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Part I
Preliminary Information

In Preliminary Information:

- Introduction to the Oracle Essbase API Reference
- Building the Program
- Integrating Essbase With Your Product
- Building a Simple API Program
- Unicode Issues in Essbase API Programs
Introduction to the *Oracle Essbase API Reference*

**Essbase API Overview**

Oracle Essbase provides a business performance management solution that satisfies the complex calculation requirements of end-user analysts across the enterprise in various departments, including finance, accounting, and marketing. Essbase operates in a client-server computing environment on a local area network (LAN), enabling multiple users to retrieve and analyze centralized data.

Essbase client tools provide access to centralized data through a variety of interfaces, including:

- Grid interfaces such as Oracle Smart View for Office.
- Application and data management facilities.
- Custom programs you can develop using the Essbase Application Programming Interface (API).

The Essbase API provides a range of powerful and sophisticated features, including:

- Transparent client-server access
- Data manipulation, consolidation and reporting
- Encapsulated server login procedure
- Remote file management
- Application and database administration
- User and group administration
- Transparent, built-in security
- Customized memory and message handling
- Multiple platform support
Function library that allows direct creation, manipulation, and maintenance of database outlines from a C program

For a list of new features, see the Oracle Essbase New Features.

The API is an interface between your custom client program and Essbase, and manages the transfer of data between client and server. Your program makes calls to functions within the API, and data is returned from the Essbase servers you connect to.

You can also run custom programs on the server machine, using the same API functions as on the client. You don’t have to be concerned about where the Essbase Server computer is located on the network when writing a custom API program. Locating the server and transferring data is handled by the API.

Before you write programs for the API, use this document to become familiar with some of the concepts and conventions it uses.

The API functionality is contained in header files you include in the source code of your program and a set of libraries that you link to your program.

What's in This Document

This document is designed for programmers who develop custom front-end programs that access the Essbase Server.

The Oracle Essbase API Reference is a comprehensive reference to the functions and libraries you can use to develop custom front-end programs that access Essbase application servers. The document provides:

- General information about installing and using the API
- Specific reference material for programmers

What You Should Know Before You Start

To use this document, you need the following:

- A working knowledge of the operating system your server and clients use.
- An understanding of Essbase.
- Knowledge of programming in Windows or UNIX.
- Familiarity with C or Java.

Conventions Used in this Document

Table 1 lists the conventions that the Oracle Essbase API Reference uses to make code and examples easier to understand.
Table 1  Syntax and Text Formatting Conventions

<table>
<thead>
<tr>
<th>Convention</th>
<th>Purpose</th>
<th>Example</th>
</tr>
</thead>
<tbody>
<tr>
<td>monospace font</td>
<td>Function, structure, file, directory, and environment variables names in text</td>
<td>ESS_STS_T, ESSAPIW.LIB</td>
</tr>
<tr>
<td>italic</td>
<td>Anything you replace with a value in syntax</td>
<td>EssOtlCloseOutline (hOutline)</td>
</tr>
<tr>
<td>&quot; &quot;</td>
<td>Double quotes enclose text parameters or parameters that include a space</td>
<td>&quot;appName&quot; SETDEFAULTCALC &quot;CALC ALL&quot;;</td>
</tr>
<tr>
<td>()</td>
<td>Parentheses enclose function parameters, show order of execution for operations</td>
<td>EssOtlDeleteMember (hOutline, hMember); (a + b) * c</td>
</tr>
<tr>
<td>//</td>
<td>Comment marker indicates text from // to end of line should be ignored in processing</td>
<td>// Gets results</td>
</tr>
<tr>
<td>;</td>
<td>Statement terminator marks end of command</td>
<td>EXIT;</td>
</tr>
</tbody>
</table>

Using Function Reference Entries

Table 2 lists the information supplied by API function entries.

Table 2  API Function Entries

<table>
<thead>
<tr>
<th>Function Entry</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Description</td>
<td>Brief description of the function.</td>
</tr>
<tr>
<td>Syntax</td>
<td>Function syntax. Function name and required keywords: <strong>bold</strong>. Parameters: <em>italics</em>.</td>
</tr>
<tr>
<td>Parameters</td>
<td>Definitions of the parameters of the function.</td>
</tr>
<tr>
<td>Return Value</td>
<td>Value returned by the function.</td>
</tr>
<tr>
<td>Notes</td>
<td>Notes on using the function.</td>
</tr>
<tr>
<td>Access</td>
<td>Level of security or other access required to use the function.</td>
</tr>
<tr>
<td>Example</td>
<td>How to use the function.</td>
</tr>
<tr>
<td>See Also</td>
<td>Related functions.</td>
</tr>
</tbody>
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Supported Compilers

Table 3 lists the compilers that the current release of the Essbase API supports.

<table>
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<th>Platform</th>
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</thead>
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<tr>
<td>Windows 2003 Server / 2008 Server (32/64 bit)</td>
<td>Visual Studio 2010 with Service Pack 1</td>
</tr>
<tr>
<td>HP-UX 11.x (64-bit only)</td>
<td>HP-UX C compiler (Version 5 with latest patch, or later)</td>
</tr>
<tr>
<td>AIX (5.3 or later, 32/64 bit)</td>
<td>AIX compiler (11.1 or later)</td>
</tr>
<tr>
<td>Solaris (10 or later, 32/64 bit)</td>
<td>Sun Studio (12.2 or later)</td>
</tr>
<tr>
<td>Red Hat Linux or Oracle Enterprise Linux (4.0 or later, 32/64 bit)</td>
<td>GCC compiler (4.4.4 or later)</td>
</tr>
</tbody>
</table>

Note: The Essbase API no longer supports Visual Basic.

Sample Windows Make Files

The following are sample make files for either 32-bit or 64-bit Windows. See also Support on 64-Bit Platforms.

```bash
# common.mak

# Common Windows settings

UTF8 = 1
```
# Essbase's include and library path

ESSINCDIR = /I$(APIPATH)/api/include
ESSSLIBDIR = /LIBPATH:$ (APIPATH)/api/lib

# MSDEV compiler options

CP = cp
MKDIR = mkdir
RM = rm
MAKE = nmake
CC = cl
CPPC = cl
LINK = link
SVRLINK = link

!IF "$(SXR_64BIT)" == "1"
STDLIBS = kernel32.lib user32.lib gdi32.lib winspool.lib comdlg32.lib advapi32.lib
shell32.lib ole32.lib oleaut32.lib uuid.lib odbc32.lib odbc32.lib kernel32.lib
user32.lib gdi32.lib winspool.lib comdlg32.lib advapi32.lib shell32.lib ole32.lib
oleaut32.lib uuid.lib odbc32.lib odbc32.lib bufferoverflow.lib

CFLAGS = /nologo /c /w /D"_CRT_SECURE_NO_DEPRECATE" -DBIT64 -DWIN64
CPPFLAGS = /nologo /c /w /D"_CRT_SECURE_NO_DEPRECATE" -DBIT64 -DWIN64

!IF "$(PROCESSOR_ARCHITEW6432)" == "IA64"
LFLAGS = /nologo /DEBUG /MACHINE:IA64
LPPFLAGS = /nologo /DEBUG /MACHINE:IA64
LIBFLAGS = /nologo /MACHINE:IA64
!ELSE
LFLAGS = /nologo /DEBUG /MACHINE:AMD64
LPPFLAGS = /nologo /DEBUG /MACHINE:AMD64
LIBFLAGS = /nologo /MACHINE:AMD64
!ENDIF

!ELSE
STDLIBS = kernel32.lib user32.lib gdi32.lib winspool.lib comdlg32.lib advapi32.lib
shell32.lib ole32.lib oleaut32.lib uuid.lib odbc32.lib odbc32.lib kernel32.lib
user32.lib gdi32.lib winspool.lib comdlg32.lib advapi32.lib shell32.lib ole32.lib
oleaut32.lib uuid.lib odbc32.lib odbc32.lib bufferoverflow.lib

CFLAGS = /nologo /MLd /c /w -D_USE_32BIT_TIME_T
CPPFLAGS = /nologo /MLd /c /w
LFLAGS = /nologo /MLd /c /w
LPPFLAGS = /nologo /DEBUG /MACHINE:I386
LIBFLAGS = /nologo /MACHINE:I386
!ENDIF

!IF "$(UTF8)" == "0"
ESSSLIBS = essapin.lib essgapin.lib essotln.lib
!ELSE
ESSSLIBS = essapinu.lib essgapinu.lib essotlnu.lib
!ENDIF
# Makefile.dat

include common.mak

APITESTSOURCE = \
    CuTest.c \
    EssUtil.c \
    apgd9096056.c \
    capimain.c \

#----------------------------------------------------------
# Make rule
#----------------------------------------------------------

INCDIR1     = /IC:/api_view/src
INCDIR2     = /IK:/essexer/base/src

APITESTMAIN    = capimain
APITESTOBS    = $(APITESTSOURCE:.c=.obj)

$(APITESTMAIN).exe: $(APITESTOBS)
    $(LINK) $(LFLAGS) /out:$(APITESTMAIN).exe $(APITESTOBS) $(STDLIBS) $(ESSLIBDIR) $(ESSLIBS)

$(APITESTOBS): $(APITESTSOURCE)
    $(CC) $(CFLAGS) $(APITESTSOURCE) $(ESSINCDIR) $(INCDIR1) $(INCDIR2)

---

**Supported Platforms**

For a list of platforms the current release of the Essbase API supports, see the Oracle Enterprise Performance Management System Certification Matrix.

**Support on 64-Bit Platforms**

- Client programs developed using the Essbase C API can be run on 32-bit platforms connecting to either 32-bit or 64-bit Essbase servers.
- Client programs developed using the Essbase C API can be run on 64-bit platforms connecting to 64-bit Essbase servers.
- When running the precompiled 32-bit client program on the 64-bit machine, run it from a command prompt or other shell window where ESSBASEPATH is set to the installation directory of the 32-bit runtime client, and PATH is set to include the `bin` subdirectory under the ESSBASEPATH directory.
- To build 64-bit objects on Windows, use the following compiler and linker flags:
  - **Compiler:**
    - `-DBIT64` `-DWIN64`
  - **Linker (Intel and AMD based processor):**
    - `/MACHINE:AMD64`
Naming Conventions

The API uses its own naming conventions for functions, constants, and data types. To ensure compatibility with future releases of the API, use these constants and data type declarations in your program:

- **Function names**—Describe the action the function performs. A name is made of a prefix that represents the interface, followed by one or more words or fragments that describes the action and its object. The parts of the name are not separated by spaces but are capitalized for easier interpretation. Names follow this format:

<table>
<thead>
<tr>
<th>Format and Parts of Name</th>
<th>Example</th>
</tr>
</thead>
<tbody>
<tr>
<td>InterfaceVerbObject</td>
<td>Interface</td>
</tr>
<tr>
<td>Programming interface</td>
<td>EssCreateGroup</td>
</tr>
<tr>
<td>Ess = C API</td>
<td>EssUpdate = C API</td>
</tr>
<tr>
<td>EssOtl = C Outline API</td>
<td>EssOtlOpenOutline = C Outline API</td>
</tr>
<tr>
<td>EssG = C Grid API</td>
<td>EssGSetGridOption = C Grid API</td>
</tr>
<tr>
<td>Verb Action to perform, such as &quot;Report&quot;</td>
<td>EssReportFile (no verb) sends the report</td>
</tr>
<tr>
<td>Object Object of action, such as &quot;Group&quot;</td>
<td>EssUpdate (no Object) acts on the current object</td>
</tr>
</tbody>
</table>

- **Data structure names**—Begin with a prefix that represents the interface, includes a word or fragment that describes the structure, and ends with a suffix indicating either typedef definition or macro. Underscore characters separate the parts of the name. Names follow this format:

<table>
<thead>
<tr>
<th>Format and Parts of Name</th>
<th>Example</th>
</tr>
</thead>
<tbody>
<tr>
<td>Interface_Name_Type</td>
<td>Interface</td>
</tr>
<tr>
<td>Programming interface: ESS (for C API)</td>
<td>EssCreateGroup</td>
</tr>
<tr>
<td>Type Type of structure, either T (typedef definition) or M (macro)</td>
<td>ESS_STR_T = C language typedef for String</td>
</tr>
</tbody>
</table>

- **C API constant names**—Begin with the prefix ESS that represents the C interface, includes a word that describes the constant, and has no suffix. Underscore characters separate the parts of the name. Names follow this format:

<table>
<thead>
<tr>
<th>Format and Parts of Name</th>
<th>Example</th>
</tr>
</thead>
<tbody>
<tr>
<td>Structure Data type or structure field, such as &quot;Boolean&quot;</td>
<td>ESS_Structure_Value</td>
</tr>
<tr>
<td>Value Type of value the constant stores</td>
<td>ESS_STS_NOERROR could store a value for the ESS_STS_T data type</td>
</tr>
</tbody>
</table>
Including API Files in Your Program

To use the Essbase API in your program, you must include the file that contains API definitions. This topic describes the files you need for the C API.

Header Files

If your program is using the Main API, `essapi.h` should be included. If it is using the Outline API, `essotl.h` should be included. If it is using the Grid API, `essgapi.h` should be included.

API Files for C Programs

To use the Main API in a C program, you must include the API header definitions file (`ESSAPI.H`) in the appropriate source modules. Always include this file after any C run-time library header files. If you are programming in the Windows environment, place `ESSAPI.H` after the Windows include file `WINDOWS.H`.

C Compiler Options (32–Bit Windows Only)

If you are using an encapsulated C development environment, such as Microsoft Visual C++, you should check the compiler and linker options carefully to ensure that the API will work correctly. In particular, you must ensure that structure fields are byte-aligned, and that the correct libraries are used. Make sure to include the appropriate API library in your link process (see “API Libraries” on page 40).

The following program statements will ensure byte alignment and should be placed in the INCLUDE section of the program:

```c
#ifdef WINNT
#pragma pack (1)
#endif
#include
#include
#pragma pack ()
#endif
```

Building a Program on UNIX

The Essbase API is supported on the same platforms Essbase supports: HP-UX, AIX, Solaris, and Linux. The Essbase API supports the same CPU architectures (with regard to 32- and 64-bit) that are supported by Essbase. See the Oracle Hyperion Enterprise Performance Management System Installation and Configuration Guide.

This topic provides the information needed to compile an application program using the API on UNIX.

Memory Allocation

The Essbase API for UNIX uses the standard C library memory allocation functions, `malloc()`, `realloc()`, and `free()`, as the default memory functions. You use the default memory functions if
you pass NULLs in the AllocFunc, ReallocFunc, and FreeFunc fields of the ESS_INIT_T initialization structure. See “Using Memory in C Programs” on page 78 for more information.

UNIX Support

EssAutoLogin() is not supported in the UNIX versions of the Essbase API.

Be sure to follow UNIX file-naming conventions when using UNIX versions of the Essbase API.

HP-UX Information

- **HP-UX-supplied files**—For a listing of files supplied with Essbase API for HP-UX, see “API Libraries” on page 40.

  Use the -L flag to tell the linker where to locate the shared libraries:

  ```
  $(CC) file1.o file2.o -L /essbase/lib -lessapi \ $(LIBS) -o 
  ```

  All libess*.sl files are linked with the +s flag which allows you to use the SHLIB_PATH search path to locate the shared library when the linked program is run. For further information about SHLIB_PATH, please check HP-UX programming documentation.

- **Linking programs on HP-UX**—With the Essbase 6.0 release, you must use aCC to link your program to maintain compatibility with the third party libraries used with Essbase. If you are using an earlier version, you should use the ld compiler for linking.

- **HP-UX Make File example**—The following sample shows a make file for HP-UX.

  ```
  # Compiler Flags
  CC=cc
  CFLAGS = -I$(<Location of API>)/api/include -g

  # Library files;
  LIBS = -L$(<Location of API>)/api/lib -lessapinu -lessotlnu -lessgapinu

  main: main.o
  $(CC) -o $@ $^ $(LIBS)

  main.o: main.c
  $(CC) $(CFLAGS) $< -c -o $@
  ```

  Modify this sample make file to reflect the directories where you have installed the API files and add other compiling options you want to use.

  Even though the link line only specifies three libraries to link against, all of the .sl files must be available at runtime.

- **HP-UX 64-bit Make File example**—On 64-bit HP-UX, use the compiler flag +DD64. No linker flag is needed.

  ```
  # Compiler Flags
  CC=cc
  CFLAGS = +DD64 -I$(<Location of API>)/api/include -g

  # Library files;
  LIBS = -L$(<Location of API>)/api/lib -lessapinu -lessotlnu -lessgapinu

  main: main.o
  ```
Modify this sample make file to reflect the directories where you have installed the API files and add other compiling options you want to use.

Even though the link line only specifies three Essbase libraries to link against, all of the .so files must be available at runtime.

AIX Information

- **AIX-supplied files**—For a listing of files supplied with Essbase API for AIX, see “API Libraries” on page 40.

- **AIX Make File example**—The following sample shows a make file for AIX.

```bash
# Compiler Flags
CC=cc_r
CFLAGS = -qpluscmt -I$(<Location of API>)/api/include -g

# Library files;
LIBS = -L$(<Location of API>)/api/lib -lessapi -lessotlin -lessgapinu
main: main.o
   $(CC) -o $@ $^ $(LIBS)

main.o: main.c
   $(CC) $(CFLAGS) -c $< -o $@

Modify this sample make file to reflect the directories where you have installed the API files and add other compiling options you want to use.

For 64-bit AIX, use the -q64 -DAIX64 -DBIT64 compiler and -b64 linker flags.

Solaris Information

- **Solaris-supplied files**—For a listing of files supplied with Essbase API for Solaris, see “API Libraries” on page 40.

- **Solaris Make File example**—The following sample shows a make file for Solaris.

```bash
# Compiler Flags
CC=cc
CFLAGS = -I$(<Location of API>)/api/include -g

# Library files;
LIBS = -L$(<Location of API>)/api/lib -lessapi -lessotlin -lessgapinu
main: main.o
   $(CC) -o $@ $^ $(LIBS)

main.o: main.c
   $(CC) $(CFLAGS) -c $< -o $@
```
Modify this sample make file to reflect the directories where you have installed the API files and add other compiling options you want to use.

For 64-bit Solaris, use the -xarch=generic64 -DBIT64 compiler and -xarch=generic64 linker flags.

Red Hat Linux Information

- **Red Hat Linux-supplied files**—For a listing of files supplied with Essbase API for Red Hat Linux, see “API Libraries” on page 40.
- **Red Hat Linux Make File example**—The following listing shows a sample make file to compile and link a Red Hat Linux API program using the GCC compiler:

```bash
# Compiler Flags
CC=gcc
CFLAGS = -I$(<Location of API>/api/include -g

# Library files;
LIBS = -L$(<Location of API>/api/lib -lessapinu -lessotlnu -lessgapinu

main: main.o
  $(CC) -o $@ $^ $(LIBS)

main.o: main.c
  $(CC) $(CFLAGS) $< -c -o $@

Linux 64-bit Make File example—On 64-bit Linux, use the compiler flag -DBIT64.

# Compiler Flags
CC=gcc
CFLAGS = -I$(<Location of API>/api/include -g -DBIT64

# Library files;
LIBS = -L$(<Location of API>/api/lib -lessapinu -lessotlnu -lessgapinu

main: main.o
  $(CC) -o $@ $^ $(LIBS)

main.o: main.c
  $(CC) $(CFLAGS) $< -c -o $@

Modify the sample make file to reflect the directories where you have installed the API files and add other compiling options you want to use.
In This Chapter

- Essbase Directory Structure ............................................................... 35
- Customizing the Run-Time Environment ............................................... 36
- API Files You Need to Ship ................................................................. 39
- API Libraries ...................................................................................... 40
- Installing Your Application Program .................................................. 41
- Optimizing TCP/IP Networking for API Clients ..................................... 42

Essbase Directory Structure

A computer that has the Essbase client programs installed uses a predefined directory structure, described in Table 4. The exact name of the root directory depends on the name selected during user installation, but the structure under the root directory is always the same.

Table 4 Predefined Directory Structure for Essbase Installations

<table>
<thead>
<tr>
<th>Directory</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>\</td>
<td></td>
</tr><tr>
<td>oot</td>
<td>Root directory: All Essbase files</td>
</tr>
<tr>
<td>\</td>
<td></td>
</tr><tr>
<td>oot\bin</td>
<td>Binary directory: executables, shared libraries, and other program files</td>
</tr>
<tr>
<td>\</td>
<td></td>
</tr><tr>
<td>oot\client</td>
<td>Client directory: Client application and database files</td>
</tr>
<tr>
<td>\</td>
<td></td>
</tr><tr>
<td>oot\client\appname</td>
<td>Files relating to the application appName (one for each application)</td>
</tr>
<tr>
<td>\</td>
<td></td>
</tr><tr>
<td>oot\client\appname\dbname</td>
<td>Files relating to the database dbName in the application appName (one for each database in the application)</td>
</tr>
</tbody>
</table>

The root directory can have any name the user chooses at installation time.

Note: The root directory name cannot include spaces.
<table>
<thead>
<tr>
<th>Component</th>
<th>Directory</th>
</tr>
</thead>
<tbody>
<tr>
<td>Run-Time Client, 32-bit</td>
<td><code>%EPM_ORACLE_HOME%/common\EssbaseRTC\releaseNumber</code></td>
</tr>
<tr>
<td></td>
<td><em>For example, <code>%EPM_ORACLE_HOME%/common\EssbaseRTC\11.1.2.0</code></em></td>
</tr>
<tr>
<td>Run-Time Client, 64-bit</td>
<td><code>%EPM_ORACLE_HOME%/common\EssbaseRTC-64\releaseNumber</code></td>
</tr>
<tr>
<td></td>
<td><em>For example, <code>%EPM_ORACLE_HOME%/common\EssbaseRTC-64\11.1.2.0</code></em></td>
</tr>
<tr>
<td>API, 32-bit</td>
<td><code>%EPM_ORACLE_HOME%/products\Essbase\EssbaseClient\api</code></td>
</tr>
<tr>
<td>API, 32-bit (installed on 64-bit)</td>
<td><code>%EPM_ORACLE_HOME%/products\Essbase\EssbaseClient-32\api</code></td>
</tr>
<tr>
<td>API, 64-bit</td>
<td><code>%EPM_ORACLE_HOME%/products\Essbase\EssbaseClient\api</code></td>
</tr>
<tr>
<td>Oracle runtime files, 32-bit</td>
<td><code>%EPM_ORACLE_HOME%/bin-32</code></td>
</tr>
<tr>
<td>Oracle runtime files, 64-bit</td>
<td><code>%EPM_ORACLE_HOME%/bin</code></td>
</tr>
</tbody>
</table>

### Customizing the Run-Time Environment

The Essbase API allows you to customize access to some of the API features, so you can integrate these features with your programs. Besides customizing the memory management and message handling, you can customize the items described in these topics:

- “Customizing the Path to the Essbase CLIENT Directory” on page 37
- “Customizing the Path to the Message Database” on page 37
- “Customizing the Path to the Essbase Login Help File” on page 38
- “Creating Your Own On-line Help for AutoLogin” on page 39

You can change each of these paths by passing an entry into the appropriate field of the Essbase API initialization structure when you call `ExsInit()`. Because you can change these paths, you can install these directories and files anywhere you like and rename them if you desire.

You might want to place the files associated with your program in a specific directory. If this is the case, you should set these paths explicitly in `ESS_INIT_T`.

An alternative to setting the paths explicitly is to rely on the user’s ESSBASEPATH and ARBORMSGPATH environment variables. When you call `EssInit()`, the API can define the paths in the initialization structure based on the root directory of any pre-existing Essbase files (ESSBASEPATH) or on ARBORMSGPATH.

**Note:** All settings in the initialization structure apply only to the calling program’s instance of the API library. Custom settings within your program do not affect any other programs using the API library.
Customizing the Path to the Essbase CLIENT Directory

The API uses the CLIENT directory to store any local application or database related files (such as database outlines or report scripts). The directory structure within the CLIENT directory mirrors that of the \App directory on the Essbase Server. Each application has its own sub-directory, and within each application sub-directory, each database in that application has a separate sub-directory. The list of applications and databases need not match that of any particular server.

Although the structure of the application and database sub-directories is fixed, you can customize the client directory under which the application directories are created.

Setting the Local Path Field of the Initialization Structure

The primary way to set the client directory path is to explicitly set the LocalPath field in the API initialization structure to point to a string indicating the full path name of the CLIENT directory. This setting causes the API to look in this directory for all client application and database related files. For example, to set the CLIENT directory to D:\PRODUCT\CLIENT, make the following change to the initialization structure:

```csharp
ESS_INIT_T InitStruct; Initstruct.LocalPath = "D:\PRODUCT";
```

A secondary way to set the client directory path is to set LocalPath to NULL. By default, Essbase then uses the ESSBASEPATH environment variable to determine the path to the CLIENT directory.

Customizing the Path to the Message Database

Essbase uses a message database file called, by default, ESSBASE.MDB. The API enables you to store the message database file with any file name and in any directory path you choose. You must use the ESSBASE.MDB file, but you can rename it. Using the MessageFile field of ESS_INIT_T, you can explicitly set the location and name of the message database.

Setting the MessageFile Field of the Initialization Structure

You can change the message database file name and directory path by setting the MessageFile field in the initialization structure to point to a string indicating the full path and file name of the message database. This causes the Essbase message system to look for the path and file name specified whenever it needs to reference the text of an Essbase system message.

For example, if you wanted to call the message database file PRODUCT.MDB, and install it in the C:\PRODUCT\MESSAGE directory, you would make the following change to the initialization structure:

```csharp
ESS_INIT_T InitStruct; Initstruct.MessageFile = "C:\PRODUCT\MESSAGE\PRODUCT.MDB";
```

If you don’t want to set the name and location explicitly, you can set the MessageFile field to NULL. By default, the API looks for a fully qualified file name in the ARBORMSGPATH environment variable on the user’s machine. If this variable is not set, the API uses the ESSBASEPATH environment variable, appends \BIN to it, and uses that directory name to look for ESSBASE.MDB.
Setting the ARBORMSGPATH Variable

If you want to use the ARBORMSGPATH environment variable, place an ARBORMSGPATH statement in your AUTOEXEC.BAT file if you are programming on a Windows platform. Under UNIX, you set this variable in the environment script corresponding to your shell. See the Installation Notes topic for more information. To set the path and file name to C:\PRODUCT\MESSAGE\PRODUCT.MDB you would use the following statement: ARBORMSGPATH = C:\PRODUCT\MESSAGE\PRODUCT.MDB

If you intend to use the ARBORMSGPATH or the ESSBASEPATH environment variable, set the MessageFile field in ESS_INIT_T to NULL.

How Essbase Finds the Message Database

Essbase performs the following priority search to find the message database:

1. Essbase uses the directory path and file name specified in the MessageFile field of the initialization structure.
2. If the MessageFile field is set to NULL, Essbase uses the complete file and directory path specified in the ARBORMSGPATH environment variable.
3. If no ARBORMSGPATH variable is defined, Essbase uses the file name ESSBASE.MDB in the directory path specified in the ESSBASEPATH environment variable, in its BIN subdirectory.
4. If no ESSBASEPATH variable is defined, Essbase displays an error message.

Customizing the Path to the Essbase Login Help File

In Windows environments, the EsxAutoLogin() call displays a dialog box that contains a Help button. It also provides access to other dialog boxes with their own Help buttons. Clicking the Help button displays the Essbase System Login help topic (or the file specified in ESS_INIT_T).

If you don’t write your own Help file, you can simply supply the default help to your users with the product installation.

Setting the HelpFile Field of the Initialization Structure

You can specify the API help file by setting the HelpFile field in the initialization structure to a string indicating the full path and file name of the API help file. The API looks for the help file whenever the user invokes a help screen.

For example, if the API help screens are included in a file called PRODUCT.HLP in the C:\PRODUCT\HELP directory set the initialization structure to the following path:

ESS_INIT_T InitStruct; InitStruct.HelpFile = "C:\PRODUCT\HELP\PRODUCT.HLP";
Creating Your Own On-line Help for AutoLogin

In Windows environments, the EssAutoLogin call displays a dialog box that contains a Help button. It also provides access to other dialog boxes with their own Help buttons. Clicking the Help button displays the Essbase System Login help topic (or the file specified in ESS_INIT_T).

If you plan to use EssAutoLogin with your own help file, then you need to include ESSHELP.H in your help project file as follows:

```
[MAP]
#include <ESSHELP.H>
```

ESSHELP.H defines the help IDs for the dialog boxes displayed by the API. When you include ESSHELP.H, you need to create topics in your help source files with context strings corresponding to the strings in the header file. For example, you need to create a topic with a context string IDH_SYSTEM_LOGIN_DB for the Login dialog box. See ESSHELP.H for a list of context strings you should include.

If you have other context-sensitive help areas in your program, then add additional lines to the MAP section for your additional header files as follows:

```
[MAP]
#include <ESSHELP.H>
#include <MYHELP.H>
```

API Files You Need to Ship

For your program to work with Essbase, each client machine that runs your program must have access to the required Essbase Run-Time Client files. If the Run-Time Client is already installed, the files are already available in the ESSBASEPATH\bin directory. Otherwise, you must install them as part of your product’s own installation process.

**Note:** Ensure that ESSBASEPATH is set to `EPM_ORACLE_HOME\common\EssbaseRTC\11.1.2.0` (for 32 bit), or `EPM_ORACLE_HOME\common\EssbaseRTC-64\11.1.2.0` (for 64 bit).

For several platforms, you need to distribute additional Oracle run-time libraries, beyond what is included in the Essbase Run-Time client directory (under EPM_ORACLE_HOME). The following platforms require access to the additional libraries:

- 32-bit Windows
- 64-bit Windows
- 32-bit Linux
- 64-bit Linux
- HP-UX Itanium 64
- Solaris x86 64
- Solaris SPARC64
The additional Oracle run-time libraries are located in `%EPM_ORACLE_HOME%/bin` (for Windows) and `$EPM_ORACLE_HOME/lib` (for UNIX). In some installations, these run-time libraries may instead be located in `%ORACLE_HOME%/bin` (for Windows) or `$ORACLE_HOME/lib` (for UNIX).

On UNIX platforms, ensure that you preserve the symbolic links when distributing libraries.

**General Description of Files**

The Essbase API libraries can exist anywhere on the client machine or on an accessible network file server.

To ensure that the operating system can find the libraries at run time, they should either be in the same directory as your executable files, or in one or multiple directories included in the user's PATH variable (for Windows), LIBPATH (for AIX), SHLIB_PATH (for HP-UX), or LD_LIBRARY_PATH (for Solaris and Linux). See “Essbase Directory Structure” on page 35 for more information.

The ESSBASEPATH variable needs to be set so that your program can find the .mdb files. Optionally set ARBORPATH on the client side.

**Platform-by-Platform File Lists**

Users of applications programs can install the Essbase Client in order to avoid downloading specific files. Refer to the Oracle Hyperion Enterprise Performance Management System Installation and Configuration Guide for information on installing the Essbase Client.

See “API Libraries” on page 40 for list of linking library files. A full list of files is not provided, as it may be subject to change.

**API Libraries**

The files needed to link the main, outline, and grid APIs for each supported platform are listed below.

- **Windows API Libraries (32 Bit and 64 Bit)**
  - ESSAPINU.LIB
  - ESSOTLNU.LIB
  - ESSGAPINU.LIB

- **AIX API Libraries (32 Bit and 64 Bit)**
  - libessapinuS.a
  - libessgapinuS.a
  - libessotlnuS.a

- **HP-UX API Libraries (32 Bit)**
  - libessapinu.sl
- libessotlnu.sl
- libessgapinu.sl

- **HP-UX API Libraries (64 Bit)**
  - libessapinu.so
  - libessgapinu.so
  - libessotlnu.so

- **Solaris API Libraries (32 Bit and 64 Bit)**
  - libessapinu.so
  - libessgapinu.so
  - libessotlnu.so

- **Red Hat Linux API Libraries**
  - libessapinu.so
  - libessgapinu.so
  - libessotlnu.so

## Installing Your Application Program

When you create an installation for your Essbase API program, you may wish to include the API support files as part of the installation for your application. Alternately, you can install the Essbase runtime client on the target machine and accept all the environment update options. That process installs all the files needed by the API and sets the PATH variable.

If you decide to include the Essbase API environment setup as part of the installation of your product, you must construct your installation process to install the files required by the Essbase API. The exact steps required depend on your program and on the target operating system. The following steps illustrate a typical installation process:

1. Prompt the user for the `root` installation drive and directory name, where `root` represents the name of the installation drive and directory; for example, `C:\Hyperion\products\Essbase`.
2. Create the `\root` and `\root\bin` directories.
3. Copy the product executable files to the `\root\bin` directory.
4. Copy any other product files to the `\root` directory or any sub-directories.
5. Prompt the user to choose a network protocol.
6. Copy or rename the appropriate Essbase network driver library to the `\root\bin` directory.
7. Copy the remaining library files to the `\root\bin` directory.
8. Copy the message database to the `\root\bin` directory.
9. In your operating system environment, define the ESSBASEPATH environment variable, and make it equivalent to `\root\`. This step is necessary only if you didn’t explicitly set the client directory path in the ESS_INIT_T structure.
10. In your operating system environment, define the ARBORMSGPATH environment variable, and make it equivalent to \root\bin\filename. This specifies the custom directory path and file name for the message database. This step is necessary only if you didn’t explicitly set the message database path in the ESS_INIT_T structure or if the message database cannot be found by using the ESSBASEPATH environment variable.

11. Include <EPM_ORACLE_HOME>/bin/ in your program’s PATH. This is necessary to enable your program to connect to Essbase. For UNIX, include <EPM_ORACLE_HOME>/lib/ in your program’s LD_LIBRARY_PATH.

**Note:** These instructions are appropriate for Windows client machines. Installing on other operating systems requires slightly different steps.

**Installing API Programs on Different Platforms**

If you install your program on different operating system platforms, be aware that each operating system has slightly different procedures for setting the environment variables, such as PATH, ESSBASEPATH, and ARBORMSGPATH.

On Windows, the environment variables are set in the environment section of the Windows System Properties. Access the system variables through the Start > Settings > Control Panel > System > Environment tab. Adding the %ESSBASEPATH%\Bin path declaration to the path variable on Windows is equivalent to editing the PATH statement in the AUTOEXEC.BAT file on earlier Windows machines.

On UNIX systems, environment variables are typically set using login scripts for individual users. The standard practice for setting these variables on UNIX is to provide a script with your installation that sets the appropriate variables and can be included in a user’s login script by the system administrator. For more information on setting environment variables, see the Oracle Hyperion Enterprise Performance Management System Installation and Configuration Guide.

**Optimizing TCP/IP Networking for API Clients**

All Essbase C-API based clients communicate with the Essbase Server by means of a network layer. A request from a client C-API based application to Essbase involves opening a TCP/IP socket at the start of the request and closing it at the end of the request. A socket is a resource managed by the operating system, and there are a fixed number of such resources - the number of which is operating-system specific. When a socket is closed, it enters a dormant state, referred to as TIME_WAIT state, for a duration that is operating-system specific and configurable. At the end of that time period, the socket can be reaped by the operating system for reuse. Whether a call to open a socket succeeds or not is a function of how rapidly the operating system is able to reap the closed sockets for reuse.

Problems may occur in cases where an API client is designed to make and conclude so many connections, so rapidly, that the fixed number of available ports (about 64,000) is at or near exhaustion. Because the used ports are still resting in TIME_WAIT state, available ports cannot be harvested fast enough by the operating system, and the result is that connections are denied or the program runs sluggishly. If a deployment expects highly concurrent processing and these
symptoms are occurring, we recommend decreasing the TIME_WAIT delay for the operating system. For example, a significant performance improvement can result from decreasing the delay from four minutes to 30 seconds.

This situation can be detected by running the command `netstat` on the command prompt. The output shows the number of sockets that are in TIME_WAIT state. The higher the number, the larger the probability that certain subsequent API requests will fail.

To get around this situation, consider reducing the TIME_WAIT value on your operating system.

On Windows, the TIME_WAIT value is found in the Windows registry.

On UNIX, system tools such as `ndd` (Solaris & HPUX), `no` (AIX), and `echo` (Linux) are used to manipulate kernel parameters.

To view and adjust the TIME_WAIT value on Solaris and HP-UX,

```
ndd -get /dev/tcp tcp_time_wait_interval
ndd -set /dev/tcp tcp_time_wait_interval 30000
```

On AIX, the following command gives a value for all parameters:

```
/usr/sbin/no -a
```

Issue the following command on AIX to set TCP_TIMEWAIT state to 30 seconds (but do not adjust it if is already below 30):

```
/usr/sbin/no -o tcp_timewait =2
/usr/sbin/no -o tcp_ephemeral_low = 32768
/usr/sbin/no -o tcp_ephemeral_high = 65535
```

On Linux, issue the following command to set the timeout_timewait parameter to 30 seconds:

```
echo 30 > /proc/sys/net/ipv4/tcp_fin_timeout
```
Building a Simple API Program

Introduction

This topic details implementing a simple Essbase API application, including hints and tips that might not be apparent to a new API user.

Essbase API functions are prefixed with "Ess" for the C API. Similarly, the prefix ESS is for a data type or constant; for example, ESS_NULL.

This tutorial refers to functional sample programs that are delivered with the API documentation. To find the sample programs, look in /Docs/Api/Samples. The C programs are in /Samples/Cexecs. Both the compilable source and the compiled executables are included. See Appendix A, “API Sample Programs.”

Design Environment Setup Issues

Before you can build Essbase API programs, you must set a few configuration options in your design environment. This discussion focuses on Microsoft Visual C++ version 6. The configuration settings within a specific development environment are set in different ways, but here are a couple of hints to assist in building an API program:

- Use byte-alignment for all API program structures. Note that byte-alignment is NOT the default setting for most C compilers!

- Alternately, if you need to link your code with code that uses another alignment setting (for example when you are using another external API), use the following #pragma directive (only when compiling with the Microsoft C/C++ compiler):

  #pragma pack(push,localid,1)
  #include <essapi.h>
  #pragma pack(pop,localid)

- Always compile using the large memory model (for X86 platforms).
Basic Requirements

All API programs are required to perform some core operations, such as logging in. These sections describe in detail the process of writing the shell of an application, and is meant for programmers who are new to the Essbase API:

- “The Nested Program Model” on page 46
- “Using Function Return Codes” on page 47
- “Calling API Functions” on page 47
- “Initializing the API” on page 48
- “Logging On to a Server” on page 49
- “Connecting to a Database” on page 50
- “Logging Out” on page 51
- “Terminating the API” on page 51

The Nested Program Model

When programming using the API, your code should adopt the nested programming model. In the nested programming model the code has calls to an initial function and a corresponding final function. The calls are arranged as a sandwich, with the code to perform some action in between as the filling. Consider the following example:

```
begin action 1
    begin action 2
        begin action 3
            perform action 3
        end action 3
    begin action 4
        perform action 4
    end action 4
end action 2
end action 1
```

The implication of this arrangement is that you should ensure that you end every action or operation that you begin. Here is a more concrete example that uses real API actions:

```
Initialize the API
    Login to a server
        Connect to a database
            Open a database outline
```
The example above illustrates the basic structure of any code that accesses the Essbase API.

Using Function Return Codes

One of the first things you need to know is how to handle the status codes returned by API functions. In general, a zero return code indicates successful completion and a non-zero return code indicates an error. In the latter case, the program should abort the operation in progress and return to the default state, only calling those API functions that are needed to clean up. Every time a program makes a call to the API, it should check the return code and handle it properly.

The API provides a type declaration for status return codes (ESS_STS_T) and a constant declaration (ESS_STS_NOERR). The constant declaration can be used to test the status return codes from API functions in an implementation-independent way.

```c
/* C Example of checking return value from an API function */
ESS_STS_T       sts;
if ((sts = EssSomeFunction (......)) == ESS_STS_NOERR)
{   
do something else;
}
else
{
    process error;
}
```

The nested programming model is good for releasing resources if an Essbase function fails and returns an error return value. Consider the following example:

allocate resource 1
begin action 1
    allocate resource 2
    begin action 2
        action 2
    end action 2
    free resource 2
end action 1
free resource 1

Calling API Functions

Each API function has a prefix, such as Ess, followed by a verb-object naming convention; for example, EssGetDatabaseInfo. Some functions that relate to a specific area of the product have
an additional prefix to indicate that relationship. For example, all the Outline API functions have EssOtl prefixes.

All API functions take a series of arguments. The arguments are different for every function, and follow a logical sequence. The first argument to most functions is typically a handle, either an instance handle, a context handle, an outline handle, or a member handle. The term "handle" refers to an identifier used by the API to keep track of different objects in the system (just like a file handle). Different handles are returned by certain functions. Handles should then be stored in your program and passed to other API functions when required.

