 template<class T> T* BNameValueList< T >::find (BString *name*) [inline]

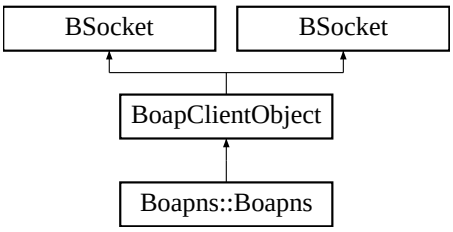
The documentation for this class was generated from the following file:

- BNameValue.h

6.24 BoapClientObject Class Reference

`#include <BoapSimple.h>`

Inheritance diagram for BoapClientObject::



Public Member Functions

- BoapClientObject (BString name="")
- BError connectService (BString name)
- BError disconnectService ()
- BString getServiceName ()
- BError ping (BUInt32 &apiVersion)
- BError setConnectionPriority (BoapPriority priority)
- void setMaxLength (BUInt32 maxLength)
- BoapClientObject (BString name)
- BError connectService (BString name)

Protected Member Functions

- BError pingLocked (BUInt32 &apiVersion)
- BError checkApiVersion ()
- BError performSend (BoapPacket &tx)
- BError performRecv (BoapPacket &rx)
- BError performCall (BoapPacket &tx, BoapPacket &rx)
- BError performSend (BoapPacket &tx)
- BError performRecv (BoapPacket &rx)
- BError performCall (BoapPacket &tx, BoapPacket &rx)

Protected Attributes

- BString oname
- BUInt32 oapiVersion
- BoapPriority opriority
- BoapService oservice
- int oconnected
- BUInt32 omaxLength
- BoapPacket otx
- BoapPacket orx
- BMutex olock

6.24.1 Constructor & Destructor Documentation

6.24.1.1 BoapClientObject::BoapClientObject (BString *name* = "")

6.24.1.2 BoapClientObject::BoapClientObject (BString *name*)

6.24.2 Member Function Documentation

6.24.2.1 BError BoapClientObject::connectService (BString *name*)

6.24.2.2 BError BoapClientObject::disconnectService ()

6.24.2.3 BString BoapClientObject::getServiceName ()

6.24.2.4 BError BoapClientObject::ping (BUInt32 & *apiVersion*)

6.24.2.5 BError BoapClientObject::setConnectionPriority (BoapPriority *priority*)

6.24.2.6 void BoapClientObject::setMaxLength (BUInt32 *maxLength*)

6.24.2.7 BError BoapClientObject::pingLocked (BUInt32 & *apiVersion*) [protected]

6.24.2.8 BError BoapClientObject::checkApiVersion () [protected]

6.24.2.9 BError BoapClientObject::performSend (BoapPacket & *tx*) [protected]

6.24.2.10 BError BoapClientObject::performRecv (BoapPacket & *rx*) [protected]

6.24.2.11 BError BoapClientObject::performCall (BoapPacket & *tx*, BoapPacket & *rx*) [protected]

6.24.2.12 BError BoapClientObject::connectService (BString *name*)

6.24.2.13 BError BoapClientObject::performSend (BoapPacket & *tx*) [protected]

6.24.2.14 BError BoapClientObject::performRecv (BoapPacket & *rx*) [protected]

6.24.2.15 BError BoapClientObject::performCall (BoapPacket & *tx*, BoapPacket & *rx*) [protected]

6.24.3 Member Data Documentation

6.24.3.1 BString BoapClientObject::oname [protected]

6.24.3.2 BUInt32 BoapClientObject::oapiVersion [protected]

6.24.3.3 BoapPriority BoapClientObject::opriority [protected]

6.24.3.4 BoapService BoapClientObject::oservice [protected]

6.24.3.5 int BoapClientObject::oconnected [protected]

6.24.3.6 BUInt32 BoapClientObject::omaxLength [protected]

6.24.3.7 BoapPacket BoapClientObject::otx [protected]

6.24.3.8 BoapPacket BoapClientObject::orx [protected]

6.24.3.9 BMutex BoapClientObject::olock [protected]

The documentation for this class was generated from the following files:

- Boap.h
- BoapSimple.h
- Boap.cpp
- BoapSimple.cc

6.25 Boapns::BoapEntry Class Reference

`#include <BoapnsD.h>`

Public Member Functions

- BoapEntry ()
- BoapEntry (BString pname, BString phostName, BList< BString > paddressList, UInt32 pport, UInt32 pservice)

Public Attributes

- BString name
- BString hostName
- BList< BString > addressList
- UInt32 port
- UInt32 service

6.25.1 Constructor & Destructor Documentation

6.25.1.1 Boapns::BoapEntry::BoapEntry ()

6.25.1.2 Boapns::BoapEntry::BoapEntry (BString *pname*, BString *phostName*, BList< BString > *paddressList*, UInt32 *pport*, UInt32 *pservice*)

6.25.2 Member Data Documentation

6.25.2.1 BString Boapns::BoapEntry::name

6.25.2.2 BString Boapns::BoapEntry::hostName

6.25.2.3 BList<BString> Boapns::BoapEntry::addressList

6.25.2.4 UInt32 Boapns::BoapEntry::port

6.25.2.5 UInt32 Boapns::BoapEntry::service

The documentation for this class was generated from the following files:

- BoapnsD.h
- BoapnsD.cc

6.26 BoapFuncEntry Class Reference

`#include <BoapSimple.h>`

Public Member Functions

- BoapFuncEntry (int cmd, BoapFunc func)
- BoapFuncEntry (int cmd, BoapFunc func)

Public Attributes

- UInt32 ocmd
- BoapFunc ofunc

6.26.1 Constructor & Destructor Documentation

6.26.1.1 BoapFuncEntry::BoapFuncEntry (int *cmd*, BoapFunc *func*)

6.26.1.2 BoapFuncEntry::BoapFuncEntry (int *cmd*, BoapFunc *func*)

6.26.2 Member Data Documentation

6.26.2.1 UInt32 BoapFuncEntry::ocmd

6.26.2.2 BoapFunc BoapFuncEntry::ofunc

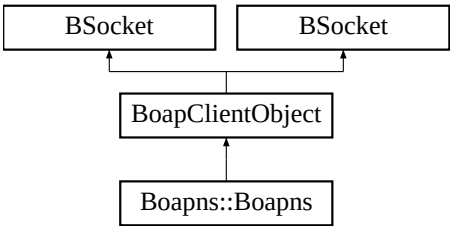
The documentation for this class was generated from the following files:

- Boap.h
- BoapSimple.h
- Boap.cpp
- BoapSimple.cc

6.27 Boapns::Boapns Class Reference

`#include <BoapnsC.h>`

Inheritance diagram for Boapns::Boapns::



Public Member Functions

- Boapns (BString name="")
- BError getVersion (BString &version)
- BError getEntryList (BList< BoapEntry > &entryList)
- BError getEntry (BString name, BoapEntry &entry)
- BError addEntry (BoapEntry entry)
- BError delEntry (BString name)
- BError getNewName (BString &name)

6.27.1 Constructor & Destructor Documentation

6.27.1.1 Boapns::Boapns::Boapns (BString *name* = "")

6.27.2 Member Function Documentation

6.27.2.1 BError Boapns::Boapns::getVersion (BString & *version*)

6.27.2.2 BError Boapns::Boapns::getEntryList (BList< BoapEntry > & *entryList*)

6.27.2.3 BError Boapns::Boapns::getEntry (BString *name*, BoapEntry & *entry*)

6.27.2.4 BError Boapns::Boapns::addEntry (BoapEntry *entry*)

6.27.2.5 BError Boapns::Boapns::delEntry (BString *name*)

6.27.2.6 BError Boapns::Boapns::getNewName (BString & *name*)

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

- BoapnsC.h

6.28 BoapPacket Class Reference

`#include <BoapSimple.h>`

Public Member Functions

- BoapPacket ()
- ~BoapPacket ()
- int resize (int size)
- BError setData (void *data, int nbytes)
- int nbytes ()
- char * data ()
- int peekHead (BoapPacketHead &head)
- int pushHead (BoapPacketHead &head)
- int push (Int8 v)
- int push (UInt8 v)
- int push (Int16 v)
- int push (UInt16 v)
- int push (Int32 v)
- int push (UInt32 v)
- int push (Int64 v)
- int push (UInt64 v)
- int push (const BString &v)
- int push (Double v)
- int push (const BError &v)
- int push (UInt32 nBytes, const void *data, char *swapType="1")
- int popHead (BoapPacketHead &head)
- int pop (Int8 &v)
- int pop (UInt8 &v)
- int pop (Int16 &v)
- int pop (UInt16 &v)
- int pop (Int32 &v)
- int pop (UInt32 &v)
- int pop (Int64 &v)
- int pop (UInt64 &v)
- int pop (BString &v)
- int pop (Double &v)
- int pop (BError &v)
- int pop (UInt32 nBytes, void *data, char *swapType="1")
- BoapPacket ()
- ~BoapPacket ()
- int resize (int size)
- BError setData (void *data, int nbytes)
- int nbytes ()
- char * data ()
- int pushHead (BoapPacketHead &head)
- int push (Int8 v)
- int push (UInt8 v)
- int push (Int16 v)

- int push (UInt16 v)
- int push (Int32 v)
- int push (UInt32 v)
- int push (BString &v)
- int push (Double v)
- int push (BError &v)
- int push (UInt32 nBytes, const void *data)
- int popHead (BoapPacketHead &head)
- int pop (Int8 &v)
- int pop (UInt8 &v)
- int pop (Int16 &v)
- int pop (UInt16 &v)
- int pop (Int32 &v)
- int pop (UInt32 &v)
- int pop (BString &v)
- int pop (Double &v)
- int pop (BError &v)
- int pop (UInt32 nBytes, void *data)

Private Member Functions

- void copyWithSwap (void *dst, const void *src, UInt32 nBytes, char *swapType)
- void updateLen ()
- void updateLen ()

Private Attributes

- int osize
- int onbytes
- char * odata
- int opos
- char * odata

6.28.1 Constructor & Destructor Documentation

6.28.1.1 BoapPacket::BoapPacket ()

6.28.1.2 BoapPacket::~BoapPacket ()

6.28.1.3 BoapPacket::BoapPacket ()

6.28.1.4 BoapPacket::~BoapPacket ()

6.28.2 Member Function Documentation

6.28.2.1 int BoapPacket::resize (int *size*)

