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Preface

This guide discusses how to use Netscape Server Application Programmer’s Interface (NSAPI) to build plug-ins that define Server Application Functions (SAFs) to extend and modify Sun™ Java™ System Web Server 7.0. The guide also provides a reference of the NSAPI functions you can use to define new plug-ins.

Who Should Use This Book

The intended audience for this guide is the person who develops, assembles, and deploys NSAPI plug-ins in a corporate enterprise. This guide assumes you are familiar with the following topics:

- HTTP
- HTML
- NSAPI
- C programming
- Software development processes, including debugging and source code control

Web Server 7.0 Documentation Set

The Web Server documentation set describes how to install and administer the Web Server. You can access Web Server 7.0 Update 5 documentation at http://docs.sun.com/coll/1653.5.

The Sun Java System Web Server documents are now in wiki format at http://wikis.sun.com/display/WebServerdocs/Home. This wiki is intended to promote collaboration and contribution on documentation content for Web Server. You are welcome to contribute, by posting your comments or by directly editing the wiki page, as long as the content is relevant to an appropriate standard.

For an introduction to Web Server 7.0, refer to the books in the order in which they are listed in the following table.
### TABLE P–1  Books in the Web Server Documentation Set

<table>
<thead>
<tr>
<th>Documentation Title</th>
<th>Contents</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Sun Java System Web Server Documentation Wiki</strong></td>
<td>This wiki is intended to promote collaboration and contribution on documentation content for Web Server.</td>
</tr>
<tr>
<td><strong>Sun Java System Web Server 7.0 Update 5 Documentation Center</strong></td>
<td>Web Server documentation topics organized by tasks and subject</td>
</tr>
</tbody>
</table>
| **Sun Java System Web Server 7.0 Update 5 Release Notes** | - Late-breaking information about the software and documentation  
- Supported platforms and patch requirements for installing Web Server                                                                 |
| **Sun Java System Web Server 7.0 Update 5 Installation and Migration Guide** | Performing installation and migration tasks:  
- Installing Web Server and its various components,  
- Migrating data from Sun ONE Web Server 6.0 or 6.1 to Sun Java System Web Server |
| **Sun Java System Web Server 7.0 Update 5 Administrator’s Guide** | Performing the following administration tasks:  
- Using the Administration GUI and command-line interface  
- Configuring server preferences  
- Using server instances  
- Monitoring and logging server activity  
- Using certificates and public key cryptography to secure the server  
- Configuring access control to secure the server  
- Using Java Platform Enterprise Edition (Java EE) security features  
- Deploying applications  
- Managing virtual servers  
- Defining server workload and sizing the system to meet performance needs  
- Searching the contents and attributes of server documents, and creating a text search interface  
- Configuring the server for content compression  
- Configuring the server for web publishing and content authoring using WebDAV |
| **Sun Java System Web Server 7.0 Update 5 Developer’s Guide** | Using programming technologies and APIs to do the following:  
- Extend and modify Sun Java System Web Server  
- Dynamically generate content in response to client requests and modify the content of the server |
TABLE P–1  Books in the Web Server Documentation Set  

<table>
<thead>
<tr>
<th>Documentation Title</th>
<th>Contents</th>
</tr>
</thead>
<tbody>
<tr>
<td>Sun Java System Web Server 7.0 Update 5 NSAPI Developer’s Guide</td>
<td>Creating custom Netscape Server Application Programmer’s Interface (NSAPI) plug-ins</td>
</tr>
<tr>
<td>Sun Java System Web Server 7.0 Update 5 Developer’s Guide to Java Web Applications</td>
<td>Implementing Java Servlets and JavaServer Pages™ (JSP™) technology in Sun Java System Web Server</td>
</tr>
<tr>
<td>Sun Java System Web Server 7.0 Update 5 Administrator’s Configuration File Reference</td>
<td>Editing configuration files</td>
</tr>
<tr>
<td>Sun Java System Web Server 7.0 Update 5 Performance Tuning, Sizing, and Scaling Guide</td>
<td>Tuning Sun Java System Web Server to optimize performance</td>
</tr>
<tr>
<td>Sun Java System Web Server 7.0 Update 5 Troubleshooting Guide</td>
<td>Troubleshooting Web Server</td>
</tr>
<tr>
<td>Sun Java System Web Server 7.0 Update 5 CLI Reference Manual</td>
<td>Administration commands that allow you to administer the Web Server through the CLI</td>
</tr>
</tbody>
</table>

**Related Books**

The URL for all documentation about Sun Java Enterprise System (Java ES) and its components is at [http://docs.sun.com/coll/1286.3](http://docs.sun.com/coll/1286.3).

**Default Paths and File Names**

The following table describes the default paths and file names that are used in this book.
### TABLE P-2  Default Paths and File Names

<table>
<thead>
<tr>
<th>Placeholder</th>
<th>Description</th>
<th>Default Value</th>
</tr>
</thead>
</table>
| **install-dir** | Represents the base installation directory for Web Server 7.0 | Sun Java Enterprise System (Java ES) installations on the Solaris® platform: `/opt/SUNWwbsvr7`  
Java ES installations on the Linux and HP-UX platform: `/opt/sun/webserver/`  
Java ES installations on the Windows platform: `system-drive:\Program Files\Sun\JavaES\WebServer7`  
Other Solaris, Linux, and HP-UX installations, non-root user: `home-directory/sun/webserver7`  
Other Solaris, Linux, and HP-UX installations, root user: `/sun/webserver7`  
Windows, all installations: `system-drive:\Program Files\Sun\WebServer7` |
| **instance-dir** | Directory that contains the instance-specific subdirectories. | For Java ES installations, the default location for instances on Solaris: `/var/opt/SUNWwbsvr7`  
For Java ES installations, the default location for instances on Linux and HP-UX: `/var/opt/sun/webserver7`  
For Java ES installations, the default location for instance on Windows: `system-drive:\Program Files\Sun\JavaES\WebServer7`  
For stand-alone installations, the default location for instance on Solaris, Linux, and HP-UX: `install-dir`  
For stand-alone installations, the default location for instance on Windows: `system-drive:\Program Files\sun\WebServer7` |
Typographic Conventions

The following table describes the typographic changes that are used in this book.

<table>
<thead>
<tr>
<th>Typeface</th>
<th>Meaning</th>
<th>Example</th>
</tr>
</thead>
<tbody>
<tr>
<td>AaBbCc123</td>
<td>The names of commands, files, and directories, and onscreen computer output</td>
<td>Edit your <code>.login</code> file. Use <code>ls -a</code> to list all files. <code>machine_name%</code> you have mail.</td>
</tr>
<tr>
<td>AaBbCc123</td>
<td>What you type, contrasted with onscreen computer output</td>
<td><code>machine_name% su</code></td>
</tr>
<tr>
<td>AaBbCc123</td>
<td>A placeholder to be replaced with a real name or value</td>
<td>The command to remove a file is <code>rm filename</code>.</td>
</tr>
<tr>
<td>AaBbCc123</td>
<td>Book titles, new terms, and terms to be emphasized (note that some emphasized items appear bold online)</td>
<td>Do not save the file.</td>
</tr>
</tbody>
</table>

Symbol Conventions

The following table explains symbols that might be used in this book.

<table>
<thead>
<tr>
<th>Symbol</th>
<th>Description</th>
<th>Example</th>
<th>Meaning</th>
</tr>
</thead>
<tbody>
<tr>
<td>{</td>
<td>}</td>
<td>Contains optional arguments and command options.</td>
<td><code>ls [-l]</code></td>
</tr>
<tr>
<td>{</td>
<td>}</td>
<td>Contains a set of choices for a required command option.</td>
<td>`-d {y</td>
</tr>
<tr>
<td>${ }</td>
<td>Indicates a variable reference.</td>
<td><code>$(com.sun.javaRoot)</code></td>
<td>References the value of the <code>com.sun.javaRoot</code> variable.</td>
</tr>
<tr>
<td>-</td>
<td>Joins simultaneous multiple keystrokes.</td>
<td><code>Control-A</code></td>
<td>Press the Control key while you press the A key.</td>
</tr>
<tr>
<td>+</td>
<td>Joins consecutive multiple keystrokes.</td>
<td><code>Ctrl+A+N</code></td>
<td>Press the Control key, release it, and then press the subsequent keys.</td>
</tr>
</tbody>
</table>
Documentation, Support, and Training

The Sun website provides information about the following additional resources:

- Documentation (http://www.sun.com/documentation/)
- Support (http://www.sun.com/support/)
- Training (http://www.sun.com/training/)

Searching Sun Product Documentation

Besides searching Sun product documentation from the docs.sun.com website, you can use a search engine by typing the following syntax in the search field:

```
search-term site:docs.sun.com
```

For example, to search for "broker," type the following:

```
broker site:docs.sun.com
```

To include other Sun web sites in your search (for example, java.sun.com, www.sun.com, and developers.sun.com), use sun.com in place of docs.sun.com in the search field.

Third-Party Web Site References

Third-party URLs are referenced in this document and provide additional, related information.

**Note** – Sun is not responsible for the availability of third-party web sites mentioned in this document. Sun does not endorse and is not responsible or liable for any content, advertising, products, or other materials that are available on or through such sites or resources. Sun will not be responsible or liable for any actual or alleged damage or loss caused or alleged to be caused by or in connection with use of or reliance on any such content, goods, or services that are available on or through such sites or resources.
Sun Welcomes Your Comments

Sun is interested in improving its documentation and welcomes your comments and suggestions. To share your comments:

- Go to http://docs.sun.com and click Feedback.
  
  Go to http://wikis.sun.com/display/WebServerdocs/Home and post your comments or directly edit the wiki page.
About NSAPI

This chapter provides an overview of the Netscape Server API (NSAPI).

Overview of NSAPI

The NSAPI is an extension that enables you to extend or customize the core functionality of Sun Java System Web Server to provide a scalable, efficient mechanism for building interfaces between the HTTP server and back-end applications.

The NSAPI provides solutions to solve performance and efficiency problems common to installations that make liberal use of Common Gateway Interface (CGI) functionality. CGI is common across most HTTP server implementations for running external programs, or gateways, between the information server and external applications.

HTTP Request-Response Process

This sections provides the logical breakdown of the HTTP request-response process.

After the client sends its request to a server, it is helpful to define a set of logical steps which the server must perform before a response is sent.

The following steps are performed in the normal response process:

- Authorization translation
- Name translation
- Path checks
- Object type
- Respond to request
- Log the transaction

If at any time one of these steps fail, another step must be performed to handle the error and inform the client about what happened.
About Server Application Function

Server Application Functions (SAFs) are used to perform the steps to generate a HTTP request-response. These functions take the request, and server configuration database as input, and return a response to the client as output. The set of functions which are applied are determined by the inputs.

Server application functions have a particular class, where the class corresponds to the request-response step it helps implement. There is an additional class of application function, the initialization function, which is executed upon server startup and performs static data initialization for the various server modules.

Server application functions have a single class and are not informed by the server which class they are being used for. The server keeps an internal table of available functions, and maps these function pointers to unique character strings which identify them. By using this string in the configuration database, a function can be called to carry out one of the above steps.

You can create custom Server Application Functions (SAFs). Creation of SAFs allow you to modify or extend the Sun Java System Web Server’s built-in functionality. For example, you can modify the server to handle user authorization in a special way or generate dynamic HTML pages based on information in a database.

For more information about how to create a custom server application function, see Chapter 2, “Creating Custom Server Application Functions.”

About Parameter Block

The parameter block is the fundamental data structure within the server code. The parameter block, or pblock, is a hash table keyed on the name string, which maps these name strings onto their value character strings.

For more information about the parameter block, see “pblock Data Structure” on page 169.

Passing Parameters to SAF

All server application functions have the following syntax:

```c
int function(pblock *pb, Session *sn, Request *rq);
```

Where, pb is the parameter block with the parameters given by the site administrator for this function invocation. This parameter should be considered read-only, and any data modification should be performed on copies of the data. Doing otherwise is unsafe in threaded server architectures, and yields unpredictable results in multi-process server architectures.
Creating Custom Server Application Functions

This chapter describes how to write your own NSAPI plug-ins that define custom Server Application Functions (SAFs). The ability to create custom plug-ins enables you to modify or extend the Sun Java System Web Server’s built-in functionality. For example, you can modify the server to handle user authorization in a special way or generate dynamic HTML pages based on information in a database.

This chapter has the following sections:

- “Future Compatibility Issues” on page 22
- “SAF Interface” on page 22
- “SAF Parameters” on page 22
- “Result Codes” on page 23
- “Creating and Using Custom SAFs” on page 24
- “Overview of NSAPI C Functions” on page 30
- “Required Behavior of SAFs for Each Directive” on page 35
- “CGI to NSAPI Conversion” on page 39

Before writing custom SAFs, you must familiarize yourself with the request-handling process, as described in detail in the *Sun Java System Web Server 7.0 Update 5 Administrator’s Configuration File Reference*. Also, before writing a custom SAF, check to see whether a built-in SAF already accomplishes the tasks you have in mind.

See Appendix B, “Alphabetical List of NSAPI Functions and Macros,” for a list of the predefined Init SAFs. For information about predefined SAFs used in the obj.conf file, see the *Sun Java System Web Server 7.0 Update 5 Administrator’s Configuration File Reference*.

For a complete list of the NSAPI routines for implementing custom SAFs, see Chapter 6, “NSAPI Function and Macro Reference.”
Future Compatibility Issues

To keep your custom plug-ins upgradable, do the following:

- Make sure plug-in users know how to edit the configuration files, such as magnus.conf and obj.conf manually. The plug-in installation software should not be used to edit these configuration files.
- Keep the source code so you can recompile the plug-in.

SAF Interface

All SAFs whether custom or built-in have the same C interface regardless of the request-handling step for which they are written. SAFs are small functions intended for a specific purpose within a specific request-response step. SAFs receive parameters from the directive that invokes them in the obj.conf file, from the server, and from previous SAFs.

The C interface for a SAF is:

```c
int function(pblock *pb, Session *sn, Request *rq);
```

The next section discusses the parameters in detail.

The SAF returns a result code that indicates whether and how it succeeded. The server uses the result code from each function to determine how to proceed with processing the request. For more information on the result codes, see “Result Codes” on page 23.

SAF Parameters

This section discusses the SAF parameters in detail.

pb (Parameter Block) Parameter

The pb parameter is a pointer to a pblock data structure that contains values specified by the directive that invokes the SAF. A pblock data structure contains a series of name-value pairs.

For example, a directive that invokes the basic-ncsa function might look like the following:

```
AuthTrans fn=basic-ncsa auth-type=basic dbm=users.db
```

In this case, the pb parameter passed to basic-ncsa contains name-value pairs that correspond to auth-type=basic and dbm=users.db.
NSAPI provides a set of functions for working with pblock data structures. For example, `pblock_findval()` returns the value for a given name in a pblock. For information on working with parameter blocks, see “Parameter Block Manipulation Routines” on page 31.

**sn (Session) Parameter**

The sn parameter is a pointer to a Session data structure. This parameter contains variables related to an entire session, that is, the time between the opening and closing of the TCP/IP connection between the client and the server. The same sn pointer is passed to each SAF called within each request for an entire session. For a list of important fields, see “Session Data Structure” on page 168.

**rq (Request) Parameter**

The rq parameter is a pointer to a Request data structure. This parameter contains variables related to the current request, such as the request headers, URI, and local file system path. The same Request pointer is passed to each SAF called in the request-response process for an HTTP request. For a list of important fields, see “Request Data Structure” on page 170.

**Result Codes**

Upon completion, a SAF returns a result code. The result code indicates what the server should do next.

The result codes are:

- **REQ_PROCEED** — Indicates that the SAF achieved its objective. For some request-response steps (AuthTrans, NameTrans, Service, and Error), this code tells the server to proceed to the next request-response step, skipping any other SAFs in the current step. For the other request-response steps (Input, Output, Route, PathCheck, ObjectType, and AddLog), the server proceeds to the next SAF in the current step.

- **REQ_NOACTION** — Indicates that the SAF took no action. The server continues with the next SAF in the current server step.

- **REQ_ABORTED**

  Indicates that an error occurred and an HTTP response should be sent to the client to indicate the cause of the error. A SAF returning REQ_ABORTED should also set the HTTP response status code. If the server finds an Error directive matching the status code or reason phrase, the server executes the SAF specified. If not, the server sends a default HTTP response with the status code and reason phrase, in addition to a short HTML page reflecting the status code and reason phrase for the user. The server then goes to the first AddLog directive.
REQ_EXIT — Indicates the connection to the client was lost. This code should be returned when the SAF fails in reading or writing to the client. The server then goes to the first AddLog directive.

Creating and Using Custom SAFs

Custom SAFs are functions in shared libraries that are loaded and called by the server.

The general steps to create a custom SAF are as follows:

- **Write the Source Code** using the NSAPI functions. Each SAF is written for a specific directive.
- **Compile and Link** the source code to create a shared library (.so, .sl, or .dll) file.
- **Load and Initialize the SAF** by editing the magnus.conf file to do the following actions:
  - Load the shared library file containing your custom SAFs
  - Initialize the SAF if necessary
  - **Instruct the Server to Call the SAFs** by editing obj.conf to call your custom SAFs at the appropriate time.
- **Restart the Server**.
- **Test the SAF** by accessing your server from a browser with a URL that triggers your function.

The following sections describe these steps in greater detail.

Writing the Source Code for a Custom SAF

Write your custom SAFs using NSAPI functions. For a summary of some of the most commonly used NSAPI functions, see “Overview of NSAPI C Functions” on page 30 and for available routines, see Chapter 6, “NSAPI Function and Macro Reference.”

For examples of custom SAFs, see Chapter 4, “Examples of Custom SAFs and Filters.”

The signature for all SAFs is as follows:

```c
int function(pblock *pb, Session *sn, Request *rq);
```

For more details on the parameters, see “SAF Parameters” on page 22.

You must register your SAFs with the server. SAFs may be registered using the funcs parameter of the load-modules Init SAF or by a call to func_insert. A plug-in may define a nsapi_module_init function that is used to call func_insert and perform any other initialization tasks. For more information, see "nsapi_module_init() Function” on page 96 and “func_insert() Function” on page 84.
The server runs as a multi-threaded single process. On UNIX platforms, the server runs two processes, a parent and a child, for historical reasons. The parent process performs some initializations and forks the child process. The child process performs further initializations and handles all of the HTTP requests.

Keep the following in mind when writing your SAF:

- Write thread-safe code
- Blocking can affect performance
- Write small functions with parameters and configure the parameters in obj.conf
- Carefully check and handle all errors and log the errors so you can determine the source of problems and fix them

If necessary, write an initialization function that performs initialization tasks required by your new SAFs. The initialization function must be named `nsapi_module_init` and has the same signature as other SAFs:

```c
int nsapi_module_init(pblock *pb, Session *sn, Request *rq);
```

SAFs should be able to obtain certain types of information from their parameters. In most cases, parameter block (pblock) data structures provide the fundamental storage mechanism for these parameters. pblock maintains its data as a collection of name-value pairs. For a summary of the most commonly used functions for working with pblock structures, see "Parameter Block Manipulation Routines" on page 31.

When defining a SAF, you do not specifically state which directive it is written for. However, each SAF must be written for a specific directive, such as AuthTrans, Service, and so on. Each directive requires its SAFs to behave in particular ways, and your SAF must conform to the requirements of the directive for which it was written. For details on what each directive requires of its SAFs, see “Required Behavior of SAFs for Each Directive" on page 35.

### Compiling and Linking

Compile and link your code with the native compiler for the target platform. For UNIX, use the `gmake` command. For Windows, use the `nmake` command. For Windows, use Microsoft Visual C++ 6.0 or newer. You must have an import list that specifies all global variables and functions to access from the server binary. Use the correct compiler and linker flags for your platform. Refer to the example Makefile in the `install-dir/samples/nsapi` directory.

Adhere to the following guidelines for compiling and linking.

**Including Directory and nsapi.h File**

Add the `install-dir/include` (UNIX) or `install-dir\include` (Windows) directory to your makefile to include the `nsapi.h` file.
Libraries

Add the `install-dir/bin/https/lib` (UNIX) or `install-dir\bin\https\bin` (Windows) library directory to your linker command.

The following table lists the library that you need to link to.

<table>
<thead>
<tr>
<th>Platform</th>
<th>Library</th>
</tr>
</thead>
<tbody>
<tr>
<td>Windows</td>
<td><code>ns-httpd40.dll</code> in addition to the standard Windows libraries</td>
</tr>
<tr>
<td>HP-UX</td>
<td><code>libns-httpd40.sl</code></td>
</tr>
<tr>
<td>All other UNIX platforms</td>
<td><code>libns-httpd40.so</code></td>
</tr>
</tbody>
</table>

Linker Commands and Options for Generating a Shared Object

To generate a shared library, use the commands and options listed in the following table.

**Solaris™ Operating System (SPARC® Platform Edition)**
- `ld -G` or `cc -G`

**Windows**
- `link -LD`

**HP-UX**
- `cc +Z -b -Wl,+-s -Wl,-B,symbolic`

**AIX**
- `cc -p 0 -berok -blibpath:$LD_RPATH`

**Compaq**
- `cc -shared`

**Linux**
- `gcc -shared`

**IRIX**
- `cc -shared`

Additional Linker Flags

Use the linker flags in the following table to specify which directories should be searched for shared objects during runtime to resolve symbols.

**Solaris SPARC**
- `-R dir:dir`

**Windows**
- no flags, but the `ns-httpd40.dll` file must be in the system PATH variable

**HP-UX**
- `-Wl,+-b,dir,dir`
AIX
-\texttt{blibpath:dir:dir}

Compaq
-\texttt{rpath dir:dir}

Linux
-\texttt{Wl,-rpath,dir:dir}

IRIX
-\texttt{Wl,-rpath,dir:dir}

On UNIX, you can also set the library search path using the \texttt{LD\_LIBRARY\_PATH} environment variable, which must be set when you start the server.

**Compiler Flags**

The following table lists the flags and defines you need to use for compilation of your source code.

<table>
<thead>
<tr>
<th>Platform</th>
<th>Flags</th>
</tr>
</thead>
<tbody>
<tr>
<td>Solaris SPARC</td>
<td>\texttt{-DXP_UNIX -D_REENTRANT -KPIC -DSOLARIS}</td>
</tr>
<tr>
<td>Windows</td>
<td>\texttt{-DXP_WIN32 -DWIN32 /MD}</td>
</tr>
<tr>
<td>HP-UX</td>
<td>\texttt{-DXP_UNIX -D_REENTRANT -DHPUX}</td>
</tr>
<tr>
<td>AIX</td>
<td>\texttt{-DXP_UNIX -D_REENTRANT -D_AIX ${DEBUG}}</td>
</tr>
<tr>
<td>Compaq</td>
<td>\texttt{-DXP_UNIX -KPIC}</td>
</tr>
<tr>
<td>Linux</td>
<td>\texttt{-DXP_UNIX -D_REENTRANT -fPIC}</td>
</tr>
<tr>
<td>IRIX</td>
<td>\texttt{-o32 -exceptions -DXP_UNIX -KPIC}</td>
</tr>
</tbody>
</table>

**Compiling and Linking in 64–bit Mode**

On the Solaris platform, the server can run in either 32–bit or 64–bit mode. Because a 32–bit shared library cannot be used in a 64–bit process and conversely, you may want to compile and link two separate shared libraries. By default, the Sun compiler and linker produce 32–bit binaries. To compile and link your plug-in for 64–bit mode on Solaris SPARC, you must use Sun Workshop 5.0 or higher with the -xarch=v9 flag. To compile and link your plug-in for 64–bit mode on Solaris x86, you must use Sun Java Studio 11 or higher with the -xarch=amd64 flag.

**Issues With Using C++ in a NSAPI Plug-in**

NSAPI plug-ins are typically written using the C programming language. Using the C++ programming language in an NSAPI plug-in raises special compatibility issues.

On Solaris, the server is built using the new C++ 5 ABI. If your shared library uses C++, it must be compiled with Sun Workshop 5.0 or higher. Sun Java Studio 11 or higher is recommended. Do not use the -compat=4 option when compiling and linking a shared library that uses C++. When running in 32–bit mode on Solaris SPARC, the server provides some backward
compatibility for the old C++4 ABI or Sun Workshop 4.2. This backward compatibility may be removed at some future date. For all new NSAPI plug-ins, use the new C++5 ABI or Sun Workshop 5.0 or later versions.

On Linux, Web Server is built using the gcc 3.2 C++ ABI. If your shared library uses C++, compile with gcc 3.2.x. Because of the volatility of the gcc C++ ABI, avoid using C++ in NSAPI plug-ins on Linux.

**Load and Initialize the SAF**

For each shared library (plug-in) containing custom SAFs to be loaded into the server, add an `Init` directive that invokes the `load-modules` SAF to `magnus.conf`. The `load-modules` SAF loads the shared library and calls the shared library's `nsapi_module_init` function. For more information, see "`nsapi_module_init()` Function" on page 96.

The syntax for a directive that calls `load-modules` is:

```plaintext
Init fn=load-modules
   [shlib=path]
   [funcs="SAF1,...,SAFn"]
   [name1="value1"]...[nameN="valueN"]
```

- `shlib` is the local file system path to the shared library (plug-in).
- `funcs` is an optional comma-separated list of function names to be loaded from the shared library. Function names are case sensitive. You may use a dash (-) in place of an underscore (_) in function names. Do not use a space in the function name list.

If the new SAFs require initialization, omit the `funcs` parameter and instead define an `nsapi_module_init` function in your shared library. Any custom parameters on the `Init` directive will be passed to `nsapi_module_init` in the `pb` parameter block.

- `nameN="valueN"` are the optional names and values of parameters passed to the shared library's `nsapi_module_init` function in the `pb` parameter block.

**Instruct the Server to Call the SAFs**

Add directives to `obj.conf` to instruct the server to call each custom SAF at the appropriate time. The syntax for directives is:

```plaintext
Directive fn=function-name [name1="value1"]...[nameN="valueN"]
```

- `Directive` is one of the server directives, such as `AuthTrans`, `Service`, and so on.
- `function-name` is the name of the SAF to execute.
- `nameN="valueN"` are the names and values of parameters that are passed to the SAF.
Depending on the purpose of the new SAF, you might need to add just one directive to obj.conf, or you might need to add more than one directive to provide complete instructions for invoking the new SAF.

For example, if you define a new AuthTrans or PathCheck SAF, you could just add an appropriate directive in the default object. However, if you define a new Service SAF to be invoked only when the requested resource is in a particular directory or has a new kind of file extension, you would need to take extra steps.

If your new Service SAF is to be invoked only when the requested resource has a new kind of file extension, you might need to add an entry to the MIME types file so that the type value gets set properly during the ObjectType stage. Then you could add a Service directive to the default object that specifies the desired type value.

If your new Service SAF is to be invoked only when the requested resource is in a particular directory, you might need to define a NameTrans directive that generates a name or path value that matches another object. Then in the new object you could invoke the new Service function.

For example, suppose your plug-in defines two new SAFs, do_small_anim and do_big_anim, which both take speed parameters. These functions run animations. All files to be treated as small animations reside in the directory D:/docs/animations/small, while all files to be treated as full-screen animations reside in the directory D:/docs/animations/fullscreen.

To ensure that the new animation functions are invoked whenever a client sends a request for either a small or full-screen animation, you would add NameTrans directives to the default object to translate the appropriate URLs to the corresponding path names and also assign a name to the request.

```
NameTrans fn=pfx2dir
  from="/animations/small"
  dir="D:/docs/animations/small"
  name="small_anim"
NameTrans fn=pfx2dir
  from="/animations/fullscreen"
  dir="D:/docs/animations/fullscreen"
  name="fullscreen_anim"
```

You also need to define objects that contain the Service directives that run the animations and specify the speed parameter.

```
<Object name="small_anim">
  Service fn=do_small_anim speed=40
</Object>
<Object name="fullscreen_anim">
```

Chapter 2 • Creating Custom Server Application Functions
Restarting the Server

After modifying `obj.conf`, you need to restart the server. A restart is required for all plug-ins that implement SAFs and/or filters.