For more information on the different types of API handles and their uses, refer to Chapter 6, “Using the C Main API”.

If there are any arguments to be passed in to a function, they typically come next in the sequence. Finally, if the function returns any values, the variables to store those returned values are passed in at the end of the argument list.

In the following examples, the first argument is a context handle (hCtx). The next two arguments (the application and database names, Sample and Basic), are passed in and the argument to be returned (the database information structure, ESS_DBINFO_T) is passed in at the end:

/* C Example of passing arguments to an API function */
ESS_STS_T       sts;
ESS_HCTX_T      hCtx;
ESS_PDBINFO_T   pDbInfo;
sts = EssGetDatabaseInfo (hCtx, "Sample", "Basic", &pDbInfo);
if (sts == ESS_STS_NOERR)
{    do something;
}

Note that the returned argument (pDbInfo) is passed to the function as a double indirection (a pointer to a pointer) by passing the address of a declared structure pointer variable (using the & operator). This variable is then assigned the address of a database information structure that is allocated internally by the API function.

### Initializing the API

All application programs must initialize the API (with EssInit) before using any other Essbase functions. The program should perform the initialization only once, preferably during the program’s startup sequence.

/* C Example of initializing the API */
ESS_STS_T       sts;
ESS_INIT_T      InitStruct;
ESS_HINST_T     hInst;
/* first clear the init structure (use API defaults) */
memset (&InitStruct, 0, sizeof (ESS_INIT_T));
sts = EssInit (&InitStruct, &hInst);

The API default settings are appropriate for most application programs. If you need to change the settings, refer to EssInit and/or for more information on setting the individual fields of the API initialization structure (“ESS_INIT_T” on page 135 in your program.
The instance handle (hInst) that is returned from EssInit should be saved within your program for subsequent API calls. This instance handle uniquely identifies your program and its associated resources to the API.

See Appendix A, “API Sample Programs.”

Logging On to a Server

After the API is initialized, a program must log in to an Essbase Server in order to perform any actions on that server. Generally, a login only needs to be performed when a specific action is requested by the user (typically a database connect operation). Note that a login to a server does not necessarily imply a connection to a specific application or database on that server; some administration operations do not require a connection to a particular database, and some do not even require connection to a server.

A login can be performed using EssLogin. For Microsoft Windows only, an encapsulated login dialog function, EssAutoLogin, is available. The dialog box displayed by this function is similar to the one used by the Administration Services Console or Smart View. Optionally, the user can use the dialog box to select an application and a database to connect to (see “Connecting to a Database” on page 50). The user can also perform other operations, such as changing a password.

```c
/* C Example of a login using the EssLogin function */
ESS_STS_T       sts;
ESS_HINST_T     hInst;
ESS_SVRNAME_T   Server = "Larch";
ESS_USERNAME_T  Username = "Joe User";
ESS_PASSWORD_T  Password = "secret";
ESS_ACCESS_T    Access;
ESS_HCTX_T      hCtx = ESS_INVALID_HCTX;
sts = EssLogin (hInst, Server, Username, Password, &Access, &hCtx);
```

The following is a similar example of logging in, this time using EssAutoLogin. When using this function, the user supplies all the relevant information (server name, user name, password, application, and database names) by entering the information into the appropriate fields of the dialog box:

```c
/* C Example of a login using the EssAutoLogin function */
ESS_STS_T       sts;
ESS_HINST_T     hInst;
ESS_ACCESS_T    Access;
ESS_HCTX_T      hCtx = ESS_INVALID_HCTX;
sts = EssAutoLogin (hInst, ESS_NULL, ESS_NULL, ESS_NULL, ESS_NULL, ESS_NULL,
                     ESS_NULL, AUTO_DEFAULT, &Access, &hCtx);
```

See EssLogin, and EssAutoLogin.

Note that, if string variables, instead of ESS_NULL, are passed to the function as the user-entered parameters, on return from the function those variables contain the values entered into the login dialog box by the user.

Your program should normally login once (at the start of a user session). However, if tying up unused server ports is a big issue, consider logging in at the start of each operation, and logging
out at the end of each operation (see “Logging Out” on page 51). Note, however, that this process can slow down user response time significantly.

When using either EssLogin or EssAutoLogin, the returned login context handle (hCtx) should be saved within your program for subsequent API calls. The login context handle uniquely identifies that particular login to the API.

Using Local Context Handles

If you are performing API administrative operations (such as file operations) on the client machine, you can use a dummy login context handle to represent a local login to the API. The dummy handle can be used like a server context handle, except that most server-specific and database-specific operations cannot be performed. Use EssCreateLocalContext to create a local context handle. Consider the following example:

/* C Example of creating a local context handle */

ESS_STS_T       sts;
ESS_HINST_T     hInst;
ESS_HCTX_T      hLocalCtx = ESS_INVALID_HCTX;
sts = EssCreateLocalContext (hInst, ESS_NULL, ESS_NULL, &hLocalCtx);

Connecting to a Database

Many Essbase API functions (such as server administration, security, and outline maintenance) can be performed after the program has logged in. However, many database-related functions (for example, reporting or performing calculations) require that the program connect to a specific application and database. Use EssSetActive to identify a specific Essbase database. Logging in with EssAutoLogin also allows the identification of a specific database.

Note that the user must have sufficient privileges to access the database. A list of all applications and databases to which a particular user has access is returned by EssLogin, and can be obtained using EssListDatabases.

If you connect to a database that is not running, Essbase automatically starts the database. It is not necessary to disconnect from a database. However, using the same login context handle to connect to another database will disconnect you from the original database. If you really need to be connected to two or more databases at once, your program needs to login multiple times (and manage each context handle independently).

/* C Example of connecting to a database */

ESS_STS_T       sts;
ESS_HCTX_T      hCtx;
ESS_APPNAME_T  AppName = "Sample";
ESS_DBNAME_T    DbName = "Basic";
ESS_ACCESS_T    Access;
sts = EssSetActive (hCtx, AppName, DbName, &Access);

The user’s access level to the selected database is returned by EssSetActive (and by EssAutoLogin). This access level can be checked by using the security constant definitions that allow the application program to alter user options, by graying out menus, and so on.
Logging Out

After the user completes one or more database operations and finishes with Essbase, your program should log out from the server. Logging out can be done either as a result of an explicit user request or automatically (for example, after a specific sequence of actions is complete). All active connections should also be logged out before the program terminates and exits.

It is not always necessary for the program to log out after each data access operation. Whether to log out (and so release Essbase Server ports) or remain logged in (giving faster response to successive user requests) is a design judgment call.

/* C Example of logging a user out */
ESS_STS_T      sts;
ESS_HCTX_T     hCtx;
sts = EssLogout (hCtx);
hCtx = ESS_INVALID_HCTX;

After logging out, do not use that same context handle. That will probably crash your program.

If you want to dispose of a local context handle, use EssDeleteLocalContext:

/* C Example of deleting a local context handle */
ESS_STS_T      sts;
ESS_HCTX_T     hLocalCtx;
sts = EssDeleteLocalContext (&hLocalCtx);

Terminating the API

At the very end of its execution, your program should terminate the Essbase API by calling EssTerm, to ensure the proper release of all API resources. This function also logs out all active server connections (if they are not already explicitly logged out by your program).

/* C Example of terminating the API */
ESS_STS_T      sts;
ESS_HINST_T    hInst;
sts = EssTerm (hInst);
hInst = ESS_INVALID_HINST;

After terminating the API, do not attempt to make any more calls to API functions. If you make more calls, your program will probably crash.

Assembling a Program

So far in this discussion we have addressed those aspects of the API that are common to all programs. We have not addressed the operations that the program will be designed to accomplish. All programs require that you understand the nested programming model, pass arguments to and from the API functions in a consistent way, interpret the function’s return codes, initialize the API, log in to a server, connect to a database, log out, and terminate. Now we need to address the real point of the program; the program needs to perform an operation of some kind.
This discussion covers the main functional groups of the C Main API. Some sections have references to the sample programs, but the sample programs do not include all areas of the API. The sample program loads data, reports the contents of the database, performs an update and a calculation, and then reports the new status of the data. Comments in the code show places where functions could be added in the future to perform additional operations.

To get some idea of the types of operations that the API can perform, take a look at the “C Main API Function Categories” on page 194. There are almost 200 functions in the C Main API divided into 20 functional groups. That means there is a wide variety of operations that the API can perform. The C Outline API (78 functions) and the Grid API (59 functions) represent additional possible complexity for an API program. The sample programs need to stay as simple as possible, so they only use a small number of functions from the C Main API, and they do not use the Outline API or the Grid API at all.

The sample programs use the Sample Basic database that is supplied with Essbase. The database is delivered empty and needs to be loaded with data. The data is delivered in a text file named CALCDAT.TXT. The sample program uses a prebuilt calc script and a prebuilt report script. The login information used by these programs (server name, application name, database name, user name, and password) are hardcoded into the program. The program displays the Login dialog box, but all the fields are filled in. The user needs only to click OK in response to the dialog box. The server name is "LocalHost". The application name is "Sample". The database name is "Basic". The user name is "admin" and the password is "password".

Topics that discuss how to assemble a program:

- “Building Dimensions” on page 52
- “Editing the Outline” on page 53
- “Loading Data” on page 54
- “Reporting” on page 54
- “Updating Data” on page 61
- “Calculating Data” on page 62
- “Using Security” on page 63
- “Maintaining Applications and Databases” on page 64
- “Handling Messages” on page 65
- “Managing Memory” on page 66

**Building Dimensions**

*Dimensions* are the building blocks of the database. They define the database's structure (commonly referred to as the *outline* or *metadata*). Build the database by first assembling the necessary dimensions and each dimension's associated *members*. Then add the data. The outline can be developed from scratch or an existing database can be altered by adding and subtracting dimensions and members. The Sample Basic application/database is delivered with a complete outline, so it is not necessary to build the outline to run the sample programs. But it is necessary
to load the data either through Oracle Essbase Administration Services, MaxL, or by running
the sample program.

The API can automate the process of rebuilding dimensions dynamically from a data file or SQL
source. To automate the process you must first create rules files by using Administration Services
Console and then use the rules files to build the dimensions by calling `EssBuildDimension`.

These functions take the rules and data file object definitions as arguments and dynamically
modify the outline on the server according to the parameters set in the rules file. They also cause
any data in the database to be restructured to correspond to the new dimension structures in
the outline.

The API can alter an existing database by adding and subtracting dimensions and members
(using the Outline API) until the needed structure is in place. After the outline is finished load
the data into the database using `EssImport`.

**Editing the Outline**

The database outline can be navigated and modified, using the outline API functions. These
functions allow movement through the outline hierarchy, modification of member information
and properties, addition and deletion of members, and so on.

**Control Flow of the Outline API Functions**

To begin using an outline, call `EssOtlOpenOutline`. If you intend to edit the outline, you
should set both of the `fLock` and `fKeepTrans` arguments to TRUE. `fLock` locks the outline to
prevent anyone else from updating it (but not from viewing it). `fKeepTrans` saves all transactions
performed during the edit of the outline, for when the outline is subsequently restructured.

To start navigating the outline from the first dimension member, call
`EssOtlGetFirstMember`. Alternately, you can locate a member by name by using
`EssOtlFindMember` or `EssOtlFindAlias`. In either case, the function returns a member
handle that can then be used to get or set information about that member or to get the member
handles of adjacent members in the outline hierarchy.
To get information about the current member, use `EssOtlGetMemberInfo`, `EssOtlGetMemberAlias` and `EssOtlGetMemberFormula`. To set information for the current member, use the corresponding Set functions.

To get the parent of a member, call `EssOtlGetParent`. To get the first child of a member, call `EssOtlGetFirstChild`. To get the siblings of a member, call `EssOtlGetNextSibling` or `EssOtlGetPrevSibling`. To locate the next shared occurrence of a member, call `EssOtlGetNextSharedMember`.

To add or delete dimensions in an outline, use `EssOtlAddDimension` or `EssOtlDeleteDimension`.

To modify members in the outline hierarchy, use `EssOtlAddMember`, `EssOtlDeleteMember`, or `EssOtlMoveMember`.

After an outline is modified, it can be verified using `EssOtlVerifyOutline`, saved using `EssOtlWriteOutline`, and then closed using `EssOtlCloseOutline`.

Before any changes made to a server outline can take effect, the database must be restructured by calling `EssOtlRestructure`. This function applies the edits made to the outline against the old version of the outline and restructures both the outline and the associated data.

## Loading Data

After the outline dimensions are built, data can be loaded into the database through the API. The data load can be done by using a data file or a SQL source together with a rules file, by loading a free-form data file, or by loading free-form data a record at a time.

To load by using a rule with either a data file or an SQL source, use `EssImport`. Pass valid rules and data file object definitions as arguments. To load a free-form data file without a rules file, simply pass a NULL rules file object definition.

To load data a record at a time, call `EssBeginUpdate` with the Unlock argument set to FALSE, and then call `EssSendString` with each record of data to be loaded. This method avoids the need to lock the blocks being updated. This mechanism should be used only for batch data loading. Do not use this mechanism in multi-user situations. The lack of locking can compromise data integrity.

Note also that each record sent to the server by this method must have a terminating newline character at the end of each row.

## Reporting

Reporting in the Essbase API requires the use of a report script. The report script is sent through the API to the Essbase Server and is executed. The results are sent back through the API to the caller. The resulting output data can be displayed, printed, sent to a file, and so on. It can also be parsed and stored in an array data structure within your program.

Topics that discuss reporting:

- “Creating a Report Script” on page 55
Creating a Report Script

A report script is a text string that contains data extraction and data formatting commands required to generate output from the Essbase Server. See the Oracle Essbase Technical Reference for a full description of the Report Writer language. The following principal elements generally need to be included in a report script for an API application:

- `{TABDELIMIT}` command—Include at the beginning of any report script sent to the API. It causes the output data to be returned in a format useful for parsing within a program. This command suppresses all unnecessary formatting (for example the commas used as thousand separators in numbers) and returns each member name or data value as a tab-separated token, that can be parsed and divided into cells.

- `{DECIMALS n}` command—Specifies the decimal precision of the returned numeric data (all numbers are stored internally as floating point numbers with 15 digits of precision). For example, `{DECIMALS 2}` gives two digits of decimal precision.

- `{INDENTGEN n}` command—Allows a program the option of indenting either parent members or child members in the rows of the report output. A negative value of \( n \) indents parent members by \( n \) spaces relative to their children. A positive value of \( n \) indents the child members by \( n \) spaces relative to their parents. A zero value of \( n \) turns off all indenting. For example, `{INDENTGEN -2}` indents parent members by two spaces per level (the default):

<table>
<thead>
<tr>
<th>100-10</th>
<th>47</th>
<th>41</th>
<th>50</th>
<th>138</th>
</tr>
</thead>
<tbody>
<tr>
<td>100-20</td>
<td>44</td>
<td>38</td>
<td>49</td>
<td>131</td>
</tr>
<tr>
<td>100-30</td>
<td>21</td>
<td>14</td>
<td>20</td>
<td>55</td>
</tr>
<tr>
<td>100</td>
<td>112</td>
<td>93</td>
<td>119</td>
<td>324</td>
</tr>
<tr>
<td>200-10</td>
<td>25</td>
<td>19</td>
<td>23</td>
<td>67</td>
</tr>
<tr>
<td>200-20</td>
<td>18</td>
<td>14</td>
<td>18</td>
<td>50</td>
</tr>
<tr>
<td>200-30</td>
<td>17</td>
<td>9</td>
<td>14</td>
<td>40</td>
</tr>
<tr>
<td>200</td>
<td>60</td>
<td>42</td>
<td>55</td>
<td>157</td>
</tr>
<tr>
<td>Product</td>
<td>287</td>
<td>217</td>
<td>290</td>
<td>794</td>
</tr>
</tbody>
</table>

- `{SUPMISSING}` and `{SUPZERO}` commands—Eliminates unnecessary rows in the report output. The `{SUPMISSING}` command suppresses the output of all data rows that contain only #Missing values (that is, no actual data), and the `{SUPZERO}` command suppresses the output of rows that contain only zero values.

Also useful are the `{SUPBLANK}` command, that suppresses both zero and #Missing values, and the `{SUPALL}` command, that suppresses a range of report output parameters.

- `{MISSINGTEXT string}` command—Converts #Missing values in the output data to a string specified by the program. For example `{MISSINGTEXT "N/A"}` converts any #Missing values to the string "N/A".
• **{OUTALTNAMES} or {OUTMBRNAMES} commands**—{OUTALTNAMES} enables you to use alias names instead of member names in the output. To revert to member names, use {OUTMBRNAMES} (the default).

• **<PAGE, <COL and <ROW commands**—Specify how the different dimensions are oriented in a report. <PAGE specifies which dimensions are in the page header (at the top of the report), and <COL and <ROW specify that dimensions are in the columns and rows, respectively. For example, <ROW(Market, Product) forces the members of the Market and Product dimensions to be displayed in that order in the rows of the report.

Any member from any dimension can be specified in <PAGE, <COL, and <ROW. Each dimension should appear in only one of these commands, otherwise the last command takes precedence, and all dimensions should be specified (or the report layout will be unpredictable).

• **List of member names** (including any macro commands)—To extract the data required in the report by the simplest method, list the members concerned. For example, "Actual Sales Ohio Jan Feb Mar Product" produces the following report output:

<table>
<thead>
<tr>
<th>Actual Sales Ohio</th>
</tr>
</thead>
<tbody>
<tr>
<td>Jan   Feb   Mar</td>
</tr>
<tr>
<td>Product</td>
</tr>
</tbody>
</table>

Alternately, you can use macro commands to specify a range of members from a dimension. Consider the following example:

- <CHILDREN / <ICHILDREN
- <DESCENDANTS / <IDESCENDANTS
- <DIMBOTTOM
- <ALLINSAMEDIMENSION
- <ONSAMELEVELAS
- <PARENT
- <ANCESTORS

**Note:** All the above macro commands can be abbreviated, for example, <DESC, <ICHILD, and <PAR.

The most commonly used of the above macro commands are <CHILD (or <ICHILD) to perform a single level drill-down; <DESC (or <IDESC) to perform multilevel drill-downs, and <DIMBOTTOM to drill down to the lowest level members of a dimension.

For example, "Actual Sales Ohio <ICHILD Qtr1 <DESC Product" produces the following report output:

<table>
<thead>
<tr>
<th>Actual Sales Ohio Qtr1</th>
</tr>
</thead>
<tbody>
<tr>
<td>Jan   Feb   Mar   Qtr1</td>
</tr>
<tr>
<td>100-10 47   41   50   138</td>
</tr>
<tr>
<td>100-20 44   38   49   131</td>
</tr>
<tr>
<td>100-30 21   14   20   55</td>
</tr>
<tr>
<td>100    112  93   119  324</td>
</tr>
</tbody>
</table>
Because member names can be numbers (for example, "100") and can contain embedded spaces (for example, "New York"), it is always a good practice to surround member names with double quotation marks when sending a report script to the API. You can force member names to be output in this format by using the \{QUOTEMBRNAMES\} command.

- **Bang (!)**—The final element of a report script must always be a bang (!), the exclamation point character. Each script must have one (at least one) bang to cause data to be generated. If a report script appears to be executing correctly but no data is output, check to make sure that you are appending a bang to the report script.

Many of these elements are typical user-configurable parameters that are set up in advance by the user, either globally or per-report (or both).

See “API Libraries” on page 40.

### Executing a Report Script

A report script can be executed in one of three ways:

- By passing it as a string to EssReport
- By passing a set of strings with EssBeginReport, EssSendString, and EssEndReport
- By specifying a report script file with EssReportFile

All of these methods send the report specification to the server for processing. The output from the server is then returned to the client, and you must read all the output from that report before calling other API functions with the same context handle.
Control Flow of the Reporting Functions

To execute a report, you can call `EssReport` and pass the report script as a single string. Set the Output argument to TRUE and the Lock argument to FALSE, unless you are performing a lock and send operation.

Alternately, call `EssBeginReport` (setting the Output and Lock arguments as above), and then call `EssSendString` to send the report script a string at a time. Finally, terminate the report sequence with a call to `EssEndReport`.

To execute a report script from a file, call `EssReportFile`.

To get the report output, call `EssGetString` repeatedly to read the returned strings, until a null pointer value is returned.

Parsing the Report Output

To parse the data returned from a report, you first need to understand the report's format. If you included the `{TABDELIMIT}` command in the report script, the data comes back in the following format:

```
<token><tab><token><tab><token><tab>..........<token><newline>
<token><tab><token><tab><token><tab>..........<token><newline>
......
<token><tab><token><tab><token><tab>..........<token><null>
```

For example, consider the following report script:

```
{SSFORMAT}{DECIMAL 0} <COL(Year) <ROW(Market) Budget Sales Cola <CHILD Qtr1 <ICHILD 
Market !
```

This report script would normally output data that looks like the following:

<table>
<thead>
<tr>
<th></th>
<th>Budget</th>
<th>Sales</th>
<th>Cola</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Jan</td>
<td>Feb</td>
<td>Mar</td>
</tr>
<tr>
<td>East</td>
<td>5200</td>
<td>5000</td>
<td>5300</td>
</tr>
<tr>
<td>West</td>
<td>5600</td>
<td>5350</td>
<td>5700</td>
</tr>
<tr>
<td>Central</td>
<td>4250</td>
<td>4050</td>
<td>4400</td>
</tr>
</tbody>
</table>
When you include the \{TABDELMULT\} command, the report script outputs the data as follows:

<table>
<thead>
<tr>
<th></th>
<th>3800</th>
<th>3450</th>
<th>3800</th>
</tr>
</thead>
<tbody>
<tr>
<td>Market</td>
<td>18850</td>
<td>17850</td>
<td>19200</td>
</tr>
</tbody>
</table>

To parse data in this format, scan the returned string for a tab, a newline, or a null, each of which define the end of a token. The token can be one of four types:

- A member name (must begin with an alphanumeric character)
- A data value (must always begin with a number or a negative sign)
- A special value, such as #Missing (must begin with a # character)
- An empty cell (none of the above)

If the report is stored in an internal data structure, such as a grid or array, and the report shrinks in the number of rows or the number of columns (for example, after a zoom out operation), you might need to adjust the bounds of the new report.

The possible conflict between numeric values and numeric member names can usually be resolved by scanning any tokens that begin with a number and validating that they conform to the parameters (for example, decimal precision) of a number value. Any token that does not conform should be treated as a member name.

A more reliable method is to use the positioning of the token in the report to determine whether it is a member name or a data value. The first x rows of the report can be only member names (where x is the number of column dimensions + 1 row for the page header), and the first y columns can only be member names (where y is the number of row dimensions). If the coordinates of the token are greater than both x and y, then the token is either a special value (begins with a # character), or it is a number value.

It is possible to force double quotation marks around all member names (and so avoid the identification issue) by using the \<QUOTEMBRNAMES command. When you use this command, you can recognize member names by the leading double quotation marks.

It is often useful to parse the returned report output tokens into Page, Column, Row and Data areas, so they can be easily re-used in subsequent reports (see Using Report Output as a Script, below).

### Using Report Output as a Script

The output from a report script can be used as the input to another report. The report output contains only member names and data, so you need to preface the new report with the header commands (as described above). Then append the member names output by the previous report onto the report header (not including the returned data, to avoid sending unnecessary
information to the server), and execute that as a script. For example, if you first execute the following:

```plaintext
<COL("Year") <ROW("Market")
"Actual" "Sales" "Cola" <CHILD "Qtr1" <CHILD "East"
!
```

The resulting report output might look something like the following:

<table>
<thead>
<tr>
<th>Actual Sales Cola</th>
<th>Jan</th>
<th>Feb</th>
<th>Mar</th>
</tr>
</thead>
<tbody>
<tr>
<td>New York</td>
<td>36</td>
<td>32</td>
<td>39</td>
</tr>
<tr>
<td>Massachusetts</td>
<td>24</td>
<td>09</td>
<td>14</td>
</tr>
<tr>
<td>Florida</td>
<td>37</td>
<td>29</td>
<td>37</td>
</tr>
<tr>
<td>Connecticut</td>
<td>0</td>
<td>5</td>
<td>11</td>
</tr>
<tr>
<td>New Hampshire</td>
<td>12</td>
<td>10</td>
<td>11</td>
</tr>
</tbody>
</table>

Now if you send the header from the previous report (that is, the first two lines of format commands), strip out all data from the report output, surround all member names with double quotation marks, and append a bang (!) character, you should get the following report script:

```plaintext
{SSFORMAT} <PAGE("Scenario", "Measures", "Product") <COL("Year") <ROW("Market")
"Actual" "Sales" "Cola" "Jan" "Feb" "Mar" "New York" "Massachusetts" "Florida"
"Connecticut" "New Hampshire"
!
```

This script now generates the same report that the first script generated. This method is useful when performing a series of ad-hoc operations, such as drill-downs, on a view.

Essbase inserts spaces before certain member names. What is inserted depends on the `<INDENTGEN` report setting. Leading spaces must be removed if the members are subsequently used as part of a report script.

**Using Report Output to Perform Zoom Operations**

To perform a simple (one-level) zoom in on a member in a view, send the output from the report that created the view as a script with the `<CHILD` (or `<ICHILD`) command before the member to be zoomed on. To perform a multilevel zoom in, use the `<DESC` or `<IDESC` commands. To perform a zoom out, use the `<PARENT` (or possibly the `<ANCESTORS`) command.

For example, consider the following report output:

<table>
<thead>
<tr>
<th>Actual Sales Cola</th>
<th>Jan</th>
<th>Feb</th>
<th>Mar</th>
</tr>
</thead>
<tbody>
<tr>
<td>East</td>
<td>109</td>
<td>85</td>
<td>112</td>
</tr>
</tbody>
</table>

If the user chooses to drill down on East, the report script might be as follows:

```plaintext
{SSFORMAT} <PAGE("Scenario", "Measures", "Product") <COL("Year") <ROW("Market")
Actual Sales Cola Jan Feb Mar <ICHILD East
!
```

This script generates the following report output:

<table>
<thead>
<tr>
<th>Actual Sales Cola</th>
<th>Jan</th>
<th>Feb</th>
<th>Mar</th>
</tr>
</thead>
</table>

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Creating Tabular Format Report Output

It is possible to force the output of a report to be in a tabular format that resembles a relational database query. The Report Writer commands to achieve this format are as follows:

- **{ROWREPEAT} command**—Causes the full list of member names to be output on each row of the report, even when there are nested groups. In the following example, Ohio is repeated on each row:

<table>
<thead>
<tr>
<th>Actual Sales</th>
<th></th>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>Jan</td>
<td>Feb</td>
<td>Mar</td>
<td></td>
</tr>
<tr>
<td>Ohio 100-10</td>
<td>130</td>
<td>121</td>
<td>134</td>
</tr>
<tr>
<td>Ohio 100-20</td>
<td>118</td>
<td>104</td>
<td>123</td>
</tr>
<tr>
<td>Ohio 100-30</td>
<td>77</td>
<td>65</td>
<td>81</td>
</tr>
</tbody>
</table>

- **{SUPCOLHEADING} command**—Adding this command to the report suppresses the column headings in the report output.

<table>
<thead>
<tr>
<th>Actual Sales</th>
<th></th>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Ohio 100-10</td>
<td>130</td>
<td>121</td>
<td>134</td>
</tr>
<tr>
<td>Ohio 100-20</td>
<td>118</td>
<td>104</td>
<td>123</td>
</tr>
<tr>
<td>Ohio 100-30</td>
<td>77</td>
<td>65</td>
<td>81</td>
</tr>
</tbody>
</table>

- **{SUPHEADING} command**—Adding this command also suppresses the page headings in the report output. As shown in the following example:

<table>
<thead>
<tr>
<th>Actual Sales</th>
<th></th>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Ohio 100-10</td>
<td>130</td>
<td>121</td>
<td>134</td>
</tr>
<tr>
<td>Ohio 100-20</td>
<td>118</td>
<td>104</td>
<td>123</td>
</tr>
<tr>
<td>Ohio 100-30</td>
<td>77</td>
<td>65</td>
<td>81</td>
</tr>
</tbody>
</table>

Also, all of the dimensions (or all but one) need to be included in the <ROW command in the report, to ensure that the data is returned in a fully normalized form.

Updating Data

Updating data is the process of changing data in a view, and sending the data back to the server. When the update is in progress the user must lock the blocks that relate to the view. This ensures that no other user can change the data between the time the program retrieves that data and the time the data is written back to the database.

The sequence of actions for an update is as follows:

1. Execute a report script to lock the relevant blocks and retrieve the data to be updated
2. Change some or all of the data in the view
3. Send the data back to the server and unlock the blocks
Control Flow of the Update Functions

Lock the blocks with `EssReport` or `EssBeginReport`. Make sure to set the Lock argument passed to these functions to TRUE, locking all the blocks relating to the retrieved data. These functions can either lock the blocks and retrieve the data or just lock the blocks (if the data is either new or already current). The functions lock the blocks without retrieval by changing the value of the Output argument passed to them to TRUE or FALSE, as appropriate.

Next, allow the user to edit the data cells in the view (using whatever mechanism your product provides).

Finally, call `EssUpdate` and pass it the entire contents of the view (including the updated data values), or call `EssBeginUpdate`, and send the entire view to the server a string at a time by calling `EssSendString`.

Each string sent to the server must have a newline terminating each line of the update specification.

To execute an update from a file, first lock the blocks as described above and then call `EssUpdateFile`.

**Calculating Data**

To calculate data in Essbase means to consolidate part or all of the database by using either the hierarchies and formulas defined in the database outline (the default calculation), or the formulas contained in a calc script.
Control Flow of the Calculation Functions

The default calculation is stored in the database and is executed by calling `EssDefaultCalc`. To get and set the script used for a default calculation, use `EssGetDefaultCalc` and either `EssSetDefaultCalc` or `EssSetDefaultCalcFile`.

Like reports, calculations can be executed in one of three ways:

- By passing the calc specification as a string to `EssCalc`
- By passing a set of strings with `EssBeginCalc`, `EssSendString`, and `EssEndCalc`
- By specifying a calc script file with `EssCalcFile`

Calculations in Essbase are asynchronous operations, meaning that when the appropriate calc function is called, the API returns to the caller immediately without waiting for the calc to finish (unlike executing a report, for example). Essbase uses asynchronous calculations because a calculation can take a significant amount of time to complete (several hours is not uncommon). So, after the calculation starts, the program must check (by calling `EssGetProcessState`) at intervals to see if the calculation is complete.

The simplest way to check is to set up a system timer to wake up a process at short intervals (say 5-10 seconds), checking the status of the calculation. While the calculation is running you can perform any other operations within your program, but you can not make function calls to the Essbase API using the same context handle.

**Using Security**

All the capabilities provided by Administration Services for administering security are available through the Essbase API. To fully understand the workings of the security system, refer to the *Oracle Essbase Database Administrator’s Guide*. 
Many of the functions that use the security system require certain privileges to be available to the logged in user and return errors if an attempt is made to change security information without the correct authority. Typically, the logged in user should have Administrator or Application or Database Manager privileges, but you should be aware of possible problems if you are using the security functions and should plan for such errors, particularly during your initial testing.

To create or delete users or groups in Essbase, use `EssCreateUser` and `EssDeleteUser`. To set a user’s password, use `EssSetPassword`. To get a list of users on a server, use `EssListUsers`.

To get and set a user’s or a group’s security information, call `EssGetUser` and `EssSetUser`.

To get and set the list of users that are members of a group (or the list of groups to which a member belongs), call `EssGetGroupList` and `EssSetGroupList`.

To get user access privileges to an application, call `EssGetApplicationAccess`.

The security functions can return the names of all the users who have access to a named application, all the applications to which a named user has access, or the access level of a specific application-user combination. A similar function exists for databases, and corresponding Set functions exist for setting application and database access.

To get the contents of a named security filter, first call `EssGetFilter` then repeat calls to `EssGetFilterRow` (to get each row description in the filter) until a NULL string is returned. To set the contents of a filter, first call `EssSetFilter`, and then repeat calls to `EssSetFilterRow` until all rows have been sent (send a NULL row pointer to terminate the sequence).

To get a list of the named filters in a database, call `EssListFilters`. To get a list of users who are assigned a named filter, use `EssGetFilterList`.

For detailed descriptions of the security-related functions, see “C Main API Security Filter Functions” on page 206.

### Maintaining Applications and Databases

Apart from maintaining database outlines, there are some other administrative functions that can be performed with the API.

To get information about an application, use `EssGetApplicationInfo`. To get modifiable application state parameters, call `EssGetApplicationState` (a corresponding Set function also exists to update these parameters). Similar administrative functions exist for databases.

When using any of the application or database Set functions, call the corresponding Get function first to initialize the structure fields.

To get an application log file, call `EssGetLogFile`.

To get a selection of database run-time statistics, call `EssGetDatabaseStats`. To get or set a database note (a text string that can be viewed from the default login dialog box), use `EssGetDatabaseNote` and `EssSetDatabaseNote`.

To export part or all of a database into a text file format that can be reloaded into databases, use `EssExport`. 
To move Essbase file artifacts (outlines, calc scripts, rules files, and so on) between applications or databases, use **EssCopyObject**. To move artifacts between the client and server for editing, use **EssGetObject** and **EssPutObject**.

To create an artifact, call **EssCreateObject**. To rename an artifact, call **EssRenameObject**. To delete an artifact, call **EssDeleteObject**. To list all artifacts of a particular type within an application or database, call **EssListObjects**.

For detailed descriptions of using the administration functions for database and application, see “C Main API Database Functions” on page 196 and “C Main API Application Functions” on page 195.

See “API Libraries” on page 40.

### Handling Messages

The API includes a mechanism for intercepting error messages and other messages generated at the server and for displaying the appropriate messages automatically on the client program’s screen. This mechanism, although generally useful, can be turned off if desired. The API allows your program to prevent those messages from appearing and to trap them for processing within your program. You can choose which messages to display and then display the messages in a way that is consistent with your program’s internal message and error handling. This mechanism provides seamless integration of Essbase with your program.

The default message processing in Essbase is platform-dependent, but typically generates a dialog box with the log information (application and database name, username, timestamp, and so on) and the message text.

Every Essbase message has a unique identification number, a message level number, and an associated text string (that is not necessarily unique). By default, Essbase displays error messages only for serious errors, not for warnings and not for information messages.

### Message Handling in C

In the C API, you can define a Custom Message Handling function and pass a pointer to that function during the initialization call, **EssInit**(). This custom function is then called when the API receives a message from the server. The custom function can examine the function return code either to process the message internally or to pass the message back to the API for default message processing. For more details see, “C Main API Message Handling” on page 79.

An example of a message handling function for Windows and C is given below:

```c
/* C Example of a message handling function */
ESS_FUNC_M ErrorHandler (ESS_PVOID_T    myCtx,
                         ESS_LONG_T      MsgNum,
                         ESS_USHORT_T    Level,
                         ESS_STR_T       LogStr,
                         ESS_STR_T       MsgStr)
{
    ESS_STS_T       sts = 0;
    ESS_STR_T       ErrorStr;
    ESS_USHORT_T    len;
    HANDLE          hMem;
    /* Only display messages of level ERROR or above */
```
if (Level >= ESS_LEVEL_ERROR)
{
    /* Calculate combined length of Log and Message strings */
    len = 3;                /* allow for end of line characters + null */
    if (LogStr != NULL)
        len += strlen (LogStr);
    if (MsgStr != NULL)
        len += strlen (MsgStr);
    /* Concatenate the strings */
    if ((hMem = GlobalAlloc (GPTR, len)) != 0)
    {
        ErrorStr = GlobalLock (hMem);
        sprintf (ErrorStr, "%s
%s", LogStr, MsgStr);
        /* Display message in a Windows message box */
        MessageBox ((HWND)NULL, ErrorStr, "Essbase Error",
                    MB_OK);
        GlobalUnlock (hMem);
        GlobalFree (hMem);
    }
    return (sts);
}

Managing Memory

In the C API, it is possible to define custom memory management functions for use within the
API itself, so that you do not have any conflict between your internal memory management
scheme and the memory management scheme of the API. Again, custom functions provide
integration of the API into your program.

First, you need to write three functions within your code:

- A memory allocation function.
- A memory freeing function.
- A memory reallocation function.

Next, you need to pass pointers to these three functions to the API during the initialization call,
EssInit. The functions are then used within the API whenever the API needs to allocate, free, or
reallocate a memory buffer. Any items that are allocated within the API and returned to your
program are guaranteed to have used these functions, so you can reallocate or free them without
any possibility of a memory corruption or violation.

For more information on using custom memory management with the API, see “Using Memory
in C Programs” on page 78.
General Programming Considerations

Only Unicode mode clients can fully work with Unicode mode applications. In general, writing Essbase applications programs for Unicode must take into account the mode of the client and of the server. The assumption made for this discussion is that the Essbase Server is fully Unicode enabled, that is, the Essbase Server is the latest version.

There are three basic scenarios depicting three types of client communicating with the Unicode enabled Essbase Server. The three client types:

- Non-Unicode client program communicating with the Unicode server
- Unicode-enabled client in non-Unicode mode communicating with the Unicode server.
- Unicode-enabled client communicating with the Unicode server.

Unicode enabled programs in non-Unicode mode can access all data on Unicode servers, but can not change the database outlines for Unicode mode applications. Only Unicode enabled client programs operating in Unicode mode have full access to both the data and the database outlines on Unicode enabled servers.

Defining Unicode Mode Client Programs

Only Unicode-mode client programs can communicate with the server using UTF-8 encoded data. To initialize a Unicode mode client program, use the usApiType field of the ESS_INIT_T structure passed to EssInit(). This field has two possible values: ESS_API_NONUNICODE and ESS_API_UTF8.

This API initialization function is the only place to specify the mode of an application program. This topic contains the following sections:
Non-Unicode Clients

The non-unicode clients are the older clients were built to work with previous version of the Essbase API. These clients deal entirely in short strings and non-unicode encoding. These older clients cannot deal with the longer strings and are, therefore, restricted to dealing with non-Unicode-enabled applications.

This type of client can not edit the outlines or rules files on a Unicode mode server.

A Unicode-enabled server can communicate in non-Unicode mode with non-Unicode clients. The non-Unicode clients can edit outlines and rules files while not connected to a server. However, encoding can be an issue for non-Unicode clients editing rules files and for Unicode clients editing rules files and outlines.

When editing rules files or outlines a Unicode mode server, the user can select the format of the output file or let it default to being the same as the input file. The permissible output file formats are:

- Non-Unicode format - short strings and non-Unicode encoding
- Unicode format - long strings and UTF-8 encoding

The files are edited internally in non-Unicode encoding by non-Unicode clients and in Unicode encoding by Unicode clients.

If the input file is to be converted from Unicode format to non-Unicode format, but cannot be converted because it contains strings that are too long, then the conversion is aborted and a diagnostic is returned to the user.

Unicode-enabled Clients in Non-Unicode Mode

Unicode-enabled clients are built with the include files and DLLs of Unicode-enabled Essbase, but communicate with the API in native encoding. The API does not support placing client API DLLs from Unicode-enabled Essbase onto a client that is built with include files from non-Unicode Essbase. Clients must be built with the Unicode-enabled Essbase include files in order to run with the new DLLs.

Unicode-enabled clients in non-Unicode mode cannot edit the outlines or rules files on a Unicode mode server.

To work with the Unicode-enabled include files and DLLs, a client must support the longer maximum string lengths. For some clients, this may be as simple as recompiling with the Unicode-enabled Essbase include files that define the longer maximum lengths.
For other clients, supporting the longer maximum lengths may require code changes. For instance, a client may use a single byte for storing the member name byte length. Because one byte is not enough to hold the new maximum byte length for member names (320 bytes), the design must be changed to allow the client to support the longer maximum lengths.

Unicode-enabled Clients in Unicode Mode

Unicode clients are built with Unicode-enabled Essbase and communicate with the API in UTF-8.

To run as a Unicode client, a client must handle long maximum string lengths, as described in the previous subsection on new native clients. In addition, the client must communicate with the API in UTF-8.

If a client is written in Java, the conversion may be easier than if the client is written in another language. However, in either case, the changes are likely to be substantial. For instance, the client code must communicate with the operation system in non-Unicode encoding while communicating with the Essbase API in Unicode mode.

Specifying Unicode Mode

The initialization structure, ESS_INIT_T, is the only place that you can specify the Unicode-related mode of the client program. If nothing is specified, the program operates in non-Unicode mode. Use the usApiType field to specify the mode.