6.28.2.2 BError BoapPacket::setData (void * *data*, int *nbytes*)

6.28.2.3 int BoapPacket::nbytes ()

6.28.2.4 char * BoapPacket::data ()

6.28.2.5 int BoapPacket::peekHead (BoapPacketHead & *head*)

6.28.2.6 int BoapPacket::pushHead (BoapPacketHead & *head*)

6.28.2.7 int BoapPacket::push (Int8 *v*)

6.28.2.8 int BoapPacket::push (UInt8 *v*)

6.28.2.9 int BoapPacket::push (Int16 *v*)

6.28.2.10 int BoapPacket::push (UInt16 *v*)

6.28.2.11 int BoapPacket::push (Int32 *v*)

6.28.2.12 int BoapPacket::push (UInt32 *v*)

6.28.2.13 int BoapPacket::push (Int64 *v*)

6.28.2.14 int BoapPacket::push (UInt64 *v*)

6.28.2.15 int BoapPacket::push (const BString & *v*)

6.28.2.16 int BoapPacket::push (Double *v*)

6.28.2.17 int BoapPacket::push (const BError & *v*)

6.28.2.18 int BoapPacket::push (UInt32 *nBytes*, const void * *data*, char * *swapType* = "1")

6.28.2.19 int BoapPacket::popHead (BoapPacketHead & *head*)

6.28.2.20 int BoapPacket::pop (Int8 & *v*)

6.28.2.21 int BoapPacket::pop (UInt8 & *v*)

6.28.2.22 int BoapPacket::pop (Int16 & *v*)

6.28.2.23 int BoapPacket::pop (UInt16 & *v*)

6.28.2.24 int BoapPacket::pop (Int32 & *v*)

6.28.2.25 int BoapPacket::pop (UInt32 & *v*)

- Boap.h
- BoapSimple.h
- Boap.cpp
- BoapSimple.cc

6.29 BoapPacketHead Struct Reference

`#include <BoapSimple.h>`

Public Attributes

- UInt32 type
- UInt32 length
- UInt32 service
- UInt32 cmd
- BoapType type
- BoapService service
- UInt32 reserved [12]

6.29.1 Member Data Documentation

6.29.1.1 UInt32 BoapPacketHead::type

6.29.1.2 UInt32 BoapPacketHead::length

6.29.1.3 UInt32 BoapPacketHead::service

6.29.1.4 UInt32 BoapPacketHead::cmd

6.29.1.5 BoapType BoapPacketHead::type

6.29.1.6 BoapService BoapPacketHead::service

6.29.1.7 UInt32 BoapPacketHead::reserved[12]

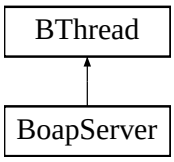
The documentation for this struct was generated from the following files:

- Boap.h
- BoapSimple.h

6.30 BoapServer Class Reference

`#include <BoapSimple.h>`

Inheritance diagram for BoapServer::



Public Types

- enum { NOTHREADS = 0, THREADED = 1 }

Public Member Functions

- BoapServer ()
- ~BoapServer ()
- BError init (BString boapNsHost="", int threaded=0, int isBoapns=0)
- BError run (int inThread=0)
- BError processEvent (BoapPacket &rx)
- BError addObject (BoapServiceObject *object)
- BError process (BoapServerConnection *conn, BoapPacket &rx, BoapPacket &tx)
- BError sendEvent (BoapPacket &tx)
- BSocket & getSocket ()
- BSocket & getEventSocket ()
- BError processEvent (int fd)
- BString getHostName ()
- void clientGone (BoapServerConnection *client)
- int getConnectionsNumber ()
- BoapServer ()
- BError init (int boapNs=0)
- BError run ()
- BError processEvent (BoapPacket &rx)
- BError addObject (BoapServiceObject *object)
- BError process (int fd)
- BError sendEvent (BoapPacket &tx)
- BSocket & getSocket ()
- BSocket & getEventSocket ()
- BError processEvent (int fd)
- BString getHostName ()

Private Member Functions

- void * function ()

Private Attributes

- int othreaded
- int oisBoapns
- Boapns::Boapns * oboapns
- BList< BoapServerConnection * > oclients
- BEventInt oclientGoneEvent
- BList< BoapServiceEntry > oservices
- BPoll opoll
- BSocket onet
- BSocket onetEvent
- BSocketAddressINET onetEventAddress
- BString ohostName
- int oboapNs
- BoapPacket orx
- BoapPacket otx
- BList< BoapServiceEntry > oservices

6.30.1 Member Enumeration Documentation

6.30.1.1 anonymous enum

Enumerator:

NOTHREADS

THREADED

6.30.2 Constructor & Destructor Documentation

6.30.2.1 BoapServer::BoapServer ()

6.30.2.2 BoapServer::~BoapServer ()

6.30.2.3 BoapServer::BoapServer ()

6.30.3 Member Function Documentation

6.30.3.1 BError BoapServer::init (BString *boapNsHost* = "", int *threaded* = 0, int *isBoapns* = 0)

6.30.3.2 BError BoapServer::run (int *inThread* = 0)

6.30.3.3 BError BoapServer::processEvent (BoapPacket & *rx*)

6.30.3.4 BError BoapServer::addObject (BoapServiceObject * *object*)

6.30.3.5 BError BoapServer::process (BoapServerConnection * *conn*, BoapPacket & *rx*, BoapPacket & *tx*)

6.30.3.6 BError BoapServer::sendEvent (BoapPacket & *tx*)

6.30.3.7 BSocket & BoapServer::getSocket ()

6.30.3.8 BSocket & BoapServer::getEventSocket ()

6.30.3.9 BError BoapServer::processEvent (int *fd*)

6.30.3.10 BString BoapServer::getHostName ()

6.30.3.11 void BoapServer::clientGone (BoapServerConnection * *client*)

6.30.3.12 int BoapServer::getConnectionsNumber ()

6.30.3.13 void * BoapServer::function () [private, virtual]

Reimplemented from BThread.

6.30.3.14 BError BoapServer::init (int *boapNs* = 0)

6.30.3.15 BError BoapServer::run ()

6.30.3.16 BError BoapServer::processEvent (BoapPacket & *rx*)

6.30.3.17 BError BoapServer::addObject (BoapServiceObject * *object*)

6.30.3.18 BError BoapServer::process (int *fd*)

6.30.3.19 BError BoapServer::sendEvent (BoapPacket & *tx*)

6.30.3.20 BSocket& BoapServer::getSocket ()

6.30.3.21 BSocket& BoapServer::getEventSocket ()

6.30.3.22 BError BoapServer::processEvent (int *fd*)

6.30.3.23 BString BoapServer::getHostName ()

6.30.4 Member Data Documentation

6.30.4.1 int BoapServer::othreaded [private]

6.30.4.2 int BoapServer::oisBoapns [private]

6.30.4.3 Boapns::Boapns* BoapServer::oboapns [private]

6.30.4.4 BList<BoapServerConnection*> BoapServer::oclients [private]

6.30.4.5 BEventInt BoapServer::oclientGoneEvent [private]

6.30.4.6 BList<BoapServiceEntry> BoapServer::oservices [private]

6.30.4.7 BPoll BoapServer::opoll [private]

6.30.4.8 BSocket BoapServer::onet [private]

6.30.4.9 BSocket BoapServer::onetEvent [private]

6.30.4.10 BSocketAddressINET BoapServer::onetEventAddress [private]

6.30.4.11 BString BoapServer::ohostName [private]

6.30.4.12 int BoapServer::oboapNs [private]

6.30.4.13 BoapPacket BoapServer::orx [private]

6.30.4.14 BoapPacket BoapServer::otx [private]

6.30.4.15 BList<BoapServiceEntry> BoapServer::oservices [private]

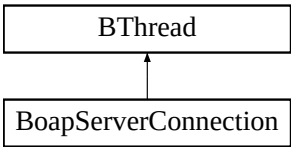
The documentation for this class was generated from the following files:

- Boap.h
- BoapSimple.h
- Boap.cpp
- BoapSimple.cc

6.31 BoapServerConnection Class Reference

`#include <Boap.h>`

Inheritance diagram for BoapServerConnection::



Public Member Functions

- BoapServerConnection (BoapServer &boapServer, int fd)
- BError process ()
- BSocket & getSocket ()
- void setMaxLength (BUInt32 maxLength)

Private Member Functions

- void * function ()

Private Attributes

- BoapServer & oboapServer
- BSocket osocket
- BoapPacket orx
- BoapPacket otx
- BUInt32 omaxLength

6.31.1 Constructor & Destructor Documentation

6.31.1.1 BoapServerConnection::BoapServerConnection (BoapServer & *boapServer*, int *fd*)

6.31.2 Member Function Documentation

6.31.2.1 BError BoapServerConnection::process ()

6.31.2.2 BSocket & BoapServerConnection::getSocket ()

6.31.2.3 void BoapServerConnection::setMaxLength (BUInt32 *maxLength*)

6.31.2.4 void * BoapServerConnection::function () `[private, virtual]`

Reimplemented from BThread.