Testing the SAF

Test your SAF by accessing your server from a browser with a URL that triggers your function. For example, if your new SAF is triggered by requests to resources in `http://server-name/animations/small`, try requesting a valid resource that starts with that URI.

You should disable caching in your browser so that the server is sure to be accessed. In Mozilla Firefox, hold the shift key while clicking the Reload button to ensure that the cache is not used.

Examine the access log and error log to help with debugging.

Overview of NSAPI C Functions

NSAPI provides a set of C functions that are used to implement SAFs. These functions serve several purposes:

- Provide platform independence across operating system and hardware platforms
- Improved performance
- Thread-safe, a requirement for SAFs
- Prevent memory leaks
- Provide functionality necessary for implementing SAFs

Always use these NSAPI routines when defining new SAFs.

This section provides an overview of the function categories available and some of the more commonly used routines. All of the public routines are detailed in Chapter 6, “NSAPI Function and Macro Reference.”

The main categories of NSAPI functions are:

- Parameter Block Manipulation Routines
- Protocol Utilities for Service SAFs
Parameter Block Manipulation Routines

The parameter block manipulation functions provide routines for locating, adding, and removing entries in a pblock data structure:

- `pblock_findval` returns the value for a given name in a pblock. For more information, see “pblock_findval() Function” on page 102.
- `pblock_nvinsert` adds a new name-value pair entry to a pblock. For more information, see “pblock_nvinsert() Function” on page 104.
- `pblock_remove` removes a pblock entry by name from a pblock. The entry is not disposed. Use “param_free() Function” on page 99 to free the memory used by the entry. For more information, see “pblock_remove() Function” on page 106.
- `param_free` frees the memory for the given pblock entry. For more information, see “param_free() Function” on page 99.
- `pblock_pblock2str` creates a new string containing all of the name-value pairs from a pblock in the form "name=value name=value." This function can be a useful for debugging. For more information, see “pblock_pblock2str() Function” on page 105.

Protocol Utilities for Service SAFs

Protocol utilities provide functionality necessary to implement Service SAFs:

- `protocol_status` sets the HTTP response status code and reason phrase. For more information, see “protocol_status() Function” on page 114.
- `protocol_start_response` sends the HTTP response and all HTTP headers to the browser. For more information, see “protocol_start_response() Function” on page 113.

Memory Management

Memory management routines provide fast, platform-independent versions of the standard memory management routines. These routines also prevent memory leaks by allocating from a temporary memory, called “pooled” memory for each request, and then disposing the entire pool after each request. Wrappers enable standard memory routines to use permanent memory.
To disable the server’s pooled memory allocator for debugging, use the built-in SAF pool-init. For more information, see the *Sun Java System Web Server 7.0 Update 5 Administrator’s Configuration File Reference*.

- "MALLOC() Macro" on page 87
- "FREE() Macro" on page 82
- "PERM_STRDUP() Macro" on page 111
- "REALLOC() Macro" on page 118
- "CALLLOC() Macro" on page 67
- "PERM_MALLOC() Macro" on page 109
- "PERM_FREE() Macro" on page 108
- "PERM_STRDUP() Macro" on page 111
- "PERM_REALLOC() Macro" on page 110
- "PERM_CALLOC() Macro" on page 108

**File I/O**

The file I/O functions provide platform-independent, thread-safe file I/O routines.

- `system_fopenRO` opens a file for read-only access. For more information, see “`system_fopenRO()` Function” on page 129.
- `system_fopenRW` opens a file for read-write access, creating the file if necessary. For more information, see “`system_fopenRW()` Function” on page 130.
- `system_fopenWA` opens a file for write-append access, creating the file if necessary. For more information, see “`system_fopenWA()` Function” on page 130.
- `system_fclose` closes a file. For more information, see “`system_fclose()` Function” on page 128.
- `system_fread` reads from a file. For more information, see “`system_fread()` Function” on page 131.
- `system_fwrite` writes to a file. For more information, see “`system_fwrite()` Function” on page 132.
- `system_fwrite_atomic` locks the given file before writing to it. This locking avoids interference between simultaneous writes by multiple processes or threads. For more information, see “`system_fwrite_atomic()` Function” on page 132.

**Network I/O**

Network I/O functions provide platform-independent, thread-safe network I/O routines. These routines work with SSL when it is enabled.
- `netbuf_grab` reads from a network buffer's socket into the network buffer. For more information, see "netbuf_grab() Function" on page 95.
- `netbuf_getbytes` gets a character from a network buffer. For more information, see "netbuf_getbytes() Function" on page 93.
- `net_flush` flushes buffered data. For more information, see "net_flush() Function" on page 88.
- `net_read` reads bytes from a specified socket into a specified buffer. For more information, see "net_read() Function" on page 89.
- `net_sendfile` sends the contents of a specified file to a specified a socket. For more information, see "net_sendfile() Function" on page 90.
- `net_write` writes to the network socket. For more information, see "net_write() Function" on page 91.

### Threads

Thread functions include functions for creating your own threads that are compatible with the server's threads. Routines also exist for critical sections and condition variables.

- `systhread_start` creates a new thread. For more information, see "systhread_start() Function" on page 140.
- `systhread_sleep` puts a thread to sleep for a given time. For more information, see "systhread_sleep() Function" on page 139.
- `crit_init` creates a new critical section variable. For more information, see "crit_init() Function" on page 72.
- `crit_enter` gains ownership of a critical section. For more information, see "crit_enter() Function" on page 71.
- `crit_exit` surrenders ownership of a critical section. For more information, see "crit_exit() Function" on page 72.
- `crit_terminate` disposes of a critical section variable. For more information, see "crit_terminate() Function" on page 73.
- `condvar_init` creates a new condition variable. For more information, see "condvar_init() Function" on page 69.
- `condvar_notify` awakens any threads blocked on a condition variable. For more information, see "condvar_notify() Function" on page 69.
- `condvar_wait` blocks on a condition variable. For more information, see "condvar_wait() Function" on page 70.
- `condvar_terminate` disposes of a condition variable. For more information, see "condvar_terminate() Function" on page 70.
prepare_nsapi_thread enables threads that are not created by the server to act like server-created threads. For more information, see “prepare_nsapi_thread() Function” on page 111.

Utilities

Utility functions include platform-independent, thread-safe versions of many standard library functions such as string manipulation, as well as new utilities useful for NSAPI.

- daemon_atrestart registers a user function to be called when the server is sent a restart signal (HUP) or at shutdown. For more information, see “daemon_atrestart() Function” on page 73.
- daemon_atrestart gets the local host name as a fully qualified domain name. For more information, see “util_hostname() Function” on page 147.
- util_later_than compares two dates. For more information, see “util_later_than() Function” on page 149.
- util_sprintf is the same as the standard library routine sprintf(). For more information, see “util_sprintf() Function” on page 151.
- util_strftime is the same as the standard library routine strftime(). For more information, see “util_strftime() Function” on page 152.
- util_uri_escape converts the special characters in a string into URI-escaped format. For more information, see “util_uri_escape() Function” on page 154.
- util_uri_unescape converts the URI-escaped characters in a string back into special characters. For more information, see “util_uri_unescape() Function” on page 155.

Note – You cannot use an embedded null in a string, because NSAPI functions assume that a null is the end of the string. Therefore, passing Unicode-encoded content through an NSAPI plug-in does not work.

Virtual Server

The virtual server functions provide routines for retrieving information about virtual servers.

- request_get_vs finds the virtual server to which a request is directed. For more information, see “request_get_vs() Function” on page 119.
- vs_alloc_slot allocates a new slot for storing a pointer to data specific to a certain virtual server. For more information, see “vs_alloc_slot() Function” on page 157.
- vs_get_data finds the value of a pointer to data for a given virtual server and slot. For more information, see “vs_get_data() Function” on page 158.
Required Behavior of SAFs for Each Directive

When writing a new SAF, you should define it to accomplish certain actions, depending on which stage of the request-handling process will invoke it. For example, SAFs to be invoked during the Init stage must conform to different requirements than SAFs to be invoked during the Service stage.

The rq parameter is the primary mechanism for passing along information throughout the request-response process. On input to a SAF, rq contains whatever values were inserted or modified by previously executed SAFs. On output, rq contains any modifications or additional information inserted by the SAF. Some SAFs depend on the existence of specific information provided at an earlier step in the process. For example, a PathCheck SAF retrieves values in rq->vars that were previously inserted by an AuthTrans SAF.

This section outlines the expected behavior of SAFs used at each stage in the request-handling process. The SAFs are described in the following sections:

- "Init() SAfs" on page 36
For more detailed information about these SAFs, see the *Sun Java System Web Server 7.0 Update 5 Administrator’s Configuration File Reference*.

### Init() SAFeS
- **Purpose:** Initialize at startup.
- **Called at server startup and restart.**
- **rq and sn are NULL.**
- Initialize any shared resources such as files and global variables.
- Can register callback function with `daemon_atrestart()` to clean up.
- On error, insert `error` parameter into `pb` describing the error and return `REQ_ABORTED`.
- If successful, return `REQ_PROCEED`.

### AuthTrans() SAFeS
- **Purpose:** Verify any authorization information.
- Return `REQ_PROCEED` if the user was successfully and completely authenticated, `REQ_NOACTION` otherwise.

### NameTrans() SAFeS
- **Purpose:** Convert logical URI to physical path.
- Perform operations on logical path (`ppath` in `rq->vars`) to convert it into a full local file system path.
- Return `REQ_PROCEED` if `ppath` in `rq->vars` contains the full local file system path, or `REQ_NOACTION` if not.
• To redirect the client to another site, add url to rq->vars with full URL. For example, http://www.sun.com/. Call protocol_status() to set HTTP response status to PROTOCOL_REDIRECT, NULL. Return REQ_ABORTED.

**PathCheck() SAFs**

- Purpose: Check path validity and user’s access rights.
- Check auth-type, auth-user, and/or auth-group in rq->vars.
- Return REQ_PROCEED if user and group is authorized for this area, ppath in rq->vars.
- If not authorized, insert WWW-Authenticate to rq->srvhdrs with a value such as: Basic; Realm="Our private area". Call protocol_status() to set HTTP response status to PROTOCOL_UNAUTHORIZED. Return REQ_ABORTED.

**ObjectType() SAFs**

- Purpose: Determine content-type of data.
- If content-type in rq->srvhdrs already exists, return REQ_NOACTION.
- Determine the MIME type and create content-type in rq->srvhdrs.
- Return REQ_PROCEED if content-type is created, REQ_NOACTION otherwise.

**Input() SAFs**

- Purpose: Insert filters that process incoming (client-to-server) data.
- Input SAFs are executed when a plug-in or the server first attempts to read entity body data from the client.
- Input SAFs are executed at most once per request.
- Return REQ_PROCEED to indicate success, or REQ_NOACTION to indicate it performed no action.

**Output() SAFs**

- Purpose: Insert filters that process outgoing server-to-client data.
- Output SAFs are executed when a plug-in or the server first attempts to write entity body data from the client.
- Output SAFs are executed at most once per request.
Return REQ_PROCEED to indicate success, or REQ_NOACTION to indicate it performed no action.

**Service() SAFs**

- Purpose: Generate and send the response to the client.
- A Service SAF is only called if each of the optional parameters type, method, and query specified in the directive in obj.conf match the request.
- Remove existing content-type from rq->srvhdrs. Insert correct content-type in rq->srvhdrs.
- Create any other headers in rq->srvhdrs.
- Call protocol_status to set HTTP response status. For more information, see "protocol_status() Function" on page 114.
- Call protocol_start_response to send HTTP response and headers. For more information, see "protocol_start_response() Function" on page 113.
- Generate and send data to the client using net_write. For more information, see "net_write() Function" on page 91.
- Return REQ_PROCEED if successful, REQ_EXIT on write error, REQ_ABORTED on other failures.

**Error() SAFs**

- Purpose: Respond to an HTTP status error condition.
- The Error SAF is only called if each of the optional parameters code and reason specified in the directive in obj.conf match the current error.
- Error SAFs do the same as Service SAFs, but only in response to an HTTP status error condition.

**AddLog() SAFs**

- Purpose: Log the transaction to a log file.
- AddLog SAFs can use any data available in pb, sn, or rq to log this transaction.
- Return REQ_PROCEED.
CGI to NSAPI Conversion

The CGI environment variables are not available to NSAPI. Therefore, if you need to convert a CGI variable into an SAF using NSAPI, you retrieve them from the NSAPI parameter blocks. The following table indicates how each CGI environment variable can be obtained in NSAPI.

Keep in mind that your code must be thread-safe under NSAPI. You should use NSAPI functions that are thread-safe. Also, you should use the NSAPI memory management and other routines for speed and platform independence.

### TABLE 2-2  Parameter Blocks for CGI Variables

<table>
<thead>
<tr>
<th>CGI getenv()</th>
<th>NSAPI</th>
</tr>
</thead>
<tbody>
<tr>
<td>AUTH_TYPE</td>
<td><code>pblock_findval(&quot;auth-type&quot;, rq-&gt;vars);</code></td>
</tr>
<tr>
<td>AUTH_USER</td>
<td><code>pblock_findval(&quot;auth-user&quot;, rq-&gt;vars);</code></td>
</tr>
<tr>
<td>CONTENT_LENGTH</td>
<td><code>pblock_findval(&quot;content-length&quot;, rq-&gt;headers);</code></td>
</tr>
<tr>
<td>CONTENT_TYPE</td>
<td><code>pblock_findval(&quot;content-type&quot;, rq-&gt;headers);</code></td>
</tr>
<tr>
<td>GATEWAY_INTERFACE</td>
<td>&quot;CGI/1.1&quot;</td>
</tr>
<tr>
<td>HTTP_*</td>
<td><code>pblock_findval(&quot;*&quot;, rq-&gt;headers);</code></td>
</tr>
<tr>
<td>PATH_INFO</td>
<td><code>pblock_findval(&quot;path-info&quot;, rq-&gt;vars);</code></td>
</tr>
<tr>
<td>PATH_TRANSLATED</td>
<td><code>pblock_findval(&quot;path-translated&quot;, rq-&gt;vars);</code></td>
</tr>
<tr>
<td>QUERY_STRING</td>
<td><code>pblock_findval(&quot;query&quot;, rq-&gt;reqpb);</code></td>
</tr>
<tr>
<td>REMOTE_ADDR</td>
<td><code>pblock_findval(&quot;ip&quot;, sn-&gt;client);</code></td>
</tr>
<tr>
<td>REMOTE_HOST</td>
<td><code>session_dns(sn) ? session_dns(sn) : pblock_findval(&quot;ip&quot;, sn-&gt;client);</code></td>
</tr>
<tr>
<td>REMOTE_IDENT</td>
<td><code>pblock_findval(&quot;from&quot;, rq-&gt;headers);</code></td>
</tr>
<tr>
<td>REMOTE_USER</td>
<td><code>pblock_findval(&quot;auth-user&quot;, rq-&gt;vars);</code></td>
</tr>
<tr>
<td>REQUEST_METHOD</td>
<td><code>pblock_findval(&quot;method&quot;, req-&gt;reqpb);</code></td>
</tr>
<tr>
<td>SCRIPT_NAME</td>
<td><code>pblock_findval(&quot;uri&quot;, rq-&gt;reqpb);</code></td>
</tr>
<tr>
<td>SERVER_NAME</td>
<td><code>char *util_hostname();</code></td>
</tr>
<tr>
<td>SERVER_PORT</td>
<td><code>conf_getglobals()-&gt;Vport;</code> (as a string)</td>
</tr>
<tr>
<td>SERVER_PROTOCOL</td>
<td><code>pblock_findval(&quot;protocol&quot;, rq-&gt;reqpb);</code></td>
</tr>
<tr>
<td>SERVER_SOFTWARE</td>
<td><code>system_version()</code></td>
</tr>
</tbody>
</table>

Sun Java System-specific:
<table>
<thead>
<tr>
<th>CGI getenv()</th>
<th>NSAPI</th>
</tr>
</thead>
<tbody>
<tr>
<td>CLIENT_CERT</td>
<td>pblock_findval(&quot;auth-cert&quot;, rq-&gt;vars) ;</td>
</tr>
<tr>
<td>HOST</td>
<td>char *session_maxdns(sn); (may be null)</td>
</tr>
<tr>
<td>HTTPS</td>
<td>security_active ? &quot;ON&quot; : &quot;OFF&quot;;</td>
</tr>
<tr>
<td>HTTPS_KEYSIZE</td>
<td>pblock_findval(&quot;keysizes&quot;, sn-&gt;client);</td>
</tr>
<tr>
<td>HTTPS_SECRETKEYSIZE</td>
<td>pblock_findval(&quot;secret-keysize&quot;, sn-&gt;client);</td>
</tr>
<tr>
<td>SERVER_URL</td>
<td>protocol_url2url_dynamic(&quot;&quot;, sn, rq);</td>
</tr>
</tbody>
</table>
Creating Custom Filters

This chapter describes how to create custom filters that can be used to intercept and possibly modify the content presented to or generated by another function.

This chapter has the following sections:
- “Future Compatibility Issues” on page 41
- “NSAPI Filter Interface” on page 42
- “Filter Methods” on page 42
- “Position of Filters in the Filter Stack” on page 45
- “Filters That Alter Content-Length” on page 46
- “Creating and Using Custom Filters” on page 47
- “Overview of NSAPI Functions for Filter Development” on page 50

Future Compatibility Issues

The NSAPI interface may change in a future version of Sun Java System Web Server.

To keep your custom plug-ins upgradable, do the following:

- Make sure plug-in users know how to edit the configuration files (such as magnus.conf and obj.conf) manually. The plug-in installation software should not be used to edit these configuration files.
- Keep the source code so you can recompile the plug-in.
NSAPI Filter Interface

The NSAPI filter interface complements the NSAPI Server Application Function (SAF) interface. Filters enable functions to intercept and possibly modify data sent to and from the server. The server communicates with a filter by calling the filter’s filter methods. Each filter implements one or more filter methods. A filter method is a C function that performs a specific operation, such as processing data sent by the server.

Filter Methods

This section describes the filter methods that a filter can implement. To create a filter, a filter developer implements one or more of these methods.

This section describes the following filter methods:

- insert()
- remove()
- flush()
- read()
- write()
- writev()
- sendfile()

For more information about these methods, see Chapter 6, "NSAPI Function and Macro Reference."

C Prototypes for Filter Methods

The C prototypes for the filter methods are:

```c
int insert(FilterLayer *layer, pblock *pb);
void remove(FilterLayer *layer);
int flush(FilterLayer *layer);
int read(FilterLayer *layer, void *buf, int amount, int timeout);
int write(FilterLayer *layer, const void *buf, int amount);
int writev(FilterLayer *layer, const struct iovec *iov, int iov_size);
int sendfile(FilterLayer *layer, sendfiledata *sfd);
```

The layer parameter is a pointer to a FilterLayer data structure, which contains variables related to a particular instance of a filter.
The most important fields in the FilterLayer data structure are:

- **context->sn**: Contains information relating to a single TCP/IP session (the same sn pointer that's passed to SAFs).
- **context->rq**: Contains information relating to the current request (the same rq pointer that's passed to SAFs).
- **context->data**: Pointer to filter-specific data.
- **lower**: A platform-independent socket descriptor used to communicate with the next filter in the stack.

The meaning of the context->data field is defined by the filter developer. Filters that must maintain state information across filter method calls can use context->data to store that information.

For more information about FilterLayer, see “FilterLayer Data Structure” on page 173.

### insert Filter Method

The `insert` filter method is called when an SAF such as `insert-filter` calls the `filter_insert` function to request that a specific filter be inserted into the filter stack. Each filter must implement the `insert` filter method.

When `insert` is called, the filter can determine whether it should be inserted into the filter stack. For example, the filter could inspect the `content-type` header in the `rq->srvhdrs pblock` to determine whether it is interested in the type of data that will be transmitted. If the filter should not be inserted, the `insert` filter method should indicate this by returning `REQ_NOACTION`.

If the filter should be inserted, the `insert` filter method provides an opportunity to initialize this particular instance of the filter. For example, the `insert` method could allocate a buffer with `MALLOC` and store a pointer to that buffer in `layer->context->data`.

The filter is not part of the filter stack until after `insert` returns. As a result, the `insert` method should not attempt to read from, write to, or otherwise interact with the filter stack.

For more information, see “`insert()` Function” on page 85 in Chapter 6, “NSAPI Function and Macro Reference.”

### remove Filter Method

The `remove` filter method is called when a filter stack is destroyed (that is, when the corresponding socket descriptor is closed), when the server finishes processing the request the filter was associated with, or when an SAF such as `remove-filter` calls the `filter_remove` function. The `remove` filter method is optional.
The remove method can be used to clean up any data the filter allocated in insert and to pass any buffered data to the next filter by calling `net_write(layer->lower, ...)`. For more information, see “remove() Function” on page 118 in Chapter 6, “NSAPI Function and Macro Reference.”

**flush Filter Method**

The flush filter method is called when a filter or SAF calls the `net_flush` function. The flush method should pass any buffered data to the next filter by calling `net_write(layer->lower, ...)`. The flush method is optional, but it should be implemented by any filter that buffers outgoing data.

For more information, see “flush() Function” on page 82 in Chapter 6, “NSAPI Function and Macro Reference.”

**read Filter Method**

The read filter method is called when a filter or SAF calls the `net_read` function. Filters that are interested in incoming data, that is, data sent from a client to the server implement the read filter method.

Typically, the read method will attempt to obtain data from the next filter by calling `net_read(layer->lower, ...)`. The read method may then modify the received data before returning it to its caller.

For more information, see “read() Function” on page 117 in Chapter 6, “NSAPI Function and Macro Reference.”

**write Filter Method**

The write filter method is called when a filter or SAF calls the `net_write` function. Filters that are interested in outgoing data, that is, data sent from the server to a client implement the write filter method.

Typically, the write method will pass data to the next filter by calling `net_write(layer->lower, ...)`. The write method may modify the data before calling `net_write`. For example, the http-compression filter compresses data before passing it on to the next filter.

If a filter implements the write filter method but does not pass the data to the next layer before returning to its caller, that is, if the filter buffers outgoing data, the filter should also implement the flush method.
For more information, see "write() Function" on page 163 in Chapter 6, "NSAPI Function and Macro Reference."

**sendfile Filter Method**

The `sendfile` filter method performs a function similar to the `writev` filter method, but it sends a file directly instead of first copying the contents of the file into a buffer. You do not have to implement the `sendfile` filter method. If a filter implements the `write` filter method but not the `sendfile` filter method, the server will use the `write` method instead of the `sendfile` method. A filter should not implement the `sendfile` method unless it also implements the `write` method.

Under some circumstances, the server might run slightly faster when filters that implement the `write` filter method also implement the `sendfile` filter method.

For more information, see "sendfile() Function" on page 122 in Chapter 6, "NSAPI Function and Macro Reference."

**writev Filter Method**

The `writev` filter method performs the same function as the `write` filter method, but the format of its parameters is different. It is not necessary to implement the `writev` filter method; if a filter implements the `write` filter method but not the `writev` filter method, the server uses the `write` method instead of the `writev` method. A filter should not implement the `writev` method unless it also implements the `write` method.

Under some circumstances, the server may run slightly faster when filters that implement the `write` filter method also implement the `writev` filter method.

For more information, see "writev() Function" on page 164 in Chapter 6, "NSAPI Function and Macro Reference."

**Position of Filters in the Filter Stack**

All data sent to the server, such as the result of an HTML form, or sent from the server, such as the output of a JSP page, is passed through a set of filters known as a filter stack. The server creates a separate filter stack for each connection. While processing a request, individual filters can be inserted into and removed from the stack.

Different types of filters occupy different positions within a filter stack. Filters that deal with application-level content (such filters that translates a page from XHTML to HTML) occupy a higher position than filters that deal with protocol-level issues (such as filters that format HTTP responses). When two or more filters are defined to occupy the same position in the filter stack, filters that were inserted later will appear higher than filters that were inserted earlier.
Filters positioned higher in the filter stack are given an earlier opportunity to process outgoing data, while filters positioned lower in the stack are given an earlier opportunity to process incoming data.

When you create a filter with the `filter_create` function, you specify what position your filter should occupy in the stack. You can also use the `init-filter-order` Init SAF to control the position of specific filters within filter stacks. For example, `init-filter-order` can be used to ensure that a filter that converts outgoing XML to XHTML is inserted above a filter that converts outgoing XHTML to HTML.

For more information, see "filter_create() Function" on page 77 and `init-filter-order` in the Sun Java System Web Server 7.0 Update 5 Administrator's Configuration File Reference.

**Filters That Alter Content-Length**

Filters that can alter the length of an incoming request body or outgoing response body must take special steps to ensure interoperability with other filters and SAFs.

Filters that process incoming data are referred to as input filters, so that an input filter can alter the length of the incoming request body. For example, if a filter decompresses incoming data and a Content-Length header is in the `rq->headers pblock`, the filter’s `insert filter method` should remove the Content-Length header and replace it with a `Transfer-encoding: identity` header as follows:

```c
pb_param *pp;

pp = pblock_remove("content-length", layer->context->rq->headers);
if (pp != NULL) {
    param_free(pp);
    pblock_nvinsert("transfer-encoding", "identity", layer->context->rq->headers);
}
```

Because some SAFs expect a content-length header when a request body is present, before calling the first Service SAF, the server will insert all relevant filters, read the entire request body, and compute the length of the request body after it has been passed through all input filters. However, by default, the server will read at most 8192 bytes of request body data. If the request body exceeds 8192 bytes after being passed through the relevant input filters, the request will be cancelled. For more information, see the description of `ChunkedRequestBufferSize` in the "Syntax and Use of obj.conf" chapter in the Sun Java System Web Server 7.0 Update 5 Administrator's Configuration File Reference.
Filters that process outgoing data are referred to as output filters. If an output filter can alter the length of the outgoing response body. For example, if the filter compresses outgoing data, the filter's insert filter method should remove the Content-Length header from rq->srvhdrs as follows:

```c
pb_param *pp;

pp = pblock_remove("content-length", layer->context->rq->srvhdrs);
if (pp != NULL)
    param_free(pp);
```

---

**Creating and Using Custom Filters**

Custom filters are defined in shared libraries that are loaded and called by the server. The general steps for creating a custom filter are as follows:

- Write the source code using the NSAPI functions.
- Compile and link the source code to create a shared library (.so, .sl, or .dll) file.
- Load and initialize the filter by editing the magnus.conf file.
- Instruct the server to insert the filter by editing the obj.conf file to insert your custom filter(s) at the appropriate time.
- Restart the server.
- Test the filter by accessing your server from a browser with a URL that triggers your filter.

These steps are described in greater detail in the following sections.

---

**Writing the Source Code**

Write your custom filter methods using NSAPI functions. For a summary of the NSAPI functions specific to filter development, see “Overview of NSAPI Functions for Filter Development” on page 50 and “Filter Methods” on page 42 for the filter method prototypes.

The filter must be created by a call to filter_create. Typically, each plug-in defines an nsapi_module_init function that is used to call filter_create and perform any other initialization tasks. For more information, see “nsapi_module_init() Function” on page 96 and “filter_create() Function” on page 77.