Specifying the Byte Order Encoding

Unicode clients using the C Main API to communicate with Unicode-enabled Essbase applications must send the UTF-8 encoded Unicode byte order mark (BOM) in the text stream immediately after calling any of the following functions:

- EssBeginReport
- EssBeginUpdate
- EssBeginDataload
- EssBeginDataloadASO
- EssBeginDataloadEx
- EssBeginStreamBuildDim
- EssBeginCalc

To send the BOM, use EssSendString, as shown in the following examples:

```c
void ESS_BeginUpdate()
{
    ESS_STS_T sts = ESS_STS_NOERR;
    ESS_BOOL_T Store;
```
ESS_BOOL_T Unlock;
ESS_STR_T query = "";
/* Begin Update */
Store = ESS_TRUE;
Unlock = ESS_FALSE;
sts = EssBeginUpdate (hCtx, Store, Unlock);
printf("EssBeginUpdate sts: %ld\n",sts);
/* Send update specification */
//String with BOM characters
query = "\xEF\xBB\xBF 'marché' 'New York' 'Actual' 'Sales' '100-10' 5";
if(!sts)
    sts = EssSendString(hCtx, query);
/* End Update */
if(!sts)
    sts = EssEndUpdate(hCtx);
}
void ESS_BeginReport()
{
    ESS_STS_T sts = ESS_STS_NOERR;
    ESS_STR_T rString = ESS_NULL;
    ESS_STR_T query = ESS_NULL;
    sts = EssBeginReport (hCtx, ESS_TRUE, ESS_FALSE);
    printf("EssBeginReport sts: %ld\n",sts);
    if(!sts)
    {
        //String with BOM characters
        query = "\xEF\xBB\xBF 'New York' 'Actual' 'Sales' '100-10' 'marché' 'Jan' !";
        sts = EssSendString(hCtx, query);
    }
    if(!sts)
        sts = EssEndReport (hCtx);
    if(!sts)
        sts = EssGetString(hCtx, &rString);
    while (!sts && (rString != NULL))
    {
        printf("%s", rString);
        EssFree (hInst, rString);
        sts = EssGetString (hCtx, &rString);
    }
    printf("\n");
}

**Unicode Mode and Essbase Server**

Essbase Server allows the creation of Unicode mode applications, or migration of non-Unicode mode applications to Unicode mode, only when it is in Unicode mode.

For more information, see “C Main API Unicode Mode Functions” on page 210.
Unicode Outlines

For functions related to working with Unicode mode outlines, see “C Outline API Unicode Mode Functions” on page 728.

Grid API

To initialize a Unicode mode client program utilizing the Grid API, use the usApiType field of the ESSG_INIT_T structure which is passed to EssGInit(). Additionally, ESSG_DATA_T has additional values for the usType field to work in Unicode mode.
Part II
C Main API

In C Main API:

- Using the C Main API
- C Main API Declarations
- C Main API Functions
C Main API Instance Handles

An instance handle (similar in concept to a file handle) represents a program’s access to the API, and distinguishes the program-specific resources and settings used within the API. This identification is necessary for dynamic shared libraries, which may be accessed by several different programs simultaneously. When a program initializes the API by calling EssInit(), an instance handle is returned.

Using the Instance Handle in an Application

An instance handle is declared as type ESS_HINST_T in C programs.

The instance handle must be passed to the EssLogin() call, which returns a context handle, and also to the API terminate function EssTerm() to free any program-specific resources used within the API.

Instance handles may be passed to other programs, child processes, or threads, which can then log in independently of the original using the same API resources and settings. Make sure that
all programs, processes or threads using the same instance handle log out before they can terminate the API.

**Note:** A thread may require its own instance handle (*phInstance*) to avoid overwriting another thread’s networking status information.

### C Main API Context Handles

A context handle represents a single, valid login by a user onto the system. A successful call to `EssLogin()` returns a context handle, which can be passed to other API calls which require a context handle as an argument:

- **Using context handles in an application**—Context handles are defined as type `ESS_HCTX_T` in C programs. In general, a context handle is valid for as long as the user remains logged in to that server (that is, until after a successful `EssLogout()` call). However, in case such as a server shutdown, a context handle can become invalid. Your program should therefore provide some way for the user to log back in during a session (for example, through a menu option or function key).

  **Note:** A context handle is specific to an instance of the API, and contains an implied reference to the resources and settings for the appropriate instance.

- **Multiple context handles**—A single instance of an API program may make multiple calls to `EssLogin()`, using the same user name or different user names on one or more Essbase servers. Each call to `EssLogin()` returns a unique context handle, and your program must keep track of each context handle returned. You may have up to 255 context handles per client application in use simultaneously, but if a program performs all its processing on a single server, in general it is easier to use only one context handle and to switch between different applications and/or databases as required, using either the `EssSetActive()` function or the `EssAutoLogin()` function.

- **Sharing context handles**—In general, it is not advisable to share context handles between multiple programs, processes, or threads, unless such use is guaranteed to be exclusive. A better approach is to use the same instance handle and log in each process or thread separately. Essbase ensures that multiple logins using the same user name on the same server will only occupy one port on that server.

- **Local context handles**—Operations on local objects and files (on the client) can use a local context handle (see Using Local Context Handles).

  See also Local Contexts.

### C Main API File Objects

An Essbase object is simply a file (in 8 by 3 alphanumeric character format) Essbase uses, such as a database outline, a calc script, or other data. Essbase has an object system which allows you to refer to such files through the API simply by the name, the file type, and the application and
database with which they are associated. This allows objects to be manipulated independently of the underlying file system (which may vary between different platforms and implementations of Essbase).

Objects can reside on any Essbase Server or client, and can be copied between them. A locking mechanism on the server controls access to objects, so that users with sufficient privilege can lock server objects and copy them to the client (using the `EssGetObject()` function), edit them, and save them back to the server (using the `EssPutObject()` function). Server objects can also be opened without locking for read-only access, but then cannot be saved back to the server. A user can also create or edit objects on client workstations for their personal use, or save them to the server for other users to share.

**Accessing Objects**

When you access objects through the API, the object name refers to the file name of the object (without an extension). The object types are declared in the API header file in the form `ESS_OBJTYPE_xxx` (where `xxx` represents the specific type, as in `ESS_OBJTYPE_REPORT`). Most objects are associated with an application and database, but some objects such as calc scripts and rules files can be stored at the application level and used with any database within the application.

Database outline files are different from other objects, and cannot be deleted, renamed, copied, or saved using the API.

Server object files are physically located in the corresponding application or database subdirectory. However, it is not generally advisable to manipulate server object files directly. Always use the appropriate API functions to copy the files locally.

Client object files are also stored by default in application and database sub-directories of the directory specified by the LocalPath setting of `ESS_INIT_T`. You can freely manipulate and edit these files, but you should ensure your program is well-behaved when locking and unlocking server objects which are being edited on the client (always lock an object before editing and unlock it afterwards, whether or not changes are saved).

You can bypass the client object system and go directly to the file system by setting the application and database to NULL. This makes the object field the entire path.

**Local Contexts**

If you intend to access file objects on a client machine through the API, you need to create a local context handle for the API object functions to use. To create a local context, use the `EssCreateLocalContext` function, which returns a context handle. This handle can be passed to any of the object API functions instead of a login context handle, and causes the API to perform the requested operation on the local client object system instead of the server. You only need to create a local context once, immediately after your program first initializes the API.

If you create a local context, your program should clean up by calling the `EssDeleteLocalContext` function before terminating the API.
Using Memory in C Programs

All programs perform some form of memory allocation. The Essbase API allocates memory internally, some of which is returned in the form of pointers to the calling program. The calling program can also allocate memory, which is passed as pointers to the API. To avoid potential conflicts between different memory management schemes, the API provides two mechanisms for integrating the memory management in your application:

- Use the API’s memory management scheme in your application
- Customize the API to use your application’s memory management scheme internally

Using the C API’s Memory Management Scheme

The API provides a set of memory management functions, *EssAlloc()* , *EssRealloc()* , and *EssFree()* . These functions (plus all internal API memory allocations) call memory allocation routines pointed to by the *AllocFunc*, *ReallocFunc*, and *FreeFunc* fields of the *ESS_INIT_T* initialization structure. If you pass NULLs into these fields, you use the default allocation routines supplied with the API, which use native memory application routines appropriate to the target platform.

The native memory allocation routines called by all platforms call the C standard library calls *malloc()* , *realloc()* , and *free()* . The C standard library calls accommodate the operation of the Outline API, which uses many small allocations of memory during normal usage. Unlike *GlobalRealloc()* , *realloc()* does not initialize new buffer areas to NULLs.

**Note:** If you are using a compiler for an Intel X86-based Microsoft Windows platform, remember that the API exclusively uses the large memory model.

Customizing the Memory Management Scheme

If you do not want to call the API’s memory management functions, or you want to ensure that the same allocation scheme is used consistently throughout your application, you can define your own set of memory management functions for the API to use. To do this, you can write your own custom functions to allocate, reallocate, and free memory, and make your functions available to the API. Usually these functions internally call the corresponding memory management functions used within your application.

Defining Custom Memory Management Functions in C Programs

To define your own custom memory management functions in a program, you write the functions and set the *AllocFunc*, *ReallocFunc*, and *FreeFunc* fields in the API initialization structure to point to your custom function before calling *EssInit()* . You can use any names you wish for these functions and their arguments, but you must use the following form to declare them:

- *ESS_FUNC_M CustomAlloc*  
  *(ESS_SIZE_T BufSize, ESS_PPVOID_T ppBuffer)*
- *ESS_FUNC_M CustomRealloc*  
  *(ESS_SIZE_T BufSize, ESS_PPVOID_T ppBuffer)*
- *ESS_FUNC_M CustomFree*  
  *(ESS_PVOID_T pBuffer)*

In this code, the fields are defined as follows:
The **BufSize** argument is the minimum size of memory buffer to allocate or reallocate.

The **ppBuffer** argument is the address of a memory pointer to receive the allocated or reallocated buffer's address.

The **pBuffer** argument is the address of a memory buffer to free. These functions return zero (0) for success and non-zero for failure.

Pointers to these three functions should then be assigned to the `AllocFunc`, `ReallocFunc`, and `FreeFunc` fields of the initialization structure before it is passed to the `EssInit()` function (see “Initializing the C Main API” on page 84).

**Note:** If you decide to define your own custom memory management functions, you must create and assign functions for *all three* structure fields.

After you have defined your own custom memory management functions, you cannot use the default API memory management within that application, as any calls made to the Essbase memory management API functions, `EssAlloc()`, `EssRealloc()`, and `EssFree()`, from within your code will automatically invoke the equivalent custom functions you defined. However, any other applications simultaneously using the API will not be affected; each application which calls `EssInit()` can independently choose whether to define its own custom functions or use the default ones.

**Note:** You should not attempt to call any Essbase API functions from within your custom message function, with the exception of the memory management API functions, `EssAlloc()`, `EssRealloc()`, and `EssFree()`.

---

## C Main API Message Handling

When your program calls the API, system messages and error messages are generated. Some of those messages are returned by the Essbase Server, and others are internal to the API. Your program must process these messages in some way, and if there is an error which causes the operation in progress to abort, the user may need to be informed.

This section explains the API’s message handling scheme, and then shows what C developers can do to implement custom message processing in their programs:

- “How the Essbase C Main API Handles Messages” on page 79
- “Defining a Custom Message Function in C Programs” on page 80

### How the Essbase C Main API Handles Messages

The following message levels are supported in Essbase:

- Information messages (for information only)
- Warning messages (operation will continue)
- Error messages (operation aborted)
Serious errors (operation aborted-system is unstable)

Fatal errors (operation aborted-system is halting)

When your program uses Essbase API default message handling, all messages of level Error or higher (Serious or Fatal) are displayed on the current application screen.

**Defining a Custom Message Function in C Programs**

The C API allows you to supply a custom message handling function which you can use to trap error messages before they are processed by the API. You may want to code a custom message handling function, either to trap particular error conditions, or to ensure uniform processing and display of all user messages throughout your program. If you choose not to supply a custom message function, all message processing is handled by the API default message handler.

To define a custom message function in a program, you must write the function and set the `MessageFunc` field in the API initialization structure to point to your custom function before calling `EssInit()`.

**Coding the Custom Message Handling Function**

You can use any name you wish for this function and its arguments, but it must be declared in the following form:

```c
ESS_FUNC_M CustomMessage (
    ESS_PVOID_T UserContext,     /* user context pointer */
    ESS_LONG_T MessageNumber,    /* Essbase message number */
    ESS_USHORT_ T Level,         /* message level */
    ESS_STR_T LogString,         /* message log string */
    ESS_STR_T MessageString      /* message string */
);  
```

In this code, the fields are defined as follows:

- The `UserContext` argument is a copy of the pointer passed in the `UserContext` field of the initialization structure to the `EssInit()` function during API initialization (see “Initializing the C Main API” on page 84). You can use this pointer to contain any application-specific context information which is required during custom message processing, but typically it is used to pass a structure containing state information for your program.
- The `MessageNumber` argument is used to trap messages returned by specific error conditions (individual error message codes are defined in the header file `esserror.h`).
- The `Level` argument is used to trap messages based on the message level, which denotes whether the message is an information, warning, or error message.
- The `LogString` argument receives the server log entry information as a string. It passes strings of the form:

  ```
  [Date & Time] Server/Application/Database/Username/Thread/Message#
  ```

For example:

```plain
[Fri Feb 04 11:51:18 1994]Elm/Sample/Basic/Admin//1012550
```
- The `MessageString` argument contains the message text as a string. It passes the complete message text, for example:

```
Total Calc Elapsed Time : [46] seconds
```

- The default API message handler displays both the log string and the message string on successive lines, (either within the message dialog, or just written to the stdout stream). For example:

```
[Fri Feb 04 11:51:18 1994]Elm/Sample/Basic/Admin//1012550 Total Calc Elapsed Time :
[46] seconds
```

### Setting the `MessageFunc` Field to Point to Your Function

Pointers to the custom message function must be assigned to the `MessageFunc` field of the initialization structure passed to the `EssInit()` function (see “Initializing the C Main API” on page 84).

### Using a Custom Function to Control Message Processing

The custom message function is called before an Essbase Server returns a message or the Essbase API returns an error. When the function is called, the arguments passed to it contain the message number, message level, log string, and error string for that particular message. For each message, the function can use these argument values to choose whether to process the message, ignore it, or return it to the API for default processing:

- **What the return code means to the API**—A return value of zero denotes that the function processed the message successfully and that no further action needs to be taken by the API. If the return code is non-zero, the message is passed to the default API message handling function for further processing and display. To have your program ignore a message, simply return a zero from the custom message function.

  **Note:** The API automatically frees the log and message strings when it has finished processing the message. Do NOT attempt to free them within your code.

- **Determining which return code your function should generate**—To determine which return code to generate, you can code the custom message function to check the `MessageNumber` argument, and/or the `Level` argument. For example, a program might ignore all information messages, and possibly also any warning messages (you can make this a user-definable setting) by testing the `Level` argument against the appropriate constant defined in `ESSAPI.H` (for example, `ESS_LEVEL WARNING`), and returning zero if the value is equal to or below the required value. For other messages the function should either process them internally and return a zero value, or return a non-zero value to ensure that they are processed by the default API message handler.

  **Note:** You should not attempt to call any Essbase API functions from within your custom message function, with the exception of the memory management API functions, `EssAlloc()`, `EssRealloc()`, and `EssFree()`.

If you define your own custom message handling function, any other applications simultaneously using the API will not be affected; each application which calls `EssInit()` can
independently choose whether to define its own custom message function or just use the
default message handler.

Choosing a Network Protocol

Essbase supports several different network protocols and different network vendor
implementations by providing a number of different Essbase network drivers. The driver you
need to install depends on the exact hardware, operating system, and network platform of the
client machine, and on the Essbase Server machine it is connecting to.

You need to determine the required network configuration and install the appropriate driver
file.

Calling C Main API Functions

This section describes calling API functions, using instance and context handles, and handling
return code.

Function Declarations

The API uses the ESS_FUNC_M macro to declare C API functions. This declares them to be of
type unsigned long for all supported platforms. You must also use this macro to declare any
custom functions which you pass to the API, such as custom memory management or message
handling functions.

Passing the Instance Handle or Context Handle

You must pass the instance handle returned by the initial call to EssInit() in calls to
EssLogin() or EssTerm(). You must pass the context handle returned by EssLogin() in any
function calls associated with a specific login.

Handling the Return Code

All Essbase API functions return a status code of type ESS_STS_T. A return code of zero indicates
that the function was executed successfully, and a non-zero value indicates an error condition.
A full list of error return constants is contained in the header file esserror.h. The
corresponding message text is in messages.txt.

Note: You should always check the return code from any Essbase API function. If the return
code is non-zero, any pointers or values returned by the function are undefined.

Internal Message Handling

Essbase uses an internal message handling function for non-custom message handling. If an error
event is encountered under a 32-bit Windows system, a text error message is generated.
Typical C Main API Task Sequence

The API requires that your program call certain functions before others. The basic ordering rules are:

- A program must call `EssInit()` before calling any other API functions.
- A program must call `EssLogin()` or `EssAutoLogin()` before calling any API functions which require a context handle argument (most API functions). Additionally, if you need to create a local context for API object functions to use, you must call `EssCreateLocalContext()` before calling any API functions requiring a context handle argument.
- Some API functions require an active application and database to be set. This is done by having the program call `EssSetActive()` or `EssAutoLogin()` before they are called.
- C programs cannot call any functions except memory management functions from within custom message handling functions.
- C programs cannot call any API functions from within custom memory management functions.
- A program must not pass a context handle to any API functions after calling `EssLogout()` for that handle.
- A program must not call any API functions after calling `EssTerm()`.

This is the typical order of operations for a simple API application:

1. Create and initialize an `ESS_INIT_T` structure.
2. Initialize the API by calling `EssInit()`.
3. Allocate any local static or global structures.
4. Log in to the required server by calling `EssLogin()` or `EssAutoLogin()`.
5. Select an active application and database by calling `EssSetActive()` or `EssAutoLogin()`.
6. Retrieve (or lock) data by calling `EssReport()` or related functions.
7. Update data by calling `EssUpdate()` or related functions.
8. Recalculate the database by calling `EssCalc()` or related functions.
9. Produce reports against the data by calling `EssReport()` or related functions.
10. Log out from the server by calling `EssLogout()`.
11. Free any local static or global structures.
12. Terminate the API by calling `EssTerm()`.
Initializing the C Main API

A program must initialize the API by calling the `EssInit()` function before calling any other Essbase API functions. `EssInit()` initializes all internal API state variables, and also allows you to tailor the API to your program’s requirements.

The calling program must pass the `EssInit()` function an initialization structure. This structure is defined in ESSAPI.H as type “ESS_INIT_T” on page 135. It contains a series of fields which are used to customize the API and set up certain API defaults. You must declare an instance of this structure and initialize the relevant fields before calling `EssInit()`.

The `EssInit()` function returns an instance handle, which should then be passed as an argument to the API login function.

Declaring the Initialization Structure

The initialization structure passed to `EssInit()` can usually be declared as a local (i.e. stack) variable in the calling function, as it is usually not required once it has been passed to `EssInit()`. Alternatively, you can allocate the structure before calling `EssInit()`, then free it after returning.

If the initialization structure points to custom memory management functions in the initialization call, make sure your program frees the structure using the correct memory allocation scheme.

If any of the fields of the initialization structure are set to zero values or NULL pointers, the API will use the internal default values for those fields.

It is a good idea to clear out all structures (set to 0) before setting fields and calling the API function.

Logging in to an Essbase Server

In general, the first thing your program should do after calling `EssInit()` is to prompt the user for a server name, user name, and password (or use predefined defaults), then attempt to log in to that server by calling `EssLogin()`. Alternatively, use the encapsulated login function, `EssAutoLogin()`. If this call is successful, then the returned context handle should be stored and used for all subsequent API calls.

Selecting an Active Application and Database

In addition to the context handle, the login functions also return a list of the applications and databases to which the logged in user has access (a program can obtain this list at any time by calling the `EssListDatabases()` function. The program allows the user to select a specific application and database by calling the `EssSetActive()` function.

If `EssAutoLogin()` is used to log in, it can optionally set the active application and database.

To get information about an Essbase application (e.g. whether or not it is already loaded), call the `EssGetApplicationState()` or `EssGetApplicationInfo()` functions. To get information about
a specific database, call the `EssGetDatabaseState()` or `EssGetDatabaseInfo()` functions. You can call these functions before setting the active application and database.

## Retrieving and Updating Data

### Retrieving Data

To retrieve data from an Essbase database, either for reporting or for subsequent updating, your program needs to use a report specification. Report specifications can be in the form of a single text string (if it is less than 32 KB in length), a series of text strings, or a file. Report files can reside either on the client machine, or on the Essbase Server.

- **Sending a report specification as a single string**—To send a report specification as a single string, have the program call `EssReport()` passing the entire report string, not greater than 32 KB long, as an argument. If the `Output` flag is set to TRUE in the call to `EssReport()`, the program must also read the returned report data by calling `EssGetString()` repeatedly until a NULL string is returned. The returned data can then be displayed, written to a file, or printed, as required.

- **Sending a report specification as a series of strings**—To send a report specification as a series of strings, first call `EssBeginReport()`, then call `EssSendString()` repeatedly to send each string in the report specification (note that in Windows, each individual string must not be greater than 32 KB long). Finally, terminate the report specification by calling `EssEndReport()`. If the `Output` flag is set to TRUE in the call to `EssBeginReport()`, the program must also read the returned report data by calling `EssGetString()` repeatedly until a NULL string is returned. The returned data can then be displayed, written to a file, or printed, as required.

- **Sending a file as a report specification**—To send a file as a report specification, use the `EssReportFile()` function, passing the report file name. If the `Output` flag is set to TRUE in the call to `EssReportFile()`, the program must also read the returned report data by calling `EssGetString()` repeatedly until a NULL string is returned. The returned data can then be displayed, written to a file, or printed, as required.

### Updating Data

To update data in the database, you should first lock the blocks in the database which you are going to update.

- To lock database blocks, select one method:

  - Send a report specification as described above, with the `Output` flag set to TRUE and `Lock` flag also set to TRUE. The data output by this report can be modified, then sent back to the database as an update.

  - Alternatively, if there is new or modified data ready to be loaded, a program can first use it as a report specification to lock the data blocks by setting the `Output` flag to FALSE and setting the `Lock` flag to TRUE when calling the appropriate report function.
The database can be updated either from a single string, a series of strings, or a file. Update data files can reside either on the client machine, or on the Essbase Server:

- **Sending update data as a single string**—To send an update as a single string, call EssUpdate() passing the entire string as an argument. (Note that in MS-Windows, the string must not be greater than 32 KB long). Set the Store flag to TRUE in the call to EssUpdate() so that the database will be updated. If the Unlock flag is also set to TRUE, any locked data blocks in the database will be unlocked once the data is updated, to allow other users to update those blocks.

- **Sending update data as a series of strings**—To send an update as a series of strings, first call EssBeginUpdate(), then call EssSendString() repeatedly to send all the data (note that in MS-Windows, each individual data string must not be greater than 32 KB long). Finally, terminate the update by calling EssEndUpdate(). Set the Store flag to TRUE in the call to EssUpdate() so that the database will be updated. If the Unlock flag is also set to TRUE, any locked data blocks in the database will be unlocked once the data is updated.

- **Sending update data as a file**—To send an update as a file, use the EssUpdateFile() function, passing the data file name. Set the Store flag to TRUE in the call to EssUpdate() so that the database will be updated. If the Unlock flag is also set to TRUE, any locked data blocks in the database will be unlocked once the data is updated.

**Recalculating the Database**

After updating any data in the database it is essential to perform a recalculation to ensure that the consolidated totals are correct. To recalculate a database, you can either perform the default calculation, or send a specific calculation script. You can also set a calculation script to be the default calc script. Calc scripts can be sent either as a single string, a series of strings, or a file. Calc script files can reside either on the client machine, or on the Essbase Server.

**Sending a Calc Script as a Single String**

To send a calc script as a single string, call EssCalc() passing the entire string as an argument (note that in MS-Windows, the string must not be greater than 32 KB long). Set the Calculate flag to TRUE in the call to EssCalc() so that the calc script will be executed. You will then need to check on the progress of the calculation at regular intervals.

**Sending a Calc Script as a Series of Strings**

To send a calc script as a series of strings, first call EssBeginCalc(), then call EssSendString() repeatedly to send all the strings in the calc script (note that in MS-Windows, each individual string must not be greater than 32 KB long). Finally, terminate the script by calling EssEndCalc(). Set the Calculate flag to TRUE in the call to EssBeginCalc() so that the database will be recalculated. You will then need to check on the progress of the calculation at regular intervals (see "Checking the Progress of Calculations").

**Sending a Calc Script as a File**

To send a calc script as a file, use the EssCalcFile() function, passing the calc script file name. Set the Calculate flag to TRUE in the call to EssCalcFile() so that the database will be
recalculated. You will then need to check on the progress of the calculation at regular intervals (see "Checking the Progress of Calculations").

Using the Default Calc Script

To recalculate a database using the current default calc script, use the EssDefaultCalc() function. To set the default calc script for a database, use EssSetDefaultCalc(), passing the calc script as a single string. To set the default calc script from a file, use the EssSetDefaultCalcFile() function, passing the calc script file name. Use EssGetProcessState() to determine when the calculation is finished (see "Checking the Progress of Calculations").

Checking the Progress of Calculations

After a database calculation is started, check the progress of the calculation at regular intervals (five seconds is recommended) by calling the EssGetProcessState() function. This function returns a structure indicating the calculation state. Call EssGetProcessState() until it indicates that the calculation is finished or that an error has occurred. You may also cancel a calculation in progress with the EssCancelProcess() function.

Caution! While a calculation is in progress, do not attempt to call any API functions other than EssGetProcessState() or EssCancelProcess() using the same context handle, until the calc operation has completed successfully or has been canceled. After EssGetProcessState() indicates the calc has finished, your program may continue performing other API operations with that context handle.

Logging Out from the Essbase Server and Terminating the C Main API

When all database operations are complete, the application should first log out by calling EssLogout(). This frees up any internal resources reserved within the database, and may also free the login port on the server for use by another user.

When an application program is about to terminate, it should call the EssTerm() function, passing the instance handle which was returned from the original call to EssInit(). This releases all resources used by the Essbase API. After calling this function, no other API calls can be made, unless EssInit() is called again to reinitialize the API.

C Main API Common Problems and Solutions

The Essbase API gives you unrestricted access to many of the same functions that Essbase Administration Server and MaxL use.

This section is a quick reference to help you in identifying and solving the most common problems.
<table>
<thead>
<tr>
<th>Problem</th>
<th>Solution</th>
</tr>
</thead>
</table>
| Your program is generating protection faults when allocating or freeing memory. | Here are some things C programmers can check:  
- Check that any memory returned from the API is being freed using the `EssFree()` function.  
- Check the declared indirection level of any pointers being passed to the API.  
- Use a memory checking program, such as Bounds Checker™ or Purify™, to determine the affected module.  

Even if the errors are occurring when accessing memory not used by Essbase, there may be some interference between the Essbase memory management scheme and your own. You might consider defining your own custom memory management functions. |
| Your program generates an Essbase error when calling an API function.   | Most of the Essbase error messages are self-explanatory, and it should be fairly obvious where the problem lies. However a couple of common errors to watch out for are (%n indicates a message argument which is replaced by a context-specific string):  
  - "NULL argument (%1) passed to ESSAPI function %2". This message indicates that one or more arguments passed to the API function %2 were NULL. The %1 indicates the number of the first null argument (1-based).  
  - "Invalid call sequence in ESSAPI function %1". This message indicates that you have made a call to an API function (%1) when another function call was required. For example, if you have executed a report function, such as `EssReport()`, make sure that you call `EssGetString()` repeatedly until a NULL string is returned; or if you have executed a calculation function, e.g. `EssCalc()`, that you repeatedly check the calculation state by calling `EssGetProcessState()` until the returned value indicates that the calc has completed.  
  - "Local operation not allowed in ESSAPI function %s". You have passed a local context handle to a function which does not allow it; use a login context handle instead.  
  - "Cannot open message database %s". The message database is not accessible on the machine on which your program is running. Ensure that the message database is where Essbase expects to find it. Essbase first examines the MessagePath field of the initialization structure passed to `EssInit()`, then the directory and file name specified by the ARBORMSGPATH environment variable, and finally, the `$ESSBASEPATH\BIN` directory where `$ESSBASEPATH` is an environment variable. If the message database is not available in any of these directories, Essbase returns an error message at run time. Verify which setting Essbase uses, and then verify that the message database is located where specified. See Chapter 3, “Integrating Essbase With Your Product” for more information. |
| Your program is consistently receiving an Essbase error return code from an API function, but no message is displayed, or a message saying "No message for message #%1 in message database" is generated. | Certain internal API errors cannot display a message, typically because the user's context information is not available when the message occurs. In these cases, make a note of the error code returned from the function, then refer to the list of error messages in `messages.txt` to find the corresponding message text. The error constants themselves are contained in `esserror.h`. |
| When accessing fields in API-defined structures, they appear to contain the wrong values, or the values seem to be "shifted" by a few bytes. | Check your compiler defaults to ensure you have structures aligned on byte boundaries. If the problem still occurs, make sure you are compiling with the most recent versions of the API header files, and linking with the most recent API DLLs. |
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Standard C Language Types

The following data types are defined in the Essbase API for the C programming language:

- “Simple Data Types (C)” on page 89
- “Other Data Types (C)” on page 90
- “Bitmask Data Types (C)” on page 90
- “Pointer Types (C)” on page 92
- “Miscellaneous Types (C)” on page 93
- “Array Types (C)” on page 93
- “API Definitions (C)” on page 94

Simple Data Types (C)

<table>
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<tr>
<th>Data Type</th>
<th>Essbase Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>typedef char</td>
<td>ESS_CHAR_T</td>
</tr>
<tr>
<td>typedef short</td>
<td>ESS_SHORT_T</td>
</tr>
<tr>
<td>typedef long</td>
<td>ESS_LONG_T</td>
</tr>
<tr>
<td>typedef unsigned char</td>
<td>ESS_UCHAR_T</td>
</tr>
<tr>
<td>typedef unsigned short</td>
<td>ESS_USHORT_T</td>
</tr>
<tr>
<td>typedef unsigned long</td>
<td>ESS_ULONG_T</td>
</tr>
</tbody>
</table>
### Other Data Types (C)

<table>
<thead>
<tr>
<th>Data Type</th>
<th>Essbase Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>typedef void</td>
<td>*ESS_HCTX_T</td>
<td>API context handle</td>
</tr>
<tr>
<td>typedef void</td>
<td>*ESS_HINST_T</td>
<td>API instance handle</td>
</tr>
<tr>
<td>typedef unsigned char</td>
<td>ESS_BOOL_T</td>
<td>boolean</td>
</tr>
<tr>
<td>typedef size_t</td>
<td>ESS_SIZE_T</td>
<td>size of a memory block</td>
</tr>
<tr>
<td>typedef char</td>
<td>*ESS_STR_T</td>
<td>string (array of char)</td>
</tr>
<tr>
<td>typedef void</td>
<td>ESS_VOID_T</td>
<td>void</td>
</tr>
</tbody>
</table>

### Bitmask Data Types (C)

The values for these data types consist of bit values that are combined to provide additional values when appropriate. For example, a caller needing WRITE access to a database must have the READ and WRITE privileges, thus ESS_ACCESS_WRITE equals the bit values for ESS_PRIV_READ and ESS_PRIV_WRITE. Similarly, ESS_OBJTYPE_BACKUP is a combination of ESS_OBJTYPE_ASCBACKUP and ESS_OBJTYPE_BINBACKUP.
<table>
<thead>
<tr>
<th>Data Type</th>
<th>Essbase Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>typedef unsigned short</td>
<td>ESS_ACCESS_T</td>
<td>Security access level. Possible bit values are:</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- ESS_PRIV_NONE - 0x0000 - no privilege</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- ESS_PRIV_READ - 0x0001 - read data</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- ESS_PRIV_WRITE - 0x0002 - write data</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- ESS_PRIV_CALC - 0x0004 - calculate data</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- ESS_PRIV_DLOAD - 0x0010 - load and unload databases</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- ESS_PRIV_DBDESIGN - 0x0020 - manage databases</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- ESS_PRIV_DBCREATE - 0x0040 - create, delete, and edit databases</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- ESS_PRIV_APPLOAD - 0x0100 - load and unload applications</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- ESS_PRIV_APPDESIGN - 0x0200 - manage applications</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- ESS_PRIV_APPCREATE - 0x0400 - create, delete, and edit applications</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- ESS_PRIV_USERCREATE - 0x1000 - create, delete, and edit users</td>
</tr>
</tbody>
</table>

The access types are combinations of privileges. The valid values are:

- ESS_ACCESS_NONE - 0x0000
- ESS_ACCESS_READ - 0x0111
- ESS_ACCESS_WRITE - 0x0113
- ESS_ACCESS_CALC - 0x0117
- ESS_ACCESS_METAREAD - 0x0118
- ESS_ACCESS_DBMANAGE - 0x0137 (also known as ESS_ACCESS_DBDESIGN, preserved for backward compatibility)
- ESS_ACCESS_DBCREATE - 0x0177
- ESS_ACCESS_APPDESIGN - 0x0377
- ESS_ACCESS_APPCREATE - 0x0777
- ESS_ACCESS_FILTER - 0x0110
- ESS_ACCESS_DBALL - 0x00ff - full database access
- ESS_ACCESS_APPALL - 0x0fff - full application/database access
- ESS_ACCESS_ADMIN - 0xffff - administrator (unrestricted access) (also known as ESS_ACCESS_SUPER, preserved for backward compatibility)

The Oracle Hyperion Shared Services security role mappings are:

- ESS_USERPROVROLE_NONE = ESS_ACCESS_NONE = 0x0000
- ESS_USERPROVROLE_USERCREATE = ESS_PRIV_USERCREATE = 0x1000

**Note:** This role cannot be set by Essbase in Shared Services mode; it can only be set in Shared Services.

- ESS_USERPROVROLE_APPCREATE = ESS_PRIV_APPCREATE = 0x0400
- ESS_USERPROVROLE_APPMANAGER = ESS_ACCESS_APPMANAGE or ESS_ACCESS_APPDESIGN = 0x0377
- ESS_USERPROVROLE_APPLOAD = ESS_PRIV_APPLOAD = 0x0100
- ESS_USERPROVROLE_DBFILTER = ESS_ACCESS_FILTER = 0x0110
- ESS_USERPROVROLE_DBREAD = ESS_ACCESS_READ = 0x0111
- ESS_USERPROVROLE_DBWRITE = ESS_ACCESS_WRITE = 0x0113
- ESS_USERPROVROLE_DBCALC = ESS_ACCESS_CALC = 0x0117
<table>
<thead>
<tr>
<th>Data Type</th>
<th>Essbase Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td>● ESS_USERPROVROLE_DBMANAGER = ESS_ACCESS_DBMANAGE or ESS_ACCESS_DBDESIGN = 0x0137</td>
</tr>
<tr>
<td></td>
<td></td>
<td>● ESS_USERPROVROLE_ADMINISTRATOR = ESS_ACCESS_ADMIN or ESS_ACCESS_SUPER = 0xffff</td>
</tr>
<tr>
<td>typedef</td>
<td>ESS_OBJTYPE_T</td>
<td>File object type.</td>
</tr>
<tr>
<td>unsigned</td>
<td></td>
<td>Single object types are:</td>
</tr>
<tr>
<td>long</td>
<td></td>
<td>● ESS_OBJTYPE_NONE</td>
</tr>
<tr>
<td></td>
<td></td>
<td>● ESS_OBJTYPE_OUTLINE</td>
</tr>
<tr>
<td></td>
<td></td>
<td>● ESS_OBJTYPE_CALCSCRIPT</td>
</tr>
<tr>
<td></td>
<td></td>
<td>● ESS_OBJTYPE_REPORT</td>
</tr>
<tr>
<td></td>
<td></td>
<td>● ESS_OBJTYPE_RULES</td>
</tr>
<tr>
<td></td>
<td></td>
<td>● ESS_OBJTYPE_ALIAS</td>
</tr>
<tr>
<td></td>
<td></td>
<td>● ESS_OBJTYPE_STRUCTURE</td>
</tr>
<tr>
<td></td>
<td></td>
<td>● ESS_OBJTYPE_ASCBACKUP</td>
</tr>
<tr>
<td></td>
<td></td>
<td>● ESS_OBJTYPE_BINBACKUP</td>
</tr>
<tr>
<td></td>
<td></td>
<td>● ESS_OBJTYPE_EXCEL</td>
</tr>
<tr>
<td></td>
<td></td>
<td>● ESS_OBJTYPE_LOTUS2 (No longer supported)</td>
</tr>
<tr>
<td></td>
<td></td>
<td>● ESS_OBJTYPE_LOTUS3 (No longer supported)</td>
</tr>
<tr>
<td></td>
<td></td>
<td>● ESS_OBJTYPE_TEXT</td>
</tr>
<tr>
<td></td>
<td></td>
<td>● ESS_OBJTYPE_PARTITION</td>
</tr>
<tr>
<td></td>
<td></td>
<td>● ESS_OBJTYPE_LOTUS4 (No longer supported)</td>
</tr>
<tr>
<td></td>
<td></td>
<td>● ESS_OBJTYPE_WIZARD</td>
</tr>
<tr>
<td></td>
<td></td>
<td>● ESS_OBJTYPE_OTL_E</td>
</tr>
<tr>
<td></td>
<td></td>
<td>● ESS_OBJTYPE_SELECTION</td>
</tr>
<tr>
<td></td>
<td></td>
<td>● ESS_OBJTYPE_LRO</td>
</tr>
<tr>
<td></td>
<td></td>
<td>#define ESS_OBJTYPE_MAX 0x08000000 /* maximum single object type value */</td>
</tr>
<tr>
<td></td>
<td></td>
<td>/ Combined object types are:</td>
</tr>
<tr>
<td></td>
<td></td>
<td>● ESS_OBJTYPE_BACKUP</td>
</tr>
<tr>
<td></td>
<td></td>
<td>● ESS_OBJTYPE_WORKSHEET</td>
</tr>
<tr>
<td></td>
<td></td>
<td>● ESS_OBJTYPE_DATA</td>
</tr>
<tr>
<td></td>
<td></td>
<td>● ESS_OBJTYPE_ALL</td>
</tr>
</tbody>
</table>

**Pointer Types (C)**

<table>
<thead>
<tr>
<th>Data Type</th>
<th>Essbase Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>char</td>
<td>*ESS_PCHAR_T</td>
<td>pointer to char</td>
</tr>
<tr>
<td>unsigned char</td>
<td>*ESS_PUCHAR_T</td>
<td>pointer to unsigned char</td>
</tr>
<tr>
<td>short</td>
<td>*ESS_PSHORT_T</td>
<td>pointer to short</td>
</tr>
<tr>
<td>Data Type</td>
<td>Essbase Type</td>
<td>Description</td>
</tr>
<tr>
<td>---------------------</td>
<td>------------------</td>
<td>--------------------------------------------------</td>
</tr>
<tr>
<td>unsigned short</td>
<td>*ESS_PUSHORT_T</td>
<td>pointer to unsigned short</td>
</tr>
<tr>
<td>long</td>
<td>*ESS_PLONG_T</td>
<td>pointer to long</td>
</tr>
<tr>
<td>unsigned long</td>
<td>*ESS_PULONG_T</td>
<td>pointer to unsigned long</td>
</tr>
<tr>
<td>double</td>
<td>*ESS_PDOUBLE_T</td>
<td>pointer to double</td>
</tr>
<tr>
<td>float</td>
<td>*ESS_PFLOAT_T</td>
<td>pointer to float</td>
</tr>
<tr>
<td>ESS_ACCESS_T</td>
<td>*ESS_PACCESS_T</td>
<td>pointer to security access level</td>
</tr>
<tr>
<td>ESS_BOOL_T</td>
<td>*ESS_PBOOL_T</td>
<td>pointer to boolean</td>
</tr>
<tr>
<td>ESS_HCTX_T</td>
<td>*ESS_PHCTX_T</td>
<td>pointer to API context handle</td>
</tr>
<tr>
<td>ESS_HINST_T</td>
<td>*ESS_PHINST_T</td>
<td>pointer to API instance handle</td>
</tr>
<tr>
<td>ESS_HCTX_T</td>
<td>*ESS_PHCTX_T</td>
<td>pointer to API context handle</td>
</tr>
<tr>
<td>ESS_SIZE_T</td>
<td>*ESS_PSIZE_T</td>
<td>pointer to size of a memory block</td>
</tr>
<tr>
<td>ESS_STR_T</td>
<td>*ESS_PSTR_T</td>
<td>pointer to string</td>
</tr>
<tr>
<td>ESS_VOID_T</td>
<td>*ESS_PVOID_T</td>
<td>pointer to void</td>
</tr>
</tbody>
</table>

**Miscellaneous Types (C)**

<table>
<thead>
<tr>
<th>Data Type</th>
<th>Essbase Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>typedef long</td>
<td>ESS_STS_T</td>
<td>return value from API functions</td>
</tr>
<tr>
<td>typedef ESS_STS_T</td>
<td>(*ESS_FUNC_T)()</td>
<td>pointer to function</td>
</tr>
</tbody>
</table>

**Array Types (C)**

The following array types are defined using the appropriate maximum string length. For example, the type ESS_USERNAME_T is defined as typedef char ESS_USERNAME_T[ESS_USERNAME_LEN].