6.31.3 Member Data Documentation

6.31.3.1 BoapServer& BoapServerConnection::oboapServer [private]

6.31.3.2 BSocket BoapServerConnection::osocket [private]

6.31.3.3 BoapPacket BoapServerConnection::orx [private]

6.31.3.4 BoapPacket BoapServerConnection::otx [private]

6.31.3.5 BUInt32 BoapServerConnection::omaxLength [private]

The documentation for this class was generated from the following files:

- Boap.h
- Boap.cpp

6.32 BoapServiceEntry Class Reference

`#include <BoapSimple.h>`

Public Member Functions

- BoapServiceEntry (BoapService service=0, BoapServiceObject *object=0)
- BoapServiceEntry (BoapService service=0, BoapServiceObject *object=0)

Public Attributes

- BoapService oservice
- BoapServiceObject * oobject
- BoapServiceObject * oobject

6.32.1 Constructor & Destructor Documentation

6.32.1.1 BoapServiceEntry::BoapServiceEntry (BoapService *service* = 0, BoapServiceObject * *object* = 0) [inline]

6.32.1.2 BoapServiceEntry::BoapServiceEntry (BoapService *service* = 0, BoapServiceObject * *object* = 0) [inline]

6.32.2 Member Data Documentation

6.32.2.1 BoapService BoapServiceEntry::oservice

6.32.2.2 BoapServiceObject* BoapServiceEntry::oobject

6.32.2.3 BoapServiceObject* BoapServiceEntry::oobject

The documentation for this class was generated from the following files:

- Boap.h
- BoapSimple.h

6.33 BoapServiceObject Class Reference

`#include <BoapSimple.h>`

Public Member Functions

- BoapServiceObject (BoapServer &server, BString name="")
- virtual ~BoapServiceObject ()
- BError setName (BString name)
- BError sendEvent (BString signalName, Int32 arg)
- virtual BError processEvent (BString objectName, BString name, Int32 arg)
- BString name ()
- BError doPing (BoapServerConnection *conn, BoapPacket &rx, BoapPacket &tx)
- BError doConnectionPriority (BoapServerConnection *conn, BoapPacket &rx, BoapPacket &tx)
- BError process (BoapServerConnection *conn, BoapPacket &rx, BoapPacket &tx)
- virtual BError processEvent (BoapPacket &rx)
- BoapServiceObject (BoapServer &server, BString name)
- virtual ~BoapServiceObject ()
- BError sendEvent (BString signalName, Int32 arg)
- virtual BError processEvent (BString objectName, BString name, Int32 arg)
- BString name ()
- BError process (BoapPacket &rx, BoapPacket &tx)
- virtual BError processEvent (BoapPacket &rx)

Protected Member Functions

- BError sendEvent (BoapPacket &tx)
- BError sendEvent (BoapPacket &tx)

Protected Attributes

- BoapServer & oserver
- BString oname
- BUInt32 oapiVersion
- BList< BoapFuncEntry > ofuncList
- BoapServer & oserver
- BList< BoapFuncEntry > ofuncList

6.33.1 Constructor & Destructor Documentation

6.33.1.1 BoapServiceObject::BoapServiceObject (BoapServer & *server*, BString *name* = "")

6.33.1.2 BoapServiceObject::~BoapServiceObject () [virtual]

6.33.1.3 BoapServiceObject::BoapServiceObject (BoapServer & *server*, BString *name*)

6.33.1.4 virtual BoapServiceObject::~BoapServiceObject () [virtual]

6.33.2 Member Function Documentation

6.33.2.1 BError BoapServiceObject::setName (BString *name*)

6.33.2.2 BError BoapServiceObject::sendEvent (BString *signalName*, Int32 *arg*)

6.33.2.3 BError BoapServiceObject::processEvent (BString *objectName*, BString *name*, Int32 *arg*) [virtual]

6.33.2.4 BString BoapServiceObject::name ()

6.33.2.5 BError BoapServiceObject::doPing (BoapServerConnection * *conn*, BoapPacket & *rx*, BoapPacket & *tx*)

6.33.2.6 BError BoapServiceObject::doConnectionPriority (BoapServerConnection * *conn*, BoapPacket & *rx*, BoapPacket & *tx*)

6.33.2.7 BError BoapServiceObject::process (BoapServerConnection * *conn*, BoapPacket & *rx*, BoapPacket & *tx*)

6.33.2.8 BError BoapServiceObject::processEvent (BoapPacket & *rx*) [virtual]

6.33.2.9 BError BoapServiceObject::sendEvent (BoapPacket & *tx*) [protected]

6.33.2.10 BError BoapServiceObject::sendEvent (BString *signalName*, Int32 *arg*)

6.33.2.11 virtual BError BoapServiceObject::processEvent (BString *objectName*, BString *name*, Int32 *arg*) [virtual]

6.33.2.12 BString BoapServiceObject::name ()

6.33.2.13 BError BoapServiceObject::process (BoapPacket & *rx*, BoapPacket & *tx*)

6.33.2.14 virtual BError BoapServiceObject::processEvent (BoapPacket & *rx*) [virtual]

6.33.2.15 BError BoapServiceObject::sendEvent (BoapPacket & *tx*) [protected]

6.33.3 Member Data Documentation

6.33.3.1 BoapServer& BoapServiceObject::oserver [protected]

6.33.3.2 BString BoapServiceObject::oname [protected]

6.33.3.3 BUInt32 BoapServiceObject::oapiVersion [protected]

6.33.3.4 BList<BoapFuncEntry> BoapServiceObject::ofuncList [protected]

6.33.3.5 BoapServer& BoapServiceObject::oserver [protected]

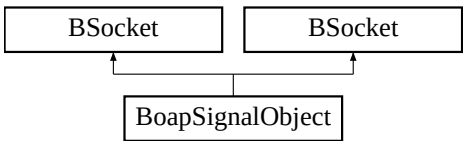
6.33.3.6 BList<BoapFuncEntry> BoapServiceObject::ofuncList [protected]

- Boap.h
- BoapSimple.h
- Boap.cpp
- BoapSimple.cc

6.34 BoapSignalObject Class Reference

`#include <BoapSimple.h>`

Inheritance diagram for BoapSignalObject::



Public Member Functions

- BoapSignalObject ()
- BoapSignalObject ()

Protected Member Functions

- BError performSend (BoapPacket &tx)
- BError performSend (BoapPacket &tx)

Protected Attributes

- BoapPacket otx
- BoapPacket orx

6.34.1 Constructor & Destructor Documentation

6.34.1.1 BoapSignalObject::BoapSignalObject ()

6.34.1.2 BoapSignalObject::BoapSignalObject ()

6.34.2 Member Function Documentation

6.34.2.1 BError BoapSignalObject::performSend (BoapPacket & *tx*) [protected]

6.34.2.2 BError BoapSignalObject::performSend (BoapPacket & *tx*) [protected]

6.34.3 Member Data Documentation

6.34.3.1 BoapPacket BoapSignalObject::otx [protected]

6.34.3.2 BoapPacket BoapSignalObject::orx [protected]

The documentation for this class was generated from the following files:

- Boap.h
- BoapSimple.h

- Boap.cpp
- BoapSimple.cc

6.35 BObject Class Reference

`#include <BObject.h>`

Public Member Functions

- BObject ()
- virtual ~BObject ()
- virtual BError getBinary (BDataBuf &buf)
- virtual BError setBinary (BDataBuf &buf)
- virtual BString getString ()
- virtual BError setString (BString str)
- virtual BMemberList getMemberList ()
- virtual BError addMember (BString name, BObject *object)
- virtual void printIt ()
- virtual BType & getType ()

Static Public Member Functions

- static BObject * createObj ()

Static Public Attributes

- static BType otype

6.35.1 Constructor & Destructor Documentation

6.35.1.1 BObject::BObject ()

6.35.1.2 BObject::~BObject () [virtual]

6.35.2 Member Function Documentation

6.35.2.1 BError BObject::getBinary (BDataBuf & *buf*) [virtual]

6.35.2.2 BError BObject::setBinary (BDataBuf & *buf*) [virtual]

6.35.2.3 BString BObject::getString () [virtual]

6.35.2.4 BError BObject::setString (BString *str*) [virtual]

6.35.2.5 BMemberList BObject::getMemberList () [virtual]

6.35.2.6 BError BObject::addMember (BString *name*, BObject * *object*) [virtual]

6.35.2.7 void BObject::printIt () [virtual]

6.35.2.8 BType & BObject::getType () [virtual]

6.35.2.9 BObject * BObject::createObj () [static]

6.35.3 Member Data Documentation

6.35.3.1 BType BObject::otype [static]

The documentation for this class was generated from the following files:

- BObject.h
- BObject.cc

6.36 BPoll Class Reference

This class provides an interface for polling a number of file descriptors. It uses round robin polling.

`#include <BPoll.h>`

Public Types

- typedef pollfd PollFd

Public Member Functions

- BPoll ()
- ~BPoll ()
- void append (int fd, int events=POLLIN|POLLERR|POLLHUP|POLLNVAL)

  Append a file descriptor to polling list.

- void delFd (int fd)

  Remove a file descriptor from polling list.

- BError doPoll (int &fd, int timeoutUs=-1)

  Perform polling operation.

- int getPollFdsNum ()
- PollFd * getPollFds ()
- void clear ()

Private Member Functions

- int nextFd (int i)

Private Attributes

- int ofdsNum

  The number of FD's in list.

- PollFd * ofds

  The list of poll fd's.

- int ofdsNext

  The next list entry for round robin polling.

6.36.1 Detailed Description

This class provides an interface for polling a number of file descriptors. It uses round robin polling.

6.36.2 Member Typedef Documentation

6.36.2.1 typedef struct pollfd BPoll::PollFd

6.36.3 Constructor & Destructor Documentation

6.36.3.1 BPoll::BPoll ()

6.36.3.2 BPoll::~BPoll ()

6.36.4 Member Function Documentation

6.36.4.1 void BPoll::append (int *fd*, int *events* = POLLIN|POLLERR|POLLHUP|POLLNVAL)

Append a file descriptor to polling list.

6.36.4.2 void BPoll::delFd (int *fd*)

Remove a file descriptor from polling list.

6.36.4.3 BError BPoll::doPoll (int & *fd*, int *timeoutUs* = -1)

Perform polling operation.

6.36.4.4 int BPoll::getPollFdsNum ()

6.36.4.5 BPoll::PollFd * BPoll::getPollFds ()

6.36.4.6 void BPoll::clear ()

6.36.4.7 int BPoll::nextFd (int *i*) [private]

6.36.5 Member Data Documentation

6.36.5.1 int BPoll::ofdsNum [private]

The number of FD's in list.

6.36.5.2 PollFd* BPoll::ofds [private]

The list of poll fd's.

6.36.5.3 int BPoll::ofdsNext [private]

The next list entry for round robin polling.

The documentation for this class was generated from the following files:

- BPoll.h

- BPoll-1.cpp
- BPoll.cpp

6.37 BRefData Class Reference

Referenced data storage.

`#include <BRefData.h>`

Public Member Functions

- BRefData ()
- BRefData (int len)
- BRefData (const BRefData &refData)
- ~BRefData ()
- BRefData * copy ()
- BRefData * addRef ()
- int deleteRef ()
- int refCount ()
- char * data ()
- int len ()
- void setLen (int len)
- BRefData & operator= (BRefData &refData)

Private Attributes

- void * oData
- int oLen
- int oSize
- int oRefCount

6.37.1 Detailed Description

Referenced data storage.