Filter methods are invoked whenever the server or an SAF calls certain NSAPI functions such as net_write or filter_insert. As a result, filter methods can be invoked from any thread and should only block using NSAPI functions. For example, crit_enter and net_read. If a filter...
method blocks using other functions, for example, the Windows \texttt{WaitForMultipleObjects}
and \texttt{ReadFile} functions, the server could hang. Also, shared objects that define filters should be
loaded with the \texttt{NativeThread="no"} flag, as described in "Loading and Initializing the Filter" on
page 48.

If a filter method must block using a non-NSAPI function, \texttt{KernelThreads 1} should be set in
\texttt{magnus.conf}. For more information about \texttt{KernelThreads}, see the description in the chapter
Syntax and Use of \texttt{magnus.conf} in the \textit{Sun Java System Web Server 7.0 Update 5 Administrator’s
Configuration File Reference}.

Keep the following in mind when writing your filter:

- Write thread-safe code.
- IO should only be performed using the NSAPI functions documented in "File I/O" on
  page 32.
- Thread synchronization should only be performed using NSAPI functions documented in
  "Threads" on page 33.
- Blocking might affect performance.
- Carefully check and handle all errors.

For examples of custom filters, see Chapter 4, “Examples of Custom SAFs and Filters.”

**Compiling and Linking**

Filters are compiled and linked in the same way as SAFs. For more information, see “Compiling
and Linking” on page 25.

**Loading and Initializing the Filter**

For each shared library (plug-in) containing custom filters to be loaded into the server, add an
\texttt{Init} directive that invokes the \texttt{load-modules} SAF to \texttt{magnus.conf}. The syntax for a directive
that loads a filter plug-in is:

\texttt{Init fn=load-modules shlib=path NativeThread="no"}

- \texttt{shlib} is the local file system path to the shared library (plug-in).
- \texttt{NativeThread} indicates whether the plug-in requires native threads. Filters should be
  written to run on any type of thread, as described in "Writing the Source Code" on page 47.

When the server encounters such a directive, it calls the plug-in’s \texttt{nsapi_module_init}
function to initialize the filter.
Instructing the Server to Insert the Filter

Add an Input or Output directive to obj.conf to instruct the server to insert your filter into the filter stack. The format of the directive is as follows:

*Directive* `fn=insert-filter filter="filter-name" [name1="value1"]...[nameN="valueN"]`

- *Directive* is Input or Output.
- `filter-name` is the name of the filter, as passed to `filter_create`, to insert.
- `nameN="valueN"` are the names and values of parameters that are passed to the filter's `insert filter` method.

Filters that process incoming data should be inserted using an Input directive. Filters that process outgoing data should be inserted using an Output directive.

To ensure that your filter is inserted whenever a client sends a request, add the Input or Output directive to the default object. For example, the following portion of `obj.conf` instructs the server to insert a filter named `example-replace` and pass it two parameters, `from` and `to`:

```xml
<Object name="default">
  Output fn=insert-filter
    filter="example-replace"
    from="Old String"
    to="New String"
  ...
</Object>
```

### Restarting the Server

For the server to load your plug-in, you must restart the server. A restart is required for all plug-ins that implement SAFs and/or filters.

### Testing the Filter

Test your filter by accessing your server from a web browser. You should disable caching in your web browser so that the server is sure to be accessed. In Mozilla Firefox, you may hold the shift key while clicking the Reload button to ensure that the cache is not used. Examine the access and error logs to help with debugging.
Overview of NSAPI Functions for Filter Development

NSAPI provides a set of C functions that are used to implement SAFs and filters. All of the public routines are described in detail in Chapter 6, “NSAPI Function and Macro Reference.”

The NSAPI functions specific to the development of filters are:

- **filter_create()** creates a new filter
- **filter_insert()** inserts the specified filter into a filter stack
- **filter_remove()** removes the specified filter from a filter stack
- **filter_name()** returns the name of the specified filter
- **filter_find()** finds an existing filter given a filter name
- **filter_layer()** returns the layer in a filter stack that corresponds to the specified filter
Examples of Custom SAFs and Filters

This chapter provides examples of custom Sever Application Functions (SAFs) and filters for each directive in the request-response process. You can use these examples as the basis for implementing your own custom SAFs and filters. For more information about creating your own custom SAFs, see Chapter 2, “Creating Custom Server Application Functions.” For information about creating your own filters, see Chapter 3, “Creating Custom Filters.”

Before writing your own SAF, check to see whether an existing SAF serves your purpose. The predefined SAFs are discussed in the Sun Java System Web Server 7.0 Update 5 Administrator’s Configuration File Reference.

If you need to writer a custom SAF, you should be familiar with the request-response process and the role of the configuration file obj.conf. See the Sun Java System Web Server 7.0 Update 5 Administrator’s Configuration File Reference for information on the obj.conf file.

For a list of the NSAPI functions for creating new SAFs, see Chapter 6, “NSAPI Function and Macro Reference.”

This chapter has the following sections:

- “Using the NSAPI Examples” on page 52
- “AuthTrans() Example” on page 53
- “NameTrans() Example” on page 54
- “PathCheck() Example” on page 55
- “ObjectType() Example” on page 56
- “Output() Example” on page 57
- “Service() Example” on page 58
- “AddLog() Example” on page 59
- “Quality of Service() Example” on page 60
Using the NSAPI Examples

The `install-dir/samples/nsapi` directory contains examples of source code for SAFs.

You can use the `example.mak` (Windows) or `Makefile` (UNIX) makefile in the same directory to compile the examples and create shared libraries containing the functions in all of the example files.

To test an example, load the `examples` shared library into the server by adding the following directive in the `Init` section of `magnus.conf`:

```ini
Init fn=load-modules
    shlib=examples.so/dll
    funcs=function1,...,functionN
```

The `shlib` parameter specifies the path to the shared library, for example, `../../samples/nsapi/examples.so`, and the `funcs` parameter specifies the functions to load from the shared library.

If the example uses an initialization function, be sure to specify the initialization function in the `funcs` argument to `load-modules`. Also, add an `Init` directive to call the initialization function.

For example, the `PathCheck` example implements the `restrict-by-acf` function, which is initialized by the `acf-init` function. The following directive loads both these functions:

```ini
Init fn=load-modules
    shlib="path"
    funcs=acf-init,restrict-by-acf
```

The following directive calls the `acf-init` function during server initialization:

```ini
Init fn=acf-init file="extra-arg"
```

To invoke the new SAF at the appropriate step in the response handling process, add an appropriate directive in the object to which it applies, for example:

```ini
PathCheck fn=restrict-by-acf
```

After adding new `Init` directives to `magnus.conf`, restart the Web Server to load the changes. `Init` directives are only applied during server initialization.
**AuthTrans() Example**

This simple example of an AuthTrans function demonstrates how to use your own custom methods to verify that the user name and password that a remote client provides is accurate. This program uses a hard-coded table of user names and passwords and checks a given user’s password against the one in the static data array. The userdb parameter is not used in this function.

AuthTrans directives work in conjunction with PathCheck directives. Generally, an AuthTrans function checks whether the user name and password associated with the request are acceptable. However, it does not allow or deny access to the request. The PathCheck function handles access.

AuthTrans functions get the user name and password from the headers associated with the request. When a client initially makes a request, the user name and password are unknown. The AuthTrans function and PathCheck function reject the request, because the user name and password have not yet been submitted. When the client receives the rejection, the usual response is to present a dialog box asking the user for their user name and password. The client then submits the request again, this time including the user name and password in the headers.

In this example, the hardcoded-auth function, which is invoked during the AuthTrans step, checks whether the user name and password correspond to an entry in the hard-coded table of users and passwords.

**Installing the AuthTrans() Example**

To install the function on the Web Server, add the following Init directive to magnus.conf to load the compiled function:

```plaintext
Init fn=load-modules
    shlib="path"
    funcs=hardcoded-auth
```

Inside the default object in obj.conf, add the following AuthTrans directive:

```plaintext
AuthTrans fn=basic-auth
    auth-type="basic"
    userfn=hardcoded-auth
    userdb=unused
```

Note that this function does not actually enforce authorization requirements. It only takes given information and tells the server whether it is correct. The PathCheck function require-auth performs the enforcement. Therefore, add the following PathCheck directive:
PathCheck

fn=require-auth
realm="test realm"
auth-type="basic"

The source code for this example is in the auth.c file in the install-dir/samples/nsapi/directory.

NameTrans() Example

The ntrans.c file in the samples/nsapi subdirectory of the server root directory contains source code for two example NameTrans functions:

- explicit_pathinfo — Enables the use of explicit extra path information in a URL.
- https_redirect — Redirects the URL if the client is a particular version of Netscape Navigator.

This section discusses the first example. The second example is found in ntrans.c.

Note – A NameTrans function is used primarily to convert the logical URL in ppath in rq->vars to a physical path name. However, the example discussed here, explicit_pathinfo, does not translate the URL into a physical path name. It changes the value of the requested URL. See the second example, https_redirect, in ntrans.c for an example of a NameTrans function that converts the value of ppath in rq->vars from a URL to a physical pathname.

The explicit_pathinfo example enables URLs to explicitly include extra path information for use by a CGI program. The extra path information is delimited from the main URL by a specified separator, such as a comma. For example:

http://server-name/cgi/marketing,/jan/releases/hardware

In this case, the URL of the requested resource, a CGI program is http://server-name/cgi/marketing. The extra path information to give to the CGI program is /jan/releases/hardware.

When choosing a separator, be sure to pick a character that is never used as part of a real URL.

The explicit_pathinfo function reads the URL, strips out everything following the comma, and puts the string in the path-info field of the vars field in the request object (rq->vars). CGI programs can access this information through the PATH_INFO environment variable.

One side effect of explicit_pathinfo is that the SCRIPT_NAME CGI environment variable has the separator character appended to the end.
NameTrans directives usually return REQ_PROCEED when they change the path, so that the server does not process any more NameTrans directives. However, in this case name translation needs to continue after the path info is extracted, because the URL to a physical path name has not yet been translated.

**Installing the NameTrans Example**

To install the function on the Web Server, add the following Init directive to magnus.conf to load the compiled function:

```
Init fn=load-modules
  shlib="path"
  funcs=explicit-pathinfo
```

Inside the default object in obj.conf, add the following NameTrans directive:

```
NameTrans fn=explicit-pathinfo
  separator="",
```

This NameTrans directive should appear before other NameTrans directives in the default object.

The source code for this example is in the ntrans.c file in the install-dir/smaples/nsapi/directory.

**PathCheck() Example**

The example in this section demonstrates how to implement a custom SAF for performing path checks. This example simply checks whether the requesting host is on a list of allowed hosts.

The Init function acf-init loads a file containing a list of allowable IP addresses with one IP address per line. The PathCheck function restrict_by_acf gets the IP address of the host that is making the request and checks whether it is on the list. If the host is on the list, it is allowed access. Otherwise, access is denied.

For simplicity, the stdio library is used to scan the IP addresses from the file.
Installing the PathCheck() Example

To load the shared object containing your functions, add the following directive in the Init section of the magnus.conf file:

```c
Init fn=load-modules
    shlib="path"
    funcs=acf-init, restrict-by-acf
```

To call acf-init to read the list of allowable hosts, add the following line to the Init section in magnus.conf. This line must come after the one that loads the library containing acf-init.

```c
Init fn=acf-init
    file=fileContainingHostsList
```

To execute your custom SAF during the request-response process for some object, add the following line to that object in the obj.conf file:

```c
PathCheck fn=restrict-by-acf
```

The source code for this example is in pcheck.c in the install-dir/samples/nsapi/directory.

ObjectType() Example

The example in this section demonstrates how to implement html2shtml, a custom SAF that instructs the server to treat a .html file as a .shtml file if a .shtml version of the requested file exists.

A well-behaved ObjectType function checks whether the content type is already set. If the type is set, the function returns REQ_NOACTION.

```c
if(pblock_findval("content-type", rq->srvhdrs))
    return REQ_NOACTION;
```

If the content type is not set, ObjectType directive sets the content type. This example sets the content type to magnus-internal/parsed-html in the following lines:

```c
/* Set the content-type to magnus-internal/parsed-html */
pblock_nvinsert("content-type", "magnus-internal/parsed-html",
    rq->srvhdrs);
```
The `html2shtml` function checks the requested file name. If the name ends with `.html`, the
function searches for a file with the same base name, with the extension `.shtml`. If a `.shtml` is
found, the function uses that path and informs the server that the file is parsed HTML instead of
regular HTML. Note that this check requires an extra `stat` call for every HTML file accessed.

**Installing the `ObjectType()` Example**

To load the shared object containing your function, add the following directive in the `Init`
section of the `magnus.conf` file:

```
Init fn=load-modules
   shlib="path"
   funcs=html2shtml
```

To execute the custom SAF during the request-response process for an object, add the following
code to that object in the `obj.conf` file:

```
ObjectType fn=html2shtml
```

The source code for this example is in `otype.c` in the `install-dir/samples/nsapi/` directory.

**Output() Example**

This section describes an example NSAPI filter named `example-replace`, which examines
outgoing data and substitutes one string for another. This example shows how to create a filter
that intercepts and modifies outgoing data.

**Installing the Output() Example**

To load the filter, add the following directive in the `Init` section of the `magnus.conf` file:

```
Init fn="load-modules"
   shlib=yourlibrary
   NativeThread="no"
```

To execute the filter during the request-response process for an object, add the following code
to that object in the `obj.conf` file:

```
Output fn="insert-filter"
   type="text/*"
   filter="example-replace"
   from="iPlanet" to="Sun ONE"
```
Service() Example

This section discusses two Service() function examples: one simple and one more complex.

Simple Service() Example

This section describes a very simple Service function called simple_service. This function sends a message in response to a client request. The message is initialized by the init_simple_service function during server initialization.

To load the shared object containing your functions, add the following directive in the Init section of the magnus.conf file:

```conf
Init fn=load-modules
    shlib=yourlibrary
    funcs=simple-service-init,simple-service
```

To call the simple-service-init function to initialize the message representing the generated output, add the following directive to the Init section in magnus.conf. This directive must come after the directive that loads the library containing simple-service-init.

```conf
Init fn=simple-service-init
    generated-output="<H1>Generated-output-msg</H1>"
```

To execute the custom SAF during the request-response process for an object, add the following code to that object in the obj.conf file:

```conf
Service type="text/html"
    fn=simple-service
```

The type="text/html" argument indicates that this function is invoked during the Service stage only if the content-type has been set to text/html.

The source code for this example is in the replace.c file in the install-dir/samples/nsapi directory.
More Complex Service() Example

The send-images function is a custom SAF that replaces the doit.cgi demonstration available on the iPlanet home pages. When a file is accessed as /dir1/dir2/something.picgroup, the send-images function checks whether the file is being accessed by a Mozilla 1.1 browser. If not, the function sends a short error message. The file something.picgroup contains a list of lines, each of which specifies a file name followed by a content-type. For example, one.gif image/gif.

To load the shared object containing your function, add the following directive at the beginning of the magnus.conf file:

```ini
Init fn=load-modules
    shlib=your-library
    funcs=send-images
```

Also, add the following line to the mime.types file:

```ini
type=magnus-internal/picgroup exts=picgroup
```

To execute the custom SAF during the request-response process for an object, add the following code to that object in the obj.conf file. send-images takes an optional parameter, delay, which is not used for this example.

```ini
Service method=(GET|HEAD) type=magnus-internal/picgroup fn=send-images
```

The source code for this example is in the service.c file in the install-dir/samples/nsapi directory.

AddLog() Example

The example in this section demonstrates how to implement brief-log, a custom SAF for logging three items of information about a request: the IP address, the method, and the URI, for example, 198.93.95.99 GET /jocelyn/dogs/homesneeded.html.

Installing the AddLog() Example

To load the shared object containing your functions, add the following directive in the Init section of the magnus.conf file:

```ini
Init fn=load-modules
    shlib=your-library
    funcs=brief-init,brief-log
```
To call brief-init to open the log file, add the following code to the Init section in magnus.conf. This line must come after the one that loads the library containing brief-init.

```ini
Init fn=brief-init
   file=/tmp/brief.log
```

To execute your custom SAF during the AddLog stage for an object, add the following line to that object in the obj.conf file:

```ini
AddLog fn=brief-log
```

The source code for this example is in addlog.c file in the install-dir/samples/nsapi directory.

---

**Quality of Service() Example**

The code for the qos-handler (AuthTrans) and qos-error (Error) SAFs is provided in case you want to define your own SAFs for quality of service handling.

For more information about predefined SAFs, see the *Sun Java System Web Server 7.0 Update 5 Administrator's Configuration File Reference*.

---

**Installing the Quality of Service() Example**

Inside the default object in obj.conf, add the following AuthTrans and Error directives:

```ini
AuthTrans fn=qos-handler
...
Error fn=qos-error code=503
```

The source code for this example is in the qos.c file in the samples/nsapi subdirectory of the server root directory.
Creating Custom Server-Parsed HTML Tags

This chapter describes the procedure to create customer server-parsed HTML tags. This chapter contains the following sections:

- “Defining Custom Server-parsed HTML Tags” on page 61
- “Defining the Functions that Implement the Tag” on page 62
- “Writing an Initialization Function” on page 65
- “Loading the New Tag into the Server” on page 66

**Defining Custom Server-parsed HTML Tags**

HTML files can contain tags that are executed on the server. For general information about server-parsed HTML tags, see the *Sun Java System Web Server 7.0 Update 5 Developer’s Guide*.

In Web Server 7.0, you can define your own server-side tags. For example, you could define the tag `HELLO` to invoke a function that prints `Hello World!` You could have the following code in your `hello.shtml` file:

```
<html>
  <head>
    <title>shtml custom tag example</title>
  </head>
  <body>
    <!--#HELLO-->
  </body>
</html>
```

When the browser displays this code, each occurrence of the `HELLO` tag calls the function.

The general steps for defining a customized server-parsed tag are:

- “Defining the Functions that Implement the Tag” on page 62.
You must define the tag execution function. You must also define other functions that are
called on tag loading and unloading, and on page loading and unloading.

- "Writing an Initialization Function" on page 65.
  Write an initialization function that registers the tag using the shtml_add_tag function.
- “Loading the New Tag into the Server” on page 66.

**Defining the Functions that Implement the Tag**

Define the functions that implement the tags in C, using NSAPI. Include the header
shtml_public.h, which is in the directory install-dir/include/shtml. Link against the SHTML
shared library in the install_dir/lib directory. On Windows, the SHTML shared library is
named shtml.dll. On UNIX platforms, the library is named libShtml.so or libShtml.sl.

ShtmlTagExecuteFunc is the tag handler which gets called with the NSAPI pblock, Session,
and Request variables. In addition, this handler also gets passed the TagUserData created from
the result of executing the tag loading and page loading functions, if any such functions are
defined for that tag.

The signature for the tag execution function is:

```c
typedef int (*ShtmlTagExecuteFunc)
    (pblock*, Session*, Request*, TagUserData, TagUserData);
```

Write the body of the tag execution function to generate the output to replace the tag in the
.shtml page. Use the net_write NSAPI function, which writes a specified number of bytes to a
specified socket from a specified buffer.

For more information about writing NSAPI plug-ins, see Chapter 2, “Creating Custom Server
Application Functions.”

For more information about net_write and other NSAPI functions, see Chapter 6, "NSAPI
Function and Macro Reference."

The tag execution function must return an int value that indicates whether the server should
proceed to the next instruction in obj.conf, which is one of the following:

- REQ_PROCEED — the execution was successful
- REQ_NOACTION — nothing happened
- REQ_ABORTED — an error occurred
- REQ_EXIT — the connection was lost

The other functions you must define for your tag are:
### Defining the Functions that Implement the Tag

- **ShtmlTagInstanceLoad** — Called when a page containing the tag is parsed. This function is not called if the page is retrieved from the browser’s cache. It serves as a constructor, the result of which is cached and is passed into ShtmlTagExecuteFunc whenever the execution function is called.

- **ShtmlTagInstanceUnload** — A destructor for cleaning up whatever was created in the ShtmlTagInstanceLoad function. This function gets passed the result that was originally returned from the ShtmlTagInstanceLoad function.

- **ShtmlTagPageLoadFunc** — Called when a page containing the tag is executed, regardless of whether the page is still in the browser’s cache. This function provides a way to make information persistent between occurrences of the same tag on the same page.

- **ShtmlTagPageUnloadFn** — Called after a page containing the tag has executed. This function provides a way to clean up any allocations done in a ShtmlTagPageLoadFunc and hence gets passed the result returned from the ShtmlTagPageLoadFunc.

The signature for these functions are:

```c
#define TagUserData void*
typedef TagUserData (*ShtmlTagInstanceLoad)(const char* tag, pblock*, const char*, size_t);
typedef void (*ShtmlTagInstanceUnload)(TagUserData);
typedef int (*ShtmlTagExecuteFunc)(pblock*, Session*, Request*, TagUserData, TagUserData);
typedef TagUserData (*ShtmlTagPageLoadFunc)(block* pb, Session*, Request*);
typedef void (*ShtmlTagPageUnLoadFunc)(TagUserData);
```

The following code example implements the **HELLO** tag:

```c
#include "nsapi.h"
#include "shtml/shtml_public.h"

/* mytag_con */
#define mytag_con (const char* tag, pblock* pb, const char* c1, size_t t1)
{ return NULL;
```
Defining the Functions that Implement the Tag

} /* FUNCTION : mytag_des
 *  * DESCRIPTION: ShtmlTagInstanceUnload
 */
#ifdef __cplusplus
extern "C"
#endif
void
mytag_des(TagUserData v1)
{
} /* FUNCTION : mytag_load
 *  * DESCRIPTION: ShtmlTagPageLoadFunc
 */
#ifdef __cplusplus
extern "C"
#endif
TagUserData
mytag_load(pblock *pb, Session *sn, Request *rq)
{
    return NULL;
} /* FUNCTION : mytag_unload
 *  * DESCRIPTION: ShtmlTagPageUnloadFunc
 */
#ifdef __cplusplus
extern "C"
#endif
void
mytag_unload(TagUserData v2)
{
} /* FUNCTION : mytag
 *  * DESCRIPTION: ShtmlTagExecuteFunc
 */
#ifdef __cplusplus
extern "C"
#endif
int
mytag(pblock* pb, Session* sn, Request* rq, TagUserData t1, TagUserData t2)
{
    char* buf;
    int length;
    char* client;
    buf = (char *) MALLOC(100*sizeof(char));
length = util_sprintf(buf, "<h1>Hello World! </h1>", client);
if (net_write(sn->csd, buf, length) == IO_ERROR)
{
    FREE(buf);
    return REQ_ABORTED;
}
FREE(buf);
return REQ_PROCEED;

/* FUNCTION : mytag_init
   * DESCRIPTION: initialization function, calls shtml_add_tag() to
   * load new tag
   */

#ifdef __cplusplus
extern "C"
#endif

int mytag_init(pblock* pb, Session* sn, Request* rq)
{
    int retVal = 0;
    // NOTE: ALL arguments are required in the shtml_add_tag() function
    retVal = shtml_add_tag("HELLO", mytag_con, mytag_des, mytag, mytag_load, mytag_unload);
    return retVal;
}
/* end mytag.c */

Writing an Initialization Function

In the initialization function for the shared library that defines the new tag, register the tag using
the function shtml_add_tag. The signature is:

NSAPI_PUBLIC int shtml_add_tag (const char* tag,
    ShtmlTagInstanceLoad ctor,
    ShtmlTagInstanceUnload dtor,
    ShtmlTagExecuteFunc execFn,
    ShtmlTagPageLoadFunc pageLoadFn,
    ShtmlTagPageUnloadFunc pageUnLoadFn);

Any of these arguments can return NULL except for the tag and execFn.
Loading the New Tag into the Server

After creating the shared library that defines the new tag, you load the library into the Web Server. Add the following directives to the configuration file magnus.conf:

An `Init` directive whose `fn` parameter is `load-modules` and whose `shlib` parameter is the shared library to load. For example, if you compiled your tag into the shared object `install-dir/hello.so`, the `Init` directive would be:

```
Init funcs="mytag,mytag_init" shlib="install-dir/hello.so" fn="load-modules"
```

An `Init` directive whose `fn` parameter is the initialization function in the shared library that uses `shtml_add_tag` to register the tag. For example:

```
Init fn="mytag_init"
```
NSAPI Function and Macro Reference

This chapter lists all the public C functions and macros of the Netscape Server Applications Programming Interface (NSAPI). Use these functions when writing your own Server Application Functions (SAFs) and filters.

Each function provides the name, syntax, parameters, return value, a description of what the function does, and sometimes an example of its use and a list of related functions.

For more information on data structures, see Chapter 7, “Data Structure Reference.”

NSAPI Functions and Macros

For an alphabetical list of function names, see Appendix B, “Alphabetical List of NSAPI Functions and Macros.”

C

CALLLOC () Macro

The CALLOC macro is a platform-independent substitute for the C library routine calloc. It allocates size bytes from the request’s memory pool and initializes the memory to zeros. The memory can be explicitly freed by a call to FREE. If the memory is not explicitly freed, it is automatically freed after processing of the current request has been completed. If pooled memory has been disabled in the configuration file with the pool-init built-in SAF, PERM-CALLOC and CALLOC both obtain their memory from the system heap. However, because memory allocated by CALLOC is automatically freed, the memory should not be shared with threads.
**Syntax**

```c
type *CALLOC(int size)
```

**Return Values**

A void pointer to a block of memory.

**Parameters**

- `int size` is the number of bytes to allocate.

**Example**

```c
char *name;
name = (char *) CALLOC(100);
```

**See Also**

"FREE() Macro" on page 82, "MALLOC() Macro" on page 87, "REALLOC() Macro" on page 118, "STRDUP() Macro" on page 127, "PERM_CALLOC() Macro" on page 108

---

**cinfo_find() Function**

The `cinfo_find()` function uses the MIME types information to find the type, encoding, or language based on the extensions of the Universal Resource Identifier (URI) or local file name. Use this information to send headers `(rq->srvhdrs)` to the client indicating the `content-type`, `content-encoding`, and `content-language` of the data the client will be receiving from the server.

The URI name used is everything after the last slash (`/`) or the whole string if no slash is found. File name extensions are not case sensitive. The name can contain multiple extensions separated by a period (`.`) to indicate type, encoding, or language. For example, the URI `a/b/filename.jp.txt.zip` represents a Japanese language, text/plain type, zip-encoded file.

**Syntax**

```c
cinfo *cinfo_find(char *uri);
```

**Returns**

A pointer to a newly allocated `cinfo` structure if the find succeeds, or NULL if the find fails.

The `cinfo` structure that is allocated and returned contains pointers to the `content-type`, `content-encoding`, and `content-language`, if found. Each structure points to static data in the types database, or NULL if not found. Do not free these pointers. You should free the `cinfo` structure after using it.
Parameters

char *uri is a Universal Resource Identifier (URI) or local file name. Multiple file name extensions should be separated by periods (.).

condvar_init() Function

The condvar_init function is a critical-section function that initializes and returns a new condition variable associated with a specified critical-section variable. You can use the condition variable to prevent interference between two threads of execution.

Syntax

CONDVAR condvar_init(CRITICAL id);

Return Values

A newly allocated condition variable (CONDVAR).

Parameters

CRITICAL id is a critical-section variable.

See Also

“condvar_notify() Function” on page 69, “condvar_terminate() Function” on page 70, “condvar_wait() Function” on page 70, “crit_init() Function” on page 72, “crit_enter() Function” on page 71, “crit_exit() Function” on page 72, “crit_terminate() Function” on page 73

condvar_notify() Function

The condvar_notify function is a critical-section function that awakens any threads that are blocked on the given critical-section variable. Use this function to awaken threads of execution of a given critical section. First, use crit_enter to gain ownership of the critical section. Then use the returned critical-section variable to call condvar_notify to awaken the threads. Finally, when condvar_notify returns, call crit_exit to surrender ownership of the critical section.