<table>
<thead>
<tr>
<th>Data Type</th>
<th>Essbase Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>typedef char</td>
<td>ESS_USERNAME_T</td>
<td>user name</td>
</tr>
<tr>
<td>typedef char</td>
<td>ESS_PASSWORD_T</td>
<td>password</td>
</tr>
<tr>
<td>typedef char</td>
<td>ESS_SVRNAME_T</td>
<td>server name</td>
</tr>
<tr>
<td>typedef char</td>
<td>ESS_APPNAME_T</td>
<td>application name</td>
</tr>
<tr>
<td>Data Type</td>
<td>Essbase Type</td>
<td>Description</td>
</tr>
<tr>
<td>-----------</td>
<td>-------------------</td>
<td>----------------------</td>
</tr>
<tr>
<td>typedef char</td>
<td>ESS_DBNAME_T</td>
<td>database name</td>
</tr>
<tr>
<td>typedef char</td>
<td>ESS_OBJNAME_T</td>
<td>object name</td>
</tr>
<tr>
<td>typedef char</td>
<td>ESS_MBRNAME_T</td>
<td>member name</td>
</tr>
<tr>
<td>typedef char</td>
<td>ESS_FTRNAME_T</td>
<td>filter name</td>
</tr>
<tr>
<td>typedef char</td>
<td>ESS_ALIASNAME_T</td>
<td>alias table name</td>
</tr>
<tr>
<td>typedef char</td>
<td>ESS_PATH_T</td>
<td>file path name</td>
</tr>
<tr>
<td>typedef char</td>
<td>ESS_DESC_T</td>
<td>app/database description</td>
</tr>
</tbody>
</table>

### API Definitions (C)

<table>
<thead>
<tr>
<th>Essbase Type</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>#define ESS_TRUE</td>
<td>1</td>
</tr>
<tr>
<td>#define ESS_FALSE</td>
<td>0</td>
</tr>
<tr>
<td>#define ESS_NULL</td>
<td>NULL</td>
</tr>
<tr>
<td>#define ESS_NATIVE_SECURITY</td>
<td>1</td>
</tr>
<tr>
<td>#define ESS_SS_SECURITY</td>
<td>2</td>
</tr>
</tbody>
</table>

1 Essbase native security mode is no longer supported.

### Constant Definitions (C)

The following constants are defined in the Essbase API:

- “Attributes Constants (C)” on page 95
- “Dimension Tag Constants (C)” on page 97
- “Information Flag Constants (C)” on page 98
- “List Option Constants (C)” on page 99
- “Maximum String Lengths (C)” on page 99
- “Request Type Constants (C)” on page 100
- “Size Flag Constants (C)” on page 100
Attributes Constants (C)

The following constants define the data type of the member queried and returned for the `usInputMemberType` and `usOutputMemberType` fields of the “ESS_ATTRIBUTEQUERY_T” on page 707 structure.

<table>
<thead>
<tr>
<th>Value</th>
<th>Definition</th>
</tr>
</thead>
<tbody>
<tr>
<td>ESS_BASE_DIMENSION</td>
<td>A dimension that is not an attribute dimension</td>
</tr>
<tr>
<td>ESS_BASE_MEMBER</td>
<td>A member that is not an attribute member</td>
</tr>
<tr>
<td>ESS_ATTRIBUTE_DIMENSION</td>
<td>An attribute dimension</td>
</tr>
<tr>
<td>ESS_ATTRIBUTE_MEMBER</td>
<td>An attribute member</td>
</tr>
<tr>
<td>ESS_ATTRIBUTED_MEMBER</td>
<td>A base member or dimension that has attributes associated with it. Also called a standard member or dimension.</td>
</tr>
</tbody>
</table>

The following constant defines the attribute member status for the `Status` field of the “ESS_MBRINFO_T” on page 709 structure.

<table>
<thead>
<tr>
<th>Value</th>
<th>Definition</th>
</tr>
</thead>
<tbody>
<tr>
<td>ESS_MBRSTS_ATTRIBUTE</td>
<td>Attribute member status</td>
</tr>
</tbody>
</table>

The following constants define the attribute dimension tag type for the `DimTag` field of the “ESS_DIMENSIONINFO_T” on page 126 structure.

<table>
<thead>
<tr>
<th>Value</th>
<th>Definition</th>
</tr>
</thead>
<tbody>
<tr>
<td>ESS_TTYPE_ATTRIBUTE</td>
<td>Attribute tag</td>
</tr>
<tr>
<td>ESS_TTYPE_ATTRCALC</td>
<td>Attribute calculation tag. Used internally for aggregation.</td>
</tr>
</tbody>
</table>

The following constants define the attribute member data type for the `usDataType` field of the “ESS_ATTRIBUTEVALUE_T” on page 113 structure and the `DimDataType` field of the “ESS_DIMENSIONINFO_T” on page 126 structure.

<table>
<thead>
<tr>
<th>Value</th>
<th>Definition</th>
</tr>
</thead>
<tbody>
<tr>
<td>ESS_ATTRMBRDT_BOOL</td>
<td>Boolean data type</td>
</tr>
<tr>
<td>ESS_ATTRMBRDT_DATETIME</td>
<td>Datetime data type</td>
</tr>
<tr>
<td>ESS_ATTRMBRDT_DOUBLE</td>
<td>Double data type</td>
</tr>
<tr>
<td>ESS_ATTRMBRDT_STRING</td>
<td>String data type</td>
</tr>
<tr>
<td>ESS_ATTRMBRDT_NONE</td>
<td>No data type</td>
</tr>
</tbody>
</table>

The following constants define the type of attribute query operation for the `usOperation` field of the “ESS_ATTRIBUTEQUERY_T” on page 707 structure.
<table>
<thead>
<tr>
<th>Value</th>
<th>Definition</th>
</tr>
</thead>
<tbody>
<tr>
<td>ESS_EQ</td>
<td>Equal to</td>
</tr>
<tr>
<td>ESS_NEQ</td>
<td>Not equal to</td>
</tr>
<tr>
<td>ESS_GT</td>
<td>Greater than</td>
</tr>
<tr>
<td>ESS_LT</td>
<td>Less than</td>
</tr>
<tr>
<td>ESS_GTE</td>
<td>Greater than or equal to</td>
</tr>
<tr>
<td>ESS_LTE</td>
<td>Lesser than or equal to</td>
</tr>
<tr>
<td>ESS_TYPEOF</td>
<td>Type of</td>
</tr>
<tr>
<td>ESS_ALL</td>
<td>All</td>
</tr>
</tbody>
</table>

**Table 6  C API Attributes Terminology**

<table>
<thead>
<tr>
<th>Term</th>
<th>Definition</th>
</tr>
</thead>
<tbody>
<tr>
<td>bucketing type</td>
<td>When building a dimension, you can associate a zero-level attribute member of type ESS_ATTRMBRD_T_DOUBLE with a range of data in a relational source. Bucketing type determines the upper or lower limit of the data range. See usBucketingType.</td>
</tr>
<tr>
<td>ESS_ATTRIBUTE_DIMENSION</td>
<td>ESS_ATTRIBUTE_DIMENSION is an attribute dimension.</td>
</tr>
<tr>
<td>ESS_ATTRIBUTE_MEMBER</td>
<td>ESS_ATTRIBUTE_MEMBER is a member of an attribute dimension.</td>
</tr>
<tr>
<td></td>
<td>See “ESS_ATTRIBUTEQUERY_T” on page 707.</td>
</tr>
<tr>
<td></td>
<td>Also see EssCheckAttributes.</td>
</tr>
<tr>
<td>ESS_ATTRIBUTED_MEMBER</td>
<td>ESS_ATTRIBUTED.Member is a member (of a base dimension) which has an attribute member associated with it.</td>
</tr>
<tr>
<td></td>
<td>See “ESS_ATTRIBUTEQUERY_T” on page 707.</td>
</tr>
<tr>
<td></td>
<td>Also see EssCheckAttributes.</td>
</tr>
<tr>
<td>ESS_BASE_DIMENSION</td>
<td>ESS_BASE_DIMENSION is a standard dimension that has an attribute dimension associated with it.</td>
</tr>
<tr>
<td>ESS_BASE_MEMBER</td>
<td>ESS_BASE_MEMBER is a member of a base dimension.</td>
</tr>
<tr>
<td></td>
<td>See “ESS_ATTRIBUTEQUERY_T” on page 707.</td>
</tr>
<tr>
<td></td>
<td>Also see EssCheckAttributes.</td>
</tr>
<tr>
<td>ESS_STANDARD_DIMENSION</td>
<td>ESS_STANDARD_DIMENSION is any dimension that is not an attribute dimension.</td>
</tr>
<tr>
<td>ESS_STANDARD_MEMBER</td>
<td>ESS_STANDARD_MEMBER is a member of a standard dimension.</td>
</tr>
<tr>
<td></td>
<td>See “ESS_ATTRIBUTEQUERY_T” on page 707.</td>
</tr>
<tr>
<td></td>
<td>Also see EssCheckAttributes.</td>
</tr>
</tbody>
</table>
Term | Definition
--- | ---
long name | A zero-level attribute member that is not of type ESS_ATTRMBRDT_STRING is uniquely identified by a long name. A zero-level attribute member of type ESS_ATTRMBRDT_STRING must itself be unique. See the following structures:  
- "ESS_ATTRSPECS_T" on page 113  
- "ESS_ATTRIBUTEINFO_T" on page 112  
Also see the following functions:  
- EssGetAttributeSpecifications  
- EssOtlGetAttributeSpecifications  
- EssOtlSetAttributeSpecifications  
And, see Notes on Adding an Attribute Member.

short name | A zero-level attribute member that is not of type ESS_ATTRMBRDT_STRING is called a short name. It is provided to a function as a parameter of type ESS_STR_T. See EssOtlFindAttributeMembers.

**Dimension Tag Constants (C)**
The following constants define the available information flags used in the DimTag field of the “ESS_DIMENSIONINFO_T” on page 126 structure.

<table>
<thead>
<tr>
<th>Constant</th>
<th>Definition</th>
</tr>
</thead>
<tbody>
<tr>
<td>ESS_TTYPE_NONE</td>
<td>No dimension type. Value for DimTag field of ESS_DIMENSIONINFO_T.</td>
</tr>
<tr>
<td>ESS_TTYPE_CCATEGORY</td>
<td>Accounts: Currency ACCOUNTS tag. Value for DimTag field of ESS_DIMENSIONINFO_T</td>
</tr>
<tr>
<td>ESS_TTYPE_CNAME</td>
<td>Country: Currency COUNTRY tag. Value for DimTag field of ESS_DIMENSIONINFO_T</td>
</tr>
<tr>
<td>ESS_TTYPE_CTIME</td>
<td>Time: Currency TIME tag. Value for DimTag field of ESS_DIMENSIONINFO_T</td>
</tr>
<tr>
<td>ESS_TTYPE_CTYPE</td>
<td>Type: Currency TYPE tag. Value for DimTag field of ESS_DIMENSIONINFO_T</td>
</tr>
<tr>
<td>ESS_TTYPE_CPARTITION</td>
<td>Currency PARTITION tag. Value DimTag field of ESS_DIMENSIONINFO_T</td>
</tr>
</tbody>
</table>

**Implied Share Setting (C)**
Implied Share settings can apply to a specific outline, using the EssOtlGetImpliedShare and EssOtlSetImpliedShare functions. No changes take effect until the outline is saved and restructured.
Note: The explicit settings are especially useful if the application later is copied, as the setting would be “sticky” and follow the outline independent of any application name specific entry in the Essbase.cfg file.

The setting can have the following values:

<table>
<thead>
<tr>
<th>Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ESS_IMPLIEDSHARE_DEFAULT</td>
<td>Can be set using <em>EssOtlSetImpliedShare</em>. When set, immediately gets converted to either _ON or _OFF. If returned:</td>
</tr>
<tr>
<td></td>
<td>● Outline has no Implied Share setting</td>
</tr>
<tr>
<td></td>
<td>● Implied Share is ON</td>
</tr>
<tr>
<td>ESS_IMPLIEDSHARE_DEFAULT_ON</td>
<td>Return value only available with <em>EssOtlGetImpliedShare</em>. If returned:</td>
</tr>
<tr>
<td></td>
<td>● Outline uses Implied Share default setting in Essbase.cfg</td>
</tr>
<tr>
<td></td>
<td>● Essbase.cfg might contain an Implied Share entry (ON)</td>
</tr>
<tr>
<td></td>
<td>● Essbase.cfg should contain no entry</td>
</tr>
<tr>
<td></td>
<td>● Implied Share is ON</td>
</tr>
<tr>
<td>ESS_IMPLIEDSHARE_DEFAULT_OFF</td>
<td>Return value only available with <em>EssOtlGetImpliedShare</em>. If returned:</td>
</tr>
<tr>
<td></td>
<td>● Outline uses Implied Share default setting in Essbase.cfg</td>
</tr>
<tr>
<td></td>
<td>● Essbase.cfg contains an Implied Share entry (OFF)</td>
</tr>
<tr>
<td></td>
<td>● Implied Share is OFF</td>
</tr>
<tr>
<td>ESS_IMPLIEDSHARE_FORCE_ON</td>
<td>Can be set using <em>EssOtlSetImpliedShare</em>. An explicit setting indicating the outline always has Implied Share ON.</td>
</tr>
<tr>
<td>ESS_IMPLIEDSHARE_FORCE_OFF</td>
<td>Can be set using <em>EssOtlSetImpliedShare</em>. An explicit setting indicating the outline always has Implied Share OFF.</td>
</tr>
</tbody>
</table>

**Information Flag Constants (C)**

The following constants define the available information flags used in the *DbReqFlags* (Data Load) field of the “ESS_DBREQINFO_T” on page 120 structure.

<table>
<thead>
<tr>
<th>Constant</th>
<th>Definition</th>
</tr>
</thead>
<tbody>
<tr>
<td>ESS_DBREQFLAG_CALCDEF</td>
<td>Default flag for <em>DbReqFlags</em> field. Used the default calc script. Value: 0x00000001.</td>
</tr>
<tr>
<td>ESS_DBREQFLAG_CALCDSCR</td>
<td>Custom calc script flag for <em>DbReqFlags</em> field. Used a custom calc script. Value: 0x00000002.</td>
</tr>
</tbody>
</table>
List Option Constants (C)

The following constants define request types used by the *ListOption* field of the *EssListTransactions* function.

<table>
<thead>
<tr>
<th>Constant</th>
<th>Definition</th>
</tr>
</thead>
<tbody>
<tr>
<td>ESS_LIST_TRANSACTIONS_TOCLIENT</td>
<td>Write the output to the screen.</td>
</tr>
<tr>
<td>LIST_TRANSACTIONS_TOFILE</td>
<td>• Write output to a CSV file.</td>
</tr>
<tr>
<td></td>
<td>• Output is not returned in ppResults.</td>
</tr>
<tr>
<td></td>
<td>• pCount and ppResults will be NULL.</td>
</tr>
<tr>
<td></td>
<td>• Content is written to the FileName as comma separated file.</td>
</tr>
<tr>
<td></td>
<td>• If the specified file name exists, the command fails.</td>
</tr>
<tr>
<td>ESS_LIST_TRANSACTIONS_FORCETOFILE</td>
<td>• Write output to a CSV file.</td>
</tr>
<tr>
<td></td>
<td>• Output is not returned in ppResults.</td>
</tr>
<tr>
<td></td>
<td>• pCount and ppResults will be NULL.</td>
</tr>
<tr>
<td></td>
<td>• Content is written to the FileName as comma separated file.</td>
</tr>
<tr>
<td></td>
<td>• If the specified file name exists, it is overwritten with the new output.</td>
</tr>
</tbody>
</table>

Maximum String Lengths (C)

The following constants define the maximum lengths of various string types in the Essbase API. All of these constants include the terminating NULL character:

<table>
<thead>
<tr>
<th>Constant</th>
<th>Definition</th>
</tr>
</thead>
<tbody>
<tr>
<td>ESS_ALIASNAMELEN</td>
<td>Maximum length of an alias table name</td>
</tr>
<tr>
<td>ESS_APPNAMELEN</td>
<td>Maximum length of an application name</td>
</tr>
<tr>
<td>ESS_CRDB_MAXIMUM</td>
<td>Maximum dimension number for a Currency database</td>
</tr>
<tr>
<td>ESS_DBNAMELEN</td>
<td>Maximum length of a database name</td>
</tr>
<tr>
<td>ESS_DESCLEN</td>
<td>Maximum length of an application or database description</td>
</tr>
<tr>
<td>ESS_FTRNAMELEN</td>
<td>Maximum length of a filter name</td>
</tr>
<tr>
<td>ESS_LINELEN</td>
<td>Maximum length of a line in a report</td>
</tr>
<tr>
<td>ESS_MBCOMMENTEXLEN</td>
<td>Maximum length of an extended member comment</td>
</tr>
<tr>
<td>ESS_MBRNAMELEN</td>
<td>Maximum length of a member name</td>
</tr>
<tr>
<td>ESS_NAMELEN</td>
<td>Maximum length of a general name</td>
</tr>
<tr>
<td>ESS_PASSWORDLEN</td>
<td>Maximum length of a user password</td>
</tr>
<tr>
<td>ESS_PATHLEN</td>
<td>Maximum length of a file path name</td>
</tr>
</tbody>
</table>
Constant | Definition
---|---
ESS_OBJNAMELEN | Maximum length of an object name
ESS_SVRNAMELEN | Maximum length of a server name
ESS_USERNAMELEN | Maximum length of a user or group name

**Request Type Constants (C)**

The following constants define request types used by the `ucReqType` field of the “ESS_TRANSACTION_REQSPECIFIC_T” on page 182 structure.

<table>
<thead>
<tr>
<th>Constant</th>
<th>Definition</th>
</tr>
</thead>
<tbody>
<tr>
<td>ESS_TRLOG_CALCSHRIPT_SERVER</td>
<td>Calculation script name</td>
</tr>
<tr>
<td>ESS_TRLOG_CALCSHRIPT_IMMEDIATE</td>
<td>No data</td>
</tr>
<tr>
<td>ESS_TRLOG_CALCSHRIPT_DEFAULT</td>
<td>No data</td>
</tr>
<tr>
<td>ESS_TRLOG_CALCSHRIPT_SETDEFAULT</td>
<td>No data</td>
</tr>
<tr>
<td>ESS_TRLOG_DATALOAD_SERVER</td>
<td>Server side data load file</td>
</tr>
<tr>
<td>ESS_TRLOG_DATALOAD_IMMEDIATE</td>
<td>Data was input from client side</td>
</tr>
<tr>
<td>ESS_TRLOG_DATALOAD_SQL</td>
<td>SQL data source</td>
</tr>
<tr>
<td>ESS_TRLOG_DATALOAD_CLEARDB</td>
<td>Clear all data</td>
</tr>
<tr>
<td>ESS_TRLOG_DATALOAD_RESETDB</td>
<td>Clear all data and out line</td>
</tr>
<tr>
<td>ESS_TRLOG_SSUPDATE</td>
<td>Grid client updates</td>
</tr>
<tr>
<td>ESS_TRLOG_DATALOAD_FTP</td>
<td>FTP data source</td>
</tr>
</tbody>
</table>

**Size Flag Constants (C)**

The following constants define the maximum and minimum size for the `MaxMemIndex` and `IndexPageSize` fields of the “ESS_DBSTATE_T” on page 121 structure.

<table>
<thead>
<tr>
<th>Constant</th>
<th>Definition</th>
</tr>
</thead>
<tbody>
<tr>
<td>ESS_INDEXCACHEMIN_SIZE</td>
<td>Minimum index cache size for the <code>MaxMemIndex</code> field of the ESS_DBSTATE_T structure. Value: 1048576. No maximum value is defined.</td>
</tr>
<tr>
<td>ESS_INDEXPAGEMAX_SIZE</td>
<td>Maximum index page size for the <code>IndexPageSize</code> field of the ESS_DBSTATE_T structure. Value: 8192</td>
</tr>
<tr>
<td>ESS_INDEXPAGEMIN_SIZE</td>
<td>Minimum index page size for the <code>IndexPageSizeMin</code> field of the ESS_DBSTATE_T structure. Value: 1024</td>
</tr>
</tbody>
</table>
Unicode Mode Constants (C)

The following constants enable Unicode-mode client programs. These constants are the valid values for the usApiType field of the ESS_INIT_T structure. The ESS_INIT_T structure is used by EssInit() and defines whether the client program is in Unicode mode. Only Unicode-mode client programs can send UTF-8 encoded text to Essbase Server.

<table>
<thead>
<tr>
<th>Constant</th>
<th>Definition</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ESS_API_NONUNICODE</td>
<td>0x0002</td>
<td>The program is a non-Unicode mode client program. The client program is passing a non_unicode encoded argument to the API. This is the default value.</td>
</tr>
<tr>
<td>ESS_API_UTF8</td>
<td>0x0003</td>
<td>The program is a Unicode mode client program. The client program is passing a UTF-8 encoded argument to the API.</td>
</tr>
</tbody>
</table>

LRO Constant and Structure Definitions (C)

The following constants and structures are defined specifically for use with Linked Reporting Objects (LROs):

- “Constants for LROs (C)” on page 101
- “ESS_CELLADDR_API_T” on page 102
- “ESS_LRODESC_API_T” on page 102
- “ESS_LROHANDLE_API_T” on page 103
- “ESS_LROINFO_API_T” on page 103

Constants for LROs (C)

The following constants define various values used by LRO functions and structures in the Essbase API.

<table>
<thead>
<tr>
<th>Data Type</th>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ESS_LRODESCLEN_API</td>
<td>79</td>
<td>Maximum length of an object description</td>
</tr>
<tr>
<td>ESS_LRONOTELEN_API</td>
<td>599</td>
<td>Maximum length of a cell note</td>
</tr>
<tr>
<td>ESS_ONAMELEN_API</td>
<td>511</td>
<td>Length of an object name consisting of file name and path</td>
</tr>
<tr>
<td>ESS_DATESIZE</td>
<td>12</td>
<td>Size of date string</td>
</tr>
<tr>
<td>ESS_STORE_OBJECT_API</td>
<td>0x0010</td>
<td>Value to store a linked object on the server</td>
</tr>
<tr>
<td>ESS_NOSTORE_OBJECT_API</td>
<td>0x0001</td>
<td>Value to not store a linked object on the server</td>
</tr>
<tr>
<td>ESS_LROTYPE_CELLNOTE_API</td>
<td>0</td>
<td>Value specifying that a linked object is a cell note</td>
</tr>
<tr>
<td>ESS_LROTYPE_WINAPP_API</td>
<td>1</td>
<td>Value specifying that a linked object is a Windows application</td>
</tr>
</tbody>
</table>
### Data Type | Field | Description
---|---|---
ESS_LROTYPE_URL_API | 2 | Value specifying that a linked object is a URL

### ESS_CELLADDR_API_T
Contains information about the address of a data cell in an Essbase database. Essbase derives the cell address from the member combination and uses the address to keep track of objects linked to data cells. You cannot modify fields in this structure through the API. The fields are described as follows:

<table>
<thead>
<tr>
<th>Data Type</th>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ESS ULONG T</td>
<td>cellOffset</td>
<td>Cell offset within a data block</td>
</tr>
<tr>
<td>ESS_SEC_PART_T</td>
<td>blkOffset</td>
<td>Block offset</td>
</tr>
<tr>
<td>ESS_SEC_PART_T</td>
<td>segment</td>
<td>Segment number</td>
</tr>
</tbody>
</table>

### ESS_LRODESC_API_T
Contains information describing a specific object linked to a data cell in an Essbase database. The fields are described as follows:

<table>
<thead>
<tr>
<th>Data Type</th>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>struct ESS_LRODESC_API_T</td>
<td>next</td>
<td>(The next field is for internal use only.)</td>
</tr>
<tr>
<td>ESS_USHORT_T</td>
<td>usObjType</td>
<td>The object type</td>
</tr>
<tr>
<td>ESS_USHORT_T</td>
<td>status</td>
<td>The catalog entry status</td>
</tr>
<tr>
<td>ESS_LROHANDLE_API_T</td>
<td>linkId</td>
<td>Link ID of the LRO</td>
</tr>
<tr>
<td>ESS_CHAR_T</td>
<td>userName[ESS_USERNAMELEN]</td>
<td>The name of the last user to modify the object</td>
</tr>
<tr>
<td>ESS_TIME_T</td>
<td>updateDate</td>
<td>The last date the object was modified</td>
</tr>
<tr>
<td>ESS_ACCESS_T</td>
<td>accessLevel</td>
<td>The access level of the member combination</td>
</tr>
<tr>
<td>ESS ULONG T</td>
<td>memCount</td>
<td>The number of members in the member combination</td>
</tr>
<tr>
<td>ESS PMBRNAME_NONUNI_T</td>
<td>pMemComb</td>
<td>The member combination associated with the object</td>
</tr>
<tr>
<td>ESS LROIINFO_API_T</td>
<td>lroInfo</td>
<td>The LRO information structure, associated by union</td>
</tr>
<tr>
<td>ESS CHAR T</td>
<td>note[ESS_LRONOTELEN_API]</td>
<td>A cell note, associated by union</td>
</tr>
</tbody>
</table>
**ESS_LROHANDLE_API_T**

Provides an identifier for a linked object. The identifier consists of a cell address and an internal object handle. You should not modify fields in this structure because it contains information concerning the linked object. The fields are described as follows:

<table>
<thead>
<tr>
<th>Data Type</th>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ESS_CELLADDR_API_T</td>
<td>cellKey</td>
<td>Cell address</td>
</tr>
<tr>
<td>ESS_LONG_T</td>
<td>hObject</td>
<td>Internal object handle</td>
</tr>
</tbody>
</table>

**ESS_LROINFO_API_T**

Contains information about a specific object linked to a data cell in an Essbase database. You should not modify fields in this structure because it contains information concerning the linked object. The fields are described as follows:

<table>
<thead>
<tr>
<th>Data Type</th>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ESS_CHAR_T</td>
<td>objName[ESS_ONAMELEN_API]</td>
<td>Source file name of object linked to a data cell. ESS_ONAMELEN_API specifies the maximum length of an object name; the default value is 511.</td>
</tr>
<tr>
<td>ESS_CHAR_T</td>
<td>objDesc[ESSW_LRODESCLEN_API]</td>
<td>Description of an object linked to a data cell. ESS_LRODESCLEN_API specifies the maximum length of the description; the default value is 79.</td>
</tr>
</tbody>
</table>

**Constant and Structure Definitions for Partitions (C)**

“ESS_PART_T” on page 146

“ESS_PART_CONNECT_INFO_T” on page 147

“ESS_PART_DEFINED_T” on page 147

“ESS_PART_INFO_T” on page 148

“ESS_PART_REPL_T” on page 149

“ESS_PARTDEF_INVALID_T” on page 149

“ESS_PARTDEF_CONNECT_T” on page 150

“ESS_PARTDEF_MAP_T” on page 151

“ESS_PARTDEF_T” on page 151

“ESS_PARTDEF AREAS_T” on page 152

“ESS_PARTDEF_TYPE_T” on page 152

“ESS_PARTHDR_T” on page 153

“ESS_PARTOTL_DIMASSOCCHG_API_T” on page 156

“ESS_PARTOTL_DIM_ATTRIB_API_T” on page 155
Drill-Through Constant and Structure Definitions

These topics discuss the C Main API constants and structures that are defined specifically for use with Drill-Through:

- “C Main API Drill-Through Constants and Structures (essdt.dll)” on page 104
- “C Main Drill-Through Constants and Structures (essdtapi.dll)” on page 106

C Main API Drill-Through Constants and Structures (essdt.dll)

Structures

- “ESS_DTBUFFER_T” on page 130
- “ESS_DTDATA_T” on page 131
- “ESS_DTHEADER_T” on page 131

Constants for Maximum String Length

The following constants define the maximum lengths of various string types in the Essbase API. All of these constants include the terminating NULL character:
<table>
<thead>
<tr>
<th>Constant</th>
<th>Definition</th>
</tr>
</thead>
<tbody>
<tr>
<td>ESS_ALIASNAMELEN</td>
<td>Maximum length of an alias table name</td>
</tr>
<tr>
<td>ESS_APPNAMELEN</td>
<td>Maximum length of an application name</td>
</tr>
<tr>
<td>ESS_CRDB_MAXIMUM</td>
<td>Maximum dimension number for a Currency database</td>
</tr>
<tr>
<td>ESS_DBNAMELEN</td>
<td>Maximum length of a database name</td>
</tr>
<tr>
<td>ESS_DESCLEN</td>
<td>Maximum length of an application or database description</td>
</tr>
<tr>
<td>ESS_DESCRIPTION_LEN</td>
<td>Maximum string length (255) used for drill-through</td>
</tr>
<tr>
<td>ESS_DTREPORT_NAME</td>
<td>Maximum string length (80) used for drill-through</td>
</tr>
<tr>
<td>ESS_FTRNAMELEN</td>
<td>Maximum length of a filter name</td>
</tr>
<tr>
<td>ESS_LINELEN</td>
<td>Maximum length of a line in a report</td>
</tr>
<tr>
<td>ESS_MAX_DATALEN</td>
<td>Maximum string length (255) used for drill-through</td>
</tr>
<tr>
<td>ESS_MAX_NAME</td>
<td>Maximum string length (30) used for drill-through</td>
</tr>
<tr>
<td>ESS_MBCOMMENTEXLEN</td>
<td>Maximum length of an extended member comment</td>
</tr>
<tr>
<td>ESS_MBRNAMELEN</td>
<td>Maximum length of a member name</td>
</tr>
<tr>
<td>ESS_NAMELEN</td>
<td>Maximum length of a general name</td>
</tr>
<tr>
<td>ESS_PASSWORDLEN</td>
<td>Maximum length of a user password</td>
</tr>
<tr>
<td>ESS_PATHLEN</td>
<td>Maximum length of a file path name</td>
</tr>
<tr>
<td>ESS_OBJNAMELEN</td>
<td>Maximum length of an object name</td>
</tr>
<tr>
<td>ESS_SVRNAMELEN</td>
<td>Maximum length of a server name</td>
</tr>
<tr>
<td>ESS_USERNAMELEN</td>
<td>Maximum length of a user or group name</td>
</tr>
</tbody>
</table>

**Pointer Types**

<table>
<thead>
<tr>
<th>Data Type</th>
<th>Essbase Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>char</td>
<td>*ESS_PCHAR_T</td>
<td>pointer to char</td>
</tr>
<tr>
<td>unsigned char</td>
<td>*ESS_PUCHAR_T</td>
<td>pointer to unsigned char</td>
</tr>
<tr>
<td>short</td>
<td>*ESS_PSHORT_T</td>
<td>pointer to short</td>
</tr>
<tr>
<td>unsigned short</td>
<td>*ESS_PUSHORT_T</td>
<td>pointer to unsigned short</td>
</tr>
<tr>
<td>long</td>
<td>*ESS_PLONG_T</td>
<td>pointer to long</td>
</tr>
<tr>
<td>unsigned long</td>
<td>*ESS_PULONG_T</td>
<td>pointer to unsigned long</td>
</tr>
<tr>
<td>double</td>
<td>*ESS_PDOUBLE_T</td>
<td>pointer to double</td>
</tr>
</tbody>
</table>
### Data Type |
**Essbase Type** |
**Description**

<table>
<thead>
<tr>
<th>Data Type</th>
<th>Essbase Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>float</td>
<td>*ESS_PFLOAT_T</td>
<td>pointer to float</td>
</tr>
<tr>
<td>ESS_ACCESS_T</td>
<td>*ESS_PACCESS_T</td>
<td>pointer to security access level</td>
</tr>
<tr>
<td>ESS_BOOL_T</td>
<td>*ESS_PBOOL_T</td>
<td>pointer to boolean</td>
</tr>
<tr>
<td>ESS_DTAPIHINST_T</td>
<td>*ESS_PDTAPIHINST_T</td>
<td>pointer to a drill-through initialization structure</td>
</tr>
<tr>
<td>ESS_DTHINST_T</td>
<td>*ESS_PDTHINST_T</td>
<td>pointer to a drill-through initialization structure</td>
</tr>
<tr>
<td>ESS_HCTX_T</td>
<td>*ESS_PHCTX_T</td>
<td>pointer to API context handle</td>
</tr>
<tr>
<td>ESS_HINST_T</td>
<td>*ESS_PHINST_T</td>
<td>pointer to API instance handle</td>
</tr>
<tr>
<td>ESS_HCTX_T</td>
<td>*ESS_PHCTX_T</td>
<td>pointer to API context handle</td>
</tr>
<tr>
<td>ESS_SIZE_T</td>
<td>*ESS_PSIZE_T</td>
<td>pointer to size of a memory block</td>
</tr>
<tr>
<td>ESS_STR_T</td>
<td>*ESS_PSTR_T</td>
<td>pointer to string</td>
</tr>
<tr>
<td>ESS_VOID_T</td>
<td>*ESS_PVOID_T</td>
<td>pointer to void</td>
</tr>
</tbody>
</table>

### C Main Drill-Through Constants and Structures (essdtapi.dll)

#### Structures

- “ESS_DTAPICOLUMN_T” on page 128
- “ESS_DTAPIDATA_T” on page 129
- “ESS_DTAPIHEADER_T” on page 129
- “ESS_DTAPIINFO_T” on page 129
- “ESS_DTAPIREPORT_T” on page 130

#### Constants for Maximum String Length

The following constants define the maximum lengths of various string types in the Essbase API. All of these constants include the terminating NULL character:

<table>
<thead>
<tr>
<th>Constant</th>
<th>Definition</th>
</tr>
</thead>
<tbody>
<tr>
<td>ESS_ALIASNAMELEN</td>
<td>Maximum length of an alias table name</td>
</tr>
<tr>
<td>ESS_APPNAMELEN</td>
<td>Maximum length of an application name</td>
</tr>
<tr>
<td>ESS_CRDB_MAXIMUM</td>
<td>Maximum dimension number for a Currency database</td>
</tr>
<tr>
<td>ESS_DBNAMELEN</td>
<td>Maximum length of a database name</td>
</tr>
<tr>
<td>ESS_DESCLEN</td>
<td>Maximum length of an application or database description</td>
</tr>
<tr>
<td>ESS_DESCRIPTION_LEN</td>
<td>Maximum string length (255) used for drill-through</td>
</tr>
<tr>
<td>Constant</td>
<td>Definition</td>
</tr>
<tr>
<td>------------------------</td>
<td>----------------------------------------------------------------------------</td>
</tr>
<tr>
<td>ESS_DTREPORT_NAME</td>
<td>Maximum string length (80) used for drill-through</td>
</tr>
<tr>
<td>ESS_FTRNAMELEN</td>
<td>Maximum length of a filter name</td>
</tr>
<tr>
<td>ESS_LINELEN</td>
<td>Maximum length of a line in a report</td>
</tr>
<tr>
<td>ESS_MAX_DATALEN</td>
<td>Maximum string length (255) used for drill-through</td>
</tr>
<tr>
<td>ESS_MAX_NAME</td>
<td>Maximum string length (30) used for drill-through</td>
</tr>
<tr>
<td>ESS_MBRCOMMENTEXLEN</td>
<td>Maximum length of an extended member comment</td>
</tr>
<tr>
<td>ESS_MBRNAMELEN</td>
<td>Maximum length of a member name</td>
</tr>
<tr>
<td>ESS_NAMELEN</td>
<td>Maximum length of a general name</td>
</tr>
<tr>
<td>ESS_PASSWORDLEN</td>
<td>Maximum length of a user password</td>
</tr>
<tr>
<td>ESS_PATHLEN</td>
<td>Maximum length of a file path name</td>
</tr>
<tr>
<td>ESS_OBJNAMELEN</td>
<td>Maximum length of an object name</td>
</tr>
<tr>
<td>ESS_SVRNAMELEN</td>
<td>Maximum length of a server name</td>
</tr>
<tr>
<td>ESS_USERNAMELEN</td>
<td>Maximum length of a user or group name</td>
</tr>
</tbody>
</table>

Drill-Through Connection Values for uInputOption in ESS_DTAPIINFO_T

The following constants define input values to connect to Oracle Essbase Studio for drill-through.

<table>
<thead>
<tr>
<th>Constant</th>
<th>Definition</th>
</tr>
</thead>
<tbody>
<tr>
<td>ESS_DTAPI_PROMPT_HISNAME</td>
<td>A value for uInputOption which means that the user can connect to Essbase Studio to perform a drill-through</td>
</tr>
<tr>
<td>ESS_DTAPI_PROMPT_LOGIN</td>
<td>A value for uInputOption which means that a password is required to connect to Essbase Studio to perform a drill-through</td>
</tr>
</tbody>
</table>

Pointer Types

<table>
<thead>
<tr>
<th>Data Type</th>
<th>Essbase Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>char</td>
<td>*ESS_PCHAR_T</td>
<td>pointer to char</td>
</tr>
<tr>
<td>unsigned char</td>
<td>*ESS_PUCHAR_T</td>
<td>pointer to unsigned char</td>
</tr>
<tr>
<td>short</td>
<td>*ESS_PSHORT_T</td>
<td>pointer to short</td>
</tr>
<tr>
<td>unsigned short</td>
<td>*ESS_PUSHORT_T</td>
<td>pointer to unsigned short</td>
</tr>
<tr>
<td>long</td>
<td>*ESS_PLONG_T</td>
<td>pointer to long</td>
</tr>
<tr>
<td>Data Type</td>
<td>Essbase Type</td>
<td>Description</td>
</tr>
<tr>
<td>---------------</td>
<td>------------------</td>
<td>----------------------------</td>
</tr>
<tr>
<td>unsigned long</td>
<td>*ESS_PULONG_T</td>
<td>pointer to unsigned long</td>
</tr>
<tr>
<td>double</td>
<td>*ESS_PDOUBLE_T</td>
<td>pointer to double</td>
</tr>
<tr>
<td>float</td>
<td>*ESS_PFLOAT_T</td>
<td>pointer to float</td>
</tr>
<tr>
<td>ESS_ACCESS_T</td>
<td>*ESS_PACCESS_T</td>
<td>pointer to security access level</td>
</tr>
<tr>
<td>ESS_BOOL_T</td>
<td>*ESS_PBOOL_T</td>
<td>pointer to boolean</td>
</tr>
<tr>
<td>ESS_DTAPIHINST_T</td>
<td>*ESS_PDTAPIHINST_T</td>
<td>pointer to a drill-through initialization structure</td>
</tr>
<tr>
<td>ESS_DTHINST_T</td>
<td>*ESS_PDTTHINST_T</td>
<td>pointer to a drill-through initialization structure</td>
</tr>
<tr>
<td>ESS_HCTX_T</td>
<td>*ESS_PHCTX_T</td>
<td>pointer to API context handle</td>
</tr>
<tr>
<td>ESS_HINST_T</td>
<td>*ESS_PHINST_T</td>
<td>pointer to API instance handle</td>
</tr>
<tr>
<td>ESS_HCTX_T</td>
<td>*ESS_PPHCTX_T</td>
<td>pointer to API context handle</td>
</tr>
<tr>
<td>ESS_SIZE_T</td>
<td>*ESS_PSIZE_T</td>
<td>pointer to size of a memory block</td>
</tr>
<tr>
<td>ESS_STR_T</td>
<td>*ESS_PSTR_T</td>
<td>pointer to string</td>
</tr>
<tr>
<td>ESS_VOID_T</td>
<td>*ESS_PVOID_T</td>
<td>pointer to void</td>
</tr>
</tbody>
</table>

### C Main API Structures

Consult the Contents pane for the list of C Main API structures.