6.37.2 Constructor & Destructor Documentation

6.37.2.1 BRefData::BRefData ()

6.37.2.2 BRefData::BRefData (int *len*)

6.37.2.3 BRefData::BRefData (const BRefData & *refData*)

6.37.2.4 BRefData::~BRefData ()

6.37.3 Member Function Documentation

6.37.3.1 BRefData * BRefData::copy ()

6.37.3.2 BRefData * BRefData::addRef ()

6.37.3.3 int BRefData::deleteRef ()

6.37.3.4 int BRefData::refCount () [inline]

6.37.3.5 char* BRefData::data () [inline]

6.37.3.6 int BRefData::len () [inline]

6.37.3.7 void BRefData::setLen (int *len*)

6.37.3.8 BRefData & BRefData::operator= (BRefData & *refData*)

6.37.4 Member Data Documentation

6.37.4.1 void* BRefData::oData [private]

6.37.4.2 int BRefData::oLen [private]

6.37.4.3 int BRefData::oSize [private]

6.37.4.4 int BRefData::oRefCount [private]

The documentation for this class was generated from the following files:

- BRefData.h
- BRefData.cpp

6.38 BRtc Class Reference

Realtime clock.

`#include <BRtc.h>`

Public Member Functions

- BRtc ()
- ~BRtc ()
- BError init (int rate)

  Setup interrupt rate.

- void wait (int delayUs)

  Wait specified uS.

Private Attributes

- int ofd
- int orate

6.38.1 Detailed Description

Realtime clock.

6.38.2 Constructor & Destructor Documentation

6.38.2.1 BRtc::BRtc ()

6.38.2.2 BRtc::~BRtc ()

6.38.3 Member Function Documentation

6.38.3.1 BError BRtc::init (int *rate*)

Setup interrupt rate.

6.38.3.2 void BRtc::wait (int *delayUs*)

Wait specified uS.

6.38.4 Member Data Documentation

6.38.4.1 int BRtc::ofd [private]

6.38.4.2 int BRtc::orate [private]

The documentation for this class was generated from the following files:

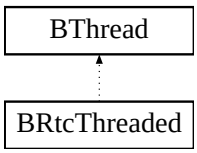
- BRtc.h
- BRtc.cpp

6.39 BRtcThreaded Class Reference

Threaded real time clock.

`#include <BRtc.h>`

Inheritance diagram for BRtcThreaded::



Public Member Functions

- BRtcThreaded ()
- ~BRtcThreaded ()
- BError init (int rate)
  Setup interrupt rate.
- void wait (int delayUs)
  Wait specified uS.

Private Member Functions

- void * function ()

Private Attributes

- BRtc ortc
- int orate
- BCond ocond

6.39.1 Detailed Description

Threaded real time clock.

6.39.2 Constructor & Destructor Documentation

6.39.2.1 BRtcThreaded::BRtcThreaded ()

6.39.2.2 BRtcThreaded::~BRtcThreaded ()

6.39.3 Member Function Documentation

6.39.3.1 BError BRtcThreaded::init (int *rate*)

Setup interrupt rate.

6.39.3.2 void BRtcThreaded::wait (int *delayUs*)

Wait specified uS.

6.39.3.3 void * BRtcThreaded::function () [private, virtual]

Reimplemented from BThread.

6.39.4 Member Data Documentation

6.39.4.1 BRtc BRtcThreaded::ortc [private]

6.39.4.2 int BRtcThreaded::orate [private]

6.39.4.3 BCond BRtcThreaded::ocond [private]

The documentation for this class was generated from the following files:

- BRtc.h
- BRtc.cpp

6.40 BRWLock Class Reference

thread read-write locks

`#include <BRWLock.h>`

Public Member Functions

- BRWLock ()
- BRWLock (const BRWLock &rwlock)
- ~BRWLock ()
- int rdLock ()

  Set lock, wait if necessary.

- int tryRdLock ()

  Test the lock.

- int wrLock ()

  Set lock, wait if necessary.

- int tryWrLock ()

  Test the lock.

- int unlock ()

  Unlock the lock.

- BRWLock & operator= (const BRWLock &rwlock)

Private Attributes

- pthread_rwlock_t olock

6.40.1 Detailed Description

thread read-write locks

6.40.2 Constructor & Destructor Documentation

6.40.2.1 BRWLock::BRWLock ()

6.40.2.2 BRWLock::BRWLock (const BRWLock & *rwlock*)

6.40.2.3 BRWLock::~BRWLock ()

6.40.3 Member Function Documentation

6.40.3.1 int BRWLock::rdLock ()

Set lock, wait if necessary.

6.40.3.2 int BRWLock::tryRdLock ()

Test the lock.

6.40.3.3 int BRWLock::wrLock ()

Set lock, wait if necessary.

6.40.3.4 int BRWLock::tryWrLock ()

Test the lock.

6.40.3.5 int BRWLock::unlock ()

Unlock the lock.

6.40.3.6 BRWLock & BRWLock::operator= (const BRWLock & *rwlock*)

6.40.4 Member Data Documentation

6.40.4.1 pthread_rwlock_t BRWLock::olock [private]

The documentation for this class was generated from the following files:

- BRWLock.h
- BRWLock.cpp

6.41 BSema Class Reference

Sempahore class.

`#include <BSema.h>`

Public Member Functions

- BSema (int value=0)
- BSema (const BSema &sema)
- ~BSema ()
- int post ()

  Post condition.

- int wait ()

  Wait for contition.

- int timedWait (int timeUs)

  Wait for condition with timeout.

- int tryWait ()

  Test for the condition.

- int getValue () const
- BSema & operator= (const BSema &sema)

Private Attributes

- sem_t osema

6.41.1 Detailed Description

Sempahore class.

6.41.2 Constructor & Destructor Documentation

6.41.2.1 BSema::BSema (int *value* = `0`)

6.41.2.2 BSema::BSema (const BSema & *sema*)

6.41.2.3 BSema::~BSema ()

6.41.3 Member Function Documentation

6.41.3.1 int BSema::post ()

Post condition.

6.41.3.2 int BSema::wait ()

Wait for contition.

6.41.3.3 int BSema::timedWait (int *timeUs*)

Wait for condition with timeout.

6.41.3.4 int BSema::tryWait ()

Test for the condition.

6.41.3.5 int BSema::getValue () const

6.41.3.6 BSema & BSema::operator= (const BSema & *sema*)

6.41.4 Member Data Documentation

6.41.4.1 sem_t BSema::osema [private]

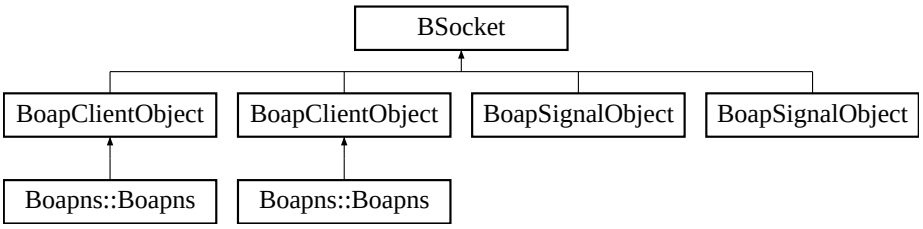
The documentation for this class was generated from the following files:

- BSema.h
- BSema.cpp

6.42 BSocket Class Reference

`#include <BSocket.h>`

Inheritance diagram for BSocket::



Public Types

- enum NType { STREAM, DGRAM }
- enum Priority { PriorityLow, PriorityNormal, PriorityHigh }

Public Member Functions

- BSocket ()
- BSocket (int fd)
- BSocket (NType type)
- ~BSocket ()
- BError init (NType type)
- int getFd ()
- BError bind (const BSocketAddress &add)
- BError connect (const BSocketAddress &add)
- BError shutdown (int how)
- BError close ()
- BError listen (int backlog=5)
- BError accept (int &fd)
- BError accept (int &fd, BSocketAddress &address)
- BError send (const void *buf, BSize nbytes, BSize &nbytesSent, int flags=0)
- BError sendTo (const BSocketAddress &address, const void *buf, BSize nbytes, BSize &nbytesSent, int flags=0)
- BError recv (void *buf, BSize maxbytes, BSize &nbytesRecv, int flags=0)
- BError recvFrom (BSocketAddress &address, void *buf, BSize maxbytes, BSize &nbytesRecv, int flags=0)
- BError setSockOpt (int level, int optname, void *optval, unsigned int optlen)
- BError getSockOpt (int level, int optname, void *optval, unsigned int *optlen)
- BError setReuseAddress (int on)
- BError setBroadCast (int on)
- BError setPriority (Priority priority)
- BError getMTU (uint32_t &mtu)
- BError getAddress (BSocketAddress &address)

Private Attributes

- int osocket

6.42.1 Member Enumeration Documentation

6.42.1.1 enum BSocket::NType

Enumerator:

STREAM

DGRAM

6.42.1.2 enum BSocket::Priority

Enumerator:

PriorityLow

PriorityNormal

PriorityHigh

6.42.2 Constructor & Destructor Documentation

6.42.2.1 BSocket::BSocket ()

6.42.2.2 BSocket::BSocket (int *fd*)

6.42.2.3 BSocket::BSocket (NType *type*)

6.42.2.4 BSocket::~BSocket ()

6.42.3 Member Function Documentation

6.42.3.1 BError BSocket::init (NType *type*)

6.42.3.2 int BSocket::getFd ()

6.42.3.3 BError BSocket::bind (const BSocketAddress & *add*)

6.42.3.4 BError BSocket::connect (const BSocketAddress & *add*)

6.42.3.5 BError BSocket::shutdown (int *how*)

6.42.3.6 BError BSocket::close ()

6.42.3.7 BError BSocket::listen (int *backlog* = 5)

6.42.3.8 BError BSocket::accept (int & *fd*)

6.42.3.9 BError BSocket::accept (int & *fd*, BSocketAddress & *address*)

6.42.3.10 BError BSocket::send (const void * *buf*, BSize *nbytes*, BSize & *nbytesSent*, int *flags* = 0)

6.42.3.11 BError BSocket::sendTo (const BSocketAddress & *address*, const void * *buf*, BSize *nbytes*, BSize & *nbytesSent*, int *flags* = 0)

6.42.3.12 BError BSocket::recv (void * *buf*, BSize *maxbytes*, BSize & *nbytesRecv*, int *flags* = 0)

6.42.3.13 BError BSocket::recvFrom (BSocketAddress & *address*, void * *buf*, BSize *maxbytes*, BSize & *nbytesRecv*, int *flags* = 0)

6.42.3.14 BError BSocket::setSockOpt (int *level*, int *optname*, void * *optval*, unsigned int *optlen*)

6.42.3.15 BError BSocket::getSockOpt (int *level*, int *optname*, void * *optval*, unsigned int * *optlen*)

6.42.3.16 BError BSocket::setReuseAddress (int *on*)

6.42.3.17 BError BSocket::setBroadCast (int *on*)

6.42.3.18 BError BSocket::setPriority (Priority *priority*)

6.42.3.19 BError BSocket::getMTU (uint32_t & *mtu*)

6.42.3.20 BError BSocket::getAddress (BSocketAddress & *address*)

6.42.4 Member Data Documentation

6.42.4.1 int BSocket::osocket [private]

The documentation for this class was generated from the following files:

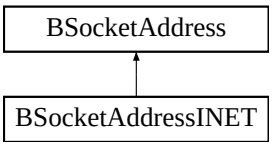
- BSocket.h
- BSocket.cpp

6.43 BSocketAddress Class Reference

Socket Address.