Syntax

void condvar_notify(CONDVAR cv);

Return Values

void
Parameters

CONDVAR cv is a condition variable.

See Also

"condvar_init() Function" on page 69, "condvar_terminate() Function" on page 70, "condvar_wait() Function" on page 70, "crit_init() Function" on page 72, "crit_enter() Function" on page 71, "crit_exit() Function" on page 72, "crit_terminate() Function" on page 73

condvar_terminate() Function

The condvar_terminate function is a critical-section function that frees a condition variable. Use this function to free a previously allocated condition variable.

Caution – Terminating a condition variable that is in use can lead to unpredictable results.

Syntax

void condvar_terminate(CONDVAR cv);

Return Values

void

Parameters

CONDVAR cv is a condition variable.

See Also

"condvar_init() Function" on page 69, "condvar_notify() Function" on page 69, "condvar_wait() Function" on page 70, "crit_init() Function" on page 72, "crit_enter() Function" on page 71, "crit_exit() Function" on page 72, "crit_terminate() Function" on page 73

condvar_wait() Function

The condvar_wait function is a critical-section function that blocks on a given condition variable. Use this function to wait for a critical section, specified by a condition variable argument to become available. The calling thread is blocked until another thread calls condvar_notify with the same condition variable argument. The caller must have entered the critical section associated with this condition variable before calling condvar_wait.
Syntax

```c
void condvar_wait(CONDVAR cv);
```

**Return Values**

```c
void
```

**Parameters**

`CONDVAR cv` is a condition variable.

**See Also**

"condvar_init() Function" on page 69,"condvar_terminate() Function" on page 70,
"condvar_notify() Function" on page 69,"crit_init() Function" on page 72,
"crit_enter() Function" on page 71,"crit_exit() Function" on page 72,
"crit_terminate() Function" on page 73

**crit_enter() Function**

The `crit_enter` function is a critical-section function that attempts to enter a critical section. Use this function to gain ownership of a critical section. If another thread already owns the section, the calling thread is blocked until the first thread surrenders ownership by calling `crit_exit`.

**Syntax**

```c
void crit_enter(CRITICAL crvar);
```

**Return Values**

```c
void
```

**Parameters**

`CRITICAL crvar` is a critical-section variable.

**See Also**

"crit_init() Function" on page 72,"crit_exit() Function" on page 72,
"crit_terminate() Function" on page 73
crit_exit() Function

The crit_exit function is a critical-section function that surrenders ownership of a critical section. Use this function to surrender ownership of a critical section. If another thread is blocked waiting for the section, the block is removed and the waiting thread is given ownership of the section.

Syntax

```c
void crit_exit(CRITICAL crvar);
```

Return Values

void

Parameters

CRITICAL crvar is a critical-section variable.

See Also

"crit_init() Function" on page 72, "crit_enter() Function" on page 71, "crit_terminate() Function" on page 73

crit_init() Function

The crit_init function is a critical-section function that creates and returns a new critical-section variable, a variable of type CRITICAL. Use this function to obtain a new instance of a variable of type CRITICAL, a critical-section variable. Use this variable to prevent interference between two threads of execution. At the time this variable is created, no thread owns the critical section.

Caution – Threads must not own or be waiting for the critical section when crit_terminate is called.

Syntax

```c
CRITICAL crit_init(void);
```

Return Values

A newly allocated critical-section variable (CRITICAL).

Parameters

none
See Also
“crit_enter() Function” on page 71, “crit_exit() Function” on page 72, “crit_terminate() Function” on page 73

crit_terminate() Function
The crit_terminate function is a critical-section function that removes a previously allocated critical-section variable, a variable of type CRITICAL. Use this function to release a critical-section variable previously obtained by a call to crit_init.

Syntax
void crit_terminate(CRITICAL crvar);

Return Values
void

Parameters
CRITICAL crvar is a critical-section variable.

See Also
“crit_init() Function” on page 72, “crit_enter() Function” on page 71, “crit_exit() Function” on page 72

D

daemon_atrestart() Function
The daemon_atrestart function enables you to register a callback function named fn to be used when the server terminates. Use this function when you need a callback function to deallocate resources allocated by an initialization function. The daemon_atrestart function is a generalization of the magnus_atrestart function.

The magnus.conf directives TerminateTimeout and ChildRestartCallback also affect the callback of NSAPI functions.

Syntax
void daemon_atrestart(void (*fn)(void *), void *data);

Return Values
void
Parameters

void (* fn) (void *) is the callback function.

void *data is the parameter passed to the callback function when the server is restarted.

Example

/* Register the log_close function, passing it NULL */
/* to close a log file when the server is */
/* restarted or shutdown. */
daemon_atrestart(log_close, NULL);
NSAPI_PUBLIC void log_close(void *parameter)
    {system_fclose(global_logfd);}

F

filebuf_buf2sd() Function

The filebuf_buf2sd function sends a file buffer to a socket (descriptor) and returns the number of bytes sent.

Use this function to send the contents of an entire file to the client.

Syntax

int filebuf_buf2sd(filebuf *buf, SYS_NETFD sd);

Return Values

The number of bytes sent to the socket if successful, or the constant IO_ERROR if the file buffer cannot be sent.

Parameters

filebuf *buf is the file buffer that must already have been opened.

SYS_NETFD sd is the platform-independent socket descriptor. Normally this parameter is obtained from the csd, client socket descriptor field of the sn or the session structure.

Example

if (filebuf_buf2sd(buf, sn->csd) == IO_ERROR)
    return(REQ_EXIT);
filebuf_close() Function
The filebuf_close function deallocates a file buffer and closes its associated file.

Generally, use filebuf_open first to open a file buffer, and then filebuf_getc to access the information in the file. After you have finished using the file buffer, use filebuf_close to close it.

Syntax

```c
void filebuf_close(filebuf *buf);
```

Return Values

void

Parameters

filebuf *buf is the file buffer previously opened with filebuf_open.

Example

```c
filebuf_close(buf);
```

See Also

"filebuf_open() Function" on page 76, "filebuf_open_nostat() Function" on page 77, "filebuf_getc() Function" on page 75

filebuf_getc() Function
The filebuf_getc function retrieves a character from the current file position and returns the character as an integer. The function then increments the current file position.

Use filebuf_getc to sequentially read characters from a buffered file.

Syntax

```c
filebuf_getc(filebuf b);
```

Return Values

An integer containing the character retrieved, or the constant IO_EOF or IO_ERROR upon an end of file or an error.
Parameters

filebuf b is the name of the file buffer.

See Also

“filebuf_close() Function” on page 75, “filebuf_buf2sd() Function” on page 74, “filebuf_open() Function” on page 76, “filter_create() Function” on page 77

filebuf_open() Function

The filebuf_open function opens a new file buffer for a previously opened file. It returns a new buffer structure. Buffered files provide more efficient file access by guaranteeing the use of buffered file I/O in environments where it is not supported by the operating system.

Syntax

filebuf *filebuf_open(SYS_FILE fd, int sz);

Return Values

A pointer to a new buffer structure to hold the data if successful, or NULL if no buffer can be opened.

Parameters

SYS_FILE fd is the platform-independent file descriptor of the file that has already been opened.

int sz is the size, in bytes, to be used for the buffer.

Example

filebuf *buf = filebuf_open(fd, FILE_BUFFERSIZE);
if (!buf)
{
    system_fclose(fd);
}

See Also

“filebuf_getc() Function” on page 75, “filebuf_buf2sd() Function” on page 74, “filebuf_close() Function” on page 75, “filebuf_open_nostat() Function” on page 77
filebuf_open_nostat() Function

The filebuf_open_nostat function opens a new file buffer for a previously opened file. It returns a new buffer structure. Buffered files provide more efficient file access by guaranteeing the use of buffered file I/O in environments where it is not supported by the operating system.

This function is the same as filebuf_open, but is more efficient, because it does not need to call the request_stat_path function. This function requires that the stat information be passed in.

Syntax

```c
filebuf* filebuf_open_nostat(SYS_FILE fd, int sz, struct stat *finfo);
```

Return Values

A pointer to a new buffer structure to hold the data if successful, or NULL if no buffer can be opened.

Parameters

SYS_FILE fd is the platform-independent file descriptor of the file that has already been opened.

int sz is the size, in bytes, to be used for the buffer.

struct stat *finfo is the file information of the file. Before calling the filebuf_open_nostat function, you must call the request_stat_path function to retrieve the file information.

Example

```c
filebuf *buf = filebuf_open_nostat(fd, FILE_BUFFERSIZE, &finfo);
if (!buf)
{
    system_fclose(fd);
}
```

See Also

"filebuf_close() Function" on page 75, "filebuf_open() Function" on page 76, "filebuf_getc() Function" on page 75, "filebuf_buf2sd() Function" on page 74

filter_create() Function

The filter_create function defines a new filter.

The name parameter specifies a unique name for the filter. If a filter with the specified name already exists, it will be replaced.
Names beginning with magnus- or server- are reserved by the server.

The order parameter indicates the position of the filter in the filter stack by specifying what class of functionality the filter implements.

The following table describes parameters allowed constants and their associated meanings for the filter_create function. The left column lists the name of the constant, the middle column describes the functionality the filter implements, and the right column lists the position the filter occupies in the filter stack.

<table>
<thead>
<tr>
<th>Constant</th>
<th>Functionality Filter Implements</th>
<th>Position in Filter Stack</th>
</tr>
</thead>
<tbody>
<tr>
<td>FILTER_CONTENT_TRANSLATION</td>
<td>Translates content from one form to another, for example, XSLT</td>
<td>Top</td>
</tr>
<tr>
<td>FILTER_CONTENT_CODING</td>
<td>Encodes content, for example, HTTP gzip compression</td>
<td>Middle</td>
</tr>
<tr>
<td>FILTER_TRANSFER_CODING</td>
<td>Encodes entity bodies for transmission, for example, HTTP chunking</td>
<td>Bottom</td>
</tr>
</tbody>
</table>

The methods parameter specifies a pointer to a FilterMethods structure. Before calling filter_create, you must initialize the FilterMethods structure using the FILTER_METHODS_INITIALIZER macro, and then assign function pointers to the individual FilterMethods members (for example, insert, read, write, and so on) that correspond to the filter methods the filter supports.

filter_create returns const Filter *, a pointer to an opaque representation of the filter. This value can be passed to filter_insert to insert the filter in a particular filter stack.

**Syntax**

```c
const Filter *filter_create(const char *name, int order,
                            const FilterMethods *methods);
```

**Return Values**

The const Filter * that identifies the filter, or NULL if an error occurs.
Parameters

const char *name is the name of the filter.

int order is one of the order constants listed in Table 6-1.

const FilterMethods *methods contains pointers to the filter methods the filter supports.

Example

FilterMethods methods = FILTER_METHODS_INITIALIZER;
cast Filter *filter;
/* This filter will only support the "read" filter method */
methods.read = my_input_filter_read;
/* Create the filter */
filter = filter_create("my-input-filter", FILTER_CONTENT_TRANSLATION,
                      &methods);

See Also


filter_find() Function

The filter_find function finds the filter with the specified name.

Syntax

const Filter *filter_find(const char *name);

Return Values

The cast Filter * that identifies the filter, or NULL if the specified filter does not exist.

Parameters

const char *name is the name of the filter of interest.

filter_insert() Function

The filter_insert function inserts a filter into a filter stack, creating a new filter layer and installing the filter at that layer. The filter layer's position in the stack is determined by the order specified when filter_create was called, and any explicit ordering configured by init-filter-order. If a filter layer with the same order value already exists in the stack, the new layer is inserted above that layer.
Parameters are passed to the filter using the pb and data parameters. The semantics of the data parameter are defined by individual filters. However, all filters must be able to handle a data parameter of NULL.

**Note** - When possible, plug-in developers should avoid calling filter_insert directly, and instead use the insert-filter SAF.

**Syntax**

```c
int filter_insert(SYS_NETFD sd, pblock *pb, Session *sn, Request *rq,
  void *data, const Filter *filter);
```

**Return Values**

REQ_PROCEED if the specified filter was inserted successfully, or REQ_NOACTION if the specified filter was not inserted because it was not required. Any other return value indicates an error.

**Parameters**

- SYS_NETFD sd is NULL, and is reserved for future use.
- pblock *pb is a set of parameters to pass to the specified filter’s init() method.
- Session *sn is the session.
- Request *rq is the request.
- void *data is filter-defined private data.
- const Filter *filter is the filter to insert.

**See Also**

“filter_create() Function” on page 77

**filter_layer() Function**

The filter_layer function returns the layer in a filter stack that corresponds to the specified filter.

**Syntax**

```c
FilterLayer *filter_layer(SYS_NETFD sd, const Filter *filter);
```

**Return Values**

The topmost FilterLayer * associated with the specified filter, or NULL if the specified filter is not part of the specified filter stack.
Parameters
SYS_NETFD sd is the filter stack to inspect.
const Filter *filter is the filter of interest.

filter_name() Function
The filter_name function returns the name of the specified filter. The caller should not free the returned string.

Syntax
const char *filter_name(const Filter *filter);

Return Values
The name of the specified filter, or NULL if an error occurred.

Parameters
const Filter *filter is the filter of interest.

filter_remove() Function
The filter_remove function removes the specified filter from the specified filter stack, destroying a filter layer. If the specified filter was inserted into the filter stack multiple times, only the top filter layer of the filter is destroyed.

Note – When possible, plug-in developers should avoid calling filter_remove directly, and instead use the remove-filter() SAF. This recommendation is applicable in Input-, Output-, Service-, and Error-class directives.

Syntax
int filter_remove(SYS_NETFD sd, const Filter *filter);

Return Values
REQ_PROCEED if the specified filter was removed successfully, or REQ_NOACTION if the specified filter was not part of the filter stack. Any other return value indicates an error.

Parameters
SYS_NETFD sd is the filter stack, sn->csd.
const Filter *filter is the filter to remove.
**flush() Function**

The `flush` filter method is called when buffered data should be sent. Filters that buffer outgoing data should implement the `flush` filter method.

Upon receiving control, a `flush` implementation must write any buffered data to the filter layer immediately below it. Before returning success, a `flush` implementation must successfully call the `net_flush` function:

```c
net_flush(layer->lower).
```

**Syntax**

```c
int flush(FilterLayer *layer);
```

**Return Values**

0 on success or -1 if an error occurs.

**Parameters**

`FilterLayer *layer` is the filter layer the filter is installed in.

**Example**

```c
int myfilter_flush(FilterLayer *layer)
{
    MyFilterContext context = (MyFilterContext *)layer->context->data;
    if (context->buf.count) {
        int rv;
        rv = net_write(layer->lower, context->buf.data, context->buf.count);
        if (rv != context->buf.count)
            return -1; /* failed to flush data */
        context->buf.count = 0;
    }
    return net_flush(layer->lower);
}
```

**See Also**

“`net_flush()` Function” on page 88, “`filter_create()` Function” on page 77

**FREE() Macro**

The `FREE` macro is a platform-independent substitute for the C library routine `free`. It deallocates the space previously allocated by `MALLOC`, `CALLOC`, or `STRDUP` from the request's memory pool.
Note: Calling FREE for a block that was allocated with PERM_MALLOC, PERM_CALLOC, or PERM_STRDUP will not work.

Syntax
FREE(void *ptr);

Return Values
void

Parameters
void *ptr is a (void *) pointer to a block of memory. If the pointer is not the one created by MALLOC, CALLOC, or STRDUP, the behavior is undefined.

Example
char *name;
name = (char *) MALLOC(256);
... ...
FREE(name);

See Also
"MALLOC () Macro" on page 67, "CALLOC () Macro" on page 87, "REALLOC () Macro" on page 118, "PERM_FREE () Macro" on page 127

func_exec() Function
The func_exec function executes the function named by the fn entry in a specified pblock. If the function name is not found, func_exec logs the error and returns REQ_ABORTED.

You can use this function to execute a built-in Server Application Function (SAF) by identifying it in the pblock.

Syntax
int func_exec(pblock *pb, Session *sn, Request *rq);

Return Values
The value returned by the executed function, or the constant if successful. REQ_ABORTED, if no function is executed.
Parameters
pblock pb is the pblock containing the function name (fn) and parameters.
Session *sn is the session.
Request *rq is the request.
The Session and Request parameters are the same parameters as the ones passed into the custom SAF.

See Also
"log_error() Function" on page 86

func_find() Function
The func_find function returns a pointer to the function specified by name. If the function does not exist, func_find returns NULL.

Syntax
FuncPtr func_find(char *name);

Return Values
A pointer to the chosen function, suitable for de-referencing, or NULL if the function is not found.

Parameters
char *name is the name of the function.

Example
/* this block of code does the same thing as func_exec */
char *afunc = pblock_findval("afunction", pb);
FuncPtr afnptr = func_find(afunc);
    if (afnptr)
        return (afnptr)(pb, sn, rq);

See Also
"func_exec() Function" on page 83

func_insert() Function
The func_insert function dynamically inserts a named function into the server's table of functions. This function should only be called during the Init stage.
Syntax

`FuncStruct *func_insert(char *name, FuncPtr fn);`

**Return Values**

The `FuncStruct` structure that identifies the newly inserted function. The caller should not modify the contents of the `FuncStruct` structure.

**Parameters**

- `char *name` is the name of the function.
- `FuncPtr fn` is the pointer to the function.

**Example**

```
func_insert("my-service-saf", &my_service_saf);
```

**See Also**

"`func_exec()` Function" on page 83, "`func_find()` Function" on page 84

### insert() Function

The `insert` filter method is called when a filter is inserted into a filter stack by the `filter_insert` function or `insert-filter SAE`.

**Syntax**

`int insert(FilterLayer *layer, pblock *pb);`

**Return Values**

- `REQ_PROCEED` if the filter should be inserted into the filter stack,
- `REQ_NOACTION` if the filter should not be inserted because it is not required,
- `REQ_ABORTED` if the filter should not be inserted because of an error.

**Parameters**

- `FilterLayer *layer` is the filter layer at which the filter is being inserted.
- `pblock *pb` is the set of parameters passed to `filter_insert` or specified by the `fn="insert-filter"` directive.
Example

```c
int myfilter_insert(FilterLayer *layer, pblock *pb)
{
    if (pblock_findval("dont-insert-filter", pb))
        return REQ_NOACTION;
    return REQ_PROCEED;
}
...
FilterMethods myfilter_methods = FILTER_METHODS_INITIALIZER;
const Filter *myfilter;

myfilter_methods.insert = &myfilter_insert;
myfilter = filter_create("myfilter", &myfilter_methods);
...
```

See Also

“filter_insert() Function” on page 79, “filter_create() Function” on page 77

log_error() Function

The `log_error` function creates an entry in an error log, recording the date, the severity, and a description of the error.

Syntax

```c
int log_error(int degree, char *func, Session *sn, Request *rq, char *fmt, ...);
```

Return Values

0 if the log entry is created, or -1 if the log entry is not created.

Parameters

`int degree` specifies the severity of the error. The parameter value must be one of the following constants:

- `LOG_VERBOSE` — Debug message
- `LOG_DEBUG` — Debug message
- `LOG_INFO` — Information message
- `LOG_NOTICE` — Information message
- `LOG_WARN` — Warning
- `LOG_ERROR` — Error message
- `LOG.Fatal` — Fatal error
- LOG_FAILURE — Operation failed
- LOG_MISCONFIG — Misconfiguration
- LOG_SECURITY — Authentication or authorization failure
- LOG_CATASTROPHE — Nonrecoverable server error

char *func is the name of the function where the error has occurred.

Session *sn is the session.

Request *rq is the request.

char *fmt specifies the format for the printf function that delivers the message.

Example

log_error(LOG_WARN, "send-file", sn, rq, "error opening buffer from %s (%s)", path, system_errmsg(fd));

See Also

"func_exec() Function" on page 83

M

MALLOCP() Macro

The MALLOC macro is a platform-independent substitute for the C library routine malloc. It allocates size bytes from the request's memory pool. The memory can be explicitly freed by a call to FREE. If the memory is not explicitly freed, it is automatically freed after processing of the current request has been completed. If pooled memory has been disabled in the configuration file with the built-in SAF pool-init, PERM_MALLOC and MALLOC both obtain their memory from the system heap. However, because memory allocated by MALLOC is automatically freed, it should not be shared between threads.

If pooled memory has been disabled in the configuration file with the built-in SAF pool-init, PERM_MALLOC and MALLOC both obtain their memory from the system heap.

Syntax

void *MALLOC(int size)

Return Values

A void pointer to a block of memory.
Parameters

int size is the number of bytes to allocate.

Example

/* Allocate 256 bytes for a name */
char *name;
name = (char *) MALLOC(256);

See Also

"FREE() Macro" on page 82, "ALLOC() Macro" on page 67, "REALLOC() Macro" on page 118, "STRDUP() Macro" on page 127, "PERM_MALLOC() Macro" on page 109

N

net_flush() Function

The net_flush function flushes any buffered data. If you require that data be sent immediately, call net_flush after calling the network output functions such as net_write or net_sendfile.

Syntax

int net_flush(SYS_NETFD sd);

Return Values

0 on success, or a negative value if an error occurs.

Parameters

SYS_NETFD sd is the socket to flush.

Example

net_write(sn->csd, "Please wait... ", 15);
net_flush(sn->csd);
/* Perform some time-intensive operation */
...
net_write(sn->csd, "Thank you.\n", 11);

See Also

"net_write() Function" on page 91,"net_sendfile() Function" on page 90
net_ip2host() **Function**

The net_ip2host function transforms a textual IP address into a fully qualified domain name and returns the name.

**Note** – This function works only if the DNS directive is enabled in the magnus.conf file.

**Syntax**

```c
char *net_ip2host(char *ip, int verify);
```

**Return Values**

A new string containing the fully qualified domain name if the transformation is accomplished, or NULL if the transformation is not accomplished.

**Parameters**

- `char *ip` is the IP address as a character string in dotted-decimal notation: `nnn.nnn.nnn.nnn`.
- `int verify`, if nonzero, specifies that the function should verify the fully qualified domain name. Though this verification requires an extra query, you should use it when checking the access control.

net_read() **Function**

The net_read function reads bytes from a specified socket into a specified buffer. The function waits to receive data from the socket until either at least one byte is available in the socket or the specified time has elapsed.

**Syntax**

```c
int net_read(SYS_NETFD sd, char *buf, int sz, int timeout);
```

**Return Values**

The number of bytes read, which will not exceed the maximum size, `sz`. A negative value is returned if an error has occurred, in which case `errno` is set to the constant ETIMEDOUT if the operation did not complete before `timeout` seconds elapsed.

**Parameters**

- `SYS_NETFD sd` is the platform-independent socket descriptor.
- `char *buf` is the buffer to receive the bytes.
- `int sz` is the maximum number of bytes to read.
int timeout is the number of seconds to allow for the read operation before returning. The purpose of timeout is to limit the amount of time devoted to waiting until some data arrives.

See Also

“net_write() Function” on page 91

net_sendfile() Function

The net_sendfile function sends the contents of a specified file to a specified socket. Either the whole file or a fraction might be sent, and the contents of the file might optionally be preceded or followed by caller-specified data.

Parameters are passed to net_sendfile in the sendfiledata structure. Before invoking net_sendfile, the caller must initialize every sendfiledata structure member.

Syntax

int net_sendfile(SYS_NETFD sd, const sendfiledata *sfd);

Return Values

A positive number indicating the number of bytes successfully written, including the headers, file contents, and trailers. A negative value indicates an error.

Parameters

SYS_NETFD sd is the socket to write to.

const sendfiledata *sfd identifies the data to send.

Example

The following Service SAF sends a file bracketed by the strings "begin" and "end."

#include <string.h>
#include "nsapi.h"

NSAPI_PUBLIC int service_net_sendfile(pblock *pb, Session *sn, Request *rq)
{
    char *path;
    SYS_FILE fd;
    struct sendfiledata sfd;
    int rv;

    path = pblock_findval("path", rq->vars);
fd = system_fopenRO(path);
if (!fd) {
    log_error(LOG_MISCONFIG, "service-net-sendfile", sn, rq,
        "Error opening %s (%s)", path, system_strerror());
    return REQ_ABORTED;
}

sfd.fd = fd;       /* file to send */
sfd.offset = 0;    /* start sending from the beginning */
sfd.len = 0;       /* send the whole file */
sfd.header = "begin"; /* header data to send before the file */
sfd.hlen = strlen(sfd.header); /* length of header data */
sfd.trailer = "end";  /* trailer data to send after the file */
sfd.tlen = strlen(sfd.trailer); /* length of trailer data */

/* send the headers, file, and trailers to the client */
rv = net_sendfile(sn->csd, &sfd);

system_fclose(fd);

if (rv < 0) {
    log_error(LOG_INFORM, "service-net-sendfile", sn, rq,
        "Error sending %s (%s)", path, system_strerror());
    return REQ_ABORTED;
}

return REQ_PROCEED;

See Also
"net_flush() Function” on page 88

net_write() Function
The net_write function writes a specified number of bytes to a specified socket from a specified buffer.

Syntax
int net_write(SYS_NETFD sd, char *buf, int sz);

Return Values
The number of bytes written, which might be less than the requested size if an error occurs.
**Parameters**

SYS_NETFD sd is the platform-independent socket descriptor.

char *buf is the buffer containing the bytes.

int sz is the number of bytes to write.

**Example**

if (net_write(sn->csd, FIRSTMSG, strlen(FIRSTMSG)) == IO_ERROR)
   return REQ_EXIT;

**See Also**

"net_read() Function" on page 89

**netbuf_buf2sd() Function**

The netbuf_buf2sd function sends a buffer to a socket. You can use this function to send data from IPC pipes to the client.

**Syntax**

int netbuf_buf2sd(netbuf *buf, SYS_NETFD sd, int len);

**Return Values**

The number of bytes transferred to the socket, if successful, or the constant IO_ERROR if unsuccessful.

**Parameters**

netbuf *buf is the buffer to send.

SYS_NETFD sd is the platform-independent identifier of the socket.

int len is the length of the buffer.

**See Also**

"netbuf_close() Function" on page 93, "netbuf_getc() Function" on page 94, "netbuf_getbytes() Function" on page 93, "netbuf_grab() Function" on page 95, "netbuf_open() Function" on page 95
netbuf_close() Function
The netbuf_close function deallocates a network buffer and closes its associated files. Use this function when you need to deallocate the network buffer and close the socket.

Never close the netbuf parameter in a session structure.

Syntax
void netbuf_close(netbuf *buf);

Return Values
void

Parameters
netbuf *buf is the buffer to close.

See Also
"netbuf_buf2sd() Function" on page 92, "netbuf_getc() Function" on page 94, "netbuf_getbytes() Function" on page 93, "netbuf_grab() Function" on page 95, "netbuf_open() Function" on page 95

netbuf_getbytes() Function
The netbuf_getbytes function reads bytes from a network buffer into a caller-supplied buffer. If the network buffer is empty, the function waits to receive data from the network buffer’s socket until either at least one byte is available from the socket or the network buffer’s timeout has elapsed.

Syntax
int netbuf_getbytes(netbuf *buf, char *buffer, int sz);

Return Values
The number of bytes placed into the buffer between 1 and sz if the operation is successful, the constant NETBUF_EOF on end of file, or the constant NETBUF_ERROR if an error occurred.

