NAME

getauclassnam, getauclassent, setauclass, endauclass, getauclassnam_r, getauclassent_r – get audit_class entry

SYNOPSIS

cc [*flag* ...] *file* ... **–lbsm –lsocket –lnsl –lintl** [*library* ...]

#include <sys/param.h>
#include <bsm/libbsm.h>

struct au_class_ent ***getauclassnam(const char** ***name*);

struct au_class_ent ***getauclassnam_r(au_class_ent_t** ***** *class_int*, **const char** ***name*);

struct au_class_ent ***getauclassent(void);

struct au_class_ent ***getauclassent_r(au_class_ent_t** ***** *class_int*);

void setauclass(void);

void endauclass(void);

AVAILABILITY

The functionality described in this man page is available only if the Basic Security Module (BSM) has been enabled. See **bsmconv**(1M) for more information.

MT-LEVEL

MT-Safe with exceptions.

All of the functions described in this man-page are MT-Safe except **getauclassent( )** and **getauclassnam( ).** The two functions, **getauclassent_r( )** and **getauclassnam_r( )** have the same functionality as the unsafe functions, but have a slightly different function call interface in order to make them MT-Safe.

DESCRIPTION

getauclassent( ) and **getauclassnam( )** each return an audit_class entry.

getauclassnam( ) searches for an audit_class entry with a given class name *name.*

getauclassent( ) enumerates audit_class entries: successive calls to **getauclassent( )** will return either successive audit_class entries or NULL.

setauclass( ) ''rewinds'' to the beginning of the enumeration of audit_class entries. Calls to **getauclassnam( )** may leave the enumeration in an indeterminate state, so **setauclass( )** should be called before the first **getauclassent( )**.

endauclass( ) may be called to indicate that audit_class processing is complete; the system may then close any open audit_class file, deallocate storage, and so forth.

getauclassent_r( ) and **getauclassnam_r( )** both return a pointer to an audit_class entry as do their similarly named counterparts. They each take an additional argument, a pointer to pre-allocated space for an **au_class_ent_t,** which is returned if the call is successful. To assure there is enough space for the information returned, the applications programmer should be sure to allocate **AU_CLASS_NAME_MAX** and **AU_CLASS_DESC_MAX** bytes for the ac_name and ac_desc elements of the **au_class_ent_t** data structure.

The internal representation of an audit_user entry is an **au_class_ent** structure defined in **<bsm/libbsm.h>** with the following members:

```
char        *ac_name;
au_class_t  ac_class;
char        *ac_desc;
```

RETURN VALUES

getauclassnam( ) and **getauclassnam_r( )** return a pointer to a **struct au_class_ent** if they successfully locate the requested entry; otherwise they return NULL.

getauclassent( ) and **getauclassent_r( )** return a pointer to a **struct au_class_ent** if they successfully enumerate an entry; otherwise they return NULL, indicating the end of the enumeration.

FILES

/etc/security/audit_class	Maps audit class numbers to audit class names

SEE ALSO

bsmconv(1M), **audit_class**(4), **audit_event**(4)

NOTES

All information is contained in a static area, so it must be copied if it is to be saved.