`#include <BSocket.h>`

Inheritance diagram for BSocketAddress::



Public Types

- typedef sockaddr SockAddr

Public Member Functions

- BSocketAddress ()
- BSocketAddress (const BSocketAddress &add)
- BSocketAddress (SockAddr *address, int len)
- ~BSocketAddress ()
- BError set (SockAddr *address, int len)
- const SockAddr * raw () const
- int len () const
- BSocketAddress & operator= (const BSocketAddress &add)
- operator const SockAddr * () const
- int operator== (const BSocketAddress &add) const
- int operator!= (const BSocketAddress &add) const

Private Attributes

- int olen
- SockAddr * oaddress

6.43.1 Detailed Description

Socket Address.

6.43.2 Member Typedef Documentation

6.43.2.1 typedef struct sockaddr BSocketAddress::SockAddr

6.43.3 Constructor & Destructor Documentation

6.43.3.1 BSocketAddress::BSocketAddress ()

6.43.3.2 BSocketAddress::BSocketAddress (const BSocketAddress & *add*)

6.43.3.3 BSocketAddress::BSocketAddress (SockAddr * *address*, int *len*)

6.43.3.4 BSocketAddress::~BSocketAddress ()

6.43.4 Member Function Documentation

6.43.4.1 BError BSocketAddress::set (SockAddr * *address*, int *len*)

6.43.4.2 const BSocketAddress::SockAddr * BSocketAddress::raw () const

6.43.4.3 int BSocketAddress::len () const

6.43.4.4 BSocketAddress & BSocketAddress::operator= (const BSocketAddress & *add*)

6.43.4.5 BSocketAddress::operator const SockAddr * () const [inline]

6.43.4.6 int BSocketAddress::operator== (const BSocketAddress & *add*) const

6.43.4.7 int BSocketAddress::operator!= (const BSocketAddress & *add*) const

6.43.5 Member Data Documentation

6.43.5.1 int BSocketAddress::olen [private]

6.43.5.2 SockAddr* BSocketAddress::oaddress [private]

The documentation for this class was generated from the following files:

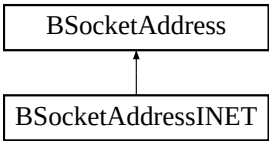
- BSocket.h
- BSocket.cpp

6.44 BSocketAddressINET Class Reference

IP aware socket address.

`#include <BSocket.h>`

Inheritance diagram for BSocketAddressINET::



Public Types

- typedef sockaddr_in SockAddrIP

Public Member Functions

- BError set (BString hostName, uint32_t port)
- BError set (uint32_t address, uint32_t port)
- BError set (BString hostName, BString service, BString type)
- void setPort (uint32_t port)
- uint32_t address ()

  Returns socket ip address.

- uint32_t port ()

  Returns socket port.

- BString getString ()

  Return string version of address <ip>:<port>.

Static Public Member Functions

- static BString getHostName ()

  Get this hosts network name.

- static BList< uint32_t > getIpAddresses ()

  Get a list of all the IP addresses of this host.

- static BList< BString > getIpAddressList ()

  Get a list of all the IP addresses of this host under hostname.

- static BList< BString > getIpAddressListAll ()

  Get a list of all the IP addresses of this host looking at physical interfaces.

6.44.1 Detailed Description

IP aware socket address.

6.44.2 Member Typedef Documentation

6.44.2.1 typedef struct sockaddr_in BSocketAddressINET::SockAddrIP

6.44.3 Member Function Documentation

6.44.3.1 BError BSocketAddressINET::set (BString *hostName*, uint32_t *port*)

6.44.3.2 BError BSocketAddressINET::set (uint32_t *address*, uint32_t *port*)

6.44.3.3 BError BSocketAddressINET::set (BString *hostName*, BString *service*, BString *type*)

6.44.3.4 void BSocketAddressINET::setPort (uint32_t *port*)

6.44.3.5 uint32_t BSocketAddressINET::address ()

Returns socket ip address.

6.44.3.6 uint32_t BSocketAddressINET::port ()

Returns socket port.

6.44.3.7 BString BSocketAddressINET::getString ()

Return string version of address <ip>:<port>.

6.44.3.8 BString BSocketAddressINET::getHostName () [static]

Get this hosts network name.

6.44.3.9 BList< uint32_t > BSocketAddressINET::getIpAddresses () [static]

Get a list of all the IP addresses of this host.

6.44.3.10 BList< BString > BSocketAddressINET::getIpAddressList () [static]

Get a list of all the IP addresses of this host under hostname.

6.44.3.11 BList< BString > BSocketAddressINET::getIpAddressListAll () [static]

Get a list of all the IP addresses of this host looking at physical interfaces.

The documentation for this class was generated from the following files:

- BSocket.h

- BSocket.cpp

6.45 BString Class Reference

`#include <BString.h>`

Public Member Functions

- BString ()
- BString (const BString &string)
- BString (const char *str)
- BString (char ch)
- BString (int v)
- BString (unsigned int v)
- BString (long v)
- BString (unsigned long long)
- BString (double v)
- virtual ~BString ()
- BString copy ()

  Return an independant copy.

- virtual void strChanged ()
- int len () const

  Length of string.

- const char * retStr () const

  Ptr to char representation.*

- char * retStrDup () const

  Ptr to newly malloc'd char.*

- int retInt () const

  Return string as a int.

- double retDouble () const

  Return string as a double.

- int compare (const BString &string) const

  Compare strings.

- int compareWild (const BString &string) const

  Compare string to string with wildcards.

- int compareWildExpression (const BString &string) const

  Compare string to space deliminated patterns.

- BString add (const BString &str) const

  Add two strings.

- BString & truncate (int len)

  Truncate to length len.

- BString & pad (int len)
  Pad to length len.
- BString & toUpper ()
  Convert to uppercase.
- BString & toLower ()
  Convert to lowercase.
- void removeNL ()
  Remove if present NL from last char.
- BString subString (int start, int len) const
  Returns substring.
- int del (int start, int len)
  Delete substring.
- int insert (int start, BString str)
  Insert substring.
- void printf (const char *fmt,...)
  Formated print into the string.
- int find (char ch) const
  Find ch in string searching forwards.
- int findReverse (char ch) const
  Find ch in string searching backwards.
- BList< BString > getTokenList (BString separators)
  Break string into tokens.
- BString removeSeparators (BString separators)
  Remove any char from sepatators from string.
- BString pullToken (BString terminators)
  Pull token from start of string.
- BString pullSeparators (BString separators)
  Pull separators from start of string.
- BString pullWord ()
  Pull a word out of the head of the string.
- BString pullLine ()
  Pull a line out of the head of the string.
- BString field (int field) const

- char ** fields ()
- BString & operator= (const BString &string)
- char & operator[ ] (int pos)
- int operator== (const BString &s) const
- int operator== (const char *s) const
- int operator> (const BString &s) const
- int operator> (const char *s) const
- int operator< (const BString &s) const
- int operator< (const char *s) const
- int operator>= (const BString &s) const
- int operator<= (const BString &s) const
- int operator!= (const BString &s) const
- int operator!= (const char *s) const
- BString operator+ (const BString &s) const
- BString operator+ (const char *s) const
- BString operator+= (const BString &s)
- BString operator+= (const char *s)
- BString operator+ (char ch) const
- BString operator+ (int i) const
- BString operator+ (unsigned int i) const
- BString operator+ (unsigned long long i) const
- operator const char * () const

Static Public Member Functions

- static BString convert (char ch)

  Converts char to string.

- static BString convert (int value)

  Converts int to string.

- static BString convert (unsigned int value)

  Converts uint to string.

- static BString convert (long value)

  Converts long to string.

- static BString convert (double value)

  Converts double to string.

- static BString convert (unsigned long long value)

  Converts u long long to string.

- static BString convertHex (int value)

  Converts int to string as hex value.

- static BString convertHex (unsigned int value)

  Converts uint to string as hex value.

Protected Attributes

- BRefData * ostr

Private Member Functions

- void Init (const char *str)
- int inString (int pos) const
- int isSpace (char ch) const

6.45.1 Constructor & Destructor Documentation

6.45.1.1 BString::BString ()

6.45.1.2 BString::BString (const BString & *string*)

6.45.1.3 BString::BString (const char * *str*)

6.45.1.4 BString::BString (char *ch*)

6.45.1.5 BString::BString (int *v*)

6.45.1.6 BString::BString (unsigned int *v*)

6.45.1.7 BString::BString (long *v*)

6.45.1.8 BString::BString (unsigned long *long*)

6.45.1.9 BString::BString (double *v*)

6.45.1.10 BString::~BString () [virtual]

6.45.2 Member Function Documentation

6.45.2.1 BString BString::convert (char *ch*) [static]

Converts char to string.

6.45.2.2 BString BString::convert (int *value*) [static]

Converts int to string.

6.45.2.3 BString BString::convert (unsigned int *value*) [static]

Converts uint to string.

6.45.2.4 BString BString::convert (long *value*) [static]

Converts long to string.

6.45.2.5 BString BString::convert (double *value*) [static]

Converts double to string.

6.45.2.6 BString BString::convert (unsigned long long *value*) [static]

Converts u long long to string.

6.45.2.7 BString BString::convertHex (int *value*) [static]

Converts int to string as hex value.

6.45.2.8 BString BString::convertHex (unsigned int *value*) [static]

Converts uint to string as hex value.

6.45.2.9 BString BString::copy ()

Return an independant copy.

6.45.2.10 void BString::strChanged () [virtual]

6.45.2.11 int BString::len () const

Length of string.

6.45.2.12 const char * BString::retStr () const

Ptr to char* representation.

6.45.2.13 char * BString::retStrDup () const

Ptr to newly malloc'd char*.