Parameters
netbuf *buf is the buffer from which to retrieve bytes.
char *buffer is the caller-supplied buffer that receives the bytes.
int sz is the maximum number of bytes to read.
Example

```c
int cl = 0;

/* Read the entire request body */
for (;;) {
    char mybuf[1024];
    int rv;

    rv = netbuf_getbytes(sn->inbuf, mybuf, sizeof(mybuf));
    if (rv == NETBUF_EOF) {
        log_error(LOG_INFORM, "mysaf", sn, rq, "Received %d byte(s)", cl);
        break;
    } else if (rv == NETBUF_ERROR) {
        log_error(LOG_FAILURE, "mysaf", sn, rq, "Error reading request body (%s)", cl, system_errmsg());
        break;
    }

    cl += rv;
}
```

See Also

"netbuf_buf2sd() Function" on page 92, "netbuf_close() Function" on page 93, "netbuf_getc() Function" on page 94, "netbuf_grab() Function" on page 95, "netbuf_open() Function" on page 95

netbuf_getc() Function

The netbuf_getc function retrieves a character from the cursor position of the network buffer specified by b.

**Note** – Because the constant IO_EOF has a value of 0, netbuf_getc cannot be used to read data that might contain a null character. To read binary data, use "netbuf_getbytes() Function" on page 93 or "netbuf_grab() Function" on page 95.

Syntax

```c
netbuf_getc(netbuf b);
```
Return Values
The integer representing the character if a character is retrieved, or the constant IO_EOF or IO_ERROR for end of file or an error.

Parameters
netbuf b is the buffer from which to retrieve one character.

See Also
“netbuf_buf2sd() Function” on page 92, “netbuf_close() Function” on page 93, “netbuf_getbytes() Function” on page 93, “netbuf_grab() Function” on page 95, “netbuf_open() Function” on page 95

netbuf_grab() Function
The netbuf_grab function reads sz number of bytes from the network buffer’s (buf) socket into the network buffer. If the buffer is not large enough it is resized. The data can be retrieved from buf->inbuf on success.

This function is used by the function netbuf_buf2sd.

Syntax
int netbuf_grab(netbuf *buf, int sz);

Return Values
The number of bytes actually read between 1 and sz if the operation is successful, or the constant IO_EOF or IO_ERROR for end of file or an error.

Parameters
netbuf *buf is the buffer to read into.
int sz is the number of bytes to read.

See Also
“netbuf_buf2sd() Function” on page 92, “netbuf_close() Function” on page 93, “netbuf_getbytes() Function” on page 93, “netbuf_getc() Function” on page 94, “netbuf_open() Function” on page 95

netbuf_open() Function
The netbuf_open function opens a new network buffer and returns it. You can use netbuf_open to create a netbuf structure and start using buffered I/O on a socket.
Syntax

netbuf* netbuf_open(SYS_NETFD sd, int sz);

Return Values

A pointer to a new netbuf network buffer structure.

Parameters

SYS_NETFD sd is the platform-independent identifier of the socket.

int sz is the number of characters to allocate for the network buffer.

See Also

"netbuf_buf2sd() Function" on page 92, "netbuf_close() Function" on page 93,
"netbuf_getc() Function" on page 94, "netbuf_getbytes() Function" on page 93,
"netbuf_grab() Function" on page 95

nsapi_module_init() Function

Defines the nsapi_module_init function, which is a module initialization entry point that enables a plug-in to create filters when it is loaded. When an NSAPI module contains an nsapi_module_init function, the server will call that function immediately after loading the module. The nsapi_module_init presents the same interface as an Init SAF, and it must follow the same rules.

Use the nsapi_module_init function to register SAFs with func_insert, create filters with filter_create, register virtual server initialization/destruction callbacks with vs_register_cb, and perform other initialization tasks.

Syntax

int nsapi_module_init(pblock *pb, Session *sn, Request *rq);

Return Values

REQ_PROCEED on success, or REQ_ABORTED on error.

Parameters

pblock *pb is a set of parameters specified by the fn="load-modules" directive.

Session *sn (the session) is NULL.

Request *rq (the request) is NULL.
See Also

“filter_create() Function” on page 77, “func_insert() Function” on page 84,
“vs_register_cb() Function” on page 161

NSAPI_RUNTIME_VERSION() Macro

The NSAPI_RUNTIME_VERSION macro defines the NSAPI version available at runtime. This version is the same as the highest NSAPI version supported by the server the plug-in is running in. The NSAPI version is encoded as in USE_NSAPI_VERSION.

The value returned by the NSAPI_RUNTIME_VERSION macro is valid only in iPlanet™ Web Server 6.0, Netscape Enterprise Server 6.0, Sun ONE Web Server 6.1, and Sun Java System Web Server 7.0 Update 5. The server must support NSAPI 3.1 for this macro to return a valid value. Additionally, to use NSAPI_RUNTIME_VERSION, you must compile against an nsapi.h header file that supports NSAPI 3.2 or higher.

Do not attempt to set the value of the NSAPI_RUNTIME_VERSION macro directly. Instead, use the USE_NSAPI_VERSION macro.

Syntax

int NSAPI_RUNTIME_VERSION

Example

NSAPI_PUBLIC int log_nsapi_runtime_version(pblock *pb, Session *sn, Request *rq)
{
    log_error(LOG_INFORM, "log-nsapi-runtime-version", sn, rq,
        "Server supports NSAPI version %d.%d\n",
        NSAPI_RUNTIME_VERSION / 100,
        NSAPI_RUNTIME_VERSION % 100);
    return REQ_PROCEED;
}

See Also

“filter_create() Function” on page 77, “func_insert() Function” on page 84,
“vs_register_cb() Function” on page 161

NSAPI_VERSION() Macro

The NSAPI_VERSION macro defines the NSAPI version used at compile time. This value is determined by the value of the USE_NSAPI_VERSION macro or by the highest NSAPI version supported by the nsapi.h header the plug-in was compiled against. The NSAPI version is encoded as in USE_NSAPI_VERSION.
Do not attempt to set the value of the NSAPI_VERSION macro directly. Instead, use the USE_NSAPI_VERSION macro.

Syntax

int NSAPI_VERSION

Example

NSAPI_PUBLIC int log_nsapi_compile_time_version(pblock *pb, Session *sn, Request *rq)
{
    log_error(LOG_INFORM, "log-nsapi-compile-time-version", sn, rq,
              "Plugin compiled against NSAPI version %d.%d\n",
              NSAPI_VERSION / 100,
              NSAPI_VERSION % 100);
    return REQ_PROCEED;
}

See Also

“NSAPI_RUNTIME_VERSION() Macro” on page 97, “USE_NSAPI_VERSION() Macro” on page 141

P

param_create() Function

The param_create function creates a pb_param structure containing a specified name and value. The name and value are copied. Use this function to prepare a pb_param structure to be used in calls to pblock routines such as pblock_pinsert.

Syntax

pb_param *param_create(char *name, char *value);

Return Values

A pointer to a new pb_param structure.

Parameters

char *name is the string containing the name.
char *value is the string containing the value.
Example

```c
pb_param *newpp = param_create("content-type","text/plain");
pblock_pinsert(newpp, rq->srvhdrs);
```

See Also

"`param_free()` Function" on page 99, "`pblock_pinsert()` Function" on page 106, "`pblock_remove()` Function" on page 106

**param_free()** Function

The `param_free` function frees the `pb_param` structure specified by `pp` and its associated structures. Use the `param_free` function to dispose a `pb_param` after removing it from a `pblock` with `pblock_remove`.

**Syntax**

```c
int param_free(pb_param *pp);
```

**Return Values**

-1 if the parameter is freed or 0 if the parameter is NULL.

**Parameters**

`pb_param *pp` is the name-value pair stored in a `pblock`.

Example

```c
if (param_free(pblock_remove("content-type", rq->srvhdrs)))
    return; /* we removed it */
```

See Also

"`param_create()` Function" on page 98, "`pblock_pinsert()` Function" on page 106, "`pblock_remove()` Function" on page 106

**pblock_copy()** Function

The `pblock_copy` function copies the entries of the source `pblock` and adds them into the destination `pblock`. Any previous entries in the destination `pblock` are left intact.

**Syntax**

```c
void pblock_copy(pblock *src, pblock *dst);
```
Return Values

void

Parameters

pblock *src is the source pblock.

pblock *dst is the destination pblock.

Names and values are newly allocated so that the original pblock may be freed, or the new pblock changed without affecting the original pblock.

See Also

"pblock_create() Function" on page 100, "pblock_dup() Function" on page 101, "pblock_free() Function" on page 102, "pblock_find() Function" on page 101, "pblock_findval() Function" on page 102, "pblock_remove() Function" on page 106, "pblock_nvinsert() Function” on page 104

pblock_create() Function

The pblock_create function creates a new pblock. The pblock maintains an internal hash table for fast name-value pair lookups. Because the pblock is allocated from the request's memory pool, it should not be shared between threads.

Syntax

pblock *pblock_create(int n);

Return Values

A pointer to a newly allocated pblock.

Parameters

int n is the size of the hash table (the number of name-value pairs) for the pblock.

See Also

"pblock_copy() Function” on page 99, "pblock_dup() Function” on page 101, "pblock_find() Function” on page 101, "pblock_findval() Function” on page 102, "pblock_free() Function” on page 102, "pblock_nvinsert() Function” on page 104, "pblock_remove() Function” on page 106
**pblock_dup() Function**

The `pblock_dup` function duplicates a `pblock`. This function is equivalent to a sequence of `pblock_create` and `pblock_copy` functions.

**Syntax**

```c
pblock *pblock_dup(pblock *src);
```

**Return Values**

A pointer to a newly allocated `pblock`.

**Parameters**

`pblock *src` is the source `pblock`.

**See Also**

"pblock_create() Function" on page 100, "pblock_find() Function" on page 101, "pblock_findval() Function" on page 102, "pblock_free() Function" on page 102, "pblock_nvinsert() Function" on page 104, "pblock_remove() Function" on page 106

**pblock_find() Function**

The `pblock_find` macro finds a specified name-value pair entry in a `pblock`, and returns the `pb_param` structure. If you only want to find the value associated with the name, use the `pblock_findval` function.

**Note** – Parameter names are case sensitive. By convention, lowercase names are used for parameters that correspond to HTTP header fields.

**Syntax**

```c
pb_param *pblock_find(char *name, pblock *pb);
```

**Return Values**

A pointer to the `pb_param` structure if found, or NULL if the name is not found.

**Parameters**

`char *name` is the name of a name-value pair.

`pblock *pb` is the `pblock` to be searched.
See Also


pblock_findval() Function

The pblock_findval function finds the value associated with a specified name in a pblock. If you want to find the pb_param structure of the pblock, use the pblock_find function.

The pointer returned is a pointer into the pblock. Do not free it. If you want to modify the pointer, do a STRDUP and modify the copy.

Note – Parameter names are case-sensitive. By convention, lowercase names are used for parameters that correspond to HTTP header fields.

Syntax

char *pblock_findval(char *name, pblock *pb);

Return Values

A string containing the value associated with the name if found, or NULL if no match is found.

Parameters

char *name is the name of a name-value pair.

pblock *pb is the pblock to be searched.

See Also

“pblock_create() Function” on page 100, “pblock_copy() Function” on page 99, “pblock_find() Function” on page 101, “pblock_free() Function” on page 102, “pblock_nvinsert() Function” on page 104, “pblock_remove() Function” on page 106, “request_header() Function” on page 120

pblock_free() Function

The pblock_free function frees a specified pblock and any entries inside it. If you want to save a variable in the pblock, remove the variable using the function pblock_remove and save the resulting pointer.

Syntax

void pblock_free(pblock *pb);
Return Values

void

Parameters

pb_param *pb is the pbblock to be freed.

See Also

"pblock_copy() Function" on page 99, "pblock_create() Function" on page 100, "pblock_dup() Function" on page 101, "pblock_find() Function" on page 101, "pblock_findval() Function" on page 102, "pblock_nvinsert() Function" on page 104, "pblock_remove() Function" on page 106

pblock_nninsert() Function

The pblock_nninsert function creates a new entry with a given name and a numeric value in the specified pbblock. The numeric value is first converted into a string. The name and value parameters are copied.

Note – Parameter names are case sensitive. By convention, lowercase names are used for parameters that correspond to HTTP header fields.

Syntax

pb_param *pblock_nninsert(char *name, int value, pbblock *pb);

Return Values

A pointer to the new pb_param structure.

Parameters

char *name is the name of the new entry.

int value is the numeric value being inserted into the pbblock. This parameter must be an integer. If you want to assign a non-numerical value, then use the function pblock_nvinsert to create the parameter.

pbblock *pb is the pbblock into which the insertion occurs.
See Also

pblock_nvinsert() Function
The pblock_nvinsert function creates a new entry with a given name and character value in the specified pblock. The name and value parameters are copied.

Note – Parameter names are case sensitive. By convention, lowercase names are used for parameters that correspond to HTTP header fields.

Syntax
pb_param *pblock_nvinsert(char *name, char *value, pblock *pb);

Return Values
A pointer to the newly allocated pb_param structure.

Parameters
char *name is the name of the new entry.
char *value is the string value of the new entry.
pblock *pb is the pblock into which the insertion occurs.

Example
pblock_nvinsert("content-type", "text/html", rq->srvhdrs);

See Also

pblock_pb2env() Function
The pblock_pb2env function copies a specified pblock into a specified environment. The function creates one new environment entry for each name-value pair in the pblock. Use this function to send pblock entries to a program that you are going to execute.
Syntax

char **pblock_pb2env(pblock *pb, char **env);

Return Values

A pointer to the environment.

Parameters

pblock *pb is the pblock to be copied.
char **env is the environment into which the pblock is to be copied.

See Also

"pblock_copy() Function" on page 99, "pblock_create() Function" on page 100, "pblock_find() Function" on page 101, "pblock_free() Function" on page 102, "pblock_nvinsert() Function" on page 104, "pblock_remove() Function" on page 106, "pblock_str2pblock() Function" on page 107

pblock_pblock2str() Function

The pblock_pblock2str function copies all parameters of a specified pblock into a specified string. The function allocates additional non-heap space for the string if needed.

Use this function to stream the pblock for archival and other purposes.

Syntax

char *pblock_pblock2str(pblock *pb, char *str);

Return Values

The new version of the str parameter. If str is NULL, this string is a new string; otherwise, this string is a reallocated string. In either case, this string is allocated from the request's memory pool.

Parameters

pblock *pb is the pblock to be copied.
char *str is the string into which the pblock is to be copied. This string must have been allocated by MALLOC or REALLOC, not by PERM_MALLOC or PERM_REALLOC, which allocate from the system heap.

Each name-value pair in the string is separated from its neighbor pair by a space, and is in the format name="value."
See Also

"pblock_copy() Function" on page 99, "pblock_create() Function" on page 100,
"pblock_find() Function" on page 101, "pblock_free() Function" on page 102,
"pblock_nvinsert() Function" on page 104, "pblock_remove() Function" on page 106,
"pblock_str2pblock() Function" on page 107

pblock_pinsert() Function
The function pblock_pinsert inserts a pb_param structure into a pblock.

Note – Parameter names are case sensitive. By convention, lowercase names are used for parameters that correspond to HTTP header fields.

Syntax

void pblock_pinsert(pb_param *pp, pblock *pb);

Return Values

void

Parameters

pb_param *pp is the pb_param structure to insert.

pblock *pb is the pblock.

See Also

"pblock_copy() Function" on page 99, "pblock_create() Function" on page 100,
"pblock_find() Function" on page 101, "pblock_free() Function" on page 102,
"pblock_nvinsert() Function" on page 104, "pblock_remove() Function" on page 106,
"pblock_str2pblock() Function" on page 107

pblock_remove() Function
The pblock_remove macro removes a specified name-value entry from a specified pblock. If you use this function, you must call param_free to deallocate the memory used by the pb_param structure.

Syntax

pb_param *pblock_remove(char *name, pblock *pb);
Return Values

A pointer to the named pb_param structure if it is found, or NULL if the named pb_param is not found.

Parameters

char *name is the name of the pb_param to be removed.

pbblock *pb is the pbblock from which the name-value entry is to be removed.

See Also

"pblock_copy() Function" on page 99, "pblock_create() Function" on page 100, "pblock_find() Function" on page 101, "pblock_free() Function" on page 102, "pblock_nvinsert() Function" on page 104, "param_create() Function" on page 98, "param_free() Function" on page 99

pblock_str2pblock() Function

The pblock_str2pblock function scans a string for parameter pairs, adds them to a pbblock, and returns the number of parameters added.

Syntax

int pblock_str2pblock(char *str, pbblock *pb);

Return Values

The number of parameter pairs added to the pbblock, if any, or -1 if an error occurs.

Parameters

char *str is the string to be scanned.

The name-value pairs in the string can have the format name=value or name="value."

All backslashes (\) must be followed by a literal character. If string values are found with no unescaped = signs (no name=), the function assumes the names 1, 2, 3, and so on, depending on the string position. For example, if pblock_str2pblock finds "some strings together," the function treats the strings as if they appeared in name-value pairs as 1="some" 2="strings" 3="together."

pbblock *pb is the pbblock into which the name-value pairs are stored.
See Also

"pblock_copy() Function" on page 99, "pblock_create() Function" on page 100, "pblock_find() Function" on page 101, "pblock_free() Function" on page 102, "pblock_nvinsert() Function" on page 104, "pblock_remove() Function" on page 106, "pblock_pblock2str() Function" on page 105

PERM_CALLOC() Macro

The PERM_CALLOC macro is a platform-independent substitute for the C library routine calloc. This macro allocates size bytes of memory and initializes the memory to zeros. The memory persists after processing the current request has been completed. The memory should be explicitly freed by a call to PERM_FREE.

Syntax

void *PERM_CALLOC(int size)

Return Values

A void pointer to a block of memory.

Parameters

int size is the number of bytes to allocate.

Example

char **name;
name = (char **) PERM_CALLOC(100 * sizeof(char *));

PerM_Free() Macro

The PERM_FREE macro is a platform-independent substitute for the C library routine free. This macro deallocates the persistent space previously allocated by PERM_MALLOC, PERM_CALLOC, or PERM_STRDUP.
Note – Calling PERM_FREE for a block that was allocated with MALLOC, CALLOC, or STRDUP will not work.

Syntax

PERM_FREE(void *ptr);

Return Values

void

Parameters

void *ptr is a (void *) pointer to a block of memory. If the pointer is not the one created by PERM_MALLOC, PERM_CALLOC, or PERM_STRDUP, the behavior is undefined.

Example

char *name;
name = (char *) PERM_MALLOC(256);
...
PERM_FREE(name);

See Also

"FREE ( ) Macro" on page 82, "PERM_MALLOC ( ) Macro" on page 109, "PERM_CALLOC ( ) Macro" on page 108, "PERM_REALLOC ( ) Macro" on page 110, "PERM_STRDUP ( ) Macro" on page 111

PERM_MALLOC ( ) Macro

The PERM_MALLOC macro is a platform-independent substitute for the C library routine malloc. This macro provides allocation of memory that persists after the request that is being processed has been completed.

Syntax

void *PERM_MALLOC(int size)

Return Values

A void pointer to a block of memory.

Parameters

int size is the number of bytes to allocate.
Example
/* Allocate 256 bytes for a name */
char *name;
nname = (char *) PERM_MALLOC(256);

See Also
"MALLOC() Macro" on page 87, "PERM_FREE() Macro" on page 108, "PERM_STRDUP() Macro" on page 111, "PERM_CALLOC() Macro" on page 108, "PERM_REALLOC() Macro" on page 110

PERM_REALLOC() Macro
The PERM_REALLOC macro is a platform-independent substitute for the C library routine realloc. This macro changes the size of a specified memory block that was originally created by PERM_MALLOC, PERM_CALLOC, or PERM_STRDUP. The content of the object remains unchanged up to the lesser of the old and new sizes. If the new size is larger, the new space is uninitialized.

Caution – Calling PERM_REALLOC for a block that was allocated with MALLOC, CALLOC, or STRDUP does not work.

Syntax
void *PERM_REALLOC(void *ptr, int size)

Return Values
A void pointer to a block of memory.

Parameters
void *ptr is a void pointer to a block of memory created by PERM_MALLOC, PERM_CALLOC, or PERM_STRDUP.

int size is the number of bytes to which the memory block should be resized.

Example
char *name;
nname = (char *) PERM_MALLOC(256);
if (NotBigEnough())
    name = (char *) PERM_REALLOC(name, 512);

See Also
"REALLOC() Macro" on page 118, "PERM_CALLOC() Macro" on page 108, "PERM_MALLOC() Macro" on page 109, "PERM_FREE() Macro" on page 108, "PERM_STRDUP() Macro" on page 111
PERM_STRDUP () Macro

The PERM_STRDUP macro is a platform-independent substitute for the C library routine strdup. This macro creates a new copy of a string in memory that persists after the request that is being processed has been completed. If pooled memory has been disabled in the configuration file with the built-in pool-init SAF Peripheral_STRDUP and STRDUP both obtain their memory from the system heap.

The PERM_STRDUP routine is functionally equivalent to the following code:

```
newstr = (char *) PERM_MALLOC(strlen(str) + 1); strcopy(newstr, str);
```

A string created with PERM_STRDUP should be disposed with PERM_FREE.

**Syntax**

```
char *PERM_STRDUP(char *ptr);
```

**Return Values**

A pointer to the new string.

**Parameters**

`char *ptr` is a pointer to a string.

**See Also**


prepare_nsapi_thread() Function

The prepare_nsapi_thread function enables threads that are not created by the server to act like server-created threads. This function must be called before any NSAPI functions are called from a thread that is not server-created.

**Syntax**

```
void prepare_nsapi_thread(Request *rq, Session *sn);
```

**Return Values**

`void`
Parameters
Request *rq is the request.
Session *sn is the session.
The Request and Session parameters are the same parameter as the ones passed into your SAF.

See Also
"protocol_start_response() Function" on page 113

protocol_dump822() Function
The protocol_dump822 function prints headers from a specified pblock into a specific buffer, with a specified size and position. Use this function to serialize the headers so that they can be sent, for example, in a mail message.

Syntax
char *protocol_dump822(pblock *pb, char *t, int *pos, int tsz);

Return Values
A pointer to the buffer, which will be reallocated if necessary.
The function also modifies *pos to the end of the headers in the buffer.

Parameters
pblock *pb is the pblock structure.
char *t is the buffer, allocated with MALLOC, CALLOC, or STRDUP.
int *pos is the position within the buffer at which the headers are to be inserted.
int tsz is the size of the buffer.

See Also
"protocol_start_response() Function" on page 113,"protocol_status() Function" on page 114

protocol_set_finfo() Function
The protocol_set_finfo function retrieves the content-length and last-modified date from a specified stat structure and adds them to the response headers (rq->srvhdrs). Call protocol_set_finfo before calling protocol_start_response.
Syntax

```c
int protocol_set_finfo(Session *sn, Request *rq, struct stat *finfo);
```

Return Values

The constant `REQ_PROCEED` if the request can proceed normally, or the constant `REQ_ABORTED` if the function should treat the request normally but not send any output to the client.

Parameters

- `Session *sn` is the session.
- `Request *rq` is the request.
- The `Session` and `Request` parameters are the same parameters as the ones passed into your `SAF`

- `stat *finfo` is the `stat` structure for the file.

The `stat` structure contains the information about the file from the file system. You can get the `stat` structure info using `request_stat_path`.

See Also

- "protocol_start_response() Function" on page 113, "protocol_status() Function" on page 114

protocol_start_response() Function

The `protocol_start_response` function initiates the HTTP response for a specified session and request. If the protocol version is HTTP/0.9, the function does nothing, because that version has no concept of status. If the protocol version is HTTP/1.0 or higher, the function sends a status line followed by the response headers. Because of buffering, the status line and response headers might not be sent immediately. To flush the status line and response headers, use the `net_flush` function. Use this function to set up HTTP and prepare the client and server to receive the body or data of the response.

Note - If you do not want the server to send the status line and response headers, set `rq->senthdrs = 1` before calling `protocol_start_response` or sending any data to the client.

Syntax

```c
int protocol_start_response(Session *sn, Request *rq);
```
Return Values
The constant REQ_PROCEED if the operation succeeds, in which case you should send the data you were preparing to send.

The constant REQ_NOACTION if the operation succeeds but the request method is HEAD, in which case no data should be sent to the client.

The constant REQ_ABORTED if the operation fails.

Parameters
Session *sn is the session.
Request *rq is the request.

The Session and Request parameters are the same parameters as the ones passed into your SAF.

Example
/* REQ_NOACTION means the request was HEAD */
if (protocol_start_response(sn, rq) == REQ_NOACTION)
{
    filebuf_close(groupbuf); /* close our file*/
    return REQ_PROCEED;
}

See Also
"protocol_status() Function" on page 114, "net_flush() Function" on page 88

protocol_status() Function
The protocol_status function sets the session status to indicate whether an error condition occurred. If the reason string is NULL, the server attempts to find a reason string for the given status code. If the function finds none, it returns Unknown reason. The reason string is sent to the client in the HTTP response line. Use this function to set the status of the response before calling the function protocol_start_response or returning REQ_ABORTED.

For the complete list of valid status code constants, refer to the nsapi.h file.

Syntax
void protocol_status(Session *sn, Request *rq, int n, char *r);

Return Values
void
Parameters

Session *sn is the session.

Request *rq is the request.

The Session and Request parameters are the same parameters as the ones passed into your SAF.

int n is one of the HTTP status code constants.

char *r is the reason string.

Example

/* if we find extra path-info, the URL was bad so tell the */
/* browser it was not found */
if (t = pblock_findval("path-info", rq->vars))
{
    protocol_status(sn, rq, PROTOCOL_NOT_FOUND, NULL);
    log_error(LOG_WARN, "function-name", sn, rq, "%s not found", path);
    return REQ_ABORTED;
}

See Also

"protocol_start_response() Function" on page 113

protocol_uri2url() Function

The protocol_uri2url function takes strings containing the given URI prefix and URI suffix, and creates a newly allocated, fully qualified URL in the form http://(server):(port)(prefix)(suffix). Also see protocol_uri2url_dynamic.

If you want to omit either the URI prefix or suffix, use "" instead of NULL as the value for either parameter.

Syntax

char *protocol_uri2url(char *prefix, char *suffix);

Return Values

A new string containing the URL.

Parameters

char *prefix is the prefix.

char *suffix is the suffix.
See Also

"pblock_nvinsert() Function" on page 104, "protocol_start_response() Function" on page 113, "protocol_status() Function" on page 114, "protocol_uri2url_dynamic() Function" on page 116

**protocol_uri2url_dynamic() Function**

The `protocol_uri2url` function takes strings containing the given URI prefix and URI suffix, and creates a newly allocated, fully qualified URL in the form `http://(server):(port)(prefix)(suffix)`.

If you want to omit either the URI prefix or suffix, use `""` instead of NULL as the value for either parameter.

The `protocol_uri2url_dynamic` function is similar to the `protocol_uri2url` function, but should be used whenever the Session and Request structures are available. This function ensures that the URL it constructs refers to the host that the client specified.

**Syntax**

```c
char *protocol_uri2url(char *prefix, char *suffix, Session *sn, Request *rq);
```

**Return Values**

A new string containing the URL.

**Parameters**

- `char *prefix` is the prefix.
- `char *suffix` is the suffix.
- `Session *sn` is the Session.
- `Request *rq` is the Request.

The Session and Request parameters are the same parameter as the ones passed into your SAF.

See Also

"protocol_start_response() Function" on page 113, "protocol_status() Function" on page 114
read() **Function**

The read filter method is called when input data is required. Filters that modify or consume incoming data should implement the read filter method.

Upon receiving control, a read implementation should fill `buf` with up to `amount` bytes of input data. This data can be obtained by calling the `net_read()` function, as shown in the example below.

**Syntax**

```c
int read(FilterLayer *layer, void *buf, int amount, int timeout);
```

**Return Values**

The number of bytes placed in `buf` on success. 0 if no data is available, or a negative value if an error occurs.