#### ESS_APPDB_T

This application and database name structure returns application and database names. The fields are:

```c
typedef struct ESS_APPDB_T
{
    ESS_APPNAME_TAppName;
    ESS_DBNAME_T DbName;
} ESS_APPDB_T, *ESS_PAPPDB_T, **ESS_PPAPPDB_T;
```

<table>
<thead>
<tr>
<th>Data Type</th>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ESS_APPNAME_T</td>
<td>*AppName</td>
<td>The application name</td>
</tr>
<tr>
<td>ESS_DBNAME_T</td>
<td>*DbName</td>
<td>The database name</td>
</tr>
</tbody>
</table>
**ESS_APPINFO_T**

This Application Info Structure returns information about a specific application. Fields in this structure cannot be modified using the API. See the “ESS_APPSTATE_T” on page 111 structure, which contains additional application state parameters that can be modified. The fields are:

**Note:** Refer also to the locale-specific extended Application Info structure, “ESS_APPINFOEX_T” on page 110.

```c
typedef struct ESS_APPINFO_T
{
    ESS_APPNAME_T      Name;
    ESS_SVRNAME_T      Server;
    ESS_USHORT_T       Status;
    ESS_USHORT_T       AppType;
    ESS_CHAR_T         AppLocale, ESS_LOCALESTRING_LENGTH;
    ESS_USHORT_T       nConnects;
    ESS_TIME_T         ElapsedAppTime;
    ESS_USHORT_T       nDbs;
    ESS_DATA_STORAGE_T StorageType;
    ESS_DBNAME_T       DbNames[1];
} ESS_APPINFO_T, *ESS_PAPPINFO_T, **ESS_PPAPPINFO_T;
```

<table>
<thead>
<tr>
<th>Data Type</th>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ESS_APPNAME_T</td>
<td>Name</td>
<td>The application name</td>
</tr>
<tr>
<td>ESS_SVRNAME_T</td>
<td>Server</td>
<td>The server name</td>
</tr>
<tr>
<td>ESS_USHORT_T</td>
<td>Status</td>
<td>The application load status (loaded or not loaded). This field can contain the following values:</td>
</tr>
<tr>
<td></td>
<td></td>
<td>• ESS_STATUS_NOTLOADED</td>
</tr>
<tr>
<td></td>
<td></td>
<td>• ESS_STATUS_LOADING</td>
</tr>
<tr>
<td></td>
<td></td>
<td>• ESS_STATUS_LOADED</td>
</tr>
<tr>
<td></td>
<td></td>
<td>• ESS_STATUS_UNLOADING</td>
</tr>
<tr>
<td>ESS_USHORT_T</td>
<td>AppType</td>
<td>The type of application. Valid values are:</td>
</tr>
<tr>
<td></td>
<td></td>
<td>• ESS_APP_UNICODE - 0x0003 - The program is a Unicode client program. The function fails if the server is not in Unicode mode. This is the default value.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>• ESS_APP_NONUNICODE - 0x0002 - The program is a non-Unicode mode client program.</td>
</tr>
<tr>
<td>ESS_CHAR_T</td>
<td>AppLocale</td>
<td>The application locale description, of type ESS_LOCALESTRING_LENGTH.</td>
</tr>
<tr>
<td>ESS_USHORT_T</td>
<td>nConnects</td>
<td>The number of users currently connected to the application</td>
</tr>
<tr>
<td>ESS_TIME_T</td>
<td>ElapsedAppTime</td>
<td>Elapsed number of seconds since application loading</td>
</tr>
<tr>
<td>ESS_USHORT_T</td>
<td>nDbs</td>
<td>The number of databases in this application</td>
</tr>
<tr>
<td>Data Type</td>
<td>Field</td>
<td>Description</td>
</tr>
<tr>
<td>-----------------------</td>
<td>---------------</td>
<td>-----------------------------------------------------------------------------</td>
</tr>
<tr>
<td>ESS_DATA_STORAGE_T</td>
<td>StorageType</td>
<td>The storage type. The valid values are:</td>
</tr>
<tr>
<td></td>
<td></td>
<td>● 0 - the default (same as 1)</td>
</tr>
<tr>
<td></td>
<td></td>
<td>● 1 - multidimensional (block storage)</td>
</tr>
<tr>
<td></td>
<td></td>
<td>● 4 - aggregate storage</td>
</tr>
<tr>
<td></td>
<td></td>
<td>● 1000 - Undefined</td>
</tr>
<tr>
<td>ESS_DBNAME_T</td>
<td>DbNames [1]</td>
<td>A dynamic array (with nDb elements) of database name strings listing all the databases in the application.</td>
</tr>
</tbody>
</table>

### ESS_APPINFOEX_T

This extended Application Info structure is slightly different from the standard “ESS_APPINFO_T” on page 109 structure used by EssGetApplicationInfo. This extended structure is used by EssGetApplicationInfoEx.

The fields are:

```c
typedef struct ESS_APPINFOEX_T
{
    ESS_APPNAME_T       Name;
    ESS_SVRNAME_T       Server;
    ESS_USHORT_T,       AppType;
    ESS_CHAR_T,         AppLocale, ESS_LOCALESTRING_LENGTH;
    ESS_USHORT_T        Status;
    ESS_USHORT_T        nConnects;
    ESS_TIME_T          ElapsedAppTime;
    ESS_DATA_STORAGE_T  StorageType;
} ESS_APPINFOEX_T, *ESS_PAPPINFOEX_T, **ESS_PPAPPINFOEX_T;
```

<table>
<thead>
<tr>
<th>Data Type</th>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ESS_APPNAME_T</td>
<td>Name</td>
<td>Application name</td>
</tr>
<tr>
<td>ESS_SVRNAME_T</td>
<td>Server</td>
<td>Server name</td>
</tr>
<tr>
<td>ESS_USHORT_T</td>
<td>AppType</td>
<td>The type of application. Valid values are:</td>
</tr>
<tr>
<td></td>
<td></td>
<td>● ESS_APP_UNICODE - 0x0003 - The program is a Unicode client program. The function fails if the server is not in Unicode mode. This is the default value.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>● ESS_APP_NONUNICODE - 0x0002 - The program is a non-Unicode mode client program.</td>
</tr>
<tr>
<td>ESS_CHAR_T</td>
<td>AppLocale</td>
<td>The application locale description, of type ESS_LOCALESTRING_LENGTH.</td>
</tr>
<tr>
<td>Data Type</td>
<td>Field</td>
<td>Description</td>
</tr>
<tr>
<td>-------------------</td>
<td>------------</td>
<td>------------------------------------------------------------------------------</td>
</tr>
<tr>
<td>ESS_USHORT_T</td>
<td>Status</td>
<td>The application load status (loaded or not loaded). This field can contain the following values:</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- ESS_STATUS_NOTLOADED</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- ESS_STATUS_LOADING</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- ESS_STATUS_LOADED</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- ESS_STATUS_UNLOADING</td>
</tr>
<tr>
<td>ESS_USHORT_T</td>
<td>nConnects</td>
<td>The number of users currently connected to the application</td>
</tr>
<tr>
<td>ESS_TIME_T</td>
<td>ElapsedAppTime</td>
<td>Elapsed number of seconds since application loading</td>
</tr>
<tr>
<td>ESS_DATA_STORAGE_T</td>
<td>StorageType</td>
<td>The storage type. The valid values are:</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- 0 - the default (same as 1)</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- 1 - multidimensional (block storage)</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- 4 - aggregate storage</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- 1000 - Undefined</td>
</tr>
</tbody>
</table>

**ESS_APPSTATE_T**

This Application State Structure gets and sets the state parameters for a specific application. All fields in this structure can be modified using the API, with the exception that some fields do not apply to aggregate storage databases. See also the “ESS_APPINFO_T” on page 109 structure, which contains additional application information that cannot be modified. The fields are:

```c
typedef struct  ESS_APPSTATE_T
{   ESS_DESC_T   Description;
    ESS_BOOL_T   Loadable;
    ESS_BOOL_T   Autoload;
    ESS_ACCESS_T Access;
    ESS_BOOL_T   Connects;
    ESS_BOOL_T   Commands;
    ESS_BOOL_T   Updates;
    ESS_BOOL_T   Security;
    ESS_ULONG_T  LockTimeout;
    ESS_ULONG_T  lroSizeLimit;
} ESS_APPSTATE_T, *ESS_PAPPSTATE_T, **ESS_PPAPPSTATE_T;
```

<table>
<thead>
<tr>
<th>Data Type</th>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ESS_DESC_T</td>
<td>Description</td>
<td>The application description (up to 80 characters)</td>
</tr>
<tr>
<td>ESS_BOOL_T</td>
<td>Loadable</td>
<td>Flag to indicate whether application can be loaded (ESS_TRUE : application is loadable)</td>
</tr>
<tr>
<td>ESS_BOOL_T</td>
<td>Autoload</td>
<td>Flag to indicate whether the application is loaded automatically when Essbase is started (ESS_TRUE if the application will be automatically loaded)</td>
</tr>
<tr>
<td>Data Type</td>
<td>Field</td>
<td>Description</td>
</tr>
<tr>
<td>----------------</td>
<td>-----------</td>
<td>-----------------------------------------------------------------------------</td>
</tr>
<tr>
<td>ESS_ACCESS_T</td>
<td>Access</td>
<td>The default access to databases in the application (the lowest possible level of access for all users). This field can contain the following values:</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- ESS_PRIV_NONE</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- ESS_PRIV_DBDESIGN</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- ESS_PRIV_CALC</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- ESS_PRIV_WRITE</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- ESS_PRIV_READ</td>
</tr>
<tr>
<td>ESS_BOOL_T</td>
<td>Connects</td>
<td>Flag to indicate whether users can connect to the application (ESS_TRUE if users can connect).</td>
</tr>
<tr>
<td>ESS_BOOL_T</td>
<td>Commands</td>
<td>Flag to indicate whether users can issue commands to the application (ESS_TRUE if the application is accepting user commands).</td>
</tr>
<tr>
<td>ESS_BOOL_T</td>
<td>Updates</td>
<td>Flag to indicate whether users can update data in the application (ESS_TRUE if the application is accepting user update commands).</td>
</tr>
<tr>
<td>ESS_BOOL_T</td>
<td>Security</td>
<td>Flag to indicate whether application security is enabled (ESS_TRUE if security is enabled).</td>
</tr>
<tr>
<td>ESS_ULONG_T</td>
<td>LockTimeout</td>
<td>Timeout period (in seconds) after which block-level locks are automatically removed. This field does not apply to aggregate storage databases.</td>
</tr>
<tr>
<td>ESS_ULONG_T</td>
<td>IroSizeLimit</td>
<td>Limit on the size of LRO files. This limit is set for each application and enables the administrator or program to protect the server from overly large linked files. Essbase itself does not limit the size or have a default value. This limit does not apply to LRO URLs (limited to 512 characters) or to LRO cell notes (limited to 599 characters). This field does not apply to aggregate storage databases.</td>
</tr>
</tbody>
</table>

### ESS_ATTRIBUTEINFO_T

Contains attribute information on a specific member. ESS_ATTRIBUTEINFO_T is used by 
`EssGetAttributeInfo`.  
```
typedef struct ESS_ATTRIBUTEINFO_T  
{  
    ESS_MBRNAME_T     MbrName;  
    ESS_MBRNAME_T     DimName;  
    ESS_ATTRIBUTEVALUE_T  Attribute;  
} ESS_ATTRIBUTEINFO_T, *ESS_PATTRIBUTEINFO_T, **ESS_PPATTRIBUTEINFO_T;  
```
**ESS_ATTRIBUTEVALUE_T**

Contains information on the type and value of attribute members.

```c
typedef struct ESS_ATTRIBUTEVALUE_T
{
    ESS_USHORT_T                usDataType;
    union
    {
        ESS_BOOL_T      bData;
        ESS_STR_T       strData;
        ESS_DATETIME_T  dtData;
        ESS_DOUBLE_T    dblData;
    }
    value;
} ESS_ATTRIBUTEVALUE_T, *ESS_PATTRIBUTEVALUE_T, **ESS_PPATTRIBUTEVALUE_T;
```

<table>
<thead>
<tr>
<th>Data Type</th>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ESS_USHORT_T</td>
<td>usDataType</td>
<td>A constant identifier indicating the data type of an attribute dimension or member.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>One of the following values for an attribute dimension or zero-level (leaf node) attribute member:</td>
</tr>
<tr>
<td></td>
<td></td>
<td>● ESS_ATTRMBRDT_BOOL</td>
</tr>
<tr>
<td></td>
<td></td>
<td>● ESS_ATTRMBRDT_STRING</td>
</tr>
<tr>
<td></td>
<td></td>
<td>● ESS_ATTRMBRDT_DATETIME</td>
</tr>
<tr>
<td></td>
<td></td>
<td>● ESS_ATTRMBRDT_DOUBLE</td>
</tr>
<tr>
<td>ESS_BOOL_T</td>
<td>value</td>
<td>A union variable for the following attribute member values:</td>
</tr>
<tr>
<td>ESS_STR_T</td>
<td>value.bData</td>
<td>● Boolean value</td>
</tr>
<tr>
<td>ESS_DATETIME_T</td>
<td>value.strData</td>
<td>● String value</td>
</tr>
<tr>
<td>ESS_DOUBLE_T</td>
<td>value.dtData</td>
<td>● Date and time value</td>
</tr>
<tr>
<td></td>
<td>value.dblData</td>
<td>● Double value</td>
</tr>
</tbody>
</table>

**ESS_ATTRSPECS_T**

Used by `EssOtlSetAttributeSpecifications()` to set attribute specifications for the outline, and by `EssOtlGetAttributeSpecifications()` and `EssGetAttributeSpecifications()` to get attribute specifications for the outline.

```c
typedef struct ESS_ATTRSPECS_T
{
    ESS_USHORT_T  usGenNameBy;
    ESS_USHORT_T  usUseNameOf;
    ESS_CHAR_T    cDelimiter;
    ESS_USHORT_T  usDateFormat;
    ESS_USHORT_T  usBucketingType;
    ESS_STR_T     pszDefaultTrueString;
    ESS_STR_T     pszDefaultFalseString;
} ESS_ATTRSPECS_T, *ESS_PATTRSPECS_T, **ESS_PPATTRSPECS_T;
```
<table>
<thead>
<tr>
<th>Data Type</th>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ESS_USHORT_T</td>
<td>usGenNameBy</td>
<td>A constant identifier indicating whether to use the generation(s) of the zero-level member as the prefix or the suffix when generating a long name:</td>
</tr>
<tr>
<td></td>
<td></td>
<td>● ESS_GENNAMEBY_PREFIX (the default value)</td>
</tr>
<tr>
<td></td>
<td></td>
<td>● ESS_GENNAMEBY_SUFFIX</td>
</tr>
<tr>
<td>ESS_USHORT_T</td>
<td>usUseNameOf</td>
<td>A constant identifier indicating which generation(s) of the zero-level member to use when generating a long name:</td>
</tr>
<tr>
<td></td>
<td></td>
<td>● ESS_USENAMEOF_NONE (the default value)</td>
</tr>
<tr>
<td></td>
<td></td>
<td>● ESS_USENAMEOF_PARENT</td>
</tr>
<tr>
<td></td>
<td></td>
<td>● ESS_USENAMEOF_GRANDPARENTANDPARENT</td>
</tr>
<tr>
<td></td>
<td></td>
<td>● ESS_USENAMEOF_ALLANCESTORS</td>
</tr>
<tr>
<td></td>
<td></td>
<td>● ESS_USENAMEOF_DIMENSION</td>
</tr>
<tr>
<td>ESS_CHAR_T</td>
<td>cDelimiter</td>
<td>A constant identifier indicating the delimiter to use when generating a long name:</td>
</tr>
<tr>
<td></td>
<td></td>
<td>● ESS_DELIMITER_UNDERSCORE (the default value)</td>
</tr>
<tr>
<td></td>
<td></td>
<td>● ESS_DELIMITER_PIPE</td>
</tr>
<tr>
<td></td>
<td></td>
<td>● ESS_DELIMITER_CARET</td>
</tr>
<tr>
<td>ESS_USHORT_T</td>
<td>usDateFormat</td>
<td>A constant identifier indicating the format for a datetime attribute:</td>
</tr>
<tr>
<td></td>
<td></td>
<td>● ESS_DATEFORMAT_MMDDYYYY (the default value)</td>
</tr>
<tr>
<td></td>
<td></td>
<td>● ESS_DATEFORMAT_DDMMYYYY</td>
</tr>
<tr>
<td>ESS_USHORT_T</td>
<td>usBucketingType</td>
<td>A constant identifier indicating a numeric attribute's bucketing type:</td>
</tr>
<tr>
<td></td>
<td></td>
<td>● ESS_UPPERBOUNDINCLUSIVE (the default value)</td>
</tr>
<tr>
<td></td>
<td></td>
<td>● ESS_UPPERBOUNDNONINCLUSIVE</td>
</tr>
<tr>
<td></td>
<td></td>
<td>● ESS_LOWERBOUNDINCLUSIVE</td>
</tr>
<tr>
<td></td>
<td></td>
<td>● ESS_LOWERBOUNDNONINCLUSIVE</td>
</tr>
<tr>
<td>ESS_STR_T</td>
<td>pszDefaultTrueString</td>
<td>The string used with the boolean attribute to indicate TRUE. The default value is ESS_DEFAULT_TRUESTRING (&quot;True&quot;).</td>
</tr>
<tr>
<td>ESS_STR_T</td>
<td>pszDefaultFalseString</td>
<td>The string used with the boolean attribute to indicate FALSE. The default value is ESS_DEFAULT_FALSESTRING (&quot;False&quot;).</td>
</tr>
<tr>
<td>ESS_STR_T</td>
<td>pszDefaultAttrCalcDimName</td>
<td>The name of the attribute calculations (aggregate) dimension. The default value is ESS_DEFAULT_ATTRIBUTECALCULATIONS (&quot;Attribute Calculations&quot;).</td>
</tr>
<tr>
<td>ESS_STR_T</td>
<td>pszDefaultSumMbrName</td>
<td>The name used with the attribute calculations (aggregate) dimension to indicate SUM. The default value is ESS_DEFAULT_SUM (&quot;Sum&quot;).</td>
</tr>
<tr>
<td>Data Type</td>
<td>Field</td>
<td>Description</td>
</tr>
<tr>
<td>-----------</td>
<td>-------</td>
<td>-------------</td>
</tr>
<tr>
<td>ESS_Str_T</td>
<td>pszDefaultCountMbrName</td>
<td>The name used with the attribute calculations (aggregate) dimension to indicate COUNT. The default value is ESS_DEFAULT_COUNT (&quot;Count&quot;).</td>
</tr>
<tr>
<td>ESS_Str_T</td>
<td>pszDefaultAverageMbrName</td>
<td>The name used with the attribute calculations (aggregate) dimension to indicate AVERAGE. The default value is ESS_DEFAULT_AVERAGE (&quot;Average&quot;).</td>
</tr>
<tr>
<td>ESS_Str_T</td>
<td>pszDefaultMinMbrName</td>
<td>The name used with the attribute calculations (aggregate) dimension to indicate MINIMUM. The default value is ESS_DEFAULT_MIN (&quot;Min&quot;).</td>
</tr>
<tr>
<td>ESS_Str_T</td>
<td>pszDefaultMaxMbrName</td>
<td>The name used with the attribute calculations (aggregate) dimension to indicate MAXIMUM. The default value is ESS_DEFAULT_MAX (&quot;Max&quot;).</td>
</tr>
</tbody>
</table>

---

**ESS_BLDDL_STATE_T**

Contains information about dimension-build and data-load progress.

```c
typedef struct ESS_BLDDL_STATE_T {
    ESS_USHORT_T usProcessState;
    ESS_USHORT_T usProcessStage;
    ESS_LONG_T ilProcessStatus;
    ESS_ULONG_T ulRecordsProcessed;
    ESS_ULONG_T ulRecordsRejected;
} ESS_BLDDL_STATE_T, *ESS_PBLDDL_STATE_T;
```

<table>
<thead>
<tr>
<th>Data Type</th>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ESS_USHORT_T</td>
<td>usProcessState</td>
<td>The state of dimension build/data load process: whether it is in progress, in the final stages, or completed. For values, see &quot;Constant Values for usProcessState.&quot;</td>
</tr>
<tr>
<td>ESS_USHORT_T</td>
<td>usProcessStage</td>
<td>The stage of the dimension build/data load process: whether opening the data source, reading the outline, building dimensions, verifying an outline, or writing an outline. For values, see &quot;Constant Values for usProcessStage.&quot;</td>
</tr>
<tr>
<td>ESS_LONG_T</td>
<td>ilProcessStatus</td>
<td>The status of the dimension build/data load process (same as function return status)</td>
</tr>
<tr>
<td>ESS_ULONG_T</td>
<td>ulRecordsProcessed</td>
<td>The number of data records processed so far</td>
</tr>
<tr>
<td>ESS_ULONG_T</td>
<td>ulRecordsRejected</td>
<td>The number of data records rejected so far</td>
</tr>
</tbody>
</table>

**Constant Values for usProcessState**

```c
#define ESS_BLDDL_STATE_DONE        0       /* No process, or process complete */
#define ESS_BLDDL_STATE_INPROGRESS  1       /* Process is in progress */
#define ESS_BLDDL_STATE_FINALSTAGE  5       /* Process at final stage */
```

**Constant Values for usProcessStage**

```c
#define ESS_BLDDL_STAGE_NONE            0       /* No process */
#define ESS_BLDDL_STAGE_OPENDATASOURCE  1       /* Process at opening data source */
```
#define ESS_BLDDL_STAGE_OPENOTL 2  /* Process at reading outline */
#define ESS_BLDDL_STAGE_BUILDOTL 3  /* Process at building dimension */
#define ESS_BLDDL_STAGE_VERIFYOTL 4  /* Process at verifying outline */
#define ESS_BLDDL_STAGE_WRITEOTL 5  /* Process at writing outline */
#define ESS_BLDDL_STAGE_RESTRUCT 6  /* Process at restructuring database */
#define ESS_BLDDL_STAGE_DATALOAD 7  /* Process at loading data */
#define ESS_BLDDL_STAGE_FINALIZE 8  /* Process at finalizing*/

**ESS_CONNECTINFO_T**

Stores information about the processes connected to a specific server.

typedef struct ESS_CONNECTINFO_T
{
    ESS_USERNAME_T  Name;          /* logged in user name */
    ESS_APPNAME_T   AppName;       /* connected application */
    ESS_DBNAME_T    DbName;        /* connected database */
    ESS_SVRNAME_T   LoginMachine;  /* login machine name */
    ESS_ULONG_T     LoginIP;       /* IPv4 address of the login machine */
    ESS_TIME_T      LastLogin;     /* login time */
} ESS_CONNECTINFO_T, *ESS_CONNECTINFO_T, **ESS_CONNECTINFO_T;

<table>
<thead>
<tr>
<th>Data Type</th>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ESS_USERNAME_T</td>
<td>Name</td>
<td>The name of the logged in user.</td>
</tr>
<tr>
<td>ESS_APPNAME_T</td>
<td>AppName</td>
<td>Name of currently connected application (if applicable).</td>
</tr>
<tr>
<td>ESS_DBNAME_T</td>
<td>DbName</td>
<td>Name of the currently connected database (if applicable).</td>
</tr>
<tr>
<td>ESS_SVRNAME_T</td>
<td>LoginMachine</td>
<td>The name of the logged in machine. If the machine name cannot be resolved on the network this field contains the IPv4 address formatted as a string. An asterisk (*) denotes the session which called EssListLogins.</td>
</tr>
<tr>
<td>ESS_ULONG_T</td>
<td>LoginIP</td>
<td>The IPv4 address of the logged in machine.</td>
</tr>
<tr>
<td>ESS_TIME_T</td>
<td>LastLogin</td>
<td>The time of the last login.</td>
</tr>
</tbody>
</table>

**ESS_CONNECTINFOEX_T**

Stores information about the processes connected to a specific server. This structure is similar to ESS_CONNECTINFO_T, with the addition of the ProviderName and connparam fields.

typedef struct ESS_CONNECTINFOEX_T
{
    ESS_USERNAME_T  Name;
    ESS_USERNAME_T  ProviderName;
    ESS_CONNPARAM_T connparam;
    ESS_APPNAME_T   AppName;
    ESS_DBNAME_T    DbName;
    ESS_SVRNAME_T   LoginMachine;
    ESS_ULONG_T     LoginIP;
    ESS_TIME_T      LastLogin;
};
```c
typedef struct ess_dbfileinfo_t
{
    ESS_APPNAME_T  AppName;
    ESS_DBNAME_T   DbName;
    ESS_FILENAME_T FilePath;
    ESS_SIZE_T     FileSize;
    ESS_USHORT_T   FileSequenceNum;
    ESS_USHORT_T   FileCount;
    ESS_USHORT_T   FileType;
    ESS_BOOL_T     FileOpen;
}  ESS_DBFILEINFO_T, *ESS_PDBFILEINFO_T, **ESS_PPDBFILEINFO_T;
```

### ESS_DBFILEINFO_T

Contains information on an index or data file retrieved by `EssListDbFiles`.

<table>
<thead>
<tr>
<th>Data Type</th>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ESS_APPNAME_T</td>
<td>AppName</td>
<td>Application name</td>
</tr>
<tr>
<td>ESS_DBNAME_T</td>
<td>DbName</td>
<td>Database name</td>
</tr>
<tr>
<td>ESS_FILENAME_T</td>
<td>FilePath</td>
<td>File path</td>
</tr>
<tr>
<td>ESS_SIZE_T</td>
<td>FileSize</td>
<td>File size in bytes</td>
</tr>
<tr>
<td>ESS_USHORT_T</td>
<td>FileSequenceNum</td>
<td>The 1-based sequence number of the file within the set of files of its FileType for the specified database</td>
</tr>
<tr>
<td>ESS_USHORT_T</td>
<td>FileCount</td>
<td>Number of files of its FileType returned</td>
</tr>
<tr>
<td>Data Type</td>
<td>Field</td>
<td>Description</td>
</tr>
<tr>
<td>--------------</td>
<td>----------------</td>
<td>-------------------------------------------------------------------</td>
</tr>
<tr>
<td>ESS_USHORT_T</td>
<td>FileType</td>
<td>One of the following file types:</td>
</tr>
<tr>
<td></td>
<td></td>
<td>• ESS_FILETYPE_INDEX</td>
</tr>
<tr>
<td></td>
<td></td>
<td>• ESS_FILETYPE_DATA</td>
</tr>
<tr>
<td>ESS_BOOL_T</td>
<td>FileOpen</td>
<td>Flag indicating whether the file is open: 0 if the file is closed, nonzero if the file is open</td>
</tr>
</tbody>
</table>

**ESS_DBINFO_T**

This structure gets information about a specific database. Fields in this structure cannot be modified using the API. See also the “ESS_DBSTATE_T” on page 121 structure, which contains additional database state parameters that can be modified, and the “ESS_DBSTATS_T” on page 124 structure. The fields are:

```c
typedef struct  ESS_DBINFO_T
{
    ESS_APPNAME_T      AppName;
    ESS_DBNAME_T       Name;
    ESS_USHORT_T       DbType;
    ESS_USHORT_T       Status;
    ESS_USHORT_T       nConnects;
    ESS_USHORT_T       nLocks;
    ESS_ULONG_T        nDims;
    ESS_USHORT_T       Data;
    ESS_MBRNAME_T      Country;
    ESS_MBRNAME_T      Time;
    ESS_MBRNAME_T      Category;
    ESS_MBRNAME_T      Type;
    ESS_MBRNAME_T      CrPartition;
    ESS_TIME_T         ElapsedDbTime;
    ESS_ULONG64_T      DataFileCacheSetting;
    ESS_ULONG64_T      DataFileCacheSize;
    ESS_ULONG64_T      DataCacheSetting;
    ESS_ULONG64_T      DataCacheSize;
    ESS_ULONG_T        IndexCacheSetting;
    ESS_ULONG64_T      IndexCacheSize;
    ESS_ULONG_T        IndexPageSize;
    ESS_DBREQINFO_T    DbReqInfoAry[ESS_DBREQNUM];
    ESS_BOOL_T         bDbReadOnly;
    ESS_BOOL_T         bDataCompress;
    ESS_USHORT_T       usDataCompressType;
    ESS_ULONG_T        ulRetievalBuffer;
    ESS_ULONG_T        ulRetievalSortBuffer;
    ESS_BOOL_T         bCacheMemLocking;
    ESS_BOOL_T         bPreImage;
    ESS_USHORT_T       usIsolationLevel;
    ESS_LONG_T         lTimeOut;
    ESS_ULONG_T        ulCommitBlocks;
    ESS_ULONG_T        ulCommitRows;
    ESS_ULONG_T        ulDiskVolumeCount;
    ESS_DISKVOLUME_T   aDiskVolume[1];
}  
```
<table>
<thead>
<tr>
<th>Data Type</th>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ESS_APPNAME_T</td>
<td>AppName</td>
<td>The associated application name</td>
</tr>
<tr>
<td>ESS_DBNAME_T</td>
<td>Name</td>
<td>The database name</td>
</tr>
<tr>
<td>ESS_USHORT_T</td>
<td>DbType</td>
<td>Database type. Values:</td>
</tr>
<tr>
<td></td>
<td></td>
<td>1. ESS_DBTYPE_NORMAL</td>
</tr>
<tr>
<td></td>
<td></td>
<td>2. ESS_DBTYPE_CURRENCY</td>
</tr>
<tr>
<td>ESS_USHORT_T</td>
<td>Status</td>
<td>DatabaseLoad status (loaded or not loaded). Values:</td>
</tr>
<tr>
<td></td>
<td></td>
<td>1. ESS_STATUS_NOTLOADED</td>
</tr>
<tr>
<td></td>
<td></td>
<td>2. ESS_STATUS_LOADING</td>
</tr>
<tr>
<td></td>
<td></td>
<td>3. ESS_STATUS_LOADED</td>
</tr>
<tr>
<td></td>
<td></td>
<td>4. ESS_STATUS_UNLOADING</td>
</tr>
<tr>
<td>ESS_USHORT_T</td>
<td>nConnects</td>
<td>Number of users currently connected to the database</td>
</tr>
<tr>
<td>ESS_USHORT_T</td>
<td>nLocks</td>
<td>Number of data blocks currently exclusively locked</td>
</tr>
<tr>
<td>ESS ULONG_T</td>
<td>nDims</td>
<td>Number of dimensions in database</td>
</tr>
<tr>
<td>ESS USHORT_T</td>
<td>Data</td>
<td>Flag indicating loading state of the data in the database. Values:</td>
</tr>
<tr>
<td></td>
<td></td>
<td>1. ESS_DBDATA_NONE: no data loaded</td>
</tr>
<tr>
<td></td>
<td></td>
<td>2. ESS_DBDATA_LOADNOCALC: data loaded but not calculated</td>
</tr>
<tr>
<td></td>
<td></td>
<td>3. ESS_DBDATA_CLEAN: data loaded and calculated</td>
</tr>
<tr>
<td>ESS MBRNAME_T</td>
<td>Country</td>
<td>The currency country dimension member, if any. If none, the first byte is NULL.</td>
</tr>
<tr>
<td>ESS MBRNAME_T</td>
<td>Time</td>
<td>Currency time dimension member, if any. If none, the first byte is NULL.</td>
</tr>
<tr>
<td>ESS MBRNAME_T</td>
<td>Category</td>
<td>The currency category dimension member, if any. If none, the first byte is NULL.</td>
</tr>
<tr>
<td>ESS MBRNAME_T</td>
<td>Type</td>
<td>Currency type dimension member (currency databases only). If none exists, the first byte is NULL.</td>
</tr>
<tr>
<td>ESS MBRNAME_T</td>
<td>CrPartition</td>
<td>The currency partition member (non-currency databases only)</td>
</tr>
<tr>
<td>ESS TIME_T</td>
<td>ElapsedDbTime</td>
<td>Number of seconds the database has been loaded</td>
</tr>
<tr>
<td>ESS ULONG64_T</td>
<td>DataFileCacheSetting</td>
<td>The Data File Cache Size setting value currently in effect.</td>
</tr>
<tr>
<td>ESS ULONG64_T</td>
<td>DataFileCacheSize</td>
<td>The Run-time data file cache size (in KB) currently in use by database. Note that once you have changed the data file cache size you must stop and restart the database in order for the new data file cache size to take effect.</td>
</tr>
<tr>
<td>Data Type</td>
<td>Field</td>
<td>Description</td>
</tr>
<tr>
<td>-----------------</td>
<td>------------------------------</td>
<td>-----------------------------------------------------------------------------</td>
</tr>
<tr>
<td>ESS_ULONG64_T</td>
<td>DataCacheSetting</td>
<td>The Data Cache Size setting value (in KB) currently in effect.</td>
</tr>
<tr>
<td>ESS_ULONG64_T</td>
<td>DataCacheSize</td>
<td>The run-time size (in KB) of the Data Cache.</td>
</tr>
<tr>
<td>ESS_ULONG_T</td>
<td>IndexCacheSetting</td>
<td>The Index Cache Size (in KB) setting value currently in effect.</td>
</tr>
<tr>
<td>ESS_ULONG64_T</td>
<td>IndexCacheSize</td>
<td>Run-time size (in KB) of the Index Cache.</td>
</tr>
<tr>
<td>ESS_ULONG_T</td>
<td>IndexPageSetting</td>
<td>The Index Page Size setting (in KB) currently in effect.</td>
</tr>
<tr>
<td>ESS_ULONG_T</td>
<td>IndexPageSize</td>
<td>Run-time size (in KB) of an Index Page.</td>
</tr>
<tr>
<td>&quot;ESS_DBREQINFO_T&quot; on page 120</td>
<td>DbReqInfo, Ary[ESS_DBREQNUM]</td>
<td>Array for request information, including last calc, dataLoad, and outline update</td>
</tr>
<tr>
<td>ESS_BOOL_T</td>
<td>bDbReadOnly</td>
<td>TRUE if the database is in read-only mode; FALSE otherwise.</td>
</tr>
<tr>
<td>ESS_BOOL_T</td>
<td>bDataCompress</td>
<td>Optional compression flag (the default is YES).</td>
</tr>
<tr>
<td>ESS_USHORT_T</td>
<td>usDataCompressType</td>
<td>The data compression type if the optional compression flag is set (the default is BitMap).</td>
</tr>
<tr>
<td>ESS_ULONG_T</td>
<td>ulRetrievalBuffer</td>
<td>Retrieval buffer size allocated per retrieval request (the default is 2048 bytes).</td>
</tr>
<tr>
<td>ESS_ULONG_T</td>
<td>ulRetrievalSortBuffer</td>
<td>Retrieval sort buffer size allocated per retrieval request (the default is 10240 bytes).</td>
</tr>
<tr>
<td>ESS_BOOL_T</td>
<td>bCacheMemLocking</td>
<td>TRUE if index and data cache memory pages are locked into physical memory.</td>
</tr>
<tr>
<td>ESS_BOOL_T</td>
<td>bPreImage</td>
<td>Flag to read previously committed.</td>
</tr>
<tr>
<td>ESS_USHORT_T</td>
<td>usIsolationLevel</td>
<td>Isolation level (the default is UNCOMMITTED).</td>
</tr>
<tr>
<td>ESS_LONG_T</td>
<td>lTimeOut</td>
<td>Time out set in seconds for COMMITTED access only.</td>
</tr>
<tr>
<td>ESS_ULONG_T</td>
<td>ulCommitBlocks</td>
<td>The number of data blocks updated before the explicit commit is performed (during calculation and grid updates).</td>
</tr>
<tr>
<td>ESS_ULONG_T</td>
<td>ulCommitRows</td>
<td>The number of rows of the input file processed before the explicit commit is performed during the dataload.</td>
</tr>
<tr>
<td>ESS_ULONG_T</td>
<td>ulDiskVolumeCount</td>
<td>The number of disk volume settings for this database.</td>
</tr>
<tr>
<td>ESS_DISKVOLUME_T</td>
<td>aDiskVolume[1]</td>
<td>an array of disk volume settings</td>
</tr>
</tbody>
</table>

**ESS_DBREQINFO_T**

Used by `EssGetDatabaseInfo()`. Essbase has three types of requests for which information exists: data load, calculation, and outline update. The following Essbase API constants identify each type of request:
typedef struct ESS_DBREQINFO_T
{
    ESS_ULONG_T      DbReqType;
    ESS_USERNAME_T   User;
    ESS_TIMERECORD_T StartTimeRec;
    ESS_TIMERECORD_T EndTimeRec;
    ESS_ULONG_T      DbReqFlags;
} ESS_DBREQINFO_T, *ESS_PDBREQINFO_T;

<table>
<thead>
<tr>
<th>Data Type</th>
<th>Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ESS_DBREQTYPE_DATLOAD</td>
<td>0</td>
<td>Data Load</td>
</tr>
<tr>
<td>ESS_DBREQTYPE_CALC</td>
<td>1</td>
<td>Calculation</td>
</tr>
<tr>
<td>ESS_DBREQTYPE_OTLUPD</td>
<td>2</td>
<td>Outline Update</td>
</tr>
</tbody>
</table>

The fields are:

<table>
<thead>
<tr>
<th>Data Type</th>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ESS_ULONG_T</td>
<td>DbReqType</td>
<td>Type of database request</td>
</tr>
<tr>
<td>ESS_USERNAME_T</td>
<td>User</td>
<td>User name</td>
</tr>
<tr>
<td>&quot;ESS_TIMERECORD_T&quot; on page 180</td>
<td>StartTimeRec</td>
<td>Request start time</td>
</tr>
<tr>
<td>&quot;ESS_TIMERECORD_T&quot; on page 180</td>
<td>EndTimeRec</td>
<td>Request end time</td>
</tr>
<tr>
<td>ESS_ULONG_T</td>
<td>DbReqFlags</td>
<td>Bit map of information flags that provide additional information about the database request. Used when DbReqType is CALC. Available flags:</td>
</tr>
<tr>
<td></td>
<td></td>
<td>● Default (currently contains no information). ESS API constant: ESS_DBREQFLAG_CALCDEF (default calc was run)</td>
</tr>
<tr>
<td></td>
<td></td>
<td>● Custom calc script. ESS API constant: ESS_DBREQFLAG_CALCDSCR (custom calc was run)</td>
</tr>
</tbody>
</table>

**ESS_DBSTATE_T**

This database state structure gets and sets the state parameters for a specific database. All fields in this structure can be modified using the API. See also the “ESS_DBINFO_T” on page 118 and “ESS_DBSTATS_T” on page 124 structures, which contain additional database information that cannot be modified.

typedef struct  ESS_DBSTATE_T
{
    ESS_DESC_T        Description;
    ESS_BOOL_T        Loadable;
    ESS_BOOL_T        Autoload;
    ESS_ACCESS_T      Access;
    ESS_SHORT_T       IndexType;
    ESS ULONG64_T     MaxMem;
    ESS ULONG64_T     MaxMemDataFileCache;
}
The fields are:

<table>
<thead>
<tr>
<th>Data Type</th>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ESS_DESC_T</td>
<td>Description</td>
<td>The database description (up to 80 characters)</td>
</tr>
<tr>
<td>ESS_BOOL_T</td>
<td>Loadable</td>
<td>Flag to indicate whether the database can be loaded (ESS_TRUE if the database is loadable)</td>
</tr>
<tr>
<td>ESS_BOOL_T</td>
<td>Autoload</td>
<td>Flag to indicate whether the database will be loaded automatically when the application is started (ESS_TRUE if the database will be automatically loaded)</td>
</tr>
<tr>
<td>ESS_ACCESS_T</td>
<td>Access</td>
<td>The default access level to the database. See &quot;Bitmask Data Types (C)&quot; on page 90 for a list of values this field can contain.</td>
</tr>
<tr>
<td>ESS_UCHAR_T</td>
<td>IndexType</td>
<td>The database index type (array or tree). This field can contain the following values:</td>
</tr>
<tr>
<td></td>
<td></td>
<td>● ESS_INDEXTYPE_ARRAY</td>
</tr>
<tr>
<td></td>
<td></td>
<td>● ESS_INDEXTYPE_AVL</td>
</tr>
<tr>
<td></td>
<td></td>
<td>For API releases 4 and later, the IndexType field is obsolete.</td>
</tr>
<tr>
<td>ESS_ULONG64_T</td>
<td>MaxMem</td>
<td>The maximum memory reserved for non-compressed data blocks in the database (in bytes)</td>
</tr>
<tr>
<td>ESS_ULONG64_T</td>
<td>MaxMemDataFileCache</td>
<td>The maximum memory reserved for the data file cache (in bytes)</td>
</tr>
<tr>
<td>ESS_BOOL_T</td>
<td>CalcNoAggMissing</td>
<td>Flag to suppress aggregation of members if all their children are missing (ESS_TRUE if missing values are not aggregated)</td>
</tr>
<tr>
<td>ESS_BOOL_T</td>
<td>CalcNoAvgMissing</td>
<td>Flag to suppress inclusion of missing members in calculating averages (ESS_TRUE if missing values are not included)</td>
</tr>
<tr>
<td>Data Type</td>
<td>Field</td>
<td>Description</td>
</tr>
<tr>
<td>-----------------</td>
<td>----------------------</td>
<td>-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------</td>
</tr>
<tr>
<td>ESS_BOOL_T</td>
<td>CalcTwoPass</td>
<td>Flag to force two pass calculation when running full calculation of database (ESS_TRUE if two pass calculation is enabled)</td>
</tr>
<tr>
<td>ESS_BOOL_T</td>
<td>CalcCreateBlock</td>
<td>Flag to force creation of data block on constant assignment calc equation (only valid for sparse dimensions). Set to ESS_TRUE if blocks are forcibly created.</td>
</tr>
<tr>
<td>ESS_DBNAME_T</td>
<td>CrDbName</td>
<td>The name of associated currency database (valid in non-currency databases).</td>
</tr>
<tr>
<td>ESS_MBRNAME_T</td>
<td>CrTypeMember</td>
<td>The name of Currency Conversion type member (valid in non-currency databases)</td>
</tr>
<tr>
<td>ESS_USHORT_T</td>
<td>CrConvType</td>
<td>Currency Conversion type (whether currency conversions are calculated by multiplication or division). Values:</td>
</tr>
<tr>
<td></td>
<td></td>
<td>• ESS_CRCTYPE_DIV                                                                                                         • ESS_CRCTYPE_MULT</td>
</tr>
<tr>
<td>ESS ULONG64_T</td>
<td>MaxMemIndex</td>
<td>Minimum index cache size. Value: 1048576. Set using the constant ESS_INDEXCACHEMIN_SIZE.</td>
</tr>
<tr>
<td>ESS ULONG_T</td>
<td>IndexPageSize</td>
<td>Size of index page in which buffer pool is constructed in (in bytes). Minimum index page size. Value: 1024. Set using the constant ESS_INDEXPAGEMIN_SIZE. Maximum page size for the IndexPageSize field. Value: 8192. Set using the constant ESS_INDEXPAGEMAX_SIZE</td>
</tr>
<tr>
<td>ESS_BOOL_T</td>
<td>DataCompress</td>
<td>Optional Flag to determine whether to compress blocks for this database.</td>
</tr>
<tr>
<td>ESS USHORT_T</td>
<td>DataCompressType</td>
<td>The data compression type used for write operations if the optional compression flag is set.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>• Bitmap—Uses a bitmap to represent data cells (the default).</td>
</tr>
<tr>
<td></td>
<td></td>
<td>• Run-Length Encoding—Compresses any consecutive repetitive values.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>• No Compression—Does not compress the data.</td>
</tr>
<tr>
<td>ESS ULONG_T</td>
<td>RetrievalBuffer</td>
<td>Specifies the size, in bytes, of the server buffer that holds extracted row data cells before they are evaluated by the RESTRICT, TOP, or BOTTOM commands. The default is 10240 bytes. The minimum is 2048 bytes and the maximum is 102400000 bytes.</td>
</tr>
<tr>
<td>ESS ULONG_T</td>
<td>RetrievalSortBuffer</td>
<td>Specifies the size, in bytes, of the server buffer that holds the data to be sorted during a retrieval. The minimum is 2048 bytes and the maximum is 102400000 bytes.</td>
</tr>
<tr>
<td>ESS_BYTE_T</td>
<td>cIOAccessFlagInUse</td>
<td>The type of I/O Access in use by the active current database. The two types of access are ESS_IO_ACCESS_BUFFERED and ESS_IO_ACCESS_DIRECT. Even when cIOAccessFlagPending has been set to ESS_IO_ACCESS_DIRECT, some operations might still require buffering. Also direct access may not be supported on a given platform. This field is read only.</td>
</tr>
<tr>
<td>ESS_BOOL_T</td>
<td>bNoWaitIO</td>
<td>This controls whether or not Essbase will wait for certain direct I/O operations to finish. This only applies on platforms that support direct I/O and if cIOAccessFlag is ESS_IO_ACCESS_DIRECT. This field is read only. The default is TRUE.</td>
</tr>
<tr>
<td>Data Type</td>
<td>Field</td>
<td>Description</td>
</tr>
<tr>
<td>------------------</td>
<td>----------------</td>
<td>---------------------------------------------------------------------------------------------------------------------------------------------</td>
</tr>
<tr>
<td>ESS_USHORT_T</td>
<td>IsolationLevel</td>
<td>The isolation level:</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- COMMITTED—Write locks on all affected data blocks restrict access until the transaction commits.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- UNCOMMITTED (default)—Write locks are acquired and released as needed during the transaction.</td>
</tr>
<tr>
<td>ESS_BOOL_T</td>
<td>PreImage</td>
<td>The flag to read previously committed data during read-only requests. This flag can only be set for COMMITTED access. The default is YES.</td>
</tr>
<tr>
<td>ESS_BYTE_T</td>
<td>cIOAccessFlagPending</td>
<td>The type of I/O Access (direct or buffered) that Essbase will use. This setting takes effect after the next DBLoad (open operation).</td>
</tr>
<tr>
<td>ESS_LONG_T</td>
<td>TimeOut</td>
<td>The timeout interval in seconds. This can only be set for COMMITTED access.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>-1 is Indefinite wait.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>0 is Immediate access, no wait (the default).</td>
</tr>
<tr>
<td></td>
<td></td>
<td>( n ) is the specified interval in seconds.</td>
</tr>
<tr>
<td>ESS_ULONG_T</td>
<td>CommitBlocks</td>
<td>The number of data blocks modified before performing the explicit commit (only used when isolation level is UNCOMMITTED).</td>
</tr>
<tr>
<td>ESS_ULONG_T</td>
<td>CommitRows</td>
<td>The number of rows of the input file to data load before performing the explicit commit (only used when isolation level is UNCOMMITTED).</td>
</tr>
<tr>
<td>ESS_ULONG_T</td>
<td>nVolumes</td>
<td>The number of disk volume settings for this database.</td>
</tr>
</tbody>
</table>

**ESS_DBSTATS_T**

This database statistics structure gets run-time statistical information about a specific database. Fields in this structure cannot be modified using the API. See also the "ESS_DBSTATE_T" on page 121 structure, which contains additional database state parameters that can be modified, and the "ESS_DBINFO_T" on page 118 structure. The fields are:

```c
typedef struct ESS_DBSTATS_T
{
    ESS_USHORT_T      IndexType;
    ESS_ULONG_T       nDims;
    ESS_ULONG_T       DeclaredBlockSize;
    ESS_ULONG_T       ActualBlockSize;
    ESS_DOUBLE_T      DeclaredMaxBlocks;
    ESS_DOUBLE_T      ActualMaxBlocks;
    ESS_DOUBLE_T      NonMissingLeafBlocks;
    ESS_DOUBLE_T      NonMissingNonLeafBlocks;
    ESS_DOUBLE_T      NonMissingBlocks;
    ESS_DOUBLE_T      PagedOutBlocks;
    ESS_DOUBLE_T      PagedInBlocks;
    ESS_DOUBLE_T      InMemCompBlocks;
    ESS_DOUBLE_T      TotalBlocks;
    ESS_DOUBLE_T      AverageFragmentationQuotient;
    ESS_DOUBLE_T      BytesOfRecoverableFreeSpace;
} ESS_DBSTATS_T;
```
Note: Some application and database statistics may not be accurate when parallel data load, parallel calculation, or parallel restructuring are in use. In particular, diagnostic statistics (such as average clustering ratio, cache hit ratios, and data block density statistics) should not be considered accurate in environments using parallel operations.

<table>
<thead>
<tr>
<th>Data Type</th>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ESS_USHORT_T</td>
<td>IndexType</td>
<td>The database index type (array or tree). This field can contain the following values:</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- ESS_INDEXTYPE_ARRAY</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- ESS_INDEXTYPE_AVL</td>
</tr>
<tr>
<td>ESS_ULONG_T</td>
<td>nDims</td>
<td>The number of dimensions in database.</td>
</tr>
<tr>
<td>ESS_ULONG_T</td>
<td>DeclaredBlockSize</td>
<td>The declared data block size.</td>
</tr>
<tr>
<td>ESS_ULONG_T</td>
<td>ActualBlockSize</td>
<td>The actual data block size.</td>
</tr>
<tr>
<td>ESS_DOUBLE_T</td>
<td>DeclaredMaxBlocks</td>
<td>The declared maximum number of blocks in the database.</td>
</tr>
<tr>
<td>ESS_DOUBLE_T</td>
<td>ActualMaxBlocks</td>
<td>The actual maximum number of blocks in the database.</td>
</tr>
<tr>
<td>ESS_DOUBLE_T</td>
<td>NonMissingLeafBlocks</td>
<td>The number of non-missing leaf (lowest level) blocks in the database.</td>
</tr>
<tr>
<td>ESS_DOUBLE_T</td>
<td>NonMissingNonLeafBlocks</td>
<td>The number of non-missing, non-leaf (upper level) blocks in the database.</td>
</tr>
<tr>
<td>ESS_DOUBLE_T</td>
<td>NonMissingBlocks</td>
<td>Obsolete. Returns zero.</td>
</tr>
<tr>
<td>ESS_DOUBLE_T</td>
<td>PagedOutBlocks</td>
<td>The number of database blocks currently paged out to disk.</td>
</tr>
<tr>
<td>ESS_DOUBLE_T</td>
<td>PagedInBlocks</td>
<td>The total number of database blocks currently paged into memory.</td>
</tr>
<tr>
<td>ESS_DOUBLE_T</td>
<td>InMemCompBlocks</td>
<td>The number of database blocks currently paged into compressed memory.</td>
</tr>
<tr>
<td>ESS_DOUBLE_T</td>
<td>TotalBlocks</td>
<td>Total number of existing data blocks (not the maximum).</td>
</tr>
<tr>
<td>ESS_DOUBLE_T</td>
<td>AverageFragmentationQuotient</td>
<td>Percentage of space within the data file that is free space or not used by Essbase.</td>
</tr>
<tr>
<td>Data Type</td>
<td>Field</td>
<td>Description</td>
</tr>
<tr>
<td>---------------------</td>
<td>------------------------------</td>
<td>--------------------------------------------------</td>
</tr>
<tr>
<td>ESS_DOUBLE_T</td>
<td>BytesOfRecoverableFreeSpace</td>
<td>• Estimated bytes of recoverable free space</td>
</tr>
<tr>
<td></td>
<td></td>
<td>• -1 if free space recovery is not necessary</td>
</tr>
<tr>
<td>ESS_DOUBLE_T</td>
<td>TotMemPagedIn-Blocks</td>
<td>The total memory used for all paged-in (uncompressed) database blocks.</td>
</tr>
<tr>
<td>ESS_DOUBLE_T</td>
<td>TotMemBlocks</td>
<td>The total memory used for all database blocks.</td>
</tr>
<tr>
<td>ESS_DOUBLE_T</td>
<td>TotMemIndex</td>
<td>The total memory used for the database index.</td>
</tr>
<tr>
<td>ESS_DOUBLE_T</td>
<td>TotMemInMemCompBlocks</td>
<td>The total memory used for database blocks currently paged into compressed memory.</td>
</tr>
<tr>
<td>ESS_DOUBLE_T</td>
<td>BlockDensity</td>
<td>The average database block density (calculated using all currently loaded blocks).</td>
</tr>
<tr>
<td>ESS_DOUBLE_T</td>
<td>SparseDensity</td>
<td>Average density of the sparse dimensions in the database.</td>
</tr>
<tr>
<td>ESS_DOUBLE_T</td>
<td>CompressionRatio</td>
<td>Average data block compression ratio on the disk.</td>
</tr>
<tr>
<td>ESS_DOUBLE_T</td>
<td>ClusterRatio</td>
<td>A measure of the fragmentation of the page file. A value close to 1 indicates the degree of fragmentation is low. A value close to zero indicates a high degree of fragmentation that could affect calculation and query performance.</td>
</tr>
</tbody>
</table>

**ESS_DIMENSIONINFO_T**

Used in EssGetDimensionInfo(). The fields are:

```c
typedef struct ESS_DIMENSIONINFO_T
{
    ESS_MBRNAME_T DimName;
    ESS_DIMNUM_T DimNumber;
    ESS_USHORT_T DimType;
    ESS_USHORT_T DimTag;
    ESS_ULONG_T DeclaredDimSize;
    ESS_ULONG_T ActualDimSize;
    ESS_DESC_T Description;
    ESS_USHORT_T DimDataType;
} ESS_DIMENSIONINFO_T, *ESS_PDIMENSIONINFO_T, **ESS_PPDIMENSIONINFO_T;
```

<table>
<thead>
<tr>
<th>Data Type</th>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ESS_MBRNAME_T</td>
<td>DimName</td>
<td>Dimension name</td>
</tr>
<tr>
<td>ESS_DIMNUM_T</td>
<td>DimNumber</td>
<td>Dimension number</td>
</tr>
</tbody>
</table>
Data Type | Field | Description
---|---|---
ESS_USHORT_T | DimType | Dimension type. Values:
  - ESS_DIMTYPE_DENSE
  - ESS_DIMTYPE_SPARSE

ESS_USHORT_T | DimTag | Dimension tag type. Values:
  - ESS_TTYPE_ATTRCALC
  - ESS_TTYPE_ATTRIBUTE
  - ESS_TTYPE_CCATEGORY
  - ESS_TTYPE_CNAME
  - ESS_TTYPE_CTIME
  - ESS_TTYPE_NONE
  - ESS_TTYPE_CPARTITION
  - ESS_TTYPE_CTYPE

ESS_ULONG_T | DeclaredDimSize | Declared dimension size

ESS_ULONG_T | ActualDimSize | Actual dimension size

ESS_DESC_T | Description | Reserved (not currently supported)

ESS_USHORT_T | DimDataType | Attribute dimension data type. Values:
  - ESS_ATTRMBRDT_BOOL
  - ESS_ATTRMBRDT_DATETIME
  - ESS_ATTRMBRDT_DOUBLE
  - ESS_ATTRMBRDT_STRING

**ESS_DIMSTATS_T**

This is a Dimension Statistical Structure used to get information about a specific database dimension. Fields in this structure cannot be modified using the API. An array of these structures is included at the end of the “ESS_DBSTATS_T” on page 124 structure to provide information about each dimension in the database. The fields are:

```c
typedef struct ESS_DIMSTATS_T
{
    ESS_MBRNAME_T     DimName;
    ESS_USHORT_T      DimType;
    ESS_ULONG_T       DeclaredDimSize;
    ESS_ULONG_T       ActualDimSize;
} ESS_DIMSTATS_T, *ESS_PDIMSTATS_T;
```

Data Type | Field | Description
---|---|---
ESS_MBRNAME_T | DimName | The dimension member name
<table>
<thead>
<tr>
<th>Data Type</th>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ESS_USHORT_T</td>
<td>DimType</td>
<td>The dimension type (sparse or dense). This field can contain the following values:</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- ESS_DIMTYPE_SPARSE</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- ESS_DIMTYPE_DENSE</td>
</tr>
<tr>
<td>ESS_ULONG_T</td>
<td>DeclaredDimSize</td>
<td>The declared dimension size (the number of members declared in the specified dimension, including any label only or shared members in that dimension)</td>
</tr>
<tr>
<td>ESS_ULONG_T</td>
<td>ActualDimSize</td>
<td>The actual dimension size (the number of members in the specified dimension, excluding any label only or shared members in that dimension)</td>
</tr>
</tbody>
</table>

**ESS_DTAPICOLUMN_T**

Defines the header information for a specific column.

```c
typedef struct ESS_DTAPICOLUMN_T {
    ESS_LONG_T nColumnIdx;
    ESS_LONG_T nDisplayOrder;
    ESS_CHAR_T sViewName[ESS_MBRNAMELEN];
    ESS_CHAR_T sColumnName[ESS_MBRNAMELEN];
    ESS_USHORT_T uDatatype;
    ESS_LONG_T nSortOrder;
    ESS_LONG_T nSortSequence;
    ESS_BOOL_T bFilterOnly;
    ESS_CHAR_T sFilter[ESS_MAX_DATALEN + 1];
} ESS_DTAPICOLUMN_T, *ESS_PDTAPICOLUMN_T, **ESS_PPDTAPICOLUMN_T;
```

<table>
<thead>
<tr>
<th>Data Type</th>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ESS_LONG_T</td>
<td>nColumnIdx</td>
<td>0-based index of the column position (read only)</td>
</tr>
<tr>
<td>ESS_LONG_T</td>
<td>nDisplayOrder</td>
<td>The order in which columns are displayed</td>
</tr>
<tr>
<td>ESS_CHAR_T</td>
<td>sViewName</td>
<td>[ESS_MBRNAMELEN] (read only)</td>
</tr>
<tr>
<td>ESS_CHAR_T</td>
<td>sColumnName</td>
<td>[ESS_MBRNAMELEN] Heading text for the given column of data (read only)</td>
</tr>
<tr>
<td>ESS_USHORT_T</td>
<td>uDataType</td>
<td>Data type of the given column of data</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- ESS_DT_STRING</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- ESS_DT_DATETIME</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- ESS_DT_DOUBLE</td>
</tr>
<tr>
<td>ESS_LONG_T</td>
<td>nSortOrder</td>
<td></td>
</tr>
<tr>
<td>ESS_LONG_T</td>
<td>nSortSequence</td>
<td></td>
</tr>
<tr>
<td>ESS_BOOL_T</td>
<td>bFilterOnly</td>
<td>ESS_TRUE = filter only.</td>
</tr>
<tr>
<td>ESS_CHAR_T</td>
<td>sFilter</td>
<td>[ESS_MAX_DATALEN + 1]</td>
</tr>
</tbody>
</table>
**ESS_DTAPIDATA_T**

Defines the report data for a specific data cell.

typedef struct ESS_DTAPIDATA_T
{
    ESS_ULONG_T nRowIdx;
    ESS_ULONG_T nColumnIdx;
    ESS_CHAR_T sData[ESS_MAX_DATALEN + 1];
} ESS_DTAPIDATA_T, *ESS_PDTAPIDATA_T, **ESS_PPDTAPIDATA_T;

<table>
<thead>
<tr>
<th>Data Type</th>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ESS_ULONG_T</td>
<td>nRowIdx</td>
<td>0-indexed row number for the given data block</td>
</tr>
<tr>
<td>ESS_ULONG_T</td>
<td>nColumnIdx</td>
<td>0-indexed column number for the given data block</td>
</tr>
<tr>
<td>ESS_CHAR_T</td>
<td>sData</td>
<td>Data value for the given data block</td>
</tr>
</tbody>
</table>

**ESS_DTAPIHEADER_T**

Defines header information for a specific column.

typedef struct __ess_dtapiheader_t
{
    ESS_ULONG_T             nColumnIdx;
    ESS_CHAR_T              sViewName[ESS_MBRNAMELEN];
    ESS_CHAR_T              sColumnName[ESS_MBRNAMELEN];
    ESS_USHORT_T    uDatatype;
} ESS_DTAPIHEADER_T, *ESS_PDTAPIHEADER_T, **ESS_PPDTAPIHEADER_T;

<table>
<thead>
<tr>
<th>Data Type</th>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ESS_ULONG_T</td>
<td>nColumnIdx</td>
<td>0-indexed column number for the given data block</td>
</tr>
<tr>
<td>ESS_CHAR_T</td>
<td>sViewName [ESS_MBRNAMELEN]</td>
<td></td>
</tr>
<tr>
<td>ESS_CHAR_T</td>
<td>sColumnName [ESS_MBRNAMELEN]</td>
<td></td>
</tr>
<tr>
<td>ESS_USHORT_T</td>
<td>uDatatype</td>
<td></td>
</tr>
</tbody>
</table>

**ESS_DTAPIINFO_T**

Defines the connection information for a range of data cells.

typedef struct ESS_DTAPIINFO_T
{
    ESS_CHAR_T   sHisName[ESS_MAX_NAME + 1];
    ESS_CHAR_T   sUsername[ESS_MAX_NAME + 1];
    ESS_CHAR_T   sPassword[ESS_MAX_NAME + 1];
    ESS_USHORT_T uInputOption;
} ESS_DTAPIINFO_T, *ESS_PDTAPIINFO_T, **ESS_PPDTAPIINFO_T;
<table>
<thead>
<tr>
<th>Data Type</th>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ESS_CHAR_T</td>
<td>sHisName</td>
<td>[ESS_MAX_NAME + 1]</td>
</tr>
<tr>
<td>ESS_CHAR_T</td>
<td>sUsername</td>
<td>[ESS_MAX_NAME + 1]</td>
</tr>
<tr>
<td>ESS_CHAR_T</td>
<td>sPassword</td>
<td>[ESS_MAX_NAME + 1]</td>
</tr>
<tr>
<td></td>
<td></td>
<td>(write only)</td>
</tr>
<tr>
<td>ESS_USHORT_T</td>
<td>uInputOption</td>
<td>(read only)</td>
</tr>
</tbody>
</table>

### ESS_DTAPIREPORT_T

Defines the header information for a specific column.

```c
typedef struct ESS_DTAPIREPORT_T
{
    ESS_LONG_T nReportId;
    ESS_CHAR_T sName[ESS_DTREPORT_NAME + 1];
    ESS_LONG_T nCustomize;
    ESS_LONG_T nRowGovernor;
    ESS_LONG_T nTimeGovernor;
} ESS_DTAPIREPORT_T, *ESS_PDTAPIREPORT_T, **ESS_PPDTAPIREPORT_T;
```

<table>
<thead>
<tr>
<th>Data Type</th>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ESS_LONG_T</td>
<td>nReportId</td>
<td></td>
</tr>
<tr>
<td>ESS_CHAR_T</td>
<td>sName</td>
<td>[ESS_DTREPORT_NAME + 1]</td>
</tr>
<tr>
<td>ESS_LONG_T</td>
<td>nCustomize</td>
<td></td>
</tr>
<tr>
<td>ESS_LONG_T</td>
<td>nRowGovernor</td>
<td></td>
</tr>
<tr>
<td>ESS_LONG_T</td>
<td>nTimeGovernor</td>
<td></td>
</tr>
</tbody>
</table>

### ESS_DTBUFFER_T

Defines a report data cell.

```c
typedef struct ESS_DTBUFFER_T
{
    ESS_ULONG_T row;
    ESS_ULONG_T column;
    ESS_CHAR_T  data[ESS_DESCRIPTION_LEN + 1];
} ESS_DTBUFFER_T, *ESS_PDTBUFFER_T, **ESS_PPDTBUFFER_T;
```

<table>
<thead>
<tr>
<th>Data Type</th>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ESS_ULONG_T</td>
<td>row</td>
<td>0-indexed row number for the given data block.</td>
</tr>
<tr>
<td>ESS_ULONG_T</td>
<td>column</td>
<td>0-indexed column number for the given data block.</td>
</tr>
<tr>
<td>ESS_CHAR_T</td>
<td>data</td>
<td>[ESS_DESCRIPTION_LEN + 1]</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Data value for the given data block.</td>
</tr>
</tbody>
</table>
**ESS_DTDATA_T**

Defines a report data cell.

typedef struct ESS_DTDATA_T
{
    ESS_ULONG_T row;
    ESS_ULONG_T column;
    ESS_CHAR_T  data[ESS_DESCRIPTION_LEN + 1];
} ESS_DTDATA_T, *ESS_PDTDATA_T, **ESS_PPDTDATA_T;

<table>
<thead>
<tr>
<th>Data Type</th>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ESS_ULONG_T</td>
<td>row</td>
<td>0-indexed row number for the given data block.</td>
</tr>
<tr>
<td>ESS_ULONG_T</td>
<td>column</td>
<td>0-indexed column number for the given data block.</td>
</tr>
<tr>
<td>ESS_CHAR_T</td>
<td>data [ESS_DESCRIPTION_LEN + 1]</td>
<td>Data value for the given data block.</td>
</tr>
</tbody>
</table>

**ESS_DTHEADER_T**

Defines header information for a specific column.

typedef struct ESS_DTHEADER_T
{
    ESS_ULONG_T  colIndex;
    ESSDTREPORTDATATYPE dataType;
    ESS_CHAR_T   data[ESS_DESCRIPTION_LEN + 1];
} ESS_DTHEADER_T, *ESS_PDTHEADER_T, **ESS_PPDTHEADER_T;

<table>
<thead>
<tr>
<th>Data Type</th>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ESS_ULONG_T</td>
<td>colIndex</td>
<td>0-based index of the column position.</td>
</tr>
<tr>
<td>ESSDTREPORTDATATYPE</td>
<td>dataType</td>
<td>Data type of the given column of data.</td>
</tr>
<tr>
<td>ESS_CHAR_T</td>
<td>data [ESS_DESCRIPTION_LEN + 1]</td>
<td>Heading text for the given column of data.</td>
</tr>
</tbody>
</table>

**ESS_DISKVOLUME_REPLACE_T**

Contains the names of the source and destination disk volume labels. The source currently exists, and will be replaced with the destination.

typedef struct ess_diskvolume_replace_t
{
    ESS_FILENAME_T, szPartition_Src;
    ESS_FILENAME_T, szPartition_Dest;
} ESS_DISKVOLUME_REPLACE_T;

<table>
<thead>
<tr>
<th>Data Type</th>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ESS_FILENAME_T</td>
<td>szPartition_Src</td>
<td>Name of disk partition to be replaced.</td>
</tr>
<tr>
<td>Data Type</td>
<td>Field</td>
<td>Description</td>
</tr>
<tr>
<td>------------</td>
<td>---------------</td>
<td>-----------------------------------------------------------------------------</td>
</tr>
<tr>
<td>ESS_FILENAME_T</td>
<td>szPartition_Dest</td>
<td>Name of disk partition with which to replace szPartition_Src</td>
</tr>
</tbody>
</table>

**ESS_DURLINFO_T**

Captures drill-through URL information.  

See “Drill-through URL Limits” on page 1257.

typedef struct url  
{
    ESS_CHAR_T     bIsLevel0;
    ESS_STR_T      cpURLName;
    ESS_USHORT_T   iURLXmlSize;
    ESS_BYTE_T*    cpURLXml;
    ESS_USHORT_T   iCountOfDrillRegions;
    ESS_PSTR_T     cppDrillRegions;
}  ESS_DURLINFO_T;

<table>
<thead>
<tr>
<th>Data Type</th>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ESS_CHAR_T</td>
<td>bIsLevel0</td>
<td>If 1, then URL definition is restricted to level-0 data; if 0, there is no restriction</td>
</tr>
<tr>
<td>ESS_STR_T</td>
<td>cpURLName</td>
<td>Name of the drill-through URL</td>
</tr>
<tr>
<td>ESS_USHORT_T</td>
<td>iURLXmlSize</td>
<td>Size of the URL XML text</td>
</tr>
<tr>
<td>ESS_BYTE_T*</td>
<td>cpURLXml</td>
<td>Pointer to the URL XML text</td>
</tr>
<tr>
<td>ESS_USHORT_T</td>
<td>iCountOfDrillRegions</td>
<td>Number of regions referenced by the drill-through URL</td>
</tr>
<tr>
<td>ESS_PSTR_T</td>
<td>cppDrillRegions</td>
<td>List of regions referenced by the drill-through URL</td>
</tr>
</tbody>
</table>

The number of drillable regions in a drill-through URL is limited to 256.

**ESS_EXTUSERINFO_T**

Stores information about an externally authenticated user. The fields are:

typedef struct ESS_EXTUSERINFO_T  
{
    ESS_USERNAME_T   Name;
    ESS_APPNAME_T    AppName;
    ESS_DBNAME_T     DbName;
    ESS_BOOL_T       Login;
    ESS_USHORT_T     Type;
    ESS_ACCESS_T     Access;
    ESS_ACCESS_T     MaxAccess;
    ESS_DATE_T       Expiration;
    ESS_TIME_T       LastLogin;
    ESS_TIME_T       DbConnectTime;
    ESS_USHORT_T     FailCount;
    ESS_LOGINID_T    LoginId;
    ESS_DESC_T       Description;
}
```c
ESS_EMAIL_T EMailID;
ESS_BOOL_T LockedOut;
ESS_BOOL_T PwdChgNow;
ESS_USHORT_T authType;
ESS_PROTOCOL_T protocol;
ESS_CONNPARAM_T connParam;
} ESS_EXTUSERINFO_T, *ESS_PEXTUSERINFO_T, **ESS_PPEXTUSERINFO_T;
```

### Data Type
<table>
<thead>
<tr>
<th>Data Type</th>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ESS_USERNAME_T</td>
<td>Name</td>
<td>User name</td>
</tr>
<tr>
<td>ESS_APPNAME_T</td>
<td>AppName</td>
<td>Name of currently connected application (if applicable)</td>
</tr>
<tr>
<td>ESS_DBNAME_T</td>
<td>DbName</td>
<td>Name of the currently connected database (if applicable)</td>
</tr>
<tr>
<td>ESS_BOOL_T</td>
<td>Login</td>
<td>Flag to indicate login status.</td>
</tr>
<tr>
<td>ESS_USHORT_T</td>
<td>Typ</td>
<td>Type of the structure. This field can contain the following values:</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- ESS_TYPE_USER</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- ESS_TYPE_GROUP</td>
</tr>
<tr>
<td>ESS_ACCESS_T</td>
<td>Access</td>
<td>User assigned default access privileges. Values: any combination of the following bit values:</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- ESS_ACCESS_SUPER /* Supervisor, all bits set */</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- ESS_PRIV_APPCREATE /* App create/delete privilege */</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- ESS_PRIV_USERCREATE /* user create/delete privilege */</td>
</tr>
<tr>
<td>ESS_ACCESS_T</td>
<td>MaxAccess</td>
<td>User's maximum access privileges (including individual access and access levels due to group membership).</td>
</tr>
<tr>
<td>ESS_DATE_T</td>
<td>Expiration</td>
<td>User's password expiration date.</td>
</tr>
<tr>
<td>ESS_TIME_T</td>
<td>LastLogin</td>
<td>Date of user's last successful login stated as Greenwich Mean Time.</td>
</tr>
<tr>
<td>ESS_TIME_T</td>
<td>DbConnectTime</td>
<td>Local (server) time of database connection. Read-only. Cannot be set by EssSetUser.</td>
</tr>
<tr>
<td>ESS_USHORT_T</td>
<td>FailCount</td>
<td>Count of the failed login attempts since the last successful login.</td>
</tr>
<tr>
<td>ESS_LOGINID_T</td>
<td>LoginId</td>
<td>The user login identification tag.</td>
</tr>
<tr>
<td>ESS_DESC_T</td>
<td>Description</td>
<td>User description.</td>
</tr>
<tr>
<td>ESS_EMAIL_T</td>
<td>EMailID</td>
<td>User email address.</td>
</tr>
<tr>
<td>ESS_BOOL_T</td>
<td>LockedOut</td>
<td>Flag that user is locked out.</td>
</tr>
<tr>
<td>ESS_BOOL_T</td>
<td>PwdChgNow</td>
<td>Flag that user must change password.</td>
</tr>
<tr>
<td>ESS_USHORT_T</td>
<td>authType</td>
<td>Authentication type.</td>
</tr>
<tr>
<td>ESS_PROTOCOL_T</td>
<td>protocol</td>
<td>External authentication protocol: css for Shared Services mode.</td>
</tr>
<tr>
<td>ESS_CONNPARAM_T</td>
<td>connParam</td>
<td>External authentication connection parameters. Null if protocol is css.</td>
</tr>
</tbody>
</table>
**ESS_GENLEVELNAMEEX_T**

Contains information about generation or level names and the member-name uniqueness settings for generation and levels. The fields are:

```c
typedef struct ESS_GENLEVELNAMEEX_T
{
    ESS_USHORT_T,   usNumber;
    ESS_BOOL_T,     bNameUnique;
    ESS_MBRNAME_T,  szName;
} ESS_GENLEVELNAMEEX_T, ESS_PGENLEVELNAMEEX_T, ESS_GENLEVELNAMEEX_T **, ESS_PPGENLEVELNAMEEX_T;
```

<table>
<thead>
<tr>
<th>Data Type</th>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ESS_USHORT_T</td>
<td>usNumber</td>
<td>Generation or level number</td>
</tr>
<tr>
<td>ESS_BOOL_T</td>
<td>bNameUnique</td>
<td>Generation or level member-name uniqueness</td>
</tr>
<tr>
<td>ESS_MBRNAME_T</td>
<td>szName</td>
<td>Generation or level name</td>
</tr>
</tbody>
</table>

**ESS_GLOBAL_T**

Contains global server system parameters used for administrative purposes. All of the fields in this structure except *Currency* can be modified using the API. The fields are:

```c
typedef struct ESS_GLOBAL_T
{
    ESS_BOOL_T   Security;
    ESS_BOOL_T   Logins;
    ESS_ACCESS_T Access;
    ESS_USHORT_T Validity;
    ESS_BOOL_T   Currency;
    ESS_USHORT_T PwMin;
    ESS_TIME_T   InactivityTime;
    ESS_TIME_T   InactivityCheck;
    ESS_USHORT_T InvalidAttempts;
    ESS_USHORT_T InactivityLockout;
    ESS_USHORT_T NumPwExpWarn;
    ESS_USHORT_T PwStoredNum;
} ESS_GLOBAL_T, *ESS_PGLOBAL_T, **ESS_PPGLOBAL_T;
```

<table>
<thead>
<tr>
<th>Data Type</th>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ESS_BOOL_T</td>
<td>Security</td>
<td>Flag to indicate whether global security is enabled (default is ESS_TRUE, indicating security is enabled)</td>
</tr>
<tr>
<td>ESS_BOOL_T</td>
<td>Logins</td>
<td>Flag to indicate whether user logins are enabled (default is ESS_TRUE, indicating logins are enabled).</td>
</tr>
<tr>
<td>Data Type</td>
<td>Field</td>
<td>Description</td>
</tr>
<tr>
<td>---------------</td>
<td>----------------</td>
<td>---------------------------------------------------------------------------------------------------------------------------------------------</td>
</tr>
<tr>
<td>ESS_ACCESS_T</td>
<td>Access</td>
<td>The default access level for newly-created applications (default is ESS_ACCESS_NONE). See “Bitmask Data Types (C)” on page 90 for a list of possible values.</td>
</tr>
<tr>
<td>ESS_USHORT_T</td>
<td>Validity</td>
<td>The default password validity period (default is 365 days).</td>
</tr>
<tr>
<td>ESS_BOOL_T</td>
<td>Currency</td>
<td>Flag to indicate whether currency option is supported (this flag is read only). Set to ESS_TRUE if the currency option is enabled.</td>
</tr>
<tr>
<td>ESS_USHORT_T</td>
<td>PwMin</td>
<td>The minimum permitted password length (default is 6 characters).</td>
</tr>
<tr>
<td>ESS_TIME_T</td>
<td>InactivityTime</td>
<td>Maximum length of time, in seconds, the user can be inactive before automatic logout from all applications and the Agent. Default value: 3600 seconds. Minimum value: 300 seconds. To disable auto logout, set InactivityTime to 0.</td>
</tr>
<tr>
<td>ESS_TIME_T</td>
<td>InactivityCheck</td>
<td>Frequency of checks for auto logout, in seconds. Default value: 300 seconds. Minimum value: 30 seconds. Must be smaller than InactivityTime setting or InactivityCheck is set to the value of InactivityTime and a warning message occurs. To disable auto logout, set InactivityCheck to 0.</td>
</tr>
<tr>
<td>ESS_USHORT_T</td>
<td>InvalidAttempts</td>
<td>The number of invalid attempts allowed by a user before the system administrator is warned and the user is locked out.</td>
</tr>
<tr>
<td>ESS_USHORT_T</td>
<td>InactivityLockout</td>
<td>The duration of a period of inactivity (between logins) for any user before that user is locked out (default is 365 days)</td>
</tr>
<tr>
<td>ESS_USHORT_T</td>
<td>NumPwExpWarn</td>
<td>The number of expired password warnings issued to a user before that user is locked out.</td>
</tr>
<tr>
<td>ESS_USHORT_T</td>
<td>PwStoredNum</td>
<td>The number of passwords stored for any user.</td>
</tr>
</tbody>
</table>

**ESS_INIT_T**

Passed to the API initialization function `EssInit()` and contains fields that let API developers customize their usage of the API. If any of the fields of the structure are set to zero (or NULL for pointers), the API defaults are used. (See “Using Memory in C Programs” on page 78 for more information.).

```c
typedef struct ESS_INIT_T
{
    ESS_ULONG_T  Version;
    ESS_PVOID_T  UserContext;
    ESS_USHORT_T MaxHandles;
    ESS_SIZE_T   MaxBuffer;
    ESS_STR_T    LocalPath;
    ESS_STR_T    MessageFile;
    ESS_PFUNC_T  AllocFunc;
    ESS_PFUNC_T  ReallocFunc;
    ESS_PFUNC_T  FreeFunc;
    ESS_PFUNC_T  MessageFunc;
    ESS_STR_T    HelpFile;
    ESS_ULONG_T  Ess_System;
#ifdef AD_UTF8
    ESS_USHORT_T, usApiType;
#endif
    ESS_PCATCHFUNC_T, CatchFunc;
```
### Data Type | Field | Description
---|---|---
ESS_ULONG_T | Version | Version of Essbase API used to compile the application. Should be set to ESS_API_VERSION. Used for backward compatibility.
ESS_PVOID_T | UserContext | An optional pointer to a user-defined message context (passed as argument to a user-defined MessageFunction)
ESS_USHORT_T | MaxHandles | The maximum number of simultaneous context handles required by the API program (between 1 and 255). The default is 255. Reducing this number may decrease the amount of client memory used within the API for your program.
ESS_SIZE_T | MaxBuffer | The maximum size buffer that can be allocated in the client program (typically 64 KB). The default is 64 KB.
ESS_STR_T | LocalPath | The default local path name to use for file and object operations on the client. If this is not set, Essbase uses the ESSBASEPATH environment variable by default, and appends \CLIENT to the directory name passed in.
ESS_STR_T | MessageFile | Qualified path name of the message database file, ESSBASE.MDB. If this is not set, Essbase first tries to use the fully qualified path in the ARBORMSGPATH environment variable, otherwise, it uses (ESSBASEPATH)\BIN\ESSBASE.MDB. If ESSBASEPATH is not defined, an error is returned at run time.
ESS_PFUNC_T | AllocFunc | Pointer to the user-defined memory allocation function. All platforms: memory allocation functions use the malloc() function.
ESS_PFUNC_T | ReallocFunc | Pointer to the user-defined memory reallocation function. All platforms: memory allocation functions use the realloc() function.
ESS_PFUNC_T | FreeFunc | A pointer to the user-defined memory free function. All platforms: memory allocation functions use the free() function.
ESS_PFUNC_T | MessageFunc | A pointer to the user-defined message callback function. Messages sent to the user-defined Callback function are passed to Essbase in EssInit. Previous to Release 6.2, if a message contained NLS characters (foreign language characters, such as accented characters), Essbase provided them in OEM (DOS) format. In Release 6.2 and later, these messages are completely in character (Windows) format, to avoid the misinterpretation of certain characters. This only affects localized versions of Essbase.
ESS_STR_T | HelpFile | Fully-qualified path name of the user-defined application help file, used for help for the AutoLogin dialog box. The login help context must be defined in the help file. See Chapter 3, “Integrating Essbase With Your Product.” If ESSBASEPATH is not defined, the help file name is set to null.
ESS_ULONG_T | Ess_System | Reserved for internal use. Set to NULL
ESS_USHORT_T | usApiType | Required. Defines whether the program is in Unicode or non-Unicode mode. For valid values, see “Unicode Mode Constants (C)” on page 101.
<table>
<thead>
<tr>
<th>Data Type</th>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>typedef ESS_BOOL_T (*ESS_PCATCHFUNC_T) (ESS_HCTX_T);</td>
<td>CatchFunc</td>
<td>If implemented by the client, Essbase calls this function intermittently (every few seconds) during queries. If the routine returns TRUE, the API call gets canceled.</td>
</tr>
<tr>
<td>typedef ESS_STS_T (*ESS_PCATCH_INIT_FUNC_T) (ESS_HCTX_T);</td>
<td>CatchInitFunc</td>
<td>This function initializes resources for whatever state is needed for the CatchFunc call. For example, if you want to terminate a query based on whether a user hits the ESC key, and CatchFunc calls on a routine to get data from the keyboard, you may need to pre-initialize memory so that it is not initialized for every CatchFunc call. Essbase executes the following process during a query: 1. Calls CatchInitFunc, if it is non NULL. 2. Executes query, intermittently calling CatchFunc. 3. Calls CatchTermFunc, if it is non NULL.</td>
</tr>
<tr>
<td>typedef ESS_STS_T (*ESS_PCATCH_TERM_FUNC_T) (ESS_HCTX_T);</td>
<td>CatchTermFunc</td>
<td>This function terminates resources initialized by CatchInitFunc.</td>
</tr>
<tr>
<td>typedef ESS_STS_T (*ESS_PCOOKIE_CREATE_FUNC_T) (ESS_HCTX_T);</td>
<td>CookieCreateFunc</td>
<td>Essbase calls this function at SetActive time. You would use this function if user information is required for the CatchFunc, CatchInitFunc, or CatchTermFunc calls. For example, if you want to terminate a query based on certain user activities, you may need to create a cookie to be used by the CatchFunc call. You obtain the cookie by calling EssGetCookie.</td>
</tr>
<tr>
<td>typedef ESS_STS_T (*ESS_PCOOKIE_DELETE_FUNC_T) (ESS_HCTX_T);</td>
<td>CookieDeleteFunc</td>
<td>This function deletes the cookie created by CookieCreateFunc. Essbase calls this function at ClearActive time.</td>
</tr>
</tbody>
</table>

### Query Cancellation Using Essbase API

Programs developed using the Essbase API can optionally register custom query-cancellation functions at initialization. ESS_INIT_T has five fields that enable development of custom callback functions for query cancellation. These fields are CatchFunc, CatchInitFunc, CatchTermFunc, CookieCreateFunc, and CookieDeleteFunc. By default, they are set to null.