6.45.2.14 int BString::retInt () const

Return string as a int.

6.45.2.15 double BString::retDouble () const

Return string as a double.

6.45.2.16 int BString::compare (const BString & *string*) const

Compare strings.

6.45.2.17 int BString::compareWild (const BString & *string*) const

Compare string to string with wildcards.

6.45.2.18 int BString::compareWildExpression (const BString & *string*) const

Compare string to space deliminated patterns.

6.45.2.19 BString BString::add (const BString & *str*) const

Add two strings.

6.45.2.20 BString & BString::truncate (int *len*)

Truncate to length len.

6.45.2.21 BString & BString::pad (int *len*)

Pad to length len.

6.45.2.22 BString & BString::toUpper ()

Convert to uppercase.

6.45.2.23 BString & BString::toLower ()

Convert to lowercase.

6.45.2.24 void BString::removeNL ()

Remove if present NL from last char.

6.45.2.25 BString BString::subString (int *start*, int *len*) const

Returns substring.

6.45.2.26 int BString::del (int *start*, int *len*)

Delete substring.

6.45.2.27 int BString::insert (int *start*, BString *str*)

Insert substring.

6.45.2.28 void BString::printf (const char * *fmt*, ...)

Formated print into the string.

6.45.2.29 int BString::find (char *ch*) const

Find ch in string searching forwards.

6.45.2.30 int BString::findReverse (char *ch*) const

Find ch in string searching backwards.

6.45.2.31 BList< BString > BString::getTokenList (BString *separators*)

Break string into tokens.

6.45.2.32 BString BString::removeSeparators (BString *separators*)

Remove any char from sepatators from string.

6.45.2.33 BString BString::pullToken (BString *terminators*)

Pull token from start of string.

6.45.2.34 BString BString::pullSeparators (BString *separators*)

Pull separators from start of string.

6.45.2.35 BString BString::pullWord ()

Pull a word out of the head of the string.

6.45.2.36 BString BString::pullLine ()

Pull a line out of the head of the string.

6.45.2.37 BString BString::field (int *field*) const

6.45.2.38 char ** BString::fields ()

6.45.2.39 BString & BString::operator= (const BString & *string*)

6.45.2.40]

char & BString::operator[ ] (int *pos*)

6.45.2.41 int BString::operator== (const BString & *s*) const [inline]

6.45.2.42 int BString::operator== (const char * *s*) const [inline]

6.45.2.43 int BString::operator> (const BString & *s*) const [inline]

6.45.2.44 int BString::operator> (const char * *s*) const [inline]

6.45.2.45 int BString::operator< (const BString & *s*) const [inline]

6.45.2.46 int BString::operator< (const char * *s*) const [inline]

6.45.2.47 int BString::operator>= (const BString & *s*) const [inline]

6.45.2.48 int BString::operator<= (const BString & *s*) const [inline]

6.45.2.49 int BString::operator!= (const BString & *s*) const [inline]

6.45.2.50 int BString::operator!= (const char * *s*) const [inline]

6.45.2.51 BString BString::operator+ (const BString & *s*) const [inline]

6.45.2.52 BString BString::operator+ (const char * *s*) const [inline]

6.45.2.53 BString BString::operator+= (const BString & *s*) [inline]

6.45.2.54 BString BString::operator+= (const char * *s*) [inline]

6.45.2.55 BString BString::operator+ (char *ch*) const [inline]

6.45.2.56 BString BString::operator+ (int *i*) const [inline]

6.45.2.57 BString BString::operator+ (unsigned int *i*) const [inline]

6.45.2.58 BString BString::operator+ (unsigned long long *i*) const [inline]

6.45.2.59 BString::operator const char * () const [inline]

6.45.2.60 void BString::Init (const char * *str*) [private]

6.45.2.61 int BString::inString (int *pos*) const [private]

6.45.2.62 int BString::isSpace (char *ch*) const [private]

6.45.3 Member Data Documentation

6.45.3.1 BRefData* BString::ostr [protected]

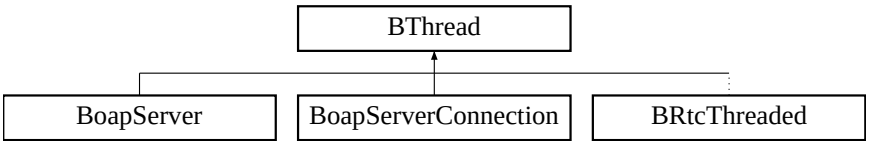
The documentation for this class was generated from the following files:

- BString.h
- BString.cpp

6.46 BThread Class Reference

`#include <BThread.h>`

Inheritance diagram for BThread::



Public Member Functions

- BThread ()
- virtual ~BThread ()
- int setInitPriority (int policy, int priority)
- int setInitStackSize (size_t stackSize)
- int start ()
- void * result ()
- int running ()
- int setPriority (int policy, int priority)
- int cancel ()
- void * waitForCompletion ()
- pthread_t getThread ()
- virtual void * function ()

Static Private Member Functions

- static void * startFunc (void *)

Private Attributes

- pthread_t othread
- size_t ostackSize
- int opolicy
- int opriority
- int orunning
- void * oresult

6.46.1 Constructor & Destructor Documentation

6.46.1.1 BThread::BThread ()

6.46.1.2 BThread::~BThread () [virtual]

6.46.2 Member Function Documentation

6.46.2.1 int BThread::setInitPriority (int *policy*, int *priority*)

6.46.2.2 int BThread::setInitStackSize (size_t *stackSize*)

6.46.2.3 int BThread::start ()

6.46.2.4 void * BThread::result ()

6.46.2.5 int BThread::running ()

6.46.2.6 int BThread::setPriority (int *policy*, int *priority*)

6.46.2.7 int BThread::cancel ()

6.46.2.8 void * BThread::waitForCompletion ()

6.46.2.9 pthread_t BThread::getThread ()

6.46.2.10 void * BThread::function () [virtual]

Reimplemented in BoapServerConnection, BoapServer, and BRtcThreaded.

6.46.2.11 void * BThread::startFunc (void *) [static, private]

6.46.3 Member Data Documentation

6.46.3.1 pthread_t BThread::othread [private]

6.46.3.2 size_t BThread::ostackSize [private]

6.46.3.3 int BThread::opolicy [private]

6.46.3.4 int BThread::opriority [private]

6.46.3.5 int BThread::orunning [private]

6.46.3.6 void* BThread::oresult [private]

The documentation for this class was generated from the following files:

- BThread.h
- BThread.cpp

6.47 BTimer Class Reference

Stopwatch style timer.

`#include <BTimer.h>`

Public Member Functions

- BTimer ()
- ~BTimer ()
- void start ()

  Start timer.

- void stop ()

  Stop timer.

- void clear ()

  Clear timer.

- double getElapsedTime ()

  Returns the elapsed time from the last start.

- void add (BTimer &timer)

  Add two timers.

- double average ()

  Average time is duration between start() and stop() / number of stops.

- double peak ()

  Peak time.

Static Private Member Functions

- static double getTime ()

Private Attributes

- BMutex olock
- unsigned int onum
- double ostartTime
- double oendTime
- double oaverage
- double opeak

6.47.1 Detailed Description

Stopwatch style timer.

6.47.2 Constructor & Destructor Documentation

6.47.2.1 BTimer::BTimer ()

6.47.2.2 BTimer::~BTimer ()

6.47.3 Member Function Documentation

6.47.3.1 void BTimer::start ()

Start timer.

6.47.3.2 void BTimer::stop ()

Stop timer.

6.47.3.3 void BTimer::clear ()

Clear timer.

6.47.3.4 double BTimer::getElapsedTime ()

Returns the elapsed time from the last start.

6.47.3.5 void BTimer::add (BTimer & *timer*)

Add two timers.

6.47.3.6 double BTimer::average ()

Average time is duration between start() and stop() / number of stops.

6.47.3.7 double BTimer::peak ()

Peak time.

6.47.3.8 double BTimer::getTime () [static, private]

6.47.4 Member Data Documentation

6.47.4.1 BMutex BTimer::olock [private]

6.47.4.2 unsigned int BTimer::onum [private]

6.47.4.3 double BTimer::ostartTime [private]

6.47.4.4 double BTimer::oendTime [private]

6.47.4.5 double BTimer::oaverage [private]

6.47.4.6 double BTimer::opeak [private]

The documentation for this class was generated from the following files:

- BTimer.h
- BTimer.cpp

6.48 BUrl Class Reference

Basic access to a Url.

`#include <BUrl.h>`

Public Member Functions

- BUrl ()
- ~BUrl ()
- BError readString (BString url, BString &str)

  Reads URL.

Static Private Member Functions

- static size_t writeData (void *data, size_t size, size_t elSize, void *stream)

Private Attributes

- BString ores

Static Private Attributes

- static int oinit

6.48.1 Detailed Description

Basic access to a Url.

6.48.2 Constructor & Destructor Documentation

6.48.2.1 BUrl::BUrl ()

6.48.2.2 BUrl::~BUrl ()

6.48.3 Member Function Documentation

6.48.3.1 BError BUrl::readString (BString *url*, BString & *str*)

Reads URL.

6.48.3.2 size_t BUrl::writeData (void * *data*, size_t *size*, size_t *elSize*, void * *stream*) [static, private]

6.48.4 Member Data Documentation

6.48.4.1 int BUrl::oinit [static, private]

6.48.4.2 BString BUrl::ores [private]

The documentation for this class was generated from the following files:

- BUrl.h
- BUrl.cpp

Chapter 7

LibBeamApi File Documentation

7.1 BArray.h File Reference

```
#include <BTypes.h>
#include <vector>
```

Classes

- class BArray< T >

Defines

- #define BArray_H 1

7.1.1 Define Documentation

7.1.1.1 #define BArray_H 1

7.2 BBuffer.cpp File Reference

```
#include <stdlib.h>
#include <memory.h>
#include <BBuffer.h>
```

Defines

- #define SIZE 1024

7.2.1 Define Documentation

7.2.1.1 #define SIZE 1024

7.3 BBuffer.h File Reference

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

Classes

- class BBuffer

Defines

- #define BBUFFER_H 1

7.3.1 Define Documentation

7.3.1.1 #define BBUFFER_H 1

7.4 BCond.cpp File Reference

```
#include <BCond.h>
#include <sys/time.h>
#include <stdio.h>
```

7.5 BCond.h File Reference

```
#include <pthread.h>
```

Classes

- class BCond

Defines

- #define BCOND_H 1

7.5.1 Define Documentation

7.5.1.1 #define BCOND_H 1

7.6 BCondInt.cpp File Reference

```
#include <BCondInt.h>
#include <sys/time.h>
#include <stdio.h>
#include <errno.h>
```

7.7 BCondInt.h File Reference

```
#include <BTypes.h>
#include <pthread.h>
```

Classes

- class BCondValue

  Thread conditional value.