**Parameters**

- `FilterLayer *layer` is the filter layer in which the filter is installed.
- `void *buf` is the buffer in which data should be placed.
- `int amount` is the maximum number of bytes that should be placed in the buffer.
- `int timeout` is the number of seconds to allow the read operation to return. The purpose of `timeout` is to limit the amount of time devoted to waiting until some data arrives, not to return because not enough bytes were read in the given time.

**Example**

```c
int myfilter_read(FilterLayer *layer, void *buf, int amount, int timeout)
{
    return net_read(layer->lower, buf, amount, timeout);
}
```

**See Also**

“`net_read()` Function” on page 89, “`filter_create()` Function” on page 77
REALLOC() Macro

The REALLOC macro is a platform-independent substitute for the C library routine realloc. This macro changes the size of a specified memory block that was originally created by MALLOC, CALLOC, or STRDUP. The contents of the object remains unchanged up to the lesser of the old and new sizes. If the new size is larger, the new space is uninitialized.

Caution – Calling REALLOC for a block that was allocated with PERM_MALLOC, PERM_CALLOC, or PERM_STRDUP will not work.

Syntax

void *REALLOC(void *ptr, int size);

Return Values

A pointer to the new space if the request is satisfied.

Parameters

void *ptr is a (void *) pointer to a block of memory. If the pointer is not the one created by MALLOC, CALLOC, or STRDUP, the behavior is undefined.

int size is the number of bytes to allocate.

Example

char *name;
name = (char *) MALLOC(256);
if (NotBigEnough())
    name = (char *) REALLOC(name, 512);

See Also

"CALLOC() Macro" on page 67, "MALLOC() Macro" on page 87, "FREE() Macro" on page 82, "STRDUP() Macro" on page 127, "PERM_REALLOC() Macro" on page 110

remove() Function

The remove filter method is called when the filter stack is destroyed, or when a filter is removed from a filter stack by the filter_remove function or remove-filter SAF.
Note – Waiting until the remove method is invoked might be too late to flush buffered data. For this reason, filters that buffer outgoing data should implement the flush filter method.

Syntax

```c
void remove(FilterLayer *layer);
```

**Return Values**

void

**Parameters**

FilterLayer *layer is the filter layer in which the filter is installed.

**See Also**

“flush() Function” on page 82, “filter_remove() Function” on page 81, “filter_create() Function” on page 77

request_get_vs() Function

The request_get_vs function finds the VirtualServer* to which a request is directed.

The returned VirtualServer* is valid only for the current request. To retrieve a virtual server ID that is valid across requests, use vs_get_id().

Syntax

```c
const VirtualServer* request_get_vs(Request* rq);
```

**Return Values**

The VirtualServer* to which the request is directed.

**Parameters**

Request *rq is the request for which the VirtualServer* is returned.

**See Also**

“vs_get_id() Function” on page 160
request_header() Function

The request_header function finds an entry in the pblobk containing the client’s HTTP request headers (rq->headers). You must use this function rather than pblock_findval when accessing the client headers, because the server might begin processing the request before the headers have been completely read.

Syntax

int request_header(char *name, char **value, Session *sn, Request *rq);

Return Values

A result code, REQ_PROCEED if the header was found, REQ_ABORTED if the header was not found, or REQ_EXIT if there was an error reading from the client.

Parameters

cchar *name is the name of the header.

cchar **value is the address where the function will place the value of the specified header. If no address is found, the function stores a NULL.

Session *sn is the session.

Request *rq is the request.

The Session and Request parameters are the same parameters as the ones passed into your SAF.

See Also

request_create, request_free

request_stat_path() Function

The request_stat_path function returns the file information structure for a specified path or, if no path is specified, the path entry in the vars pblobk in the specified request structure. If the resulting file name points to a file that the server can read, request_stat_path returns a new file information structure. This structure contains information about the size of the file, its owner, when it was created, and when it was last modified.

Use request_stat_path to retrieve information on the file you are currently accessing instead of calling stat directly, because this function keeps track of previous calls for the same path and returns its cached information.

Syntax

struct stat *request_stat_path(char *path, Request *rq);
Return Values

Returns a pointer to the file information structure for the file named by the path parameter. Do not free this structure. Returns NULL if the file is not valid or the server cannot read it. In this case, it also leaves an error message describing the problem in rq->staterr.

Parameters

char *path is the string containing the name of the path. If the value of path is NULL, the function uses the path entry in the vars pblock in the request structure denoted by rq.

Request *rq is the request identifier for a Server Application Function call.

Example

fi = request_stat_path(path, rq);

See Also

request_create, request_free, “request_header() Function” on page 120

request_translate_uri() Function

The request_translate_uri function performs virtual-to-physical mapping on a specified URI during a specified session. Use this function to determine the file to be sent back if a given URI is accessed.

Syntax

char *request_translate_uri(char *uri, Session *sn);

Return Values

A path string if the function performed the mapping, or NULL if it could not perform the mapping.

Parameters

char *uri is the name of the URI.

Session *sn is the Session parameter that is passed into the SAF.

See Also

request_create, request_free, “request_header() Function” on page 120
sendfile() Function

The sendfile filter method is called when the contents of a file are to be sent. Filters that modify or consume outgoing data can choose to implement the sendfile filter method.

If a filter implements the write filter method but not the sendfile filter method, the server will automatically translate net_sendfile() calls to net_write() calls. As a result, filters interested in the outgoing data stream do not need to implement the sendfile filter method. However, for performance reasons, filters that implement the write filter method should also implement the sendfile filter method.

Syntax

```c
int sendfile(FilterLayer *layer, const sendfiledata *data);
```

Return Values

The number of bytes consumed, which might be less than the requested amount if an error occurred.

Parameters

- `FilterLayer *layer` is the filter layer in which the filter is installed.
- `const sendfiledata *sfd` identifies the data to send.

Example

```c
int myfilter_sendfile(FilterLayer *layer, const sendfiledata *sfd)
{
    return net_sendfile(layer->lower, sfd);
}
```

See Also

“net_sendfile() Function” on page 90, “filter_create() Function” on page 77

session_dns() Function

The session_dns function resolves the IP address of the client associated with a specified session into its DNS name. The function returns a newly allocated string. You can use session_dns to change the numeric IP address into something more readable.

The session_maxdns function verifies that the client matches its claimed identity. The session_dns function does not perform this verification.
Note – This function works only if the DNS directive is enabled in the magnus.conf file. For more information, see Appendix B, “Alphabetical List of NSAPI Functions and Macros.”

Syntax

char *session_dns(Session *sn);

Return Values

A string containing the host name, or NULL if the DNS name cannot be found for the IP address.

Parameters

Session *sn is the session.

The Session is the same parameter as the one passed to your SAF.

session_maxdns() Function

The session_maxdns function resolves the IP address of the client associated with a specified session into its DNS name. This function returns a newly allocated string. You can use session_maxdns to change the numeric IP address into something more readable.

Note – This function works only if the DNS directive is enabled in the magnus.conf file. For more information, see Appendix B, “Alphabetical List of NSAPI Functions and Macros.”

Syntax

char *session_maxdns(Session *sn);

Return Values

A string containing the host name, or NULL if the DNS name cannot be found for the IP address.

Parameters

Session *sn is the Session.

The Session is the same parameter as the one passed to your SAF.
shexp_casecmp() Function
The shexp_casecmp function validates a specified shell expression and compares it with a specified string. This function returns one of three possible values representing match, no match, and invalid comparison. The comparison, in contrast to the comparison made by the shexp_cmp function is not case sensitive.

Use this function if you have a shell expression like *.netscape.com and make sure that a string matches it, such as foo.netscape.com.

Syntax
int shexp_casecmp(char *str, char *exp);

Return Values
0 if a match was found.
1 if no match was found.
-1 if the comparison resulted in an invalid expression.

Parameters
char *str is the string to be compared.
char *exp is the shell expression (wildcard pattern) to compare against.

See Also
“shexp_cmp() Function” on page 124, “shexp_match() Function” on page 125, “shexp_valid() Function” on page 126

shexp_cmp() Function
The shexp_cmp function validates a specified shell expression and compares it with a specified string. This returns one of three possible values representing match, no match, and invalid comparison. The comparison in contrast to the comparison made by the shexp_casecmp function is case sensitive.

Use this function for a shell expression like *.netscape.com and make sure that a string matches it, such as foo.netscape.com.

Syntax
int shexp_cmp(char *str, char *exp);
**Return Values**

0 if a match was found.

1 if no match was found.

-1 if the comparison resulted in an invalid expression.

**Parameters**

char *str is the string to be compared.

char *exp is the shell expression (wildcard pattern) to compare against.

**Example**

/* Use wildcard match to see if this path is one we want */
char *path;
char *match = "/usr/netscape/*";
if (shexp_cmp(path, match) != 0)
    return REQ_NOACTION; /* no match */

**See Also**

"shexp_casecmp() Function” on page 124, “shexp_match() Function” on page 125, “shexp_valid() Function” on page 126

**shexp_match() Function**

The shexp_match function compares a specified pre-validated shell expression against a specified string. This function returns one of three possible values representing match, no match, and invalid comparison. The comparison in contrast to the contrast made by the shexp_casecmp function is case sensitive.

The shexp_match function does not perform validation of the shell expression. To perform validation, use shexp_valid().

Use this function for a shell expression such as ".netscape.com", and make sure that a string matches it, such as foo.netscape.com.

**Syntax**

```
int shexp_match(char *str, char *exp);
```
Return Values

0 if a match was found.
1 if no match was found.
-1 if the comparison resulted in an invalid expression.

Parameters

char *str is the string to be compared.
char *exp is the prevalidated shell expression (wildcard pattern) to compare against.

See Also

“shexp_casecmp() Function” on page 124, “shexp_cmp() Function” on page 124,
“shexp_valid() Function” on page 126

shexp_valid() Function

The shexp_valid function validates a specified shell expression named by exp. Use this function to validate a shell expression before using the function shexp_match to compare the expression with a string.

Syntax

int shexp_valid(char *exp);

Return Values

The constant NON_SXP if exp is a standard string.
The constant INVALID_SXP if exp is an invalid shell expression.
The constant VALID_SXP if exp is a valid shell expression.

Parameters

char *exp is the shell expression (wildcard pattern) to be validated.

See Also

“shexp_casecmp() Function” on page 124, “shexp_match() Function” on page 125,
“shexp_cmp() Function” on page 124
**STRDUP() Macro**

The STRDUP macro is a platform-independent substitute for the C library routine *strdup*. This macro creates a new copy of a string in the request's memory pool. The memory can be explicitly freed by a call to *FREE*. If the memory is not explicitly freed, it is automatically freed after processing the current request. If pooled memory has been disabled in the configuration file with the built-in pool-init SAF, PERM_STRDUP and STRDUP both obtain their memory from the system heap. However, because the memory allocated by STRDUP is automatically freed, do not share this memory between threads.

The STRDUP routine is functionally equivalent to:

```
newstr = (char *) MALLOC(strlen(str) + 1);
strcpy(newstr, str);
```

**Syntax**

```
char *STRDUP(char *ptr);
```

**Return Values**

A pointer to the new string.

**Parameters**

`char *ptr` is a pointer to a string.

**Example**

```
char *name1 = "MyName";
char *name2 = STRDUP(name1);
```

**See Also**

"calloc() macro" on page 67, "malloc() macro" on page 87, "free() macro" on page 82, "realloc() macro" on page 118, "perm_strdup() macro" on page 111

**system_errmsg() Function**

The system_errmsg function returns the last error that occurred from the most recent system call. This function is implemented as a macro that returns an entry from the global array sys_errlist. Use this macro to help with I/O error diagnostics.

**Syntax**

```
char *system_errmsg(int param1);
```
Return Values

A string containing the text of the latest error message that resulted from a system call. Do not FREE this string.

Parameters

int param1 is reserved, and should always have the value 0.

See Also

"system_fopenRO() Function" on page 129, "system_fopenRW() Function" on page 130, "system_fopenWA() Function" on page 130, "system_lseek() Function" on page 134, "system_fread() Function" on page 131, "system_fwrite() Function" on page 132, "system_fwrite_atomic() Function" on page 132, "system_flock() Function" on page 129, "system_ulock() Function" on page 136, "system_fclose() Function" on page 128

system_fclose() Function

The system fclose function closes a specified file descriptor. The system fclose function must be called for every file descriptor opened by any of the system fopen functions.

Syntax

int system_fclose(SYS_FILE fd);

Return Values

0 if the close succeeds, or the constant IO_ERROR if the close fails.

Parameters

SYS_FILE fd is the platform-independent file descriptor.

Example

SYS_FILE logfd;
system_fclose(logfd);

See Also

"system_errmsg() Function" on page 127, "system_fopenRO() Function" on page 129, "system_fopenRW() Function" on page 130, "system_fopenWA() Function" on page 130, "system_lseek() Function" on page 134, "system_fread() Function" on page 131, "system_fwrite() Function" on page 132, "system_fwrite_atomic() Function" on page 132, "system_flock() Function" on page 129, "system_ulock() Function" on page 136
system_flock() Function
The system_flock function locks the specified file against interference from other processes. Use system_flock if you do not want other processes to use the file you currently have open. Overusing file locking can cause performance degradation and possibly lead to deadlocks.

Syntax

```c
int system_flock(SYS_FILE fd);
```

Return Values
The constant IO_OKAY if the lock succeeds, or the constant IO_ERROR if the lock fails.

Parameters
SYS_FILE fd is the platform-independent file descriptor.

See Also

system_fopenRO() Function
The system_fopenRO function opens the file identified by path in read-only mode and returns a valid file descriptor. Use this function to open files that will not be modified by your program. In addition, you can use system_fopenRO to open a new file buffer structure using filebuf_open.

Syntax

```c
SYS_FILE system_fopenRO(char *path);
```

Return Values
The system-independent file descriptor (SYS_FILE) if the open succeeds, or 0 if the open fails.

Parameters
char *path is the file name.
See Also
“system_errmsg() Function” on page 127, “system_fopenRW() Function” on page 130, 
“system_fopenWA() Function” on page 130, “system_lseek() Function” on page 134, 
“system_fread() Function” on page 131, “system_fwrite() Function” on page 132, 
“system_fwrite_atomic() Function” on page 132, “system_flock() Function” on page 129, 
“system_ulock() Function” on page 136, “system_fclose() Function” on page 128

dsystem_fopenRW() Function
The system_fopenRW function opens the file identified by path in read-write mode and returns a valid file descriptor. If the file already exists, system_fopenRW does not truncate it. Use this function to open files that can be read and written by your program.

Syntax
SYS_FILE system_fopenRW(char *path);

Return Values
The system-independent file descriptor (SYS_FILE) if the open succeeds, or 0 if the open fails.

Parameters
char *path is the file name.

Example
SYS_FILE fd;
fdsystem_fopenR0(pathname);
if (fd == SYS_ERROR_FD)
break;

See Also
“system_errmsg() Function” on page 127, “system_fopenRO() Function” on page 129, 
“system_fopenWA() Function” on page 130, “system_lseek() Function” on page 134, 
“system_fread() Function” on page 131, “system_fwrite() Function” on page 132, 
“system_fwrite_atomic() Function” on page 132, “system_flock() Function” on page 129, 
“system_ulock() Function” on page 136, “system_fclose() Function” on page 128

dsystem_fopenWA() Function
The system_fopenWA function opens the file identified by path in write-append mode and returns a valid file descriptor. Use this function to open those files to which your program will append data.
Syntax

SYS_FILE system_fopenWA(char *path);

Return Values
The system-independent file descriptor (SYS_FILE) if the open succeeds, or 0 if the open fails.

Parameters
char *path is the file name.

See Also

system_fread() Function
The system_fread function reads a specified number of bytes from a specified file into a specified buffer. This function returns the number of bytes read. Before system_fread can be used, you must open the file using any of the system_fopen functions except system_fopenWA.

Syntax

int system_fread(SYS_FILE fd, char *buf, int sz);

Return Values
The number of bytes read, which might be less than the requested size if an error occurs, or if the end of the file was reached before that number of characters were obtained.

Parameters
SYS_FILE fd is the platform-independent file descriptor.
char *buf is the buffer to receive the bytes.
int sz is the number of bytes to read.
system_fwrite() Function
The system_fwrite function writes a specified number of bytes from a specified buffer into a specified file.

Before system_fwrite can be used, you must open the file using any of the system_fopen functions except system_fopenRO.

Syntax
int system_fwrite(SYS_FILE fd, char *buf, int sz);

Return Values
The constant IO_OKAY if the write succeeds, or the constant IO_ERROR if the write fails.

Parameters
SYS_FILE fd is the platform-independent file descriptor.
char *buf is the buffer containing the bytes to be written.
int sz is the number of bytes to write to the file.

system_fwrite_atomic() Function
The system_fwrite_atomic function writes a specified number of bytes from a specified buffer into a specified file. This function also locks the file prior to performing the write, and then unlocks it when done, thereby avoiding interference between simultaneous write actions.

Before system_fwrite_atomic can be used, you must open the file using any of the system_fopen functions except system_fopenRO.
Syntax

```c
int system_fwrite_atomic(SYS_FILE fd, char *buf, int sz);
```

Return Values

The constant IO_OKAY if the write/lock succeeds, or the constant IO_ERROR if the write/lock fails.

Parameters

SYS_FILE fd is the platform-independent file descriptor.
char *buf is the buffer containing the bytes to be written.
int sz is the number of bytes to write to the file.

Example

```c
SYS_FILE logfd;
char *logmsg = "An error occurred."
system_fwrite_atomic(logfd, logmsg, strlen(logmsg));
```

See Also

"system_errmsg() Function” on page 127, "system_fopenRO() Function” on page 129, "system_fopenRW() Function” on page 130, "system_fopenWA() Function” on page 130, "system_lseek() Function” on page 134, "system_fread() Function” on page 131, "system_fwrite() Function" on page 132, "system_flock() Function” on page 129, "system_ulock() Function” on page 136, "system_fclose() Function” on page 128

system_gmtime() Function

The system_gmtime function is a thread-safe version of the standard gmtime function. This function returns the current time adjusted to Greenwich Mean Time.

Syntax

```c
struct tm *system_gmtime(const time_t *tp, const struct tm *res);
```

Return Values

A pointer to a calendar time (tm) structure containing the GMT time. Depending on your system, the pointer might point to the data item represented by the second parameter, or the pointer might point to a statically allocated item. For portability, do not assume either situation.
**Parameters**

time_t *tp is an arithmetic time.

tm *res is a pointer to a calendar time (tm) structure.

**Example**

time_t tp;
struct tm res, *resp;
    tp = time(NULL);
    resp = system_gmtime(&tp, &res);

**See Also**

“system_localtime() Function” on page 134, “util_strftime() Function” on page 152

**system_localtime() Function**

The `system_localtime` function is a thread-safe version of the standard `localtime` function. This function returns the current time in the local time zone.

**Syntax**

```c
struct tm *system_localtime(const time_t *tp, const struct tm *res);
```

**Return Values**

A pointer to a calendar time (tm) structure containing the local time. Depending on your system, the pointer might point to the data item represented by the second parameter, or the pointer might point to a statically allocated item. For portability, do not assume either situation.

**Parameters**

time_t *tp is an arithmetic time.

tm *res is a pointer to a calendar time (tm) structure.

**See Also**

“system_gmtime() Function” on page 133, “util_strftime() Function” on page 152

**system_lseek() Function**

The `system_lseek` function sets the file position of a file. This position affects where data from `system_fread` or `system_fwrite` is read or written.
Syntax

```c
int system_lseek(SYS_FILE fd, int offset, int whence);
```

Return Values

The offset, in bytes, of the new position from the beginning of the file if the operation succeeds, or -1 if the operation fails.

Parameters

SYS_FILE fd is the platform-independent file descriptor.

int offset is a number of bytes relative to whence. This value may be negative.

int whence is one of the following constants:

- SEEK_SET, from the beginning of the file.
- SEEK_CUR, from the current file position.
- SEEK_END, from the end of the file.

See Also


system_rename() Function

The system_rename function renames a file. This function does not work on directories if the old and new directories are on different file systems.

Syntax

```c
int system_rename(char *old, char *new);
```

Return Values

0 if the operation succeeds, or -1 if the operation fails.

Parameters

char *old is the old name of the file.

char *new is the new name for the file.
system_unlock() Function
The system_unlock function unlocks the specified file that has been locked by the function system_lock. For more information about locking, see “system_flock() Function” on page 129.

Syntax
int system_unlock(SYS_FILE fd);

Return Values
The constant IO_OKAY if the operation succeeds, or the constant IO_ERROR if the operation fails.

Parameters
SYS_FILE fd is the platform-independent file descriptor.

See Also
“system_errmsg() Function” on page 127, “system_fopenR0() Function” on page 129, “system_fopenRW() Function” on page 130, “system_fopenWA() Function” on page 130, “system_fread() Function” on page 131, “system_fwrite() Function” on page 132, “system_fwrite_atomic() Function” on page 132, “system_flock() Function” on page 129, “system_fclose() Function” on page 128

system_unix2local() Function
The system_unix2local function converts a specified UNIX-style path name to a local file system path name. Use this function when you have a file name in the UNIX format such as one containing forward slashes, and you need to access a file on another system such as Windows. You can use system_unix2local to convert the UNIX file name into the format that Windows accepts. In the UNIX environment this function has no effect, but can be called for portability.

Syntax
char *system_unix2local(char *path, char *lp);

Return Values
A pointer to the local file system path string.

Parameters
char *path is the UNIX-style path name to be converted.
char *lp is the local path name.
You must allocate the parameter `lp`, which must contain enough space to hold the local path name.

**See Also**

"system_fclose() Function" on page 128, "system_flock() Function" on page 129, "system_fopenRO() Function" on page 129, "system_fopenRW() Function" on page 130, "system_fopenWA() Function" on page 130, "system_fwrite() Function" on page 132

**systhread_attach() Function**
The `systhread_attach` function makes an existing thread into a platform-independent thread.

**Syntax**

```c
SYS_THREAD systhread_attach(void);
```

**Return Values**

A `SYS_THREAD` pointer to the platform-independent thread.

**Parameters**

None

**See Also**

"systhread_current() Function" on page 137, "systhread_getdata() Function" on page 138, "systhread_newkey() Function" on page 138, "systhread_setdata() Function" on page 139, "systhread_sleep() Function" on page 139, "systhread_start() Function" on page 140, "systhread_timerset() Function" on page 140

**systhread_current() Function**
The `systhread_current` function returns a pointer to the current thread.

**Syntax**

```c
SYS_THREAD systhread_current(void);
```

**Return Values**

A `SYS_THREAD` pointer to the current thread.

**Parameters**

None
systhread_getdata() Function
The systhread_getdata function gets data that is associated with a specified key in the current thread.

Syntax
void *systhread_getdata(int key);

Return Values
A pointer to the data that was earlier used with the systhread_setkey function from the current thread, using the same value of key if the call succeeds. Return Values NULL if the call does not succeed, for example, if the systhread_setkey function was never called with the specified key during this session.

Parameters
int key is the value associated with the stored data by a systhread_setdata function. Keys are assigned by the systhread_newkey function.

See Also
"systhread_current() Function" on page 137, "systhread_newkey() Function" on page 138, "systhread_setdata() Function" on page 139, "systhread_sleep() Function" on page 139, "systhread_start() Function" on page 140, "systhread_timerset() Function" on page 140

systhread_newkey() Function
The systhread_newkey function allocates a new integer key (identifier) for thread-private data. Use this key to identify a variable that you want to localize to the current thread, then use the systhread_setdata function to associate a value with the key.

Syntax
int systhread_newkey(void);

Return Values
An integer key.
Parameters
None

See Also
“systhread_current() Function” on page 137, “systhread_getdata() Function” on page 138, “systhread_setdata() Function” on page 139, “systhread_sleep() Function” on page 139, “systhread_start() Function” on page 140, “systhread_timerset() Function” on page 140

systhread_setdata() Function
The systhread_setdata function associates data with a specified key number for the current thread. Keys are assigned by the systhread_newkey function.

Syntax
void systhread_setdata(int key, void *data);

Return Values
void

Parameters
int key is the priority of the thread.
void *data is the pointer to the string of data to be associated with the value of key.

See Also

systhread_sleep() Function
The systhread_sleep function puts the calling thread to sleep for a given time.

Syntax
void systhread_sleep(int milliseconds);

Return Values
void
Parameters

int milliseconds is the number of milliseconds the thread is to sleep.

See Also


systhread_start() Function

The systhread_start function creates a thread with the given priority, allocates a stack of a specified number of bytes, and calls a specified function with a specified argument.

Syntax

SYS_THREAD systhread_start(int prio, int stksz, void (*fn)(void *), void *arg);

Return Values

A new SYS_THREAD pointer if the call succeeds, or the constant SYS_THREAD_ERROR if the call does not succeed.

Parameters

int prio is the priority of the thread. Priorities are system-dependent.

int stksz is the stack size in bytes. If stksz is zero (0), the function allocates a default size.

void (*fn)(void *) is the function to call.

void *arg is the argument for the fn function.

See Also


systhread_timerset() Function

The systhread_timerset function starts or resets the interrupt timer interval for a thread system.
**Note** – Because most systems do not allow the timer interval to be changed, this function should be considered a suggestion rather than a command.

**Syntax**

```c
void systhread_timerset(int usec);
```

**Return Values**

```c
void
```

**Parameters**

`int usec` is the time in microseconds

**See Also**

"systhread_current() Function" on page 137, "systhread_getdata() Function" on page 138, "systhread_newkey() Function" on page 138, "systhread_setdata() Function" on page 139, "systhread_sleep() Function" on page 139, "systhread_start() Function" on page 140

**U**

**USE_NSAPI_VERSION() Macro**

Plug-in developers can define the USE_NSAPI_VERSION macro before including the `nsapi.h` header file to request a particular version of NSAPI. The requested NSAPI version is encoded by multiplying the major version number by 100 and then adding the resulting value to the minor version number. For example, the following code requests NSAPI 3.2 features:

```c
#define USE_NSAPI_VERSION 302 /* We want NSAPI 3.2 (Web Server 6.1) */
#include "nsapi.h"
```

To develop a plug-in that is compatible across multiple server versions, define `USE_NSAPI_VERSION` as the highest NSAPI version supported by all of the target server versions.

The following table lists server versions and the highest NSAPI version supported by each.
### TABLE 6–2  NSAPI Versions Supported by Different Servers

<table>
<thead>
<tr>
<th>Server Version</th>
<th>NSAPI Version</th>
</tr>
</thead>
<tbody>
<tr>
<td>iPlanet Web Server 4.1</td>
<td>3.0</td>
</tr>
<tr>
<td>iPlanet Web Server 6.0</td>
<td>3.1</td>
</tr>
<tr>
<td>Netscape Enterprise Server 6.0</td>
<td>3.1</td>
</tr>
<tr>
<td>Netscape Enterprise Server 6.1</td>
<td>3.1</td>
</tr>
<tr>
<td>Sun ONE Application Server 7.0</td>
<td>3.1</td>
</tr>
<tr>
<td>Sun ONE Web Server 6.1</td>
<td>3.2</td>
</tr>
<tr>
<td>Sun Java System Web Proxy Server 4.0</td>
<td>3.3</td>
</tr>
<tr>
<td>Sun Java System Web Server 7.0 Update 5</td>
<td>3.3</td>
</tr>
</tbody>
</table>

Do not request a version of NSAPI higher than the highest version supported by the `nsapi.h` header that the plug-in is being compiled against. Additionally, to use `USE_NSAPI_VERSION`, you must compile against an `nsapi.h` header file that supports NSAPI 3.2 or higher.