### Query Cancellation Usage Example

The following code enables query cancellation when the Escape key is hit. KbdHitEx gets the next key that was entered from the keyboard, and writes the value of the key to kbfinfo.chChar.

```c

ESS_INIT_STRUCT InitStruct;
InitStruct.CatchFunc = KillReqCatcher;

ESS_BOOL_T KillReqCatcher(ESS_HCTX_T hCtx)
{
    KBDINFO_T kbinfo;
    if (KbdHitEx(&kbinfo) && kbinfo.chChar == KB_ESC)
        return ESS_TRUE;
}
```
else
    return ESS_FALSE;
}

However, suppose the routine KdbHitEx requires that an initialization routine
InitializeMyKeyboard be called first, and a terminate TerminateMyKeyboard routine be
called later. Here you would use CatchInitFunc and CatchTermFunc.

InitStruct.CatchInitFunc = InitKeyboard;
InitStruct.CatchTermFunc = TerminateKeyboard;

ESS_STS_T InitKeyboard (ESS_HCTX_T hCtx)
{
    return InitializeMyKeyboard ();
}
ESS_STS_T TerminateKeyboard (ESS_HCTX_T hCtx)
{
    return TerminateMyKeyboard ();
}

Now suppose that the InitializeMyKeyboard and TerminateMyKeyboard routines need
to retain status information. You can use a cookie to retain the status. The cookie created by
CookieCreateFunc can be accessed in CatchFunc, CatchInitFunc, and CatchTermFunc by
EssGetCookie.

InitStruct.CatchInitFunc = InitKeyboard2;
InitStruct.CatchTermFunc = TerminateKeyboard2;
InitStruct.CookieCreateFunc = AllocKeyboardState;
InitStruct.CookieDeleteFunc = FreeKeyboardState;

ESS_STS_T InitKeyboard2 (ESS_HCTX_T hCtx)
{
    ESS_PVOID_T cookie;
    ESS_STS_T sts;
    sts = EssGetCookie(hCtx, &cookie);
    if (sts)
        return sts;
    return InitializeMyKeyboard (cookie);
}

ESS_STS_T TerminateKeyboard2 (ESS_HCTX_T hCtx)
{
    ESS_PVOID_T cookie;
    ESS_STS_T sts;
    sts = EssGetCookie(hCtx, &cookie);
    if (sts)
        return sts;

    return TerminateMyKeyboard (cookie);
}

ESS_STS_T AllocKeyboardState(ESS_PVOID_T pKbdState)
{
    *pKbdState = malloc(KBDSTRUCT_SIZE);
    if (*pKbdState)
        return 0;
    else
        return -1;
}
```c

} 

ESS_STS_T FreeKeyboardState (ESS_PVOID_T kbdState) 
{ 
    if (kbdState) 
        free(kbdState); 
    return 0; 
}

**ESS_LOAD_BUFFER_T**

Contains information about aggregate storage data load buffers. It is used by `EssListExistingLoadBuffers`.

typedef struct ESS_LOAD_BUFFER_T 
{ 
    ESS ULONG_T ulBufferId; 
    ESS ULONG_T ulDuplicateAggregationMethod; 
    ESS ULONG_T ulOptionFlags; 
    ESS ULONG_T ulSize; 
    ESS BOOL_T bInternal; 
    ESS BOOL_T bActive; 
    ESS BOOL_T bReserved01; 
    ESS BOOL_T bReserved02; 
    ESS ULONG_T ulReserved01; 
    ESS ULONG_T ulReserved02; 
    ESS ULONG_T ulReserved03; 
} ESS_LOAD_BUFFER_T;

<table>
<thead>
<tr>
<th>Data Type</th>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ESS ULONG_T</td>
<td>ulBufferId</td>
<td>ID of a data load buffer (a number between 1 and 4294967296).</td>
</tr>
</tbody>
</table>
| ESS ULONG_T  | ulDuplicateAggregationMethod | One of the following constants describing how to combine multiple values for the same cell within the buffer:  
|              |                        | - ESS_ASO_DATA_LOAD_BUFFER_DUPLICATES_ADD: Add values when the buffer contains multiple values for the same cell.  
|              |                        | - ESS_ASO_DATA_LOAD_BUFFER_DUPLICATES_ASSUME_EQUAL: Verify that multiple values for the same cells are identical, and ignore the duplicates if they are. Stop the data load with an error message if they differ.  
|              |                        | - ESS_ASO_DATA_LOAD_BUFFER_DUPLICATES_USE_LAST: Use the last value loaded into the buffer as the final value for the cell. |
| ESS ULONG_T  | ulOptionFlags          | Either (or a combination) of the following load buffer options:              |
|              |                        | - ESS_ASO_DATA_LOAD_BUFFER_IGNORE_MISSING_VALUES                            |
|              |                        | - ESS_ASO_DATA_LOAD_BUFFER_IGNORE_ZERO_VALUES                               |
| ESS ULONG_T  | ulSize                 | The percentage of the aggregate storage cache that the data load buffer is allowed to use (a number between 1 and 100, inclusive) |
| ESS BOOL_T   | bInternal              | ESS_TRUE if the buffer was created by Essbase; ESS_FALSE for user-created buffers |
| ESS BOOL_T   | bActive                | ESS_TRUE if the buffer is currently in use by a data load                   |
```
### ESS_LOCKINFO_T

Contains information about data blocks exclusively locked, as returned by the `istLocks()` function. Fields in this structure cannot be modified using the API.

```c
typedef struct ESS_LOCKINFO_T
{
    ESS_USERNAME_T UserName;
    ESS_USHORT_T nLocks;
    ESS_TIME_T Time;
    ESS_LOGINID_T LoginId;
} ESS_LOCKINFO_T, *ESS_PLOCKINFO_T, **ESS_PPLOCKINFO_T;
```

### ESS_LOCKINFOEX_T

Contains information about data blocks exclusively locked, as returned by the `ListLocks()` function. This structure is similar to `ESS_LOCKINFO_T`, with the addition of the `ProviderName` and `connparam` fields. Fields in this structure cannot be modified using the API.

```c
typedef struct ESS_LOCKINFOEX_T
{
    ESS_USERNAME_T UserName;
    ESS_USERNAME_T ProviderName;
    ESS_CONNPARAM_T connparam
    ESS_USHORT_T nLocks;
    ESS_TIME_T Time;
    ESS_LOGINID_T LoginId;
} ESS_LOCKINFOEX_T, *ESS_PLOCKINFOEX_T, **ESS_PPLOCKINFOEX_T;
```
<table>
<thead>
<tr>
<th>Data Type</th>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ESS_USERNAME_T</td>
<td>UserName</td>
<td>User name</td>
</tr>
<tr>
<td>ESS_USERNAME_T</td>
<td>ProviderName</td>
<td>Name of the user directory. Example: @Native Directory</td>
</tr>
<tr>
<td>ESS_CONNPARAM_T</td>
<td>connparam</td>
<td>Unique identity attribute identifying user or group in a directory. Example: native://nvid=f0ed2a6d7fb07688:5a342200:1265973105c:-7f46? USER</td>
</tr>
<tr>
<td>ESS_USHORT_T</td>
<td>nLocks</td>
<td>Number of blocks exclusively locked by the user</td>
</tr>
<tr>
<td>ESS_TIME_T</td>
<td>Time</td>
<td>Maximum time (in seconds) that blocks have been exclusively locked</td>
</tr>
<tr>
<td>ESS_LOGINID_T</td>
<td>LoginId</td>
<td>User login identification tag</td>
</tr>
</tbody>
</table>

**ESS_LOG_DATALOAD_T**

Contains metadata describing dataloads.

```c
typedef struct ESS_LOG_DATALOAD_T {
    ESS_OBJTYPE_T, datfile_type;
    ESS_UCHAR_T, datfile_loc;
    ESS_FILENAME_T, dat_filename;
    ESS_UCHAR_T, isRuleFile;
    ESS_UCHAR_T, rulfile_loc;
    ESS_FILENAME_T, rul_filename;
    ESS_USERNAME_T, sql_username;
    ESS_PASSWORD_T, sql_password;
    ESS_UCHAR_T, isAbortOnErr;
    ESS ULONG_T, reserved0;
    ESS ULONG_T, reserved1;
    ESS ULONG_T, reserved2;
} ESS_LOG_DATALOAD_T;
```

<table>
<thead>
<tr>
<th>Data Type</th>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ESS_OBJTYPE_T</td>
<td>datfile_type</td>
<td>Data file type</td>
</tr>
<tr>
<td>ESS_UCHAR_T</td>
<td>datfile_loc</td>
<td>Data file location/SQL</td>
</tr>
<tr>
<td>ESS_FILENAME_T</td>
<td>dat_filename</td>
<td>Data file name</td>
</tr>
<tr>
<td>ESS_UCHAR_T</td>
<td>isRuleFile</td>
<td>Is there a rule file</td>
</tr>
<tr>
<td>ESS_UCHAR_T</td>
<td>rulfile_loc</td>
<td>Rule file location</td>
</tr>
<tr>
<td>ESS_FILENAME_T</td>
<td>rul_filename</td>
<td>Rule file name</td>
</tr>
<tr>
<td>ESS_USERNAME_T</td>
<td>sql_username</td>
<td>SQL connection username</td>
</tr>
<tr>
<td>ESS_PASSWORD_T</td>
<td>sql_password</td>
<td>SQL connection password</td>
</tr>
<tr>
<td>ESS_UCHAR_T</td>
<td>isAbortOnErr</td>
<td>Is there an error file name required</td>
</tr>
</tbody>
</table>
**ESS_MBRALT_T**

Contains information about a specified member alias table. Fields in this structure cannot be modified using the API. The fields are:

```c
typedef struct ESS_MBRALT_T
{
    ESS_MBRNAME_T        MbrName;
    ESS_MBRNAME_T        AltName;
} ESS_MBRALT_T, *ESS_PMBRALT_T, **ESS_PPMBRALT_T;
```

<table>
<thead>
<tr>
<th>Data Type</th>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ESS_MBRNAME_T</td>
<td>MbrName</td>
<td>The member name</td>
</tr>
<tr>
<td>ESS_MBRNAME_T</td>
<td>AltName</td>
<td>The associated alias name</td>
</tr>
</tbody>
</table>

**ESS_MBRERR_T**

Used for a linked list of member errors.

```c
typedef struct ESS_MBRERR_T
{
    struct ess_mbrerr_t *pNext;
    ESS_USHORT_T         ErrType;
    ESS_STR_T            Name;
    ESS_STR_T            Record;
} ESS_MBRERR_T, *ESS_PMBRERR_T, **ESS_PPMBRERR_T;
```

<table>
<thead>
<tr>
<th>Data Type</th>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>struct ESS_MBRERR_T</td>
<td>*pNext</td>
<td>Pointer to next structure in list</td>
</tr>
<tr>
<td>ESS_USHORT_T</td>
<td>ErrType</td>
<td>The type of error</td>
</tr>
<tr>
<td>ESS_STR_T</td>
<td>Name</td>
<td>The member name</td>
</tr>
<tr>
<td>ESS_STR_T</td>
<td>Record</td>
<td>The file record containing the error</td>
</tr>
</tbody>
</table>

**ESS_MBRUSER_T**

An external data source user information structure. Fields in this structure cannot be modified by the API. The fields are:

```c
typedef struct ESS_MBRUSER_T
{
    ESS_STR_T User;
```

<table>
<thead>
<tr>
<th>Data Type</th>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ESS_STR_T</td>
<td>User</td>
<td>The user name</td>
</tr>
</tbody>
</table>

142
ESS_STR_T Password;
} ESS_MBRUSER_T, *ESS_PMBRUSER_T;

<table>
<thead>
<tr>
<th>Data Type</th>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ESS_STR_T</td>
<td>User</td>
<td>The external data source user name</td>
</tr>
<tr>
<td>ESS_STR_T</td>
<td>Password</td>
<td>The external data source password</td>
</tr>
</tbody>
</table>

**ESS_MEMBERINFO_T**

Contains information about a specified database member. Fields in this structure cannot be modified using the API. The fields are:

typedef struct ESS_MEMBERINFO_T
{
    ESS_MBRNAME_T         MbrName;
    ESS_MEMNUM_T          MbrNumber;
    ESS_MBRNAME_T         DimName;
    ESS_DIMNUM_T          DimNumber;
    ESS_USHORT_T          Status;
    ESS_SHORT_T           Level;
    ESS_SHORT_T           Generation;
    ESS_SHORT_T           UnaryCalc;
    ESS_USHORT_T          MbrTagType;
    ESS_BOOL_T            CurrConvert;
    ESS_MBRNAME_T         CrMbrName;
    ESS_DESC_T            Description;
    ESS_MBRNAME_T         ParentMbrName;
    ESS_MBRNAME_T         ChildMbrName;
    ESS_MBRNAME_T         PrevMbrName;
    ESS_MBRNAME_T         NextMbrName;
    ESS_BOOL_T            fAttributed;
    ESS_ATTRIBUTEVALUE_T  Attribute;
} ESS_MEMBERINFO_T, *ESS_PMEMBERINFO_T, **ESS_PPMEMBERINFO_T;

<table>
<thead>
<tr>
<th>Data Type</th>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ESS_MBRNAME_T</td>
<td>MbrName</td>
<td>The member name</td>
</tr>
<tr>
<td>ESS_MEMNUM_T</td>
<td>MbrNumber</td>
<td>The member number in the database outline</td>
</tr>
<tr>
<td>ESS_MBRNAME_T</td>
<td>DimName</td>
<td>The member’s dimension name</td>
</tr>
<tr>
<td>ESS_DIMNUM_T</td>
<td>DimNumber</td>
<td>The member’s dimension number</td>
</tr>
<tr>
<td>Data Type</td>
<td>Field</td>
<td>Description</td>
</tr>
<tr>
<td>--------------</td>
<td>---------------</td>
<td>--------------------------------------------------------------------------------------------------------------------------------------------</td>
</tr>
<tr>
<td>ESS_USHORT_T</td>
<td>Status</td>
<td>The member's share status is derived by performing a logical AND between the contents of this field and each of the constant values of the form</td>
</tr>
<tr>
<td></td>
<td></td>
<td>* ESS_MBRSTS_xxx:</td>
</tr>
<tr>
<td></td>
<td></td>
<td>* ESS_MBRSTS_NOTSET</td>
</tr>
<tr>
<td></td>
<td></td>
<td>* ESS_MBRSTS_NEVER</td>
</tr>
<tr>
<td></td>
<td></td>
<td>* ESS_MBRSTS_LABEL</td>
</tr>
<tr>
<td></td>
<td></td>
<td>* ESS_MBRSTSREFER</td>
</tr>
<tr>
<td></td>
<td></td>
<td>* ESS_MBRSTS_REFNME</td>
</tr>
<tr>
<td></td>
<td></td>
<td>* ESS_MBRSTS_SHARE</td>
</tr>
<tr>
<td></td>
<td></td>
<td>* ESS_MBRSTS_VIRTSTORE</td>
</tr>
<tr>
<td></td>
<td></td>
<td>* ESS_MBRSTS_VIRTNOSTORE</td>
</tr>
<tr>
<td>ESS_SHORT_T</td>
<td>Level</td>
<td>The member level number (zero-based), counting up from the lowest descendent of the specified member</td>
</tr>
<tr>
<td>ESS_SHORT_T</td>
<td>Generation</td>
<td>The member generation number (one-based), counting down from the specified member's dimension member</td>
</tr>
<tr>
<td>ESS_SHORT_T</td>
<td>UnaryCalc</td>
<td>The default unary rollup for this member. A value of the form ESS_UCALC_xxx (add, subtract, multiply, divide, percent, none, or never).</td>
</tr>
<tr>
<td></td>
<td></td>
<td>ESS_UCALC_ADD</td>
</tr>
<tr>
<td></td>
<td></td>
<td>ESS_UCALC_SUB</td>
</tr>
<tr>
<td></td>
<td></td>
<td>ESS_UCALC_MULT</td>
</tr>
<tr>
<td></td>
<td></td>
<td>ESS_UCALC_DIV</td>
</tr>
<tr>
<td></td>
<td></td>
<td>ESS_UCALC_PERCENT</td>
</tr>
<tr>
<td></td>
<td></td>
<td>ESS_UCALC_NOOP</td>
</tr>
<tr>
<td></td>
<td></td>
<td>ESS_UCALC_NEVER</td>
</tr>
<tr>
<td>ESS_USHORT_T</td>
<td>MbrTagType</td>
<td>A 16 bit mask for the member's tagged types. A value of the form ESS_ATYPE_xxx.</td>
</tr>
<tr>
<td>ESS_BOOL_T</td>
<td>CurrConvert</td>
<td>Currency Conversion. Values: ESS_TRUE and ESS_FALSE</td>
</tr>
<tr>
<td>ESS_MBRNAME_T</td>
<td>CrMbrName</td>
<td>Name of the tagged currency database member.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>* For Time dimension, gives the name of the tagged time member.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>* For Country dimension, gives the name of the tagged currency member.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>* For Accounts dimension, gives the name of the tagged category member.</td>
</tr>
<tr>
<td>ESS_DESC_T</td>
<td>Description</td>
<td>Member description</td>
</tr>
<tr>
<td>ESS_MBRNAME_T</td>
<td>ParentMbrName</td>
<td>Specified member's parent member name or empty string if member has no parent</td>
</tr>
<tr>
<td>ESS_MBRNAME_T</td>
<td>ChildMbrName</td>
<td>Specified member's first child member name</td>
</tr>
<tr>
<td>ESS_MBRNAME_T</td>
<td>PrevMbrName</td>
<td>Specified member's previous sibling member name</td>
</tr>
<tr>
<td>ESS_MBRNAME_T</td>
<td>NextMbrName</td>
<td>Specified member's next sibling member name</td>
</tr>
<tr>
<td>ESS_BOOL_T</td>
<td>fAttributed</td>
<td>Indicates whether the member has attributes associated with it. Values: ESS_TRUE and ESS_FALSE.</td>
</tr>
</tbody>
</table>
**Data Type** | **Field** | **Description**
---|---|---
“ESS_ATTRIBUTEVALUE_T” on page 113 | Attribute | Attribute value

**ESS_NEWSHAREDSERVICESNATIVEUSERINFO_T**

Contains the user names and corresponding passwords resulting from a migration of users and groups to Shared Services using the option of automatically generated password assignment.

Users were created as new Shared Services users during migration because there were no matching names found. The fields are:

```c
typedef struct ESS_NEWSHAREDSERVICESNATIVEUSERINFO_T
{
    ESS_USERNAME_T,   Name;
    ESS_PASSWORD_T,     Password;
} ESS_NEWHUBNATIVEUSERINFO_T;
```

**Data Type** | **Field** | **Description**
---|---|---
ESS_USERNAME_T | Name | User or group name.
ESS_PASSWORD_T | Password | User password.

**ESS_OBJDEF_T**

Provides summary object information. It is used by *EssImport* and *EssBuildDimension*. The fields in this structure cannot be modified by the API.

```c
typedef struct ESS_OBJDEF_T
{
    ESS_HCTX_T    hCtx;
    ESS_OBJTYPE_T ObjType;
    ESS_STR_T     AppName;
    ESS_STR_T     DbName;
    ESS_STR_T     FileName;
} ESS_OBJDEF_T, *ESS_POBJDEF_T;
```

**Data Type** | **Field** | **Description**
---|---|---
ESS_HCTX_T | hCtx | Object context handle
ESS_OBJTYPE_T | ObjType | Object type. See “Bitmask Data Types (C)” on page 90 for a list of object types.
ESS_STR_T |AppName | Application name
ESS_STR_T |DbName | Database name
### ESS_STR_T

8-character object file name with no extension. This name is a local file name when all of the following apply:
- `hCtx` is a local context handle
- `AppName` and `DbName` are NULL
- `FileName` points to the full path name of a local file

### ESS_OBJINFO_T

Contains information about a specific file object. You cannot modify fields in this structure through the API. The fields are:

```c
typedef struct ESS_OBJINFO_T {
    ESS_OBJNAME_T    Name;
    ESS_OBJTYPE_T    Type;
    ESS_APPNAME_T    AppName;
    ESS_DBNAME_T     DbName;
    ESS_ULONG_T      FileSize;
    ESS_BOOL_T       Locked;
    ESS_USERNAME_T   User;
    ESS_TIME_T       TimeStamp;
    ESS_TIMERECORD_T TimeModified;
} ESS_OBJINFO_T, *ESS_POBJINFO_T, **ESS_PPOBJINFO_T;
```

### ESS_OBJNAME_T

Object name

### ESS_OBJTYPE_T

Object type. See “Bitmask Data Types (C)” on page 90 for a list of object types.

### ESS_APPNAME_T

Application name

### ESS_DBNAME_T

Database name

### ESS_ULONG_T

Object’s allocated file size on disk (in bytes)

### ESS_BOOL_T

Flag to indicate whether object is locked on the server (ESS_TRUE indicates the object is locked)

### ESS_USERNAME_T

Name of the user who has the object locked (if locked), otherwise undefined

### ESS_TIME_T

Date and time object was locked (if locked), otherwise undefined

### “ESS_TIMERECORD_T” on page 180

Date and time of last modification

### ESS_PART_T

Main shared partition data structure.

```c
typedef struct ESS_PART_T {
```

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typedef struct ESS_PARTHDR_T
{
    ESS_USHORT_T   file_header;
    ESS_USHORT_T   part_count;
    ESS_PARTDEF_T  *parts;
    ESS_ULONG_T    maxserialno;
} ESS_PART_T, *ESS_PPART_T, **ESS_PPPART_T;

<table>
<thead>
<tr>
<th>Data Type</th>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>&quot;ESS_PARTHDR_T&quot; on page 153</td>
<td>file_header</td>
<td>File header.</td>
</tr>
<tr>
<td>ESS_USHORT_T</td>
<td>partition_count</td>
<td>Number of shared partitions.</td>
</tr>
<tr>
<td>&quot;ESS_PARTDEF_T&quot; on page 151</td>
<td>partitions</td>
<td>Array of shared partition definitions.</td>
</tr>
<tr>
<td>ESS_ULONG_T</td>
<td>maxserialno</td>
<td>High water mark for serial number.</td>
</tr>
</tbody>
</table>

**ESS_PART_CONNECT_INFO_T**

Specifies a database.

typedef struct ESS_PART_CONNECT_INFO_T
{
    ESS_STR_T   pszHostName;
    ESS_STR_T   pszAppName;
    ESS_STR_T   pszDbName;
} ESS_PART_CONNECT_INFO_T, *ESS_PPART_CONNECT_INFO_T, **ESS_PPPART_CONNECT_INFO_T;

<table>
<thead>
<tr>
<th>Data Type</th>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ESS_STR_T</td>
<td>pszHostName</td>
<td>Host name.</td>
</tr>
<tr>
<td>ESS_STR_T</td>
<td>pszAppName</td>
<td>Application name.</td>
</tr>
<tr>
<td>ESS_STR_T</td>
<td>pszDbName</td>
<td>Database name.</td>
</tr>
</tbody>
</table>

**ESS_PART_DEFINED_T**

Specifies a shared partition.

typedef struct ESS_PART_DEFINED_T
{
    ESS_USHORT_T                 usType;
    ESS_USHORT_T                 usDirection;
    ESS_PART_CONNECT_INFO_T      HostDatabase;
} ESS_PART_DEFINED_T, *ESS_PPART_DEFINED_T, **ESS_PPPART_DEFINED_T;

<table>
<thead>
<tr>
<th>Data Type</th>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ESS_USHORT_T</td>
<td>usType</td>
<td>One of the Operation Type constants listed below.</td>
</tr>
<tr>
<td>ESS_USHORT_T</td>
<td>usDirection</td>
<td>One of the Directions constants listed below.</td>
</tr>
<tr>
<td>&quot;ESS_PART_CONNECT_INFO_T&quot; on page 147</td>
<td>HostDatabase</td>
<td>The host server.</td>
</tr>
</tbody>
</table>
Operation Type Constants

define ESS_PARTITION_OP_REPLICATED  0x0001
define ESS_PARTITION_OP_LINKED    0x0002
define ESS_PARTITION_OP_TRANSPARENT 0x0004
define ESS_PARTITION_OP_ALLTYPES (ESS_PARTITION_OP_REPLICATED |
                                  ESS_PARTITION_OP_LINKED |
                                  ESS_PARTITION_OP_TRANSPARENT)

Direction Constants

define ESS_PARTITION_DATA_SOURCE  0x0001
define ESS_PARTITION_DATA_TARGET  0x0002
define ESS_PARTITION_DATA_BOTH (ESS_PARTITION_DATA_SOURCE |
                                ESS_PARTITION_DATA_TARGET)

**ESS_PART_INFO_T**

Holds the multicube shared partition information.

typedef struct ESS_PART_INFO_T
{
    ESS_USHORT_T  OperationType;
    ESS_USHORT_T  DataDirection;
    ESS_USHORT_T  MetaDirection;
    ESS_SVRNAME_T SvrName;
    ESS_APPNAME_T AppName;
    ESS_DBNAME_T  DbName;
    ESS_TIME_T    LastMetaUpdateTime;
    ESS_TIME_T    LastRefreshTime;
    ESS_BOOL_T    AreaUpdatable;
    ESS_BOOL_T    IncrRefreshAllowed;
    ESS_TIME_T    LastUpdateTime;
} ESS_PART_INFO_T, *ESS_PPART_INFO_T, **ESS_PPPART_INFO_T;

<table>
<thead>
<tr>
<th>Data Type</th>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ESS_USHORT_T</td>
<td><em>OperationType</em></td>
<td>Operation type supported by this partition.</td>
</tr>
<tr>
<td>ESS_USHORT_T</td>
<td><em>DataDirection</em></td>
<td>Remote connection information (is this the source or target side?).</td>
</tr>
<tr>
<td>ESS_SVRNAME_T</td>
<td><em>SvrName</em></td>
<td>Host for the other side of the partition definition.</td>
</tr>
<tr>
<td>ESS_APPNAME_T</td>
<td><em>AppName</em></td>
<td>Application for the other side of the partition definition.</td>
</tr>
<tr>
<td>ESS_DBNAME_T</td>
<td><em>DbName</em></td>
<td>Database for other side of the partition definition; meta data change information.</td>
</tr>
<tr>
<td>ESS_TIME_T</td>
<td><em>LastMetaUpdateTime</em></td>
<td>Last time meta data was updated.</td>
</tr>
<tr>
<td></td>
<td><em>LastRefreshTime</em></td>
<td>Last time data at target was refreshed.</td>
</tr>
<tr>
<td></td>
<td><em>AreaUpdatable</em></td>
<td>Are changes allowed to replicated data?</td>
</tr>
<tr>
<td></td>
<td><em>IncrRefreshAllowed</em></td>
<td></td>
</tr>
<tr>
<td></td>
<td><em>LastUpdateTime</em></td>
<td></td>
</tr>
</tbody>
</table>

The following fields only apply to replication data targets

<table>
<thead>
<tr>
<th>Data Type</th>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ESS_TIME_T</td>
<td><em>LastRefreshTime</em></td>
<td>Last time data at target was refreshed.</td>
</tr>
<tr>
<td>ESS_BOOL_T</td>
<td><em>partitionUpdatable</em></td>
<td>Are changes allowed to replicated data?</td>
</tr>
<tr>
<td>Data Type</td>
<td>Field</td>
<td>Description</td>
</tr>
<tr>
<td>---------------</td>
<td>------------------------</td>
<td>-------------------------------------------------------</td>
</tr>
<tr>
<td>ESS_BOOL_T</td>
<td>IncrRefreshAllowed</td>
<td>Can we refresh only the changed data?</td>
</tr>
<tr>
<td>ESS_TIME_T</td>
<td>LastUpdateTime</td>
<td>Time of last change to data in the partition.</td>
</tr>
</tbody>
</table>

**Operation Type Constants**

```c
#define ESS_PARTITION_OP_REPLICATED 0x0001
#define ESS_PARTITION_OP_LINKED 0x0002
#define ESS_PARTITION_OP_TRANSPARENT 0x0004
#define ESS_PARTITION_OP_ALLTYPES (ESS_PARTITION_OP_REPLICATED | ESS_PARTITION_OP_LINKED | ESS_PARTITION_OP_TRANSPARENT)
```

**Direction Constants**

```c
#define ESS_PARTITION_DATA_SOURCE 0x0001
#define ESS_PARTITION_DATA_TARGET 0x0002
#define ESS_PARTITION_DATA_BOTH (ESS_PARTITION_DATA_SOURCE | ESS_PARTITION_DATA_TARGET)
```

**ESS_PART_REPL_T**

Queries shared partitions.

typedef struct ESS_PART_REPL_T
{
    ESS_LONG_T lAreaCount;
    ESS_BOOL_T bUpdatedOnly;
    ESS_PPART_CONNECT_INFO_T pHostDatabase;
} ESS_PART_REPL_T, *ESS_PPART_REPL_T, **ESS_PPPART_REPL_T;

<table>
<thead>
<tr>
<th>Data Type</th>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ESS_LONG_T</td>
<td>lPartitionCount</td>
<td>Number of partitions to refresh from (-1 == ALL)</td>
</tr>
<tr>
<td>ESS_BOOL_T</td>
<td>bUpdatedOnly</td>
<td>Refreshes only the cells modified at the source since the last refresh operation.</td>
</tr>
</tbody>
</table>

*"ESS_PART_CONNECT_INFO_T" on page 147*

**ESS_PARTDEF_INVALID_T**

This is the shared partition verification structure.

typedef struct ESS_PARTDEF_INVALID_T
{
    ESS_USHORT_T error_type;
    ESS_ULONG_T line_number;
    ESS_ULONG_T overlap_number;
    ESS_CHAR_T member_name[ESS_MBRNAMELEN];

```c
149
```
ESS_CHAR_T   error_message[ESS_LINELEN];
} ESS_PARTDEF_INVALID_T, *ESS_PPARTDEF_INVALID_T, **ESS_PPPARTDEF_INVALID_T;

<table>
<thead>
<tr>
<th>Data Type</th>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ESS_USHORT_T</td>
<td>error_type</td>
<td>One of the Error constants listed below.</td>
</tr>
<tr>
<td>ESS_ULONG_T</td>
<td>line_number</td>
<td>Line number for the erroneous line.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>For partition defn: line number</td>
</tr>
<tr>
<td></td>
<td></td>
<td>For global map: line number</td>
</tr>
<tr>
<td></td>
<td></td>
<td>For slice map: slice number.</td>
</tr>
<tr>
<td>ESS_ULONG_T</td>
<td>overlap_number</td>
<td>Slice number for overlapped slices,</td>
</tr>
<tr>
<td></td>
<td></td>
<td>partition number for overlapped partition.</td>
</tr>
<tr>
<td>ESS_CHAR_T</td>
<td>member_name[ESS_MBRNAMELEN]</td>
<td>Erroneous member name, used only for</td>
</tr>
<tr>
<td></td>
<td></td>
<td>mapping rules.</td>
</tr>
<tr>
<td>ESS_CHAR_T</td>
<td>error_message[ESS_LINELEN]</td>
<td>One of the Error constants listed below.</td>
</tr>
</tbody>
</table>

Error Constants

define ESS_PARTITION_DEF_ERROR           = 1
define ESS_PARTITION_GLOBAL_MAP_ERROR    = 2
define ESS_PARTITION_AREA_MAP_ERROR      = 3
define ESS_PARTITION_AREA_OVERLAP_ERROR  = 4
define ESS_PARTITION_OVERLAP_ERROR       = 5
define ESS_PARTITION_CELLCOUNT_MISMATCH  = 6
define ESS_PARTITION_TYPE_CONFLICT       = 8
define ESS_PARTITION_DEFAULT_LOGIN_ERROR = 9
define ESS_PARTITION_INVALID_USER        = 10
define ESS_PARTITION_INVALID_PW          = 11

**ESS_PARTDEF_CONNECT_T**

Holds connection information.

typedef struct ESS_PARTDEF_CONNECT_T
{
    ESS_CHAR_T     svrname[ESS_SVRNAMELEN];
    ESS_CHAR_T     appname[ESS_APPNAMELEN];
    ESS_CHAR_T     dbname[ESS_DBNAMELEN];
    ESS_CHAR_T     username[ESS_USERNAMELEN];
    ESS_CHAR_T     password[ESS_PASSWORDLEN];
} ESS_PARTDEF_CONNECT_T, *ESS_PPARTDEF_CONNECT_T, **ESS_PPPARTDEF_CONNECT_T;

<table>
<thead>
<tr>
<th>Data Type</th>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ESS_CHAR_T</td>
<td>svrname [ESS_SVRNAMELEN]</td>
<td>Server name.</td>
</tr>
<tr>
<td>ESS_CHAR_T</td>
<td>appname [ESS_APPNAMELEN]</td>
<td>Application name.</td>
</tr>
<tr>
<td>ESS_CHAR_T</td>
<td>dbname [ESS_DBNAMELEN]</td>
<td>Database name.</td>
</tr>
<tr>
<td>ESS_CHAR_T</td>
<td>username [ESS_USERNAMELEN]</td>
<td>Administrator username.</td>
</tr>
<tr>
<td>Data Type</td>
<td>Field</td>
<td>Description</td>
</tr>
<tr>
<td>-------------</td>
<td>---------------------------</td>
<td>------------------------------</td>
</tr>
<tr>
<td>ESS_CHAR_T</td>
<td>password [ESS_PASSWORDLEN]</td>
<td>Administrator password.</td>
</tr>
</tbody>
</table>

**ESS_PARTDEF_MAP_T**

Holds mapping information.

typedef struct ESS_PARTDEF_MAP_T
{
    ESS_ULONG_T    mbr_count;
    ESS_STR_T     *src_mbrs;
    ESS_STR_T     *dest_mbrs;
} ESS_PARTDEF_MAP_T, *ESS_PPARTDEF_MAP_T, **ESS_PPPARTDEF_MAP_T;

<table>
<thead>
<tr>
<th>Data Type</th>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ESS_ULONG_T</td>
<td>mbr_count</td>
<td>Size of remapping arrays.</td>
</tr>
<tr>
<td>ESS_STR_T</td>
<td>src_mbrs</td>
<td>Array of member names at src.</td>
</tr>
<tr>
<td>ESS_STR_T</td>
<td>dest_mbrs</td>
<td>Array of member names at target.</td>
</tr>
</tbody>
</table>

**ESS_PARTDEF_T**

Contains the partition definition.

typedef struct ESS_PARTDEF_T
{
    ESS_PARTDEF_CONNECT_T        connection;
    ESS_STR_T                    description;
    ESS_PARTDEF_AREAS_T          shape_defn;
    ESS_PARTDEF_TYPE_T           typedata;
    ESS_ULONG_T                  serialno;
    ESS_TIME_T                   meta_last_updated;
} ESS_PARTDEF_T, *ESS_PPARTDEF_T, **ESS_PPPARTDEF_T;

<table>
<thead>
<tr>
<th>Data Type</th>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>&quot;ESS_PARTDEF_CONNECT_T&quot; on page 150</td>
<td>connection</td>
<td>Connection information.</td>
</tr>
<tr>
<td>ESS_STR_T</td>
<td>description</td>
<td>User's description of partition.</td>
</tr>
<tr>
<td>&quot;ESS_PARTDEF_AREAS_T&quot; on page 152</td>
<td>shape_defn</td>
<td>Shape definition.</td>
</tr>
<tr>
<td>&quot;ESS_PARTDEF_TYPE_T&quot; on page 152</td>
<td>typedata</td>
<td>Type-specific data.</td>
</tr>
<tr>
<td>ESS_ULONG_T</td>
<td>serialno</td>
<td>1-based ID for shared partitions.</td>
</tr>
<tr>
<td>ESS_TIME_T</td>
<td>meta_last_updated</td>
<td>Last restructure affecting this partition.</td>
</tr>
</tbody>
</table>
**ESS_PARTDEF_AREAS_T**

Holds shape definitions. A shape is composed of multiple slices.

typedef struct ESS_PARTDEF_AREAS_T
{
    ESS_USHORT_T   slice_count;
    ESS_STR_T     *slices;
} ESS_PARTDEF_AREAS_T, *ESS_PPARTDEF_AREAS_T, **ESS_PPPARTDEF_AREAS_T;

<table>
<thead>
<tr>
<th>Data Type</th>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ESS_USHORT_T</td>
<td>slice_count</td>
<td>Number of slices.</td>
</tr>
<tr>
<td>ESS_STR_T</td>
<td>slices</td>
<td>Array of slice definition strings.</td>
</tr>
</tbody>
</table>

**ESS_PARTDEF_TYPE_T**

Holds partition type-specific information.

typedef struct ESS_PARTDEF_TYPE_T
{
    ESS_USHORT_T         operation_type;
    ESS_USHORT_T         direction_type;
    ESS_USHORT_T         meta_direction_type;
    ESS_PARTDEF_MAP_T    area_map;
    ESS_PARTDEF_MAP_T   *slice_maps;
    ESS_TIME_T           last_refreshed;
    ESS_BOOL_T           incr_refresh;
    ESS_BOOL_T           updatable;
    ESS_CHAR_T           defaultuser[ESS_USERNAMELEN];
    ESS_CHAR_T           defaultpass[ESS_PASSWORDLEN];
} ESS_PARTDEF_TYPE_T, *ESS_PPARTDEF_TYPE_T, **ESS_PPPARTDEF_TYPE_T;

<table>
<thead>
<tr>
<th>Data Type</th>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ESS_USHORT_T</td>
<td>operation_type</td>
<td>One of the Operation Type constants listed below.</td>
</tr>
<tr>
<td>ESS_USHORT_T</td>
<td>direction_type</td>
<td>One of the Direction constants listed below.</td>
</tr>
<tr>
<td>ESS_USHORT_T</td>
<td>meta_direction_type</td>
<td>Source of metadata identified by one of the Direction constants listed below.</td>
</tr>
<tr>
<td>ESS_USHORT_T</td>
<td></td>
<td>Note: Fields marked as SVR: should only be modified by server code.</td>
</tr>
</tbody>
</table>

The following fields are applicable for replication sources

<table>
<thead>
<tr>
<th>Data Type</th>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ESS_BOOL_T</td>
<td>incr_refresh</td>
<td>SVR: incr. refresh allowed?</td>
</tr>
</tbody>
</table>

The following fields are applicable for all targets

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>&quot;ESS_PARTDEF_MAP_T&quot; on page 151</td>
<td>partition_map</td>
</tr>
<tr>
<td>&quot;ESS_PARTDEF_MAP_T&quot; on page 151</td>
<td>slice_maps</td>
</tr>
</tbody>
</table>
Data Type | Field | Description
--- | --- | ---
The following fields are applicable to replication targets
ESS_TIME_T | last_refreshed | SVR: time of last refresh.
ESS_BOOL_T | updatable | Is data at target updatable?
The following fields are applicable to link targets
ESS_CHAR_T | defaultuser [ESS_USERNAMELEN] | Default username
ESS_CHAR_T | defaultpass [ESS_PASSWORDLEN] | Default password

define ESS_PARTITION_OP_REPLICATED 0x0001
define ESS_PARTITION_OP_LINKED 0x0002
define ESS_PARTITION_OP_TRANSPARENT 0x0004
define ESS_PARTITION_OP_ALLTYPES (ESS_PARTITION_OP_REPLICATED | ESS_PARTITION_OP_LINKED | ESS_PARTITION_OP_TRANSPARENT)
define ESS_PARTITION_DATA_SOURCE 0x0001
define ESS_PARTITION_DATA_TARGET 0x0002
define ESS_PARTITION_DATA_BOTH (ESS_PARTITION_DATA_SOURCE | ESS_PARTITION_DATA_TARGET)

**ESS_PARTHDR_T**

Specifies an Essbase database and application.

typedef struct ESS_PARTHDR_T
{
    ESS_SVRNAME_T zServer;
    ESS_APPNAME_T zApplication;
    ESS_DBNAME_T zDatabase;
    ESS_USERNAME_T zUser;
    ESS_TIME_T tTime;
} ESS_PARTHDR_T, *ESS_PPARTHDR_T, *ESS_PPPARTHDR_T;

<table>
<thead>
<tr>
<th>Data Type</th>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ESS_SVRNAME_T</td>
<td>zServer</td>
<td>The server name.</td>
</tr>
<tr>
<td>ESS_APPNAME_T</td>
<td>zApplication</td>
<td>The application name.</td>
</tr>
<tr>
<td>ESS_DBNAME_T</td>
<td>zDatabase</td>
<td>The database name.</td>
</tr>
<tr>
<td>ESS_USERNAME_T</td>
<td>zUser</td>
<td>The user name.</td>
</tr>
<tr>
<td>ESS_TIME_T</td>
<td>tTime</td>
<td>Last restructure affecting this partition.</td>
</tr>
</tbody>
</table>
**ESS_PARTOTL_CHANGE_API_T**

typedef struct ESS_PARTOTL_CHANGE_API_T
{
    ESS_U_LONG_T ulDimensionCount;
    ESS_PPARTOTL_DIMCHG_API_T pDimchg;
    ESS_U_LONG_T ulAliasTableCount;
    ESS_PPARTOTL_NAMEMAP_API_T pAliasTableChg;
} ESS_PARTOTL_CHANGE_API_T, *ESS_PPARTOTL_CHANGE_API_T, **ESS_PPPARTOTL_CHANGE_API_T;

<table>
<thead>
<tr>
<th>Data Type</th>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ESS_U_LONG_T</td>
<td>ulDimensionCount</td>
<td>Number of dimension changes.</td>
</tr>
<tr>
<td>&quot;ESS_PARTOTL_DIMCHG_API_T on page 156&quot;</td>
<td>pDimchg</td>
<td>Pointer to a link list of dimension changes.</td>
</tr>
<tr>
<td>ESS_U_LONG_T</td>
<td>ulAliasTableCount</td>
<td>Count of alias table changes.</td>
</tr>
<tr>
<td>&quot;ESS_PARTOTL_NAMEMAP_API_T on page 161&quot;</td>
<td>pAliasTableChg</td>
<td>Linked list of table changes.</td>
</tr>
</tbody>
</table>

**Notes**

The **ESS_PARTOTL_CHANGE_API_T** structure categorizes database outline changes by dimensions. This structure is passed in when EssSmDbOtlRestruct() is called. An outline change is composed of a set of dimension changes and a set of alias table changes. Dimension changes are passed as a linked list pointed to by pDimChg. Each item in the linked list represents the changes made to the dimension; it also has a root pointer pMemberChange which points to a linked list of member changes.