- class BCondInt

  Thread conditional integer.

- class BCondBool

  Thread conditional boolean.

- class BCondWrap

Defines

- #define BCONDINT_H 1

7.7.1 Define Documentation

7.7.1.1 #define BCONDINT_H 1

7.8 BDir.cpp File Reference

```
#include <BDir.h>
#include <dirent.h>
#include <stdlib.h>
#include <errno.h>
#include <string.h>
```

Functions

- static int wild (const dirent *e)

Variables

- static BString wildString

7.8.1 Function Documentation

7.8.1.1 static int wild (const dirent * *e*) [static]

7.8.2 Variable Documentation

7.8.2.1 BString wildString [static]

7.9 BDir.h File Reference

```
#include <BList.h>
#include <BString.h>
#include <BError.h>
#include <sys/stat.h>
```

Classes

- class BDir

  File system directory class.

Defines

- #define BDIR_H 1

7.9.1 Define Documentation

7.9.1.1 #define BDIR_H 1

7.10 BEntry.cpp File Reference

```
#include <ctype.h>
#include <stdio.h>
#include <string.h>
#include <unistd.h>
#include <fcntl.h>
#include <errno.h>
#include <BEntry.h>
```

7.11 BEntry.h File Reference

```
#include <BList.h>
#include <BString.h>
```

Classes

- class BEntry

  Manipulate a name value pair.

- class BEntryList

  List of Entries. Where an entry is a name value pair.

- class BEntryFile

  File of Entries.

7.12 BError.cpp File Reference

```
#include <BError.h>
```

7.13 BError.h File Reference

```
#include <BString.h>
```

Classes

- class BError

  Error return class.

Defines

- #define BERROR_H 1

7.13.1 Define Documentation

7.13.1.1 #define BERROR_H 1

7.14 BEvent.cpp File Reference

```
#include <stdlib.h>
#include <unistd.h>
#include <errno.h>
#include <BEvent.h>
#include <BPoll.h>
```

7.15 BEvent.h File Reference

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

Classes

- class BEvent

  This class provides a base class for all event objects that can be sent over the events interface.

- class BEventError
- class BEventPipe

  This class provides a base interface for sending events via a pipe. This allows threads to send events that can be picked up by the poll system call.

- class BEventInt

  This class provides an interface for sending simple integer events via a file descriptor. This allows threads to send events that can be picked up by the poll system call.

Defines

- #define BEvent_H 1

Enumerations

- enum BEventType { BEventTypeNone, BEventTypeInt, BEventTypeError }

7.15.1 Define Documentation

7.15.1.1 #define BEvent_H 1

7.15.2 Enumeration Type Documentation

7.15.2.1 enum BEventType

Enumerator:

BEventTypeNone

BEventTypeInt

BEventTypeError

7.16 BFile.cpp File Reference

```
#include <BFile.h>
#include <sys/stat.h>
#include <string.h>
#include <stdarg.h>
#include <errno.h>
```

Defines

- #define STRBUF 10240

7.16.1 Define Documentation

7.16.1.1 #define STRBUF 10240

7.17 BFile.h File Reference

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

Classes

- class BFile

  File operations class.

Defines

- #define BFILE_H 1

7.17.1 Define Documentation

7.17.1.1 #define BFILE_H 1

7.18 BList.h File Reference

```
#include <BList_func.h>
```

Classes

- class BIter

  Iterator for BList.

- class BList< T >

  Template based list class.

- class BList< T >::Node

Defines

- #define BLIST_H 1

7.18.1 Define Documentation

7.18.1.1 #define BLIST_H 1

7.19 BList_func.h File Reference

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

7.20 BMutex.cpp File Reference

```
#include <BMutex.h>
```

Defines

- #define MDEBUG 0

7.20.1 Define Documentation

7.20.1.1 #define MDEBUG 0

7.21 BMutex.h File Reference

```
#include <pthread.h>
```

Classes

- class BMutex

  Mutex class.

Defines

- #define BMUTEX_H 1

7.21.1 Define Documentation

7.21.1.1 #define BMUTEX_H 1

7.22 BNameValue.h File Reference

```
#include <BList.h>
#include <BString.h>
```

Classes

- class BNameValue< T >
- class BNameValueList< T >

Defines

- #define BNAMEVALUE_H 1
- #define TEMPLATE_NEW 1

7.22.1 Define Documentation

7.22.1.1 #define BNAMEVALUE_H 1

7.22.1.2 #define TEMPLATE_NEW 1

7.23 Boap.cpp File Reference

```
#include <stdlib.h>
#include <stdio.h>
#include <errno.h>
#include <unistd.h>
#include <sys/socket.h>
#include <netinet/in.h>
#include <netinet/tcp.h>
#include <Boap.h>
#include <byteswap.h>
#include <BoapnsD.h>
#include <BoapnsC.h>
```

Defines

- #define DEBUG 0
- #define APIVERSION_TEST 1
- #define dprintf(fmt, a...)
- #define IS_BIG_ENDIAN 1

Functions

- static void swap8 (char *d, char *s)
- static void swap16 (char *d, char *s)
- static void swap32 (char *d, char *s)
- static void swap64 (char *d, char *s)

Variables

- const int boapPort = 12000

  The default BOAP connection port.

- const int roundSize = 256

7.23.1 Define Documentation

7.23.1.1 #define APIVERSION_TEST 1

7.23.1.2 #define DEBUG 0

7.23.1.3 #define dprintf(fmt, a...)

7.23.1.4 #define IS_BIG_ENDIAN 1

7.23.2 Function Documentation

7.23.2.1 static void swap16 (char * *d*, char * *s*) [inline, static]

7.23.2.2 static void swap32 (char * *d*, char * *s*) [inline, static]

7.23.2.3 static void swap64 (char * *d*, char * *s*) [inline, static]

7.23.2.4 static void swap8 (char * *d*, char * *s*) [inline, static]

7.23.3 Variable Documentation

7.23.3.1 const int boapPort = 12000

The default BOAP connection port.

7.23.3.2 const int roundSize = 256

7.24 Boap.h File Reference

```
#include <stdint.h>
#include <BPoll.h>
#include <BSocket.h>
#include <BThread.h>
#include <BError.h>
#include <BEvent.h>
#include <BMutex.h>
#include <BTypes.h>
```

Namespaces

- namespace Boapns

Classes

- struct BoapPacketHead
- class BoapPacket
- class BoapClientObject
- class BoapSignalObject
- class BoapServiceEntry
- class BoapServerConnection
- class BoapServer
- class BoapFuncEntry
- class BoapServiceObject

Typedefs

- typedef UInt32 BoapService
- typedef BError(BoapServiceObject::*) BoapFunc (BoapServerConnection *conn, BoapPacket &rx, BoapPacket &tx)

Enumerations

- enum BoapType {
  BoapTypeRpc, BoapTypeRpcReply, BoapTypeSignal, BoapTypeRpc,
  BoapTypeSignal }
- enum BoapPriority { BoapPriorityLow, BoapPriorityNormal, BoapPriorityHigh }

Variables

- const UInt32 BoapMagic = 0x424F4100

7.24.1 Typedef Documentation

7.24.1.1 typedef BError(BoapServiceObject::*) BoapFunc(BoapServerConnection *conn, BoapPacket &rx, BoapPacket &tx)

7.24.1.2 typedef UInt32 BoapService

7.24.2 Enumeration Type Documentation

7.24.2.1 enum BoapPriority

Enumerator:

BoapPriorityLow

BoapPriorityNormal

BoapPriorityHigh

7.24.2.2 enum BoapType

Enumerator:

BoapTypeRpc

BoapTypeRpcReply

BoapTypeSignal

BoapTypeRpc

BoapTypeSignal

7.24.3 Variable Documentation

7.24.3.1 const UInt32 BoapMagic = 0x424F4100

7.25 BoapnsC.cc File Reference

```
#include <BoapnsC.h>
```

Namespaces

- namespace Boapns

Functions

- Boapns::Boapns (BString name)
- BError Boapns::getVersion (BString &version)
- BError Boapns::getEntryList (BList< BoapEntry > &entryList)
- BError Boapns::getEntry (BString name, BoapEntry &entry)
- BError Boapns::addEntry (BoapEntry entry)
- BError Boapns::delEntry (BString name)
- BError Boapns::getNewName (BString &name)

7.26 BoapnsC.h File Reference

```
#include <stdlib.h>
#include <stdint.h>
#include <Boap.h>
#include <BString.h>
#include <BList.h>
#include <BArray.h>
#include <BoapnsD.h>
```

Namespaces

- namespace Boapns

Classes

- class Boapns::Boapns

Defines

- #define BOAPNSC_H 1

Variables

- const BUInt32 Boapns::apiVersion = 0

7.26.1 Define Documentation

7.26.1.1 #define BOAPNSC_H 1

7.27 BoapnsD.cc File Reference

```
#include <BoapnsD.h>
```

Namespaces

- namespace Boapns

7.28 BoapnsD.h File Reference

```
#include <Boap.h>
#include <BList.h>
#include <BArray.h>
```

Namespaces

- namespace Boapns

Classes

- class Boapns::BoapEntry

Defines

- #define BOAPNSD_H 1

7.28.1 Define Documentation

7.28.1.1 #define BOAPNSD_H 1

7.29 BoapSimple.cc File Reference

```
#include <stdlib.h>
#include <stdio.h>
#include <errno.h>
#include <sys/socket.h>
#include <netinet/in.h>
#include <Boap.h>
#include <BoapnsD.h>
#include <BoapnsC.h>
```

Defines

- #define DEBUG 0
- #define dprintf(fmt, a...)

Variables

- const int roundSize = 256

7.29.1 Define Documentation

7.29.1.1 #define DEBUG 0

7.29.1.2 #define dprintf(fmt, a...)