**Syntax**

```c
int USE_NSAPI_VERSION
```

**Example**

The following code can be used when building a plug-in designed to work with iPlanet Web Server 4.1 and Sun Java System Web Server 7.0 Update 5:

```c
#define USE_NSAPI_VERSION 300 /* We want NSAPI 3.0 (Web Server 4.1) */
#include "nsapi.h"
```

**See Also**

"NSAPI_RUNTIME_VERSION() Macro" on page 97, “NSAPI_VERSION() Macro” on page 97

**util_can_exec() Function (UNIX Only)**

The `util_can_exec` function checks that a specified file can be executed, returning either a 1 (executable) or a 0. The function checks whether the file can be executed by the user with the given user and group ID.

Use this function before executing a program using the `exec` system call.

**Syntax**

```c
int util_can_exec(struct stat *finfo, uid_t uid, gid_t gid);
```
Return Values

1 if the file is executable, or 0 if the file is not executable.

Parameters

stat *finfo is the stat structure associated with a file.

uid_t uid is the UNIX user ID.

gid_t gid is the UNIX group ID. Together with uid, this value determines the permissions of the UNIX user.

See Also

"util_env_create() Function” on page 144,"util_getline() Function” on page 146, 
"util_hostname() Function” on page 147

util_chdir2path() Function

The util_chdir2path function changes the current working directory. Because a server process can service multiple requests concurrently but has only a single current working directory, this function should not be used.

Syntax

int util_chdir2path(char *path);

Return Values

0 if the directory change succeeds, or -1 if the directory can not be changed.

Parameters

char *path is the name of a directory.

The parameter must be a writable string.

util_cookie_find() Function

The util_cookie_find function finds a specific cookie in a cookie string and returns its value.

Syntax

char *util_cookie_find(char *cookie, char *name);
**Return Values**

If successful, this function returns a pointer to the NULL-terminated value of the cookie. Otherwise, this function returns NULL. This function modifies the cookie string parameter by null-terminating the name and value.

**Parameters**

char *cookie is the value of the Cookie: request header.

char *name is the name of the cookie whose value is to be retrieved.

**util_env_find() Function**

The `util_env_find` function locates the string denoted by a name in a specified environment and returns the associated value. Use this function to find an entry in an environment.

**Syntax**

```c
char *util_env_find(char **env, char *name);
```

**Return Values**

The value of the environment variable if the string is found, or NULL if the string was not found.

**Parameters**

char **env is the environment.

char *name is the name of an environment variable in env.

**See Also**

"util_env_replace() Function" on page 145, "util_env_str() Function" on page 146, "util_env_free() Function" on page 145, "util_env_create() Function" on page 144

**util_env_create() Function**

The `util_env_create` function creates and allocates the environment specified by env and returns a pointer to the environment. If the parameter env is NULL, the function allocates a new environment. Use `util_env_create` to create an environment when executing a new program.

**Syntax**

```c
#include <base/util.h>
char **util_env_create(char **env, int n, int *pos);
```
Return Values
A pointer to an environment.

Parameters
char **env is the environment or NULL.

int n is the maximum number of environment entries that you want in the environment.

int *pos is an integer that keeps track of the number of entries used in the environment.

See Also
"util_env_replace() Function" on page 145, "util_env_str() Function" on page 146,
"util_env_free() Function" on page 145, "util_env_find() Function" on page 144

util_env_free() Function
The util_env_free function frees a specified environment. Use this function to deallocate an
environment you created using the function util_env_create.

Syntax
void util_env_free(char **env);

Return Values
void

Parameters
char **env is the environment to be freed.

See Also
"util_env_replace() Function" on page 145, "util_env_str() Function" on page 146,
"util_env_create() Function" on page 144, "util_env_create() Function" on page 144

util_env_replace() Function
The util_env_replace function replaces the occurrence of the variable denoted by a name in a
specified environment with a specified value. Use this function to change the value of a setting
in an environment.

Syntax
void util_env_replace(char **env, char *name, char *value);
Return Values

void

Parameters

char **env is the environment.
char *name is the name of a name-value pair.
char *value is the new value to be stored.

See Also

"util_env_str() Function" on page 146, "util_env_free() Function" on page 145,
"util_env_create() Function" on page 144, "util_env_create() Function" on page 144

util_env_str() Function

The util_env_str function creates an environment entry and returns the entry. This function
does not check for non-alphanumeric symbols in the name, for example, the equal sign "=".
You can use this function to create a new environment entry.

Syntax

char *util_env_str(char *name, char *value);

Return Values

A newly allocated string containing the name-value pair.

Parameters

char *name is the name of a name-value pair.
char *value is the new value to be stored.

See Also

"util_env_replace() Function" on page 145, "util_env_free() Function" on page 145,
"util_env_create() Function" on page 144, "util_env_create() Function" on page 144

util_getline() Function

The util_getline function scans the specified file buffer to find a line feed or carriage
return/line feed terminated string. The string is copied into the specified buffer, and
NULL-terminates it. The function returns a value that indicates whether the operation stored a
string in the buffer, encountered an error, or reached the end of the file.
Use this function to scan lines out of a text file, such as a configuration file.

**Syntax**

```c
int util_getline(filebuf *buf, int lineno, int maxlen, char *line);
```

**Return Values**

0 if successful, `line` contains the string.

1 if the end of file is reached, `line` contains the string.

-1 if an error occurs, `line` contains a description of the error.

**Parameters**

- `filebuf *buf` is the file buffer to be scanned.
- `int lineno` is used to include the line number in the error message when an error occurs. The caller is responsible for making sure the line number is accurate.
- `int maxlen` is the maximum number of characters that can be written into `line`.
- `char *line` is the buffer in which to store the string. The user is responsible for allocating and deallocating `line`.

**util_hostname() Function**

The `util_hostname` function retrieves the local host name and returns it as a string. If the function cannot find a fully qualified domain name, it returns NULL. You can reallocate or free this string. Use this function to determine the name of the system you are on.

**Syntax**

```c
char *util_hostname(void);
```

**Return Values**

A string containing the name, if a fully qualified domain name is found. Otherwise, the function returns NULL.

**Parameters**

None
**util_is_mozilla() Function**

The `util_is_mozilla` function checks whether a specified user-agent header string is a Mozilla browser of at least a specified revision level. The function returns a 1 if the level matches, and 0 otherwise. This function uses strings to specify the revision level to avoid ambiguities such as 1.56 > 1.5.

**Syntax**

```c
int util_is_mozilla(char *ua, char *major, char *minor);
```

**Return Values**

1 if the user-agent is a Mozilla browser, or 0 if the user-agent is not a Mozilla browser.

**Parameters**

- `char *ua` is the user-agent string from the request headers.
- `char *major` is the major release number, found to the left of the decimal point.
- `char *minor` is the minor release number, found to the right of the decimal point.

**See Also**

"util_is_url() Function" on page 148, "util_later_than() Function" on page 149

**util_is_url() Function**

The `util_is_url` function checks whether a string is a URL, returns 1 if the string is a URL and 0 otherwise. The string is a URL if it begins with alphabetic characters followed by a colon (:).

**Syntax**

```c
int util_is_url(char *url);
```

**Return Values**

1 if the string specified by `url` is a URL, or 0 if the string specified by `url` is not a URL.

**Parameters**

- `char *url` is the string to be examined.

**See Also**

"util_is_mozilla() Function" on page 148, "util_later_than() Function" on page 149
util_itoa() Function
The util_itoa function converts a specified integer to a string, and returns the length of the string. Use this function to create a textual representation of a number.

Syntax
int util_itoa(int i, char *a);

Return Values
The length of the string created.

Parameters
int i is the integer to be converted.
char *a is the ASCII string that represents the value. The user is responsible for the allocation and deallocation of a. The string should be at least 32 bytes long.

util_later_than() Function
The util_later_than function compares the date specified in a time structure against a date specified in a string. If the date in the string is later than or equal to the one in the time structure, the function returns 1. Use this function to handle RFC 822, RFC 850, and ctime formats.

Syntax
int util_later_than(struct tm *lms, char *ims);

Return Values
1 if the date represented by ims is the same as or later than that represented by the lms, or 0 if the date represented by ims is earlier than that represented by the lms.

Parameters
tm *lms is the time structure containing a date.
char *ims is the string containing a date.

See Also
"util_strftime() Function" on page 152
util_sh_escape() Function

The `util_sh_escape` function parses a specified string and places a backslash (\) in front of any shell-special characters, returning the resulting string. Use this function to ensure that strings from clients do not cause a shell to do anything unexpected.

The shell-special characters are the space plus the following characters:

\&\';"\*?~<>^()]{$_#!

Syntax

```c
char *util_sh_escape(char *s);
```

Return Values

A newly allocated string.

Parameters

- `char *s` is the string to be parsed.

See Also

"util_uri_escape() Function" on page 154

util_snprintf() Function

The `util_snprintf` function formats a specified string, using a specified format, into a specified buffer using the `printf`-style syntax and performs bounds checking. This function returns the number of characters in the formatted buffer.

For more information, see the documentation on the `printf` function for the runtime library of your compiler.

Syntax

```c
int util_snprintf(char *s, int n, char *fmt, ...);
```

Return Values

The number of characters formatted into the buffer.

Parameters

- `char *s` is the buffer to receive the formatted string.
- `int n` is the maximum number of bytes allowed to be copied.
char *fmt is the format string. The function handles only %d and %s strings; it does not handle any width or precision strings.

... represents a sequence of parameters for the printf function.

See Also
“util_sprintf() Function” on page 151, “util_vsnprintf() Function” on page 156, “util_vsnprint() Function” on page 157

util_sprintf() Function
The util_sprintf function formats a specified string, using a specified format, into a specified buffer, using the printf-style syntax without bounds checking. This function returns the number of characters in the formatted buffer.

Because util_sprintf does not perform bounds checking, use this function only if you are certain that the string fits the buffer. Otherwise, use the function util_snprintf. For more information, see the documentation on the printf function for the runtime library of your compiler.

Syntax
int util_sprintf(char *, char *, ...);

Return Values
The number of characters formatted into the buffer.

Parameters
char *s is the buffer to receive the formatted string.

char *fmt is the format string. The function handles only %d and %s strings. The function does not handle any width or precision strings.

... represents a sequence of parameters for the printf function.

Example
char *logmsg;
int len;
logmsg = (char *) MALLOC(256);
len = util_sprintf(logmsg, "%s %s %s\n", ip, method, uri);

See Also
“util_snprintf() Function” on page 150, “util_vsnprintf() Function” on page 156, “util_vsnprint() Function” on page 157

NSAPI Functions and Macros

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util_strcasecmp() Function
The `util_strcasecmp` function performs a comparison of two alphanumeric strings and returns a -1, 0, or 1 to signal which string is larger or the strings are identical.

The comparison is not case sensitive.

Syntax
```c
int util_strcasecmp(const char *s1, const char *s2);
```

Return Values
-1 if `s1` is greater than `s2`.
0 if `s1` is equal to `s2`.
1 if `s1` is less than `s2`.

Parameters
- char *s1 is the first string.
- char *s2 is the second string.

See Also
- "util_strncasecmp() Function" on page 153

util_strftime() Function
The `util_strftime` function translates a `tm` structure, which is a structure describing a system time, into a textual representation. `util_strftime` is a thread-safe version of the standard `strftime` function.

Syntax
```c
int util_strftime(char *s, const char *format, const struct tm *t);
```

Return Values
The number of characters placed into `s`, not counting the terminating NULL character.

Parameters
- char *s is the string buffer to put the text into. This function does not perform bounds checking, so you must make sure that the buffer is large enough for the text of the date.
const char *format is a format string, similar to printf string in that it consists of text with certain %x substrings. You can use the constant HTTP_DATE_FMT to create date strings in the standard Internet format. For more information, see the documentation on the printf function for the runtime library of your compiler. For more information on time formats, see the Sun Java System Web Server 7.0 Update 5 Administrator's Configuration File Reference.

const struct tm *t is a pointer to a calendar time (tm) structure, usually created by the function system_localtime or system_gmtime.

See Also
"system_localtime() Function" on page 134,"system_gmtime() Function" on page 133

util_strncasecmp() Function
The util_strncasecmp function performs a comparison of the first n characters in the alphanumeric strings and returns a -1, 0, or 1 to signal which string is larger or that the strings are identical.

The function's comparison is not case-sensitive.

Syntax
int util_strncasecmp(const char *s1, const char *s2, int n);

Return Values
1 if s1 is greater than s2.
0 if s1 is equal to s2.
-1 if s1 is less than s2.

Parameters
char *s1 is the first string.
char *s2 is the second string.
int n is the number of initial characters to compare.

See Also
"util_strcasecmp() Function" on page 152
util_uri_escape() Function

The util_uri_escape function converts any special characters in the URI into the URI format. This format is %XX, where XX is the hexadecimal equivalent of the ASCII character. This function returns the escaped string. The special characters are %?#:&*<> space, carriage return, and line feed.

Use util_uri_escape before sending a URI back to the client.

Syntax

char *util_uri_escape(char *d, char *s);

Return Values

The string possibly newly allocated with escaped characters replaced.

Parameters

char *d is a string. If d is not NULL, the function copies the formatted string into d and returns it. If d is NULL, the function allocates a properly sized string and copies the formatted special characters into the new string, then returns it.

The util_uri_escape function does not check bounds for the parameter d. Therefore, if d is not NULL, it should be at least three times as large as the string s.

char *s is the string containing the original unescaped URI.

See Also

"util_uri_is_evil() Function" on page 154, "util_uri_parse() Function" on page 155, "util_uri_unescape() Function" on page 155

util_uri_is_evil() Function

The util_uri_is_evil function checks a specified URI for insecure path characters. Insecure path characters include //,../,../ and/..,../ (also for Windows./) at the end of the URI. Use this function to see whether a URI requested by the client is insecure.

Syntax

int util_uri_is_evil(char *t);

Return Values

1 if the URI is insecure, or 0 if the URI is secure.
Parameters
c char *t is the URI to be checked.

See Also
“util_uri_parse() Function” on page 155, “util_uri_escape() Function” on page 154

util_uri_parse() Function
The util_uri_parse function converts //, /./, and /*/../ into / in the specified URI, where * is any character other than /. You can use this function to convert a URI's bad sequences into valid ones. First, use the function util_uri_is_evil to determine whether the function has a bad sequence.

Syntax
void util_uri_parse(char *uri);

Return Values
void

Parameters
char *uri is the URI to be converted.

See Also
“util_uri_is_evil() Function” on page 154, “util_uri_unescape() Function” on page 155

util_uri_unescape() Function
The util_uri_unescape function converts the encoded characters of a URI into their ASCII equivalents. Encoded characters appear as %XX, where XX is a hexadecimal equivalent of the character.

Note – You cannot use an embedded null in a string, because NSAPI functions assume that a null is the end of the string. Therefore, passing Unicode-encoded content through an NSAPI plug-in does not work.

Syntax
void util_uri_unescape(char *uri);
Return Values

`void`

Parameters

`char *uri` is the URI to be converted.

See Also

"util_uri_escape() Function" on page 154, "util_uri_is_evil() Function" on page 154, "util_uri_parse() Function" on page 155

util_vsnprintf() Function

The `util_vsnprintf` function formats a specified string, using a specified format, into a specified buffer using the `vprintf`-style syntax and performs bounds checking. This function returns the number of characters in the formatted buffer.

For more information, see the documentation on the `printf` function for the runtime library of your compiler.

Syntax

```c
int util_vsnprintf(char *s, int n, register char *fmt, va_list args);
```

Return Values

The number of characters formatted into the buffer.

Parameters

`char *s` is the buffer to receive the formatted string.

`int n` is the maximum number of bytes allowed to be copied.

`register char *fmt` is the format string. The function handles only `%d` and `%s` strings. This function does not handle any width or precision strings.

`va_list args` is an STD argument variable obtained from a previous call to `va_start`.

See Also

"util_sprintf() Function" on page 151, "util_vsprintf() Function" on page 157
util_vsprintf() **Function**
The `util_vsprintf` function formats a specified string, using a specified format, into a specified buffer using the `vprintf`-style syntax without bounds checking. This function returns the number of characters in the formatted buffer.

For more information, see the documentation on the `printf` function for the runtime library of your compiler.

**Syntax**

```
int util_vsprintf(char *s, register char *fmt, va_list args);
```

**Return Values**
The number of characters formatted into the buffer.

**Parameters**
- `char *s` is the buffer to receive the formatted string.
- `register char *fmt` is the format string. The function handles only `%d` and `%s` strings; it does not handle any width or precision strings.
- `va_list args` is an STD argument variable obtained from a previous call to `va_start`.

**See Also**

"util_snprintf() Function" on page 150, "util_vsnprintf() Function" on page 156

V

vs_alloc_slot() **Function**
The `vs_alloc_slot` function allocates a new slot for storing a pointer to data specific to a certain `VirtualServer*`. The returned slot number can be used in subsequent `vs_set_data` and `vs_get_data` calls. The returned slot number is valid for any `VirtualServer*`.

The value of the pointer, which may be returned by a call to `vs_set_data`, defaults to NULL for every `VirtualServer*`.

**Syntax**

```
int vs_alloc_slot(void);
```

**Return Values**

A slot number if the function succeeds, or -1 if fails.
vs_get_data() Function

The vs_get_data function finds the value of a pointer to data for a given VirtualServer* and slot. The slot must be a slot number returned from vs_alloc_slot or vs_set_data.

Syntax

void* vs_get_data(const VirtualServer* vs, int slot);

Return Values

The value of the pointer previously stored using vs_set_data or NULL on failure.

Parameters

const VirtualServer* vs represents the virtual server to query the pointer for.

int slot is the slot number to retrieve the pointer from.

See Also

"vs_set_data() Function" on page 162, "vs_alloc_slot() Function" on page 157

vs_get_default_httpd_object() Function

The vs_get_default_httpd_object function obtains a pointer to the default (or root) httpd_object from the virtual server's httpd_objset in the configuration defined by the obj.conf file of the virtual server class. The default object is typically named default. Plug-ins may only modify the httpd_object at VSInitFunc time. See "vs_register_cb() Function" on page 161 for an explanation of VSInitFunc time.

Do not FREE the returned object.

Syntax

httpd_object* vs_get_default_httpd_object(VirtualServer* vs);

Return Values

A pointer the default httpd_object, or NULL on failure. Do not FREE this object.

Parameters

VirtualServer* vs represents the virtual server for which to find the default object.
See Also
“vs_get_httpd_objset() Function” on page 159, “vs_register_cb() Function” on page 161

vs_get_doc_root() Function
The vs_get_doc_root function finds the document root for a virtual server. The returned string is the full operating system path to the document root.

The caller should FREE the returned string when done with it.

Syntax
char* vs_get_doc_root(const VirtualServer* vs);

Return Values
A pointer to a string representing the full operating system path to the document root. The caller must FREE this string.

Parameters
const VirtualServer* vs represents the virtual server for which to find the document root.

vs_get_httpd_objset() Function
The vs_get_httpd_objset function obtains a pointer to the httpd_objset, the configuration defined by the obj.conf file of the virtual server class for a given virtual server. Plug-ins may only modify the httpd_objset at VSInitFunc time. See “vs_register_cb() Function” on page 161 for an explanation of VSInitFunc time.

Do not FREE the returned objset.

Syntax
httpd_objset* vs_get_httpd_objset(VirtualServer* vs);

Return Values
A pointer to the httpd_objset, or NULL on failure. Do not FREE this objset.

Parameters
VirtualServer* vs represents the virtual server for which the function ID to find the objset.

See Also
“vs_get_default_httpd_object() Function” on page 158, “vs_register_cb() Function” on page 161
vs_get_id() Function
The vs_get_id function finds the ID of a VirtualServer*.

The ID of a virtual server is a unique null-terminated string that remains constant across configurations. While IDs remain constant across configurations, the value of VirtualServer* pointers do not.

Do not FREE the virtual server ID string. If called during request processing, the string will remain valid for the duration of the current request. If called during VSInitFunc processing, the string will remain valid until after the corresponding VSDestroyFunc function has returned. For more information, see “vs_register_cb() Function” on page 161.

To retrieve a VirtualServer* that is valid only for the current request, use request_get_vs.

Syntax

const char* vs_get_id(const VirtualServer* vs);

Return Values
A pointer to a string representing the virtual server ID. Do not FREE this string.

Parameters
const VirtualServer* vs represents the virtual server of interest.

See Also
“vs_register_cb() Function” on page 161,”request_get_vs() Function” on page 119

vs_get_mime_type() Function
The vs_get_mime_type function determines the MIME type that would be returned in the content-type: header for the given URI.

The caller should FREE the returned string when done with it.

Syntax

char* vs_get_mime_type(const VirtualServer* vs, const char* uri);

Return Values
A pointer to a string representing the MIME type. The caller must FREE this string.
**Parameters**

const VirtualServer* vs represents the virtual server of interest.

const char* uri is the URI whose MIME type is of interest.

**vs_lookup_config_var() Function**

The vs_lookup_config_var function finds the value of a configuration variable for a given virtual server.

Do not FREE the returned string.

**Syntax**

const char* vs_lookup_config_var(const VirtualServer* vs, const char* name);

**Return Values**

A pointer to a string representing the value of variable name on success, or NULL if variable name was not found. Do not FREE this string.

**Parameters**

const VirtualServer* vs represents the virtual server of interest.

const char* name is the name of the configuration variable.

**vs_register_cb() Function**

The vs_register_cb function enables a plug-in to register functions that will receive notifications of virtual server initialization and destruction events. The vs_register_cb function is typically called from an Init SAF in magnus.conf.

When a new configuration is loaded, all registered VSIInitFunc (virtual server initialization) callbacks are called for each of the virtual servers before any requests are served from the new configuration. VSIInitFunc callbacks are called in the same order they were registered. The first callback registered is the first callback called.

When the last request has been served from an old configuration, all registered VSDestroyFunc (virtual server destruction) callbacks are called for each of the virtual servers before any virtual servers are destroyed. VSDestroyFunc callbacks are called in reverse order. The first callback registered is the last callback called.

Either initfn or destroyfn may be NULL if the caller is not interested in callbacks for initialization or destruction, respectively.
**Syntax**

```c
int vs_register_cb(VSInitFunc* initfn, VSDestroyFunc* destroyfn);
```

**Return Values**

The constant `REQ_PROCEED` if the operation succeeds.

The constant `REQ_ABORTED` if the operation fails.

**Parameters**

`VSInitFunc* initfn` is a pointer to the function to call at virtual server initialization time, or `NULL` if the caller is not interested in virtual server initialization events.

`VSDestroyFunc* destroyfn` is a pointer to the function to call at virtual server destruction time, or `NULL` if the caller is not interested in virtual server destruction events.

**vs_set_data() Function**

The `vs_set_data` function sets the value of a pointer to data for a given virtual server and slot. The `*slot` must be `-1` or a slot number returned from `vs_alloc_slot`. If `*slot` is `-1`, `vs_set_data` calls `vs_alloc_slot` implicitly and returns the new slot number in `*slot`.

The stored pointer is maintained on a per-`VirtualServer` basis, not a per-`ID` basis. Distinct `VirtualServer`s from different configurations might exist simultaneously with the same virtual server IDs. However, because these configurations are distinct `VirtualServer`s, each configuration has its own `VirtualServer`-specific data. As a result, `vs_set_data` should generally not be called outside of `VSInitFunc` processing. See "vs_register_cb() Function" on page 161 for an explanation of `VSInitFunc` processing.

**Syntax**

```c
void* vs_set_data(const VirtualServer* vs, int* slot, void* data);
```

**Return Values**

Data on success, or `NULL` on failure.

**Parameters**

`const VirtualServer* vs` represents the virtual server to set the pointer for.

`int* slot` is the slot number at which to store the pointer.

`void* data` is the pointer to store.
See Also
"vs_get_data() Function" on page 158,"vs_alloc_slot() Function" on page 157,
"vs_register_cb() Function" on page 161

vs_translate_uri() Function
The vs_translate_uri function translates a URI as though the URI were part of a request for a specific virtual server. The returned string is the full operating system path. The caller should FREE the returned string when done with it.

Syntax
char* vs_translate_uri(const VirtualServer* vs, const char* uri);

Return Values
A pointer to a string representing the full operating system path for the given URI. The caller must FREE this string.

Parameters
const VirtualServer* vs represents the virtual server for which to translate the URI.
const char* uri is the URI to translate to an operating system path.

W

write() Function
The write filter method is called when output data is to be sent. Filters that modify or consume outgoing data should implement the write filter method.

Upon receiving control, a write implementation should first process the data as necessary, and then pass it on to the next filter layer, for example, by calling net_write(layer->lower,
....,). If the filter buffers outgoing data, it should implement the flush filter method.

Syntax
int write(FilterLayer *layer, const void *buf, int amount);

Return Values
The number of bytes consumed, which might be less than the requested amount if an error occurred.
Parameters

FilterLayer *layer is the filter layer in which the filter is installed.

const void *buf is the buffer that contains the outgoing data.

int amount is the number of bytes in the buffer.

Example

int myfilter_write(FilterLayer *layer, const void *buf, int amount)
{
    return net_write(layer->lower, buf, amount);
}

See Also

"flush() Function" on page 82, "net_write() Function" on page 91, "writev() Function" on page 164, "filter_create() Function" on page 77

writev() Function

The writev filter method is called when multiple buffers of output data are to be sent. Filters that modify or consume outgoing data can implement the writev filter method.

If a filter implements the write filter method but not the writev filter method, the server automatically translates net_write calls to net_write calls. As a result, filters for the outgoing data stream do not need to implement the writev filter method. However, for performance reasons, filters that implement the write filter method should also implement the writev filter method.

Syntax

int writev(FilterLayer *layer, const struct iovec *iov, int iov_size);

Return Values

The number of bytes consumed, which might be less than the requested amount if an error occurred.

Parameters

FilterLayer *layer is the filter layer the filter is installed in.

const struct iovec *iov is an array of iovec structures, each of which contains outgoing data.
int iov_size is the number of iovc structures in the iov array.

**Example**

```c
int myfilter_writev(FilterLayer *layer, const struct iovec *iov, int iov_size)
{
    return net_writev(layer->lower, iov, iov_size);
}
```

**See Also**

“flush() Function” on page 82, “net_write() Function” on page 91, “write() Function” on page 163, “filter_create() Function” on page 77
NSAPI uses many data structures that are defined in the `nsapi.h` header file, which is in the `install-dir/include` directory.

This chapter describes public data structures in `nsapi.h`.

**Note** – The data structures in `nsapi.h` that are not described in this chapter are considered private and could change incompatibly in future releases. Some of the data structures described in this chapter might contain additional, undocumented fields. These fields are also considered private and might change incompatibly in future releases. Additional fields may be added in future release, so do not make assumptions regarding the size of data structures.

This chapter has the following sections:

- “Session Data Structure” on page 168
- “pblock Data Structure” on page 169
- “pb_entry Data Structure” on page 169
- “pb_param Data Structure” on page 169
- “Request Data Structure” on page 170
- “stat Data Structure” on page 171
- “shmem_s Data Structure” on page 171
- “cinfo Data Structure” on page 171
- “sendfiledata Data Structure” on page 172
- “Filter Data Structure” on page 172
- “FilterContext Data Structure” on page 172
- “FilterLayer Data Structure” on page 173
- “FilterMethods Data Structure” on page 173
Public Data Structures

This section describes public data structures in nsapi.h.

Session Data Structure

A session is the time between the opening and closing of the connection between the client and the server.

The following list describes the most important fields in this data structure:

- `sn->client` — Pointer to a pblock containing information about the client such as its IP address, DNS name, or certificate.
- `sn->csd` — Platform-independent client socket descriptor. This pointer is passed to the routines for reading from and writing to the client.

