NAME

rpc_xdr, xdr_accepted_reply, xdr_authsys_parms, xdr_callhdr, xdr_callmsg, xdr_opaque_auth, xdr_rejected_reply, xdr_replymsg – XDR library routines for remote procedure calls

MT-LEVEL

Safe

DESCRIPTION

These routines are used for describing the RPC messages in XDR language. They should normally be used by those who do not want to use the RPC package directly. These routines return TRUE if they succeed, FALSE otherwise.

Routines

See **rpc**(3N) for the definition of the **XDR** data structure.

#include <rpc/rpc.h>

bool_t xdr_accepted_reply(XDR **xdrs*, **const struct accepted_reply** **ar*);

Used to translate between RPC reply messages and their external representation. It includes the status of the RPC call in the XDR language format. In the case of success, it also includes the call results.

bool_t xdr_authsys_parms(XDR **xdrs*, **struct authsys_parms** **aupp*);

Used for describing UNIX operating system credentials. It includes machine-name, uid, gid list, etc.

void xdr_callhdr(XDR **xdrs*, **struct rpc_msg** **chdr*);

Used for describing RPC call header messages. It encodes the static part of the call message header in the XDR language format. It includes information such as transaction ID, RPC version number, program and version number.

bool_t xdr_callmsg(XDR **xdrs*, **struct rpc_msg** **cmsg*);

Used for describing RPC call messages. This includes all the RPC call information such as transaction ID, RPC version number, program number, version number, authentication information, etc. This is normally used by servers to determine information about the client RPC call.

bool_t xdr_opaque_auth(XDR **xdrs*, **struct opaque_auth** **ap*);

Used for describing RPC opaque authentication information messages.

bool_t xdr_rejected_reply(XDR **xdrs*, **const struct rejected_reply** **rr*);

Used for describing RPC reply messages. It encodes the rejected RPC message in the XDR language format. The message could be rejected either because of version number mis-match or because of authentication errors.

bool_t xdr_replymsg(XDR **xdrs*, **const struct rpc_msg** **rmsg*);

Used for describing RPC reply messages. It translates between the RPC reply message and its external representation. This reply could be either an acceptance, rejection or **NULL**.

SEE ALSO

rpc(3N), **xdr**(3N)