7.29.2 Variable Documentation

7.29.2.1 const int roundSize = 256

7.30 BoapSimple.h File Reference

```
#include <stdint.h>
#include <BPoll.h>
#include <BSocket.h>
#include <BError.h>
```

Classes

- struct BoapPacketHead
- class BoapPacket
- class BoapClientObject
- class BoapSignalObject
- class BoapServiceEntry
- class BoapServer
- class BoapFuncEntry
- class BoapServiceObject

Typedefs

- typedef int8_t Int8
- typedef uint8_t UInt8
- typedef int16_t Int16
- typedef uint16_t UInt16
- typedef int32_t Int32
- typedef uint32_t UInt32
- typedef double Double
- typedef uint32_t BoapService
- typedef BError(BoapServiceObject::*) BoapFunc (BoapPacket &rx, BoapPacket &tx)

Enumerations

- enum BoapType {

  BoapTypeRpc, BoapTypeRpcReply, BoapTypeSignal, BoapTypeRpc,

  BoapTypeSignal }

7.30.1 Typedef Documentation

7.30.1.1 typedef BError(BoapServiceObject::*) BoapFunc(BoapPacket &rx, BoapPacket &tx)

7.30.1.2 typedef uint32_t BoapService

7.30.1.3 typedef double Double

7.30.1.4 typedef int16_t Int16

7.30.1.5 typedef int32_t Int32

7.30.1.6 typedef int8_t Int8

7.30.1.7 typedef uint16_t UInt16

7.30.1.8 typedef uint32_t UInt32

7.30.1.9 typedef uint8_t UInt8

7.30.2 Enumeration Type Documentation

7.30.2.1 enum BoapType

Enumerator:

BoapTypeRpc

BoapTypeRpcReply

BoapTypeSignal

BoapTypeRpc

BoapTypeSignal

7.31 BObject.cc File Reference

```
#include <stdio.h>
#include <ctype.h>
#include <memory.h>
#include <string.h>
#include <BObject.h>
#include <iostream>
```

Defines

- #define DEBUG 0

7.31.1 Define Documentation

7.31.1.1 #define DEBUG 0

7.32 BObject.h File Reference

```
#include <BType.h>
#include <BDataBuf.h>
#include <BString.h>
#include <BNameValue.h>
#include <BList.h>
#include <BError.h>
```

Classes

- class BObject

Defines

- #define BOBJECT_H 1

Typedefs

- typedef BNameValue< BObject * > BMember
- typedef BNameValueList< BObject * > BMemberList

7.32.1 Define Documentation

7.32.1.1 #define BOBJECT_H 1

7.32.2 Typedef Documentation

7.32.2.1 typedef BNameValue<BObject*> BMember

7.32.2.2 typedef BNameValueList<BObject*> BMemberList

7.33 BPoll-1.cpp File Reference

```
#include <stdlib.h>
#include <unistd.h>
#include <errno.h>
#include <BPoll.h>
```

7.34 BPoll.cpp File Reference

```
#include <stdlib.h>
#include <unistd.h>
#include <errno.h>
#include <BPoll.h>
```

7.35 BPoll.h File Reference

```
#include <BList.h>
#include <BError.h>
#include <sys/poll.h>
```

Classes

- class BPoll

  This class provides an interface for polling a number of file descriptors. It uses round robin polling.

Defines

- #define BPOLL_H 1

7.35.1 Define Documentation

7.35.1.1 #define BPOLL_H 1

7.36 BRefData.cpp File Reference

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

Defines

- #define DEBUG 0
- #define CHUNK 16

7.36.1 Define Documentation

7.36.1.1 #define CHUNK 16

7.36.1.2 #define DEBUG 0

7.37 BRefData.h File Reference

Classes

- class BRefData

  Referenced data storage.

Defines

- #define BREFDATA_H 1

7.37.1 Define Documentation

7.37.1.1 #define BREFDATA_H 1

7.38 BRtc.cpp File Reference

```
#include <BRtc.h>
#include <stdio.h>
#include <stdlib.h>
#include <string.h>
#include <errno.h>
#include <unistd.h>
#include <fcntl.h>
#include <sys/ioctl.h>
#include <linux/rtc.h>
```

7.39 BRtc.h File Reference

```
#include <BError.h>
#include <BThread.h>
#include <BCond.h>
```

Classes

- class BRtc

  Realtime clock.

- class BRtcThreaded

  Threaded real time clock.

7.40 BRWLock.cpp File Reference

```
#include <BRWLock.h>
```

7.41 BRWLock.h File Reference

```
#include <pthread.h>
```

Classes

- class BRWLock

  thread read-write locks

Defines

- #define BRWLOCK_H 1

7.41.1 Define Documentation

7.41.1.1 #define BRWLOCK_H 1

7.42 BSema.cpp File Reference

```
#include <BSema.h>
#include <errno.h>
#include <sys/time.h>
```

7.43 BSema.h File Reference

```
#include <semaphore.h>
```

Classes

- class BSema

  Sempahore class.

Defines

- #define BSEMA_H 1

7.43.1 Define Documentation

7.43.1.1 #define BSEMA_H 1

7.44 BSocket.cpp File Reference

```
#include <stdlib.h>
#include <unistd.h>
#include <stdio.h>
#include <errno.h>
#include <sys/types.h>
#include <sys/socket.h>
#include <arpa/inet.h>
#include <netdb.h>
#include <net/if.h>
#include "BSocket.h"
```

Defines

- #define IP_MTU 14

7.44.1 Define Documentation

7.44.1.1 #define IP_MTU 14

7.45 BSocket.h File Reference

```
#include <BString.h>
#include <BError.h>
#include <BTypes.h>
#include <stdint.h>
#include <sys/types.h>
#include <sys/prctl.h>
```

Classes

- class BSocketAddress

  Socket Address.

- class BSocketAddressINET

  IP aware socket address.

- class BSocket

Defines

- #define BSOCKET_H 1

7.45.1 Define Documentation

7.45.1.1 #define BSOCKET_H 1

7.46 BString.cpp File Reference

```
#include <stdio.h>
#include <string.h>
#include <stdlib.h>
#include <stdarg.h>
#include <ctype.h>
#include "BString.h"
```

Defines

- #define DEBUG 0
- #define STRIP 0x7f
- #define MINUS '-'

Functions

- static int gmatch (const char *s, const char *p)
- std::ostream & operator<< (std::ostream &o, BString &s)
- std::istream & operator>> (std::istream &i, BString &s)

7.46.1 Define Documentation

7.46.1.1 #define DEBUG 0

7.46.1.2 #define MINUS '-'

7.46.1.3 #define STRIP 0x7f

7.46.2 Function Documentation

7.46.2.1 static int gmatch (const char * *s*, const char * *p*) [static]

7.46.2.2 std::ostream& operator<< (std::ostream & *o*, BString & *s*)

7.46.2.3 std::istream& operator>> (std::istream & *i*, BString & *s*)

7.47 BString.h File Reference

```
#include <BRefData.h>
#include <BList.h>
#include <iostream>
```

Classes

- class BString

Defines

- #define BSTRING_H 1

Functions

- std::ostream & operator<< (std::ostream &o, BString &s)
- std::istream & operator>> (std::istream &i, BString &s)

7.47.1 Define Documentation

7.47.1.1 #define BSTRING_H 1

7.47.2 Function Documentation

7.47.2.1 std::ostream& operator<< (std::ostream & *o*, BString & *s*)

7.47.2.2 std::istream& operator>> (std::istream & *i*, BString & *s*)

7.48 BThread.cpp File Reference

```
#include <BThread.h>
#include <unistd.h>
#include <errno.h>
#include <sys/types.h>
```

7.49 BThread.h File Reference

```
#include <pthread.h>
```

Classes

- class BThread

Defines

- #define BTHREAD_H 1

7.49.1 Define Documentation

7.49.1.1 #define BTHREAD_H 1

7.50 BTimer.cpp File Reference

```
#include <BTimer.h>
#include <sys/time.h>
```

7.51 BTimer.h File Reference

```
#include <BMutex.h>
```

Classes

- class BTimer

  Stopwatch style timer.

7.52 BTypes.h File Reference

```
#include <stdint.h>
#include <sys/types.h>
#include <vector>
```

Defines

- #define BTYPES_H 1

Typedefs

- typedef int8_t BInt8
- typedef uint8_t BUInt8
- typedef int16_t BInt16
- typedef uint16_t BUInt16
- typedef int32_t BInt32
- typedef uint32_t BUInt32
- typedef int64_t BInt64
- typedef uint64_t BUInt64
- typedef float BFloat
- typedef double BDouble
- typedef size_t BSize
- typedef uint32_t BUInt
- typedef std::vector< float > BArrayFloat
- typedef std::vector< double > BArrayDouble
- typedef int8_t Int8
- typedef uint8_t UInt8
- typedef int16_t Int16
- typedef uint16_t UInt16
- typedef int32_t Int32
- typedef uint32_t UInt32
- typedef int64_t Int64
- typedef uint64_t UInt64
- typedef float Float
- typedef double Double

7.52.1 Define Documentation

7.52.1.1 #define BTYPES_H 1

7.52.2 Typedef Documentation

7.52.2.1 typedef std::vector<double> BArrayDouble

7.52.2.2 typedef std::vector<float> BArrayFloat

7.52.2.3 typedef double BDouble

7.52.2.4 typedef float BFloat

7.52.2.5 typedef int16_t BInt16

7.52.2.6 typedef int32_t BInt32

7.52.2.7 typedef int64_t BInt64

7.52.2.8 typedef int8_t BInt8

7.52.2.9 typedef size_t BSize

7.52.2.10 typedef uint32_t BUInt

7.52.2.11 typedef uint16_t BUInt16

7.52.2.12 typedef uint32_t BUInt32

7.52.2.13 typedef uint64_t BUInt64

7.52.2.14 typedef uint8_t BUInt8

7.52.2.15 typedef double Double

7.52.2.16 typedef float Float

7.52.2.17 typedef int16_t Int16

7.52.2.18 typedef int32_t Int32

7.52.2.19 typedef int64_t Int64

7.52.2.20 typedef int8_t Int8

7.52.2.21 typedef uint16_t UInt16

7.52.2.22 typedef uint32_t UInt32

7.52.2.23 typedef uint64_t UInt64

7.52.2.24 typedef uint8_t UInt8

7.53 BUrl.cpp File Reference

```
#include <stdio.h>
#include <stdlib.h>
#include <memory.h>
#include <BUrl.h>
#include <curl/curl.h>
```

7.54 BUrl.h File Reference

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

Classes

- class BUrl

  Basic access to a Url.

Defines

- #define BURL_H 1

7.54.1 Define Documentation

7.54.1.1 #define BURL_H 1

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