The Session data structure holds variables that apply to a client, regardless of the requests being sent.

```c
typedef struct {
   /* Information about the remote client */
   pblock *client;

   /* The socket descriptor to the remote client */
   SYS_NETFD csd;

   /* The input buffer for the socket descriptor */
   netbuf *inbuf;
} Session;
```

The following list describes the most important fields in the Session data structure:

- `client` — Pointer to a pblock containing information about the client such as its IP address, DNS name, or SSL certificate. The `ip` parameter contains the client's IP address. Do not modify the contents of this pblock.
- `csd` — The platform-independent client socket descriptor used to communicate with the client. This descriptor can be passed to routines such as `net_write` to send output to the client.
- `inbuf` — Pointer to the input buffer for the client socket descriptor. This pointer can be passed to routines such as `netbuf_grab` or `netbuf_getc` to receive input from the client.
Note – The Session NSAPI data structure cannot be used concurrently by multiple threads. Do not retain any reference to a Session or its contents after processing of the current request is complete.

**pblock Data Structure**

The parameter block is the hash table that holds pb_entry structures. Its contents are transparent to most code. This data structure is frequently used in NSAPI, pblock provides the basic mechanism for packaging up parameters and values. Many functions exist for creating and managing parameter blocks, and for extracting, adding, and deleting entries. See the functions whose names start with pblock_in Chapter 6, "NSAPI Function and Macro Reference." You do not need to write code that accesses pblock data fields directly.

```c
typedef struct {
    int hsize;
    struct pb_entry **ht;
} pblock;
```

Note – The pblock NSAPI data structure cannot be used concurrently by multiple threads. Do not retain any reference to a pblock or its contents after processing of the current request is complete.

**pb_entry Data Structure**

The pb_entry is a single element in the parameter block.

```c
struct pb_entry {
    pb_param *param;
    struct pb_entry *next;
};
```

**pb_param Data Structure**

The pb_param represents a name-value pair, as stored in a pb_entry.

```c
typedef struct {
    char *name,*value;
} pb_param;
```
Request Data Structure

The Request data structure describes an HTTP transaction, for example, the variables include the client's HTTP request headers.

typedef struct{
   */Server working variables */
   pblock *vars;

   /* The method, URI, and protocol revision of this request */
   pblock *reqpb;

   /* Protocol specific headers */
   int loadhdrs;
   pblock *headers;

   /* Server's response headers */
   int senthdrs;
   pblock *srvhdrs;

   /* The object set constructed to fulfill this request */
   httpd_objset *os;
} Request;

The following list describes the most important fields in the Request data structure:

- **vars**— Pointer to a pblock containing information about request-response processing. SAFs may modify the contents of this pblock according to the rules established in "Required Behavior of SAFs for Each Directive" on page 35.

- **reqpb**— Pointer to a pblock containing information about the client's HTTP request. The method parameter contains the HTTP request method, the uri parameter contains the path portion of the requested URI, the optional query parameter contains any query string from the requested URI, and the protocol parameter contains the HTTP protocol version. Do not modify the contents of this pblock.

- **headers**— Pointer to a pblock containing the client's HTTP request headers. By convention, all parameter names are lowercase. Do not modify the contents of this pblock.

- **senthdrs**— Indicates whether the server has sent HTTP response headers. Service SAFs may set rq->senthdrs = 1 to prevent the server from sending HTTP response headers.

- **srvhdrs**— Pointer to a pblock containing the server's HTTP response headers. By convention, all parameter names are lowercase. SAFs and filters may modify the contents of this pblock.
Note – The Request NSAPI data structure cannot be used concurrently by multiple threads. Do not retain any references to a Request or its contents after processing of the current request.

**stat** Data Structure

When a program calls the `stat()` function for a given file, the system returns a structure that provides information about the file. The specific details of the structure should be obtained from the implementation of your platform, but the basic outline of the structure is as follows:

```c
struct stat {
    dev_t  st_dev;    /* device of inode */
    inot_t st_ino;    /* inode number */
    short  st_mode;   /* mode bits */
    short  st_nlink;  /* number of links to file */
    short  st_uid;    /* owner's user id */
    short  st_gid;    /* owner's group id */
    dev_t  st_rdev;   /* for special files */
    off_t  st_size;   /* file size in characters */
    time_t st_atime;  /* time last accessed */
    time_t st_mtime;  /* time last modified */
    time_t st_ctime;  /* time inode last changed*/
}
```

The elements that are most significant for server plug-in API activities are `st_size`, `st_atime`, `st_mtime`, and `st_ctime`.

**shmemp_s** Data Structure

```c
typedef struct {
    void   *data;    /* the data */
    HANDLE fdmap;
    int     size;    /* the maximum length of the data */
    char    *name;   /* internal use: filename to unlink if exposed */
    SYS_FILE fd;     /* internal use: file descriptor for region */
} shmemp_s;
```

**cinfo** Data Structure

The `cinfo` data structure records the content information for a file.
typedef struct {
    char *type;  /* Identifies what kind of data is in the file*/
    char *encoding;  /* encoding identifies any compression or other */
    /* content-independent transformation that's been */
    /* applied to the file, such as uuencode*/
    char *language;  /* Identifies the language a text document is in. */
} cinfo;

**sendfiledata Data Structure**

The `sendfiledata` data structure is used to pass parameters to the `net_sendfile` function. The parameters are also passed to the `sendfile` method in an installed filter in response to a `net_sendfile` call.

typedef struct {
    SYS_FILE fd;  /* file to send */
    size_t offset;  /* offset in file to start sending from */
    size_t len;  /* number of bytes to send from file */
    const void *header;  /* data to send before file */
    int hlen;  /* number of bytes to send before file */
    const void *trailer;  /* data to send after file */
    int tlen;  /* number of bytes to send after file */
} sendfiledata;

**Filter Data Structure**

The `Filter` data structure is an opaque representation of a filter. A `Filter` structure is created by calling the `filter_create()` function on page 77.

typedef struct Filter Filter;

**FilterContext Data Structure**

The `FilterContext` data structure stores the context associated with a particular filter layer. Filter layers are created by calling the `filter_insert()` function on page 79.

Filter developers may use the data member to store filter-specific context information.
typedef struct {
    pool_handle_t *pool; /* pool context was allocated from */
    Session *sn;       /* session being processed */
    Request *rq;       /* request being processed */
    void *data;        /* filter-defined private data */
} FilterContext;

FilterLayer Data Structure

The FilterLayer data structure represents one layer in a filter stack. The FilterLayer structure identifies the filter installed at that layer. This structure provides pointers to layer-specific context and a filter stack that represents the layer immediately below it in the filter stack.

typedef struct {
    Filter *filter; /* the filter at this layer in the filter stack */
    FilterContext *context; /* context for the filter */
    SYS_NETFD lower; /* access to the next filter layer in the stack */
} FilterLayer;

FilterMethods Data Structure

The FilterMethods data structure is passed to filter_create to define the filter methods that a filter supports. Each new FilterMethods instance must be initialized with the FILTER_METHODS_INITIALIZER macro. For each filter method that a filter supports, the corresponding FilterMethods member should point to a function that implements that filter method.

typedef struct {
    size_t size;
    FilterInsertFunc *insert;
    FilterRemoveFunc *remove;
    FilterFlushFunc *flush;
    FilterReadFunc *read;
    FilterWriteFunc *write;
    FilterWritevFunc *writev;
    FilterSendfileFunc *sendfile;
} FilterMethods;
Dynamic Results Caching Functions

The functions described in this chapter enable you to write a results caching plug-in for Sun Java System Web Server. A results caching plug-in, which is a Service SAF, caches data, a page, or part of a page in the web server address space, which the Web Server can refresh periodically on demand. An Init SAF initializes the callback function that performs the refresh.

This chapter has the following sections:

- “About Results Caching Plug-ins” on page 175
- “Dynamic Result Cache Functions” on page 176

About Results Caching Plug-ins

A results caching plug-in can generate a page for a request in three parts:

- A header, such as a page banner, which changes for every request
- A body, which changes less frequently
- A footer, which also changes for every request

Without this feature, a plug-in would have to generate the whole page for every request unless an IFRAME is used, where the header or footer is sent in the first response along with an IFRAME pointing to the body. In this case, the browser must send another request for the IFRAME.

If the body of a page has not changed, the plug-in needs to generate only the header and footer and to call the `dr_net_write` function instead of `net_write` with the following arguments:

- Header
- Footer
- Handle to cache
- Key to identify the cached object

The Web Server constructs the whole page by fetching the body from the cache. If the cache has expired, the Web Server calls the refresh function and sends the refreshed page back to the client.
An Init SAF that is visible to the plug-in creates the handle to the cache. The Init SAF must pass the following parameters to the `dr_cache_init` function:

- RefreshFunctionPointer
- FreeFunctionPointer
- KeyComparatorFunctionPtr
- RefreshInterval

The `RefreshInterval` value must be a `PRIntervalTime` type. For more information, see the NSPR reference at http://www.mozilla.org/projects/nspr/reference/html/index.html.

As an alternative, if the body is a file that is present in a directory within the web server system machine, the plug-in can generate the header and footer and call the `fc_net_write` function along with the file name.

This chapter lists the most important functions that a results caching plug-in can use. For more information, see the `install-dir/include/drnsapi.h` file.

## Dynamic Result Cache Functions

This section describes the dynamic result cache functions.

### `dr_cache_destroy()` Function

The `dr_cache_destroy` function destroys and frees resources associated with a previously created and used cache handle. This handle cannot be used in subsequent calls to any of the above functions unless another `dr_cache_init` is performed.

**Syntax**

```c
void dr_cache_destroy(DrHdl *hdl);
```

**Parameters**

`DrHdl *hdl` is a pointer to a previously initialized handle to a cache. For more information, see "`dr_cache_init()` Function" on page 177.

**Returns**

`void`

**Example**

```c
dr_cache_destroy(&myHdl);
```
**dr_cache_init() Function**

The `dr_cache_init` function creates a persistent handle to the cache, or NULL on failure. This function is called by an `Init SAF`.

**Syntax**

```c
PRInt32 dr_cache_init(DrHdl *hdl, RefreshFunc_t ref, FreeFunc_t fre,
                        CompareFunc_t cmp, PRUint32 maxEntries,
                        PRIntervalTime maxAge);
```

**Returns**

1 if successful.

0 if an error occurs.

**Parameters**

The following table describes parameters for the `dr_cache_init` function.

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>DrHdl hdl</td>
<td>Pointer to an unallocated handle.</td>
</tr>
<tr>
<td>RefreshFunc_t ref</td>
<td>Pointer to a cache refresh function. This value can be NULL. See</td>
</tr>
<tr>
<td></td>
<td>the <code>DR_CHECK</code> flag and <code>DR_EXPIR</code> return value for <code>dr_net_write</code>.</td>
</tr>
<tr>
<td>FreeFunc_t fre</td>
<td>Pointer to a function that frees an entry.</td>
</tr>
<tr>
<td>CompareFunc_t cmp</td>
<td>Pointer to a key comparator function.</td>
</tr>
<tr>
<td>PRUint32 maxEntries</td>
<td>Maximum number of entries possible in the cache for a given</td>
</tr>
<tr>
<td></td>
<td>hdl.</td>
</tr>
<tr>
<td>PRIntervalTime maxAge</td>
<td>The maximum amount of time that an entry is valid. If 0, the</td>
</tr>
<tr>
<td></td>
<td>cache never expires.</td>
</tr>
</tbody>
</table>

**Example**

```c
if(!dr_cache_init(&hdl, (RefreshFunc_t)FnRefresh, (FreeFunc_t)FnFree,
                   (CompareFunc_t)FnCompare, 150000, PR_SecondsToInterval(7200)))
{
    ereport(LOG_FAILURE, "dr_cache_init() failed");
    return(REQ_ABORTED);
}
```
**dr_cache_refresh() Function**

The `dr_cache_refresh` function provides a way to refresh a cache entry when the plug-in requires it. This refresh can be achieved by passing NULL for the ref parameter in `dr_cache_init` and by passing `DR_CHECK` in a `dr_net_write` call. If `DR_CHECK` is passed to `dr_net_write` and it returns `DR_EXPIR`, the plug-in should generate new content in the entry and call `dr_cache_refresh` with that entry before calling `dr_net_write` again to send the response.

You can use the plug-in to replace the cached entry even if it has not expired based on some other business logic. The `dr_cache_refresh` function is useful in this case. The plug-in then does the cache refresh management actively.

**Syntax**

```c
PRInt32 dr_cache_refresh(DrHdl hdl, const char *key,
                           PRUint32 klen, PRIntervalTime timeout,
                           Entry *entry, Request *rq, Session *sn);
```

**Return Values**

- 1 if successful.
- 0 if an error occurs.

**Parameters**

- **DrHdl hdl**: Persistent handle created by the `dr_cache_init` function.
- **const char *key**: Key to cache, search, or refresh.
- **PRUint32 klen**: Length of the key in bytes.
- **PRIntervalTime timeout**: Expiration time of this entry. If a value of 0 is passed, the maxAge value passed to `dr_cache_init` is used.
- **Entry *entry**: The not NULL entry to be cached.
- **Request *rq**: Pointer to the request.
- **Session *sn**: Pointer to the session.

**Example**

```c
Entry entry;
char *key = "MOVIES"
GenNewMovieList(&entry.data, &entry.dataLen); // Implemented by
// plugin developer
```
if(!dr_cache_refresh(hdl, key, strlen(key), 0, &entry, rq, sn))
{
    ereport(LOG_FAILURE, "dr_cache_refresh() failed");
    return REQ_ABORTED;
}

**dr_net_write() Function**

The `dr_net_write` function sends a response back to the requestor after constructing the full page with `hdr`, the content of the cached entry as the body located using the `key`, and `ftr`. The `hdr`, `ftr`, or `hdl` can be NULL, but not all of them can be NULL. If `hdl` is NULL, no cache lookup is done. The caller must pass `DR_NONE` as the flag.

By default, this function refreshes the cache entry if it has expired by making a call to the `ref` function passed to `dr_cache_init`. If no cache entry is found with the specified key, this function adds a new cache entry by calling the `ref` function before sending out the response. However, if the `DR_CHECK` flag is passed in the `flags` parameter and if either the cache entry has expired or the cache entry corresponding to the key does not exist, `dr_net_write` does not send any data out. Instead, the function returns with `DR_EXPIR`.

If `ref` which is passed to `dr_cache_init` is NULL, the `DR_CHECK` flag is not passed in the `flags` parameter, and the cache entry corresponding to the key has expired or does not exist, then `dr_net_write` fails with `DR_ERROR`. However, `dr_net_write` refreshes the cache if `ref` is not `NULL` and `DR_CHECK` is not passed.

If `ref` which is passed to `dr_cache_init` is NULL and the `DR_CHECK` flag is not passed but `DR_IGNORE` is passed and the entry is present in the cache, `dr_net_write` sends out the response even if the entry has expired. However, if the entry is not found, `dr_net_write` returns `DR_ERROR`.

If `ref` which is passed to `dr_cache_init` is not NULL and the `DR_CHECK` flag is not passed but `DR_IGNORE` is passed and the entry is present in the cache, `dr_net_write` sends out the response even if the entry has expired. However, if the entry is not found, `dr_net_write` calls the `ref` function and stores the new entry returned from `ref` before sending out the response.

**Syntax**

```c
PRInt32 dr_net_write(DrHdl hdl, const char *key, PRUint32 klen, const char *hdr,
                     const char *ftr, PRUint32 hlen, PRUint32 flen,
                     PRIntervalTime timeout, PRUint32 flags,
                     Request *rq, Session *sn);
```
**Return Values**

- **IO_OKAY** if successful.
- **IO_ERROR** if an error occurs.
- **DR_ERROR** if an error in cache handling occurs.
- **DR_EXPIR** if the cache has expired.

**Parameters**

The following table describes parameters for the `dr_net_write` function.

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>DrHdl hdl</td>
<td>Persistent handle created by the <code>dr_cache_init</code> function</td>
</tr>
<tr>
<td>const char *key</td>
<td>Key to cache, search, or refresh</td>
</tr>
<tr>
<td>PRUint32 klen</td>
<td>Length of the key in bytes</td>
</tr>
<tr>
<td>const char *hdr</td>
<td>Any header data, which can be NULL.</td>
</tr>
<tr>
<td>const char *ftr</td>
<td>Any footer data, which can be NULL.</td>
</tr>
<tr>
<td>PRUint32 hlen</td>
<td>Length of the header data in bytes, which can be 0.</td>
</tr>
<tr>
<td>PRUint32 flen</td>
<td>Length of the footer data in bytes, which can be 0.</td>
</tr>
<tr>
<td>PRIntervalTime timeout</td>
<td>Timeout before this function aborts.</td>
</tr>
<tr>
<td>PRUint32 flags</td>
<td>ORed directives for this function. See &quot;Flags&quot; on page 180.</td>
</tr>
<tr>
<td>Request *rq</td>
<td>Pointer to the request</td>
</tr>
<tr>
<td>Session *sn</td>
<td>Pointer to the session</td>
</tr>
</tbody>
</table>

**Flags**

This section describes the flags for `dr_net_write` function.

- **DR_NONE** Specifies that no cache is used, so the function works as `net_write` does, `DrHdl` can be NULL.
- **DR_FORCE** Forces the cache to refresh, even if it has not expired.
- **DR_CHECK** Returns DR_EXPIR if the cache has expired. If the calling function has not provided a refresh function and this flag is not used, DR_ERROR is returned.
- **DR_IGNORE** Ignores cache expiration and sends out the cache entry even if it has expired.
- **DR_CNTLEN** Supplies the Content-Length header and does a PROTOCOL_START_RESPONSE.
- **DR_PROTO** Does a PROTOCOL_START_RESPONSE.
Example

if(dr_net_write(Dr, szFileName, iLenK, NULL, NULL, 0, 0, 0,
               DR_CNTLEN | DR_PROTO, rq, sn) == IO_ERROR)
{
    return(REQ_EXIT);
}

fc_open() Function

The fc_open function returns a pointer to PRFileDesc that refers to an open file (fileName). The fileName must be the full path name of an existing file. The file is opened in read mode only. The application calling this function should not modify the currency of the file pointed to by the PRFileDesc * unless the DUP_FILE_DESC is also passed to this function. In other words, the application at minimum should not issue a read operation based on this pointer that would modify the currency for the PRFileDesc *. If a read operation is required, that might change the currency for the PRFileDesc *, then the application should call this function with the argument DUP_FILE_DESC.

On a successful call to this function, a valid pointer to PRFileDesc is returned and the handle FcHdl is properly initialized. The size information for the file is stored in the fileSize member of the handle.

Syntax

PRFileDesc *fc_open(const char *fileName, FcHdl *hDl,
                     PRUint32 flags, Session *sn, Request *rq);

Return Values

Pointer to PRFileDesc, or NULL on failure.

Parameters

const char *fileName is the full path name of the file to be opened.

FcHdl *hDl is a valid pointer to a structure of type FcHdl.

PRUint32 flags can be 0 or DUP_FILE_DESC.

Session *sn is a pointer to the session.

Request *rq is a pointer to the request.
fc_close() Function

The fc_close function closes a file opened using fc_open. This function should only be called with files opened using fc_open.

Syntax

void fc_close(PRFileDesc *fd, FcHdl *hDl);

Return Values

void

Parameters

PRFileDesc *fd is a valid pointer returned from a prior call to fc_open.

FcHdl *hDl is a valid pointer to a structure of type FcHdl. This pointer must have been initialized by a prior call to fc_open.

fc_net_write() Function

Use fc_net_write function is to send a header or a footer and a file that exists somewhere in the system. The fileName should be the full path name of a file.

Syntax

PRInt32 fc_net_write(const char *fileName, const char *hdr,
                     const char *ftr, PRUint32 hlen,
                     PRUint32 flen, PRUint32 flags,
                     PRIntervalTime timeout, Session *sn, Request *rq);

Return Values

IO_OKAY if successful.

IO_ERROR if an error occurs.

FC_ERROR if an error in file handling occurs.

Parameters

const char *fileName File to be inserted
const char *hdr Any header data, which can be NULL
const char *ftr
Any footer data, which can be NULL
PRUint32 hlen
Length of the header data in bytes, which can be 0
PRUint32 flen
Length of the footer data in bytes, which can be 0
PRUint32 flags
ORed directives for this function. See “Flags” on page 183.
PRIntervalTime timeout
Timeout before this function aborts
Request *rq
Pointer to the request
Session *sn
Pointer to the session

**Flags**
This section describes the flags for fc_net_write() function.

- **FC_CNTLEN**: Supplies the Content-Length header and does a PROTOCOL_START_RESPONSE
- **FC_PROTO**: Does a PROTOCOL_START_RESPONSE

**Example**
```c
cost char *fileName = "/docs/myads/file1.ad";
char *hdr = GenHdr(); // Implemented by plugin
char *ftr = GenFtr(); // Implemented by plugin

if(fc_net_write(fileName, hdr, ftr, strlen(hdr), strlen(ftr),
   FC_CNTLEN, PR_INTERVAL_NO_TIMEOUT, sn, rq) != IO_OKEY)
{
   ereport(LOG_FAILURE, "fc_net_write() failed");
   return REQ_ABORTED;
}
```
The Hypertext Transfer Protocol (HTTP) is a protocol which is a set of rules that describes how information is exchanged, that enables a client such as a web browser and a Web Server to communicate with each other.

HTTP is based on a request-response model. The browser opens a connection to the server and sends a request to the server. The server processes the request and generates a response, which it sends to the browser. The server then closes the connection.

This chapter provides a short introduction to a few HTTP basics. For more information on HTTP, see the IETF home page at http://www.ietf.org/home.html.

This chapter has the following sections:

- “Compliance” on page 185
- “Requests” on page 186
- “Responses” on page 187

Compliance

Sun Java System Web Server supports HTTP/1.1. The server is conditionally compliant with the HTTP/1.1 proposed standard, as approved by the Internet Engineering Steering Group (IESG), and the Internet Engineering Task Force (IETF) HTTP working group.

For more information on the criteria for being conditionally compliant, see the Hypertext Transfer Protocol -- HTTP/1.1 specification (RFC 2616) at http://www.ietf.org/rfc/rfc2616.txt.
Requests

A request from a browser to a server includes the following information:

- “Request Method, URI, and Protocol Version” on page 186
- “Request Headers” on page 186
- “Request Data” on page 186

Request Method, URI, and Protocol Version

A browser can request information using a number of methods. The commonly used methods are:

- **GET** — Requests the specified resource, such as a document or image
- **HEAD** — Requests only the header information for the document
- **POST** — Requests that the server accept some data from the browser, such as form input for a CGI program
- **PUT** — Replaces the contents of a server's document with data from the browser

Request Headers

The browser can send headers to the server. Most of these request headers are optional. This section lists some of the commonly used request headers.

<table>
<thead>
<tr>
<th>Header</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Accept</td>
<td>File types the browser can accept.</td>
</tr>
<tr>
<td>Authorization</td>
<td>Used if the browser wants to authenticate itself with a server. Information such as the user name and password are included.</td>
</tr>
<tr>
<td>User-Agent</td>
<td>Name and version of the browser software.</td>
</tr>
<tr>
<td>Referer</td>
<td>URL of the document.</td>
</tr>
<tr>
<td>Host</td>
<td>Internet host and port number of the resource being requested.</td>
</tr>
</tbody>
</table>

Request Data

If the browser has made a POST or PUT request, it sends data after the blank line following the request headers. If the browser sends a GET or HEAD request, no data exists to send.
Responses

The server’s response includes the following:

- “Response Headers” on page 188
- “Response Data” on page 189

HTTP Protocol Version, Status Code, and Reason Phrase

The server sends back a status code, which is a three-digit numeric code. The five categories of status codes are:

- 100-199 code indicate a provisional response.
- 200-299 code indicate a successful transaction.
- 300-399 code indicate the requested resource should be retrieved from a different location.
- 400-499 code indicate an error was caused by the browser.
- 500-599 code indicate a serious error occurred in the server.

The following table lists some common status codes.

<table>
<thead>
<tr>
<th>Status Code</th>
<th>Meaning</th>
</tr>
</thead>
<tbody>
<tr>
<td>200</td>
<td>The Request has succeeded for the method used (GET, POST, HEAD).</td>
</tr>
<tr>
<td>201</td>
<td>The request has resulted in the creation of a new resource reference by the returned URI.</td>
</tr>
<tr>
<td>206</td>
<td>The server has sent a response to byte range requests.</td>
</tr>
<tr>
<td>302</td>
<td>Found. Redirection to a new URL. The original URL has moved. This result is not an error. Most browsers will get the new page.</td>
</tr>
<tr>
<td>304</td>
<td>Use a local copy. If a browser already has a page in its cache, and the page is requested again, some browsers such as Netscape Navigator relay to the web server the “last-modified” timestamp on the browser's cached copy. If the copy on the server is not newer than the browser's copy, the server returns a 304 code instead of returning the page, reducing unnecessary network traffic. This result is not an error.</td>
</tr>
<tr>
<td>400</td>
<td>Sent if the request is not a valid HTTP/1.0 or HTTP/1.1 request. For example HTTP/1.1 requires a host to be specified either in the Host header or as part of the URI on the request line.</td>
</tr>
</tbody>
</table>
TABLE A–1 Common HTTP Status Codes (Continued)

<table>
<thead>
<tr>
<th>Status Code</th>
<th>Meaning</th>
</tr>
</thead>
<tbody>
<tr>
<td>401</td>
<td>Unauthorized. The user requested a document but did not provide a valid user name or password.</td>
</tr>
<tr>
<td>403</td>
<td>Forbidden. Access to this URL is forbidden.</td>
</tr>
<tr>
<td>404</td>
<td>Not found. The document requested is not on the server. This code can also be sent if the server is configured to protect the document for unauthorized personnel.</td>
</tr>
<tr>
<td>408</td>
<td>If the client starts a request but does not complete it within the keep-alive timeout configured in the server, then this response will be sent and the connection closed. The request can be repeated with another open connection.</td>
</tr>
<tr>
<td>411</td>
<td>The client submitted a POST request with chunked encoding, which is of variable length. However, the resource or application on the server requires a fixed length - a Content-Length header to be present. This code tells the client to resubmit its request with Content-Length.</td>
</tr>
<tr>
<td>413</td>
<td>Some applications, for example, certain NSAPI plug-ins cannot handle very large amounts of data, so returns this error code.</td>
</tr>
<tr>
<td>414</td>
<td>The URI is longer than the maximum the web server is willing to serve.</td>
</tr>
<tr>
<td>416</td>
<td>Data was requested outside the range of a file.</td>
</tr>
<tr>
<td>500</td>
<td>A server-related error occurred. The server administrator must check the error log in the server.</td>
</tr>
<tr>
<td>503</td>
<td>Sent if the quality of service mechanism was enabled and bandwidth or connection limits were attained. The server then serves requests with that code.</td>
</tr>
</tbody>
</table>

Response Headers

The response headers contain information about the server and the response data. This section lists some common response headers.

- **Server**: Name and version of the web server
- **Date**: Current date in Greenwich Mean Time
- **Last-Modified**: Date when the document was last modified
- **Expires**: Date when the document expires
- **content-length**: Length of the data that follows (in bytes)
- **content-type**: MIME type of the data that follows
- **WWW-Authenticate**: Used during authentication and includes information that tells the browser software what information is necessary for authentication such as user name and password
Response Data

The server sends a blank line after the last header. It then sends the response data such as an image or an HTML page.
Alphabetical List of NSAPI Functions and Macros

This appendix provides an alphabetical list for the easy lookup of NSAPI functions and macros.

NSAPI Functions and Macros

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   "CONDVAR_notify() Function" on page 69
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   "CRIT_exit() Function" on page 72
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   "fc_open() Function" on page 181
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