Alias table changes are passed as a linked list pointed to by pAliasTableChg. Each item in the linked list represents the changes in an alias table. Currently, only Add, and Delete operations are supported. The following highlights the alias table change operations.

When an alias table is deleted, changed records show an alias table deletion. There is no change record for any alias which is deleted along with the alias table. Alias changes are recorded as member updates. Alias changes are reflected regardless of the status of the alias table, that is, the alias table does not have to be "active".

Renaming an alias table is interpreted as deleting an alias table with the old name and adding an alias table with the new name. Aliases in the renamed alias table are new aliases.

**ESS_PARTOTL_CHG_FILE_T**

Specifies metadata change files.

typedef struct ESS_PARTOTL_CHG_FILE_T
{
    ESS_USHORT_T usFileNum;
    ESS_PSTR_T ppszFileName;
} ESS_PARTOTL_CHG_FILE_T, *ESS_PPARTOTL_CHG_FILE_T, **ESS_PPPARTOTL_CHG_FILE_T;
Data Type | Field | Description
--- | --- | ---
ESS_USHORT_T | usFileNum | Number of meta change files.

ESS_PSTR_T | ppszFileName | Array of meta change file names.

**ESS_PARTOTL_DIM_ATTRIB_API_T**

Specifies the attributes of the specified dimension.

typedef struct ESS_PARTOTL_DIM_ATTRIB_API_T
{
    ESS_USHORT_T  usDimType;
    ESS_USHORT_T  usDimTag;
    ESS_ULONG_T   ulOldDimNo;
    ESS_ULONG_T   ulNewDimNo;
    ESS_ULONG_T   ulNamedLevNum;
    ESS_PARTOTL_NAMED_GENLEV_API_T *pNamedLev;
    ESS_ULONG_T   ulNamedGenNum;
    ESS_PARTOTL_NAMED_GENLEV_API_T *pNamedGen;
    ESS_STR_T     pszBasememberName;
    ESS_STR_T     pszOldName;
    ESS_STR_T     pszNewName;
} ESS_PARTOTL_DIM_ATTRIB_API_T, *ESS_PPARTOTL_DIM_ATTRIB_API_T,
**ESS_PPPARTOTL_DIM_ATTRIB_API_T**;

<table>
<thead>
<tr>
<th>Data Type</th>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ESS_USHORT_T</td>
<td>usDimType</td>
<td>One of the Dimension Type constants listed below.</td>
</tr>
<tr>
<td>ESS_USHORT_T</td>
<td>usDimTag</td>
<td>One of the Dimension Tag constants listed as type ESS_TTYPE_XXX below.</td>
</tr>
<tr>
<td>ESS_ULONG_T</td>
<td>ulOldDimNo</td>
<td>The dimension number in the old outline.</td>
</tr>
<tr>
<td>ESS_ULONG_T</td>
<td>ulNewDimNo</td>
<td>The dimension number in the new outline.</td>
</tr>
<tr>
<td>ESS_ULONG_T</td>
<td>ulNamedLevNum</td>
<td>The number of named levels.</td>
</tr>
<tr>
<td>&quot;ESS_PARTOTL_NAMED_GENLEV_API_T&quot; on page 161</td>
<td>pNamedLev</td>
<td>The pointer to an array of named level structures.</td>
</tr>
<tr>
<td>ESS_ULONG_T</td>
<td>ulNamedGenNum</td>
<td>The number of named generations.</td>
</tr>
<tr>
<td>&quot;ESS_PARTOTL_NAMED_GENLEV_API_T&quot; on page 161</td>
<td>pNamedGen</td>
<td>The pointer to an array of named generations structures.</td>
</tr>
<tr>
<td>ESS_STR_T</td>
<td>pszBasememberName</td>
<td>The base member name for the add and delete dimensions.</td>
</tr>
<tr>
<td>ESS_STR_T</td>
<td>pszOldName</td>
<td>The old dimension name.</td>
</tr>
</tbody>
</table>
The new dimension names pszOldName and pszNewName are used only for rename. Note that a dimension rename implies renaming both the dimension and the top-most member in this dimension.

### Dimension Type Constants (usDimType)

```c
#define ESS_DIMTYPE_DENSE  0
#define ESS_DIMTYPE_SPARSE 1
```

### Dimension Tag Constants (usDimTag)

```c
#define ESS_TTYPE_NONE          0
#define ESS_TTYPE_CCATEGORY     1       /* Accounts - currency ACCOUNTS tag */
#define ESS_TTYPE_CNAME         2       /* Country - currency COUNTRY tag */
#define ESS_TTYPE_CTIME         3       /* Time - currency TIME tag */
#define ESS_TTYPE_CTYPE         4       /* Type - currency TYPE tag */
#define ESS_TTYPE_CPARTITION    5       /* Currency Partition tag */
#define ESS_TTYPE_ATTRIBUTE     6       /* Attribute tag */
#define ESS_TTYPE_ATTRCALC      7       /* Attribute calc tag{Internal} */
```

### ESS_PARTOTL_DIMASSOCCHG_API_T

Contains information on the attribute dimension name and level as well as the dimension association change type.

```c
typedef struct ESS_PARTOTL_DIMASSOCCHG_API_T
{
    ESS_SHORT_T usDimAssocChgType;
    ESS_CHAR_T pszAttrDimName;
    ESS_SHORT_T usLevel;
    struct ess_partotl_dimassocchg_api_t *pNext;
} ESS_PARTOTL_DIMASSOCCHG_API_T;
```

### ESS_PARTOTL_DIMASSOCCHG_API_T

<table>
<thead>
<tr>
<th>Data Type</th>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ESS_SHORT_T</td>
<td>usDimAssocChgType</td>
<td>Dimension association change type</td>
</tr>
<tr>
<td>ESS_CHAR_T</td>
<td>pszAttrDimName</td>
<td>Attribute dimension name</td>
</tr>
<tr>
<td>ESS_SHORT_T</td>
<td>usLevel</td>
<td>Dimension association level</td>
</tr>
<tr>
<td>ESS_PARTOTL_DIMASSOCCHG_API_T</td>
<td>pNext</td>
<td>Pointer to the next structure</td>
</tr>
</tbody>
</table>

### ESS_PARTOTL_DIMCHG_API_T

Specifies a change to the outline, specifically a change to a dimension.

```c
typedef struct ESS_PARTOTL_DIMCHG_API_T
{
    ESS_USHORT_T usDimChgType;
```
### Data Type

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ESS_USHORT_T</td>
<td>usDimChgType</td>
</tr>
<tr>
<td>&quot;ESS_PARTOTL_DIM_ATTRIB_API_T&quot; on page 155</td>
<td>DimAttribute</td>
</tr>
<tr>
<td>&quot;ESS_PARTOTL_MBR_RSRVD_API_T&quot; on page 157</td>
<td>MemberReserved</td>
</tr>
<tr>
<td>The following two fields are only valid when ESS_PARTITION_OTLDIM_MBRCHG is one of the dimension change types.</td>
<td></td>
</tr>
<tr>
<td>ESSULONG_T</td>
<td>ulMemberChanges</td>
</tr>
<tr>
<td>&quot;ESS_PARTOTL_MBRCHG_API_T&quot; on page 159</td>
<td>pMemberChange</td>
</tr>
<tr>
<td>ESS_USHORT_T</td>
<td>usAttrType</td>
</tr>
<tr>
<td>ESS_USHORT_T</td>
<td>usDimAssocChgCnt</td>
</tr>
<tr>
<td>&quot;ESS_PARTOTL_DIMASSOCCHG_API_T&quot; on page 156</td>
<td>pDimAssocChg</td>
</tr>
<tr>
<td>ESS_PARTOTL_DIMCHG_API_T</td>
<td>pNext</td>
</tr>
</tbody>
</table>

### Dimension Change (ESS_OTL_DIMCHG_T) Constants

The following constants are defined for the usDimChgType field of the ESS_PARTOTL_DIMCHG_API_T structure:

```c
ESS_PARTITION_OTLDIM_ADD    /* Add dimensions */
ESS_PARTITION_OTLDIM_DELETE  /* Delete dimensions */
ESS_PARTITION_OTLDIM_UPDATE  /* Update dimensions */
ESS_PARTITION_OTLDIM_MOVE    /* Move dimensions */
ESS_PARTITION_OTLDIM_RENAME  /* Rename dimensions */
ESS_PARTITION_OTLDIM_MBRCHG /* */
ESS_PARTITION_OTLDIM_ALL     /* All of the above */
```

### ESS_PARTOTL_MBR_RSRVD_API_T

Specifies reserved member operations.
typedef struct ESS_PARTOTL_MBR_RSRVD_API_T
{
    ESS_BOOL_T                breject;
    ESS_PARTOTL_OSN_RELATIVES_API_T *pSrcRelatives;
    ESS_PARTOTL_OSN_RELATIVES_API_T *pDstRelatives;
    ESS_VOID_T                *unused;
} ESS_PARTOTL_MBR_RSRVD_API_T, *ESS_PPARTOTL_MBR_RSRVD_API_T, **ESS_PPPARTOTL_MBR_RSRVD_API_T;

<table>
<thead>
<tr>
<th>Data Type</th>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ESS_BOOL_T</td>
<td>breject</td>
<td>TRUE rejects this record (for Outline Synchronization only).</td>
</tr>
<tr>
<td>&quot;ESS_PARTOTL_OSN_RELATIVES_API_T&quot; on page 162</td>
<td>*pSrcRelatives</td>
<td>Source parent and sibling</td>
</tr>
<tr>
<td>&quot;ESS_PARTOTL_OSN_RELATIVES_API_T&quot; on page 162</td>
<td>*pDstRelatives</td>
<td>Destination parent and sibling</td>
</tr>
<tr>
<td>ESS_VOID_T</td>
<td>*unused</td>
<td>(Unused)</td>
</tr>
</tbody>
</table>

**ESS_PARTOTL_MBRASSOCCHG_API_T**

Contains information on the attribute dimension and member name, as well as the attribute value.

typedef struct ESS_PARTOTL_MBRASSOCCHG_API_T
{
    ESS_CHAR_T                     *pszAttrDimName;
    ESS_CHAR_T                     *pszAttrMbrName;
    ESS_CHAR_T                     *pszAttrParName;
    ESS_ATTRIBUTEVALUE_T           AttrValue;
    struct ess_partotl_mbrassocchg_api_t  *pNext;
} ESS_PARTOTL_MBRASSOCCHG_API_T;

<table>
<thead>
<tr>
<th>Data Type</th>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ESS_CHAR_T</td>
<td>pszAttrDimName</td>
<td>Attribute dimension name</td>
</tr>
<tr>
<td>ESS_CHAR_T</td>
<td>pszAttrMbrName</td>
<td>Attribute member name</td>
</tr>
<tr>
<td>ESS_CHAR_T</td>
<td>pszAttrParName</td>
<td>Attribute parent name</td>
</tr>
<tr>
<td>&quot;ESS_ATTRIBUTEVALUE_T&quot; on page 113</td>
<td>AttrValue</td>
<td>Attribute value</td>
</tr>
<tr>
<td>ESS_PARTOTL_MBRASSOCCHG_API_T</td>
<td>*pNext</td>
<td>Pointer to the next structure</td>
</tr>
</tbody>
</table>

**ESS_PARTOTL_MBRATTR_API_T**

Stores member attribute information.

typedef struct ESS_PARTOTL_MBRATTR_API_T
{
    ESS_STS_T                  status;
    ESS_SHORT_T                level;
    ESS_SHORT_T                generation;
} ESS_PARTOTL_MBRATTR_API_T;
### Data Type | Field | Description
---|---|---
ESS_STS_T | status | Member status.
ESS_SHORT_T | level | Level number.
ESS_SHORT_T | generation | Generation.
ESS_CHAR_T | calc | Calculation equation.
ESS_SHORT_T | ucalc | Unary calculation symbol for this member.
ESS_USHORT_T | atype | A 16 bit mask for members of the dimension tagged as ACCOUNT. This is not used elsewhere. By default, they are all OFF.
ESS_BOOL_T | nocconvert | Default to FALSE, do currency conversion.
ESS_CHAR_T | crMbrName | The name of the tagged currency database member
  - FOR TIME -- tagged Time Member
  - FOR COUNTRY -- tagged currency Member
  - FOR ACCOUNTS -- tagged category Member

*pUdaChange | User defined attributes changes.
PAliasChange | Alias changes.

### ESS_PARTOTL_MBRCHG_API_T

Specifies a member change operation.

typedef struct ESS_PARTOTL_MBRCHG_API_T

```c
{
    ESS_ULONG_T ulOperator;
    ESS_CHAR_T *pszOperand1;
    ESS_CHAR_T *pszOperand2;
    ESS_CHAR_T *pszOperand3;
    ESS_CHAR_T *pszOperand4;
    ESS_ULONG_T ulOperand1;
    ESS_PARTOTL_MBRATTR_API_T *pMemberAttribute;
    ESS_PARTOTL_MBR_RSRVD_API_T MemberReserved;
    ESS_ULONG_T ulMbrAssocChgCnt;
    ESS_PARTOTL_MBRASSOCCHG_API_T *pMbrAssocChg;
    struct ess_partotl_mbrchg_api_t *pNext;
} ESS_PARTOTL_MBRCHG_API_T,*ESS_PPARTOTL_MBRCHG_API_T,**ESS_PPPARTOTL_MBRCHG_API_T;
```
<table>
<thead>
<tr>
<th>Data Type</th>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ESS_ULONG_T</td>
<td>ulOperator</td>
<td>One of the member change (ESS_MBR_CHANGE_T) constants listed below</td>
</tr>
<tr>
<td>ESS_CHAR_T</td>
<td>pszOperand1</td>
<td>Alphabetic operand 1</td>
</tr>
<tr>
<td>ESS_CHAR_T</td>
<td>pszOperand2</td>
<td>Alphabetic operand 2</td>
</tr>
<tr>
<td>ESS_CHAR_T</td>
<td>pszOperand3</td>
<td>Alphabetic operand 3</td>
</tr>
<tr>
<td>ESS_CHAR_T</td>
<td>pszOperand4</td>
<td>Alphabetic operand 4</td>
</tr>
<tr>
<td>ESS_ULONG_T</td>
<td>ulOperand1</td>
<td>A bit-field operand that indicates updated attributes of the given member. This field is only used when the member change operator is ESS_PARTITION_OTLMBR_UPDATE.</td>
</tr>
</tbody>
</table>

*pMemberAttribute* The pointer to a member attribute structure. The value is null for delete and rename.

*MemberReserved* Reserved

*ulMbrAssocChgCnt* Number of member associations

*pMbrAssocChg* Linked list of member associations

*pNext* Pointer to the next structure

### Member Change (ESS_MBR_CHANGE_T) Constants

The following constants are defined for the *ulOperator* field of the ESS_PARTOTL_MBRCHG_API_T structure:

```c
ESS_PARTITION_OTLMBR_ADD        /* Add members          */
ESS_PARTITION_OTLMBR_DELETE     /* Delete members        */
ESS_PARTITION_OTLMBR_RENAME     /* Rename members        */
ESS_PARTITION_OTLMBR_MOVE       /* Move members          */
ESS_PARTITION_OTLMBR_UPDATE     /* Update members         */
ESS_PARTITION_OTLMBRATTR_STATUS /* Status changes          */
ESS_PARTITION_OTLMBRATTR_ALIAS  /* Alias changes           */
ESS_PARTITION_OTLMBRATTR_UCALC  /* Unary calc symbol changes */
ESS_PARTITION_OTLMBRATTR_ATYPE  /* Account type changes    */
ESS_PARTITION_OTLMBRATTR_CCONVERT /* Currency conversion flag */
ESS_PARTITION_OTLMBRATTR_CMHRNAME /* Tagged currency database member */
ESS_PARTITION_OTLMBRATTR_UA     /* User defined attribute changes */
ESS_PARTITION_OTLMBRATTR_CALC   /* Calc formula changes    */
ESS_PARTITION_OTLMBRATTR_LEVEL  /* Level number changes    */
ESS_PARTITION_OTLMBRATTR_GENERATION /* Generation number changes */
ESS_PARTITION_OTLMBRATTR_ATTRIBUTE /* Attribute changes        */
ESS_PARTITION_OTLMBRATTR_ALL    /* All of the above         */
```

### ESS_PARTOTL_NAMECHG_API_T

Records name changes.
typedef struct ESS_PARTOTL_NAMECHG_API_T
{
    ESS_USHORT_T usCount;
    ESS_PPARTOTL_NAMEMAP_API_T pNameMap;
} ESS_PARTOTL_NAMECHG_API_T, *ESS_PPARTOTL_NAMECHG_API_T, **ESS_PPPARTOTL_NAMECHG_API_T;

<table>
<thead>
<tr>
<th>Data Type</th>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ESS_USHORT_T</td>
<td>usCount</td>
<td>The number of changes.</td>
</tr>
<tr>
<td>“ESS_PARTOTL_NAMEMAP_API_T” on page 161</td>
<td>pNameMap</td>
<td>Array of name maps.</td>
</tr>
</tbody>
</table>

**ESS_PARTOTL_NAMED_GENLEV_API_T**

Specifies a name for a level or generation.

typedef struct ESS_PARTOTL_NAMED_GENLEV_API_T
{
    ESS_USHORT_T usOperator;
    ESS_SHORT_T sGenLev;
    ESS_STR_T pszName;
    struct ess_partotl_named_genlev_api_t *pNext;
} ESS_PARTOTL_NAMED_GENLEV_API_T, *ESS_PPARTOTL_NAMED_GENLEV_API_T, **ESS_PPPARTOTL_NAMED_GENLEV_API_T;

<table>
<thead>
<tr>
<th>Data Type</th>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ESS_USHORT_T</td>
<td>usOperator</td>
<td>One of the Name Operation Type constants listed below.</td>
</tr>
<tr>
<td>ESS_SHORT_T</td>
<td>sGenLev</td>
<td>Generation or Level number.</td>
</tr>
<tr>
<td>ESS_STR_T</td>
<td>pszName</td>
<td>Generation or Level name.</td>
</tr>
<tr>
<td>ESS_PARTOTL_NAMED_GENLEV_API_T</td>
<td>pNext</td>
<td>Pointer to the next structure.</td>
</tr>
</tbody>
</table>

**Name Operation Type Constants**

#define ESS_NAME_ADD 0x01
#define ESS_NAME_DELETE 0x02
#define ESS_NAME_UPDATE 0x04

**ESS_PARTOTL_NAMEMAP_API_T**

Charts name changes.

typedef struct ESS_PARTOTL_NAMEMAP_API_T
{
    ESS_USHORT_T usOperator;
    ESS_CHAR_T *name;
    ESS_CHAR_T *name2;
    struct ess_partotl_namemap_api_t *pNext;
} ESS_PARTOTL_NAMEMAP_API_T, *ESS_PPARTOTL_NAMEMAP_API_T, **ESS_PPPARTOTL_NAMEMAP_API_T;
### Data Type | Field | Description
---|---|---
ESS_USHORT_T | usOperator | One of the Name Operation Type constants listed below.
ESS_CHAR_T | name | Name of uda, for alias changes, the alias table name.
ESS_CHAR_T | name2 | Not used for uda changes, for alias changes, use the alias name.
ESS_PARTOTL_NAMEMAP_API_T | pNext | Pointer to the next structure.

#### Name Operation Type Constants

```
define ESB_NAME_ADD   0x01
#define ESB_NAME_DELETE 0x02
#define ESB_NAME_UPDATE 0x04
```

### ESS_PARTOTL_OSN_RELATIVES_API_T

Contains the names of the member, its parent, and its siblings.

```c
typedef struct ESS_PARTOTL_OSN_RELATIVES_API_T
{
  ESS_UCHAR_T             statuses[ESS_PARTOTL_OSN_NUM_RELATIVES];
  ESS_PCHAR_T             names[ESS_PARTOTL_OSN_NUM_RELATIVES];
  ESS_ATTRIBUTEVALUE_T    values[ESS_PARTOTL_OSN_NUM_RELATIVES];
} ESS_PARTOTL_OSN_RELATIVES_API_T;
```

### Data Type | Field | Description
---|---|---
ESS_UCHAR_T | statuses | An array containing the status of each relative
ESS_PCHAR_T | names | An array containing the name of each relative
“ESS_ATTRIBUTEVALUE_T” on page 113 | values | An array containing the attribute value structure for each relative

### Constants for ESS_PARTOTL_OSN_RELATIVES_API_T

```c
typedef enum ESS_PARTOTL_OSN_REL_TYPE_API_T (Indices for the statuses, names and values arrays)
{
  ESS_PARTOTL_OSN_MEMBER
  ESS_PARTOTL_OSN_PARENT
  ESS_PARTOTL_OSN_LSIBLING
  ESS_PARTOTL_OSN_RSIBLING
  ESS_PARTOTL_OSN_REGION_PARENT
  ESS_PARTOTL_OSN_LEVEL_REGION_LSIBLING
  ESS_PARTOTL_OSN_LEVEL_REGION_RSIBLING
  ESS_PARTOTL_OSN_GENER_REGION_LSIBLING
  ESS_PARTOTL_OSN_GENER_REGION_RSIBLING
  ESS_PARTOTL_OSN_RESERVED1
  ESS_PARTOTL_OSN_RESERVED2
  ESS_PARTOTL_OSN_NUM_RELATIVES
}
#define ESS_PARTOTL_OSN_REGION_LSIBLING ESS_PARTOTL_OSN_GENER_REGION_LSIBLING
```
typedef enum ESS_PARTOTL_OSN_REL_TYPE_API_T (Values for statuses)
{
    ESS_PARTOTL_OSN_REL_NONE
    ESS_PARTOTL_OSN_REL_SAME_AS_ADJACENT /* The name of the region sibling is the 
    same as the name of the sibling. */
    ESS_PARTOTL_OSN_REL_SHARED
    ESS_PARTOTL_OSN_REL_REAL
} }

**ESS_PARTOTL_QUERY_T**

Queries metadata changes.

typedef struct ESS_PARTOTL_QUERY_T
{
    ESS_PART_CONNECT_INFO_T   HostDatabase;
    ESS_USHORT_T              usOperationType;
    ESS_USHORT_T,             usDataDirectionType;
    ESS_PARTOTL_QRY_FILTER_T  MetaFilter;
} ESS_PARTOTL_QUERY_T, *ESS_PPARTOTL_QUERY_T, **ESS_PPPARTOTL_QUERY_T;

<table>
<thead>
<tr>
<th><strong>Data Type</strong></th>
<th><strong>Field</strong></th>
<th><strong>Description</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td>&quot;ESS_PART_CONNECT_INFO_T&quot; on page 147</td>
<td>HostDatabase</td>
<td>The host database.</td>
</tr>
<tr>
<td>ESS_USHORT_T</td>
<td>usOperationType</td>
<td>One of the Operation Type constants listed below.</td>
</tr>
<tr>
<td>ESS_USHORT_T</td>
<td>usDataDirectionType</td>
<td>One of the Direction Type constants listed below.</td>
</tr>
<tr>
<td>&quot;ESS_PARTOTL_QRY_FILTER_T&quot; on page 163</td>
<td>MetaFilter</td>
<td>Criteria to further define names.</td>
</tr>
</tbody>
</table>

**Operation Type Constants**

#define ESS_PARTITION_OP_REPLICATED     0x0001
#define ESS_PARTITION_OP_LINKED         0x0002
#define ESS_PARTITION_OP_TRANSPARENT    0x0004
#define ESS_PARTITION_OP_ALLTYPES       (ESS_PARTITION_OP_REPLICATED |
                                            ESS_PARTITION_OP_LINKED |
                                            ESS_PARTITION_OP_TRANSPARENT)

**Direction Type Constants**

#define ESS_PARTITION_DATA_SOURCE 0x0001
#define ESS_PARTITION_DATA_TARGET 0x0002

**ESS_PARTOTL_QRY_FILTER_T**

Further defines the metadata retrieval criteria.

typedef struct ESS_PARTOTL_QRY_FILTER_T
{
    ESS_TIME_T       TimeStamp;

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ESS_ULONG_T ulDimFilter;
ESS_ULONG_T ulMbrFilter;
ESS_ULONG_T ulMbrAttrFilter;

} ESS_PARTOTL_QRY_FILTER_T, *ESS_PPARTOTL_QRY_FILTER_T, **ESS_PPPARTOTL_QRY_FILTER_T;

<table>
<thead>
<tr>
<th>Data Type</th>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ESS_TIME_T</td>
<td>TimeStamp</td>
<td>Query meta change happens after this time.</td>
</tr>
<tr>
<td>ESS_ULONG_T</td>
<td>ulDimFilter</td>
<td>Bitfield to select dimension changes.</td>
</tr>
<tr>
<td>ESS_ULONG_T</td>
<td>ulMbrFilter</td>
<td>Bitfield to select member changes.</td>
</tr>
<tr>
<td>ESS_ULONG_T</td>
<td>ulMbrAttrFilter</td>
<td>Bitfield to select member attribute changes.</td>
</tr>
</tbody>
</table>

**Member Attribute Change Constants**

```c
#define ESS_PARTITION_OTLMBRATTR_STATUS         0x0001  /* status changes */
#define ESS_PARTITION_OTLMBRATTR_ALIAS          0x0002  /* alias changes */
#define ESS_PARTITION_OTLMBRATTR_UCALC          0x0004  /* unary calc symbol changes */
#define ESS_PARTITION_OTLMBRATTR_ATYPE          0x0008  /* account type changes */
#define ESS_PARTITION_OTLMBRATTR_CCONVERT       0x0010  /* currency conversion flag */
#define ESS_PARTITION_OTLMBRATTR_CRMBRNAME      0x0020  /* tagged currency db member */
#define ESS_PARTITION_OTLMBRATTR_UDA            0x0040  /* user defined attribute changes */
#define ESS_PARTITION_OTLMBRATTR_CALC           0x0080  /* calc formula changes */
#define ESS_PARTITION_OTLMBRATTR_LEVEL          0x0100  /* level number changes */
#define ESS_PARTITION_OTLMBRATTR_GENERATION     0x0200  /* generation number changes */
#define ESS_PARTITION_OTLMBRATTR_ALL    (ESS_PARTITION_OTLMBRATTR_STATUS |
                                     ESS_PARTITION_OTLMBRATTR_ALIAS |
                                     ESS_PARTITION_OTLMBRATTR_UCALC |
                                     ESS_PARTITION_OTLMBRATTR_ATYPE |
                                     ESS_PARTITION_OTLMBRATTR_CCONVERT |
                                     ESS_MBRATTR_CRMBR_NAME |
                                     ESS_PARTITION_OTLMBRATTR_UDA |
                                     ESS_PARTITION_OTLMBRATTR_CALC |
                                     ESS_PARTITION_OTLMBRATTR_LEVEL |
                                     ESS_PARTITION_OTLMBRATTR_GENERATION)
#define ESS_ALLCHG      (ESS_PARTITION_OTLMBR_ALL | ESS_DIMCHG_ALL)
```

**ESS_PARTOTL_READ_T**

Reads metadata changes.

typedef struct ESS_PARTOTL_READ_T
{
    ESS_PPARTOTL_CHANGE_API_T pOtlChg;
    ESS_TIME_T SourceTime;
} ESS_PARTOTL_READ_T, *ESS_PPARTOTL_READ_T, **ESS_PPPARTOTL_READ_T;

<table>
<thead>
<tr>
<th>Data Type</th>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>&quot;ESS_PARTOTL_CHANGE_API_T&quot; on page 154</td>
<td>pOtlChg</td>
<td>Meta change records.</td>
</tr>
<tr>
<td>ESS_TIME_T</td>
<td>SourceTime</td>
<td>Time when source outline is changed.</td>
</tr>
</tbody>
</table>
**ESS_PARTOTL_SELECT_APPLY_T**

Applies metadata changes.

```c
typedef struct ESS_PARTOTL_SELECT_APPLY_T {
    ESS_STR_T          pszFileName;
    ESS_PPARTOTL_CHANGE_API_T pOtlChg;
    ESS_TIME_T         SourceTime;
} ESS_PARTOTL_SELECT_APPLY_T, *ESS_PPARTOTL_SELECT_APPLY_T, **ESS_PPPARTOTL_SELECT_APPLY_T;
```

<table>
<thead>
<tr>
<th>Data Type</th>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ESS_STR_T</td>
<td>pszFileName</td>
<td>Outline change file name.</td>
</tr>
<tr>
<td>&quot;ESS_PARTOTL_CHANGE_API_T&quot; on page 154</td>
<td>pOtlChg</td>
<td>Outline change records (from EssPartitionReadOtlChangeFile).</td>
</tr>
<tr>
<td>ESS_TIME_T</td>
<td>SourceTime</td>
<td>Timestamp from outline change source.</td>
</tr>
</tbody>
</table>

**ESS_PARTOTL_SELECT_CHG_T**

Queries metadata.

```c
typedef struct ESS_PARTOTL_SELECT_CHG_T {
    ESS_STR_T          pszFileName;
    ESS_PARTOTL_QRY_FILTER_T QueryFilter;
} ESS_PARTOTL_SELECT_CHG_T, *ESS_PPARTOTL_SELECT_CHG_T, **ESS_PPPARTOTL_SELECT_CHG_T;
```

<table>
<thead>
<tr>
<th>Data Type</th>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ESS_STR_T</td>
<td>pszFileName</td>
<td>Meta change file name.</td>
</tr>
<tr>
<td>&quot;ESS_PARTOTL_QRY_FILTER_T&quot; on page 163</td>
<td>QueryFilter</td>
<td>Only reads records which satisfy the criteria.</td>
</tr>
</tbody>
</table>

**ESS_PARTSLCT_T**

Queries shared partitions for a given site.

```c
typedef struct ESS_PARTSLCT_T {
    ESS_USHORT_T        usOperationTypes;
    ESS_USHORT_T        usDirectionTypes;
    ESS_USHORT_T        usMetaDirectionTypes;
} ESS_PARTSLCT_T, *ESS_PPARTSLCT_T, **ESS_PPPARTSLCT_T;
```

<table>
<thead>
<tr>
<th>Data Type</th>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ESS_USHORT_T</td>
<td>usOperationTypes</td>
<td>One of the Operation Type constants listed below.</td>
</tr>
<tr>
<td>ESS_USHORT_T</td>
<td>usDirectionTypes</td>
<td>One of the Direction constants listed below.</td>
</tr>
</tbody>
</table>
Operation Type Constants
#define ESS_PARTITION_OP_REPLICATED 0x0001
#define ESS_PARTITION_OP_LINKED 0x0002
#define ESS_PARTITION_OP_TRANSPARENT 0x0004
#define ESS_PARTITION_OP_ALLTYPES (ESS_PARTITION_OP_REPLICATED |
                                 ESS_PARTITION_OP_LINKED |
                                 ESS_PARTITION_OP_TRANSPARENT)

Direction Constants
#define ESS_PARTITION_DATA_SOURCE 0x0001
#define ESS_PARTITION_DATA_TARGET 0x0002
#define ESS_PARTITION_DATA_BOTH (ESS_PARTITION_DATA_SOURCE |
                               ESS_PARTITION_DATA_TARGET)

ESS_PARTSLCT_VALIDATE_T
Specifies a partition to verify.
typedef struct ESS_PARTSLCT_VALIDATE_T
{
    ESS_USHORT_T             usLoc;
    ESS_STR_T                pszFileName;
    ESS_PART_DEFINED_T       Part;
} ESS_PARTSLCT_VALIDATE_T, *ESS_PPARTSLCT_VALIDATE_T, **ESS_PPPARTSLCT_VALIDATE_T;

<table>
<thead>
<tr>
<th>Data Type</th>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ESS_USHORT_T</td>
<td>usLoc</td>
<td>Either ESS_FILE_CLIENT or ESS_FILE_SERVER</td>
</tr>
<tr>
<td>ESS_STR_T</td>
<td>pszFileName</td>
<td>Partition definition file name.</td>
</tr>
</tbody>
</table>

“ESS_PART_DEFINED_T” on page 147

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Partition</td>
<td>Partition to verify</td>
</tr>
</tbody>
</table>

ESS_PERF_ALLOC_ARG_T
This structure contains information about where errors occur for allocations or custom calculations.
typedef enum ESS_PERF_ALLOC_ARG_T
{
    ESS_PERF_ALLOC_ARG_NA,0,
    ESS_PERF_ALLOC_ARG_POV,1,
    ESS_PERF_ALLOC_ARG_AMOUNT,2,
    ESS_PERF_ALLOC_ARG_AMOUNTCONTEXT,3,
    ESS_PERF_ALLOC_ARG_AMOUINTIMESPAN,4,
    ESS_PERF_ALLOC_ARG_TARGET,5,
    ESS_PERF_ALLOC_ARG_TARGETTIMESPAN,6,
    ESS_PERF_ALLOC_ARG_TARGETTIMESPANOPTION,7,
    ESS_PERF_ALLOC_ARG_OFFSET,8,
    ESS_PERF_ALLOC_ARG_DEBITMEMBER,9,
    ESS_PERF_ALLOC_ARG_CREDITMEMBER,10,
    ESS_PERF_ALLOC_ARG_RANGE,11,
    ESS_PERF_ALLOC_ARG_EXCLUDEDRANGE,12,
ESS_PERF_ALLOC_ARG_BASIS, 13,
ESS_PERF_ALLOC_ARG_BASISTIMESPAN, 14,
ESS_PERF_ALLOC_ARG_BASISTIMESPANOPTION, 15,
ESS_PERF_ALLOC_ARG_ALLOCATIONMETHOD, 16,
ESS_PERF_ALLOC_ARG_SPREADSKIPOPTION, 17,
ESS_PERF_ALLOC_ARG_ZEROAMOUNTOPTION, 18,
ESS_PERF_ALLOC_ARG.ZEROBASESOPTION, 19,
ESS_PERF_ALLOC_ARG_ROUNDMETHOD, 21,
ESS_PERF_ALLOC_ARG_ROUNDDIGITS, 22,
ESS_PERF_ALLOC_ARG_ROUNDTOLOCATION, 23,
ESS_PERF_ALLOC_ARG_SCRIPT, 24,
ESS_PERF_ALLOC_ARG_SOURCEREGION, 25,
ESS_PERF_ALLOC_ARG_GROUPID, 26,
ESS_PERF_ALLOC_ARG_RULEID, 27
} ESS_PERF_ALLOC_ARG_T;

ESS_PERF_ALLOC_ERROR_T

This structure returns information about warnings and errors returned by the allocations functions. This information is used by the calling function to determine which argument has an error and on which line number and token it occurs. Only some warnings or errors will generate an error structure. The messageNumber indicates which structure goes with which message. If more than one message has the same number, then the corresponding error structures (if any) will be in the same order in which the messages were given.

typedef struct ESS_PERF_ALLOC_ERROR_T
{
    struct ESS_PERF_ALLOC_ERROR_T    *nextError;
    ESS_ULONG_T                       messageNumber;
    ESS_PERF_ALLOC_ARG_T              argument;
    ESS_ULONG_T                       lineNumber;
    ESS_CHAR_T                        token[8192];
} ESS_PERF_ALLOC_ERROR_T;

<table>
<thead>
<tr>
<th>Data Type</th>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ESS_PERF_ALLOC_ERROR_T</td>
<td>nextError</td>
<td>Pointer to the next error structure, if any</td>
</tr>
<tr>
<td>ESS_ULONG_T</td>
<td>messageNumber</td>
<td>The number of the corresponding error or warning message</td>
</tr>
<tr>
<td>ESS_PERF_ALLOC_ARG_T</td>
<td>argument</td>
<td>Indicates which parameter contains the error</td>
</tr>
<tr>
<td>ESS_ULONG_T</td>
<td>lineNumber</td>
<td>Indicates which line of the argument contains the error. If zero, this is not applicable.</td>
</tr>
<tr>
<td>ESS_CHAR_T</td>
<td>token</td>
<td>Indicates which part of the argument contains a parsing error; empty if not applicable</td>
</tr>
</tbody>
</table>

ESS_PERF_ALLOC_T

This structure stores information to be used for performing allocations.

typedef struct ESS_PERF_ALLOC_T
{    ESS_STR_T pov;
ESS_STR_T      amount;
ESS_STR_T      amountContext;
ESS_STR_T      amountTimeSpan;
ESS_STR_T      target;
ESS_STR_T      targetTimeSpan;
ESS_ALLOCATION_TARGETTIMESPAN_OPTION targetTimeSpanOption;
ESS_STR_T      offset;
ESS_STR_T      debitMember;
ESS_STR_T      creditMember;
ESS_STR_T      range;
ESS_STR_T      excludedRange;
ESS_STR_T      basis;
ESS_STR_T      basisTimeSpan;
ESS_ALLOCATION_BASISTIMESPAN_OPTION basisTimeSpanOption;
ESS_ALLOCATION_METHOD_OPTION allocationMethod;
ESS_ULONG_T    spreadSkipOption;
ESS_ALLOCATION_ZEROAMT_OPTION zeroAmountOption;
ESS_ALLOCATION_ZEROBASIS_OPTION zeroBasisOption;
ESS_ALLOCATION_NEGBASIS_OPTION negativeBasisOption;
ESS_ALLOCATION_ROUND_OPTION roundMethod;
ESS_STR_T      roundDigits;
ESS_STR_T      roundToLocation;
ESS_ULONG64_T   groupID;
ESS_ULONG64_T   ruleID;
}

**Data Type** | **Field** | **Description**
---|---|---
ESS_STR_T | pov | MDX set expression specifying allocation area within the database
ESS_STR_T | amount | MDX tuple or numeric value expression specifying amount or amounts to be allocated
ESS_STR_T | amountContext | Optional: MDX tuple expression:
|  |  | • If `amount` is a numeric value expression, specifies context for amount
|  |  | • If `amount` is a tuple or constant, this argument is empty
ESS_STR_T | amountTimeSpan | Optional: MDX set expression of level 0 members specifying time periods from which `amount` is summed before allocation
ESS_STR_T | target | MDX tuple expression specifying target locations for allocation
ESS_STR_T | targetTimeSpan | Optional: MDX set expression specifying time periods for target; used with `targetTimeSpanOption`
ESS_ALLOCATION_TARGETTIMESPAN_OPTION_T | targetTimeSpanOption | Optional: Specifies how values are allocated to `targetTimeSpan` members:
|  |  | • `ESS_ASO_ALLOCATION_TIMESPAN_DIVIDEAMT` (divide)
|  |  | • `ESS_ASO_ALLOCATION_TIMESPAN_REPEATAMT` (repeat)
|  |  | • Ignored if empty
ESS_STR_T | offset | Optional: MDX tuple expression specifying location for offsetting entries
ESS_STR_T | debitMember | Optional: MDX member expression specifying where positive result values should be written. If empty, debit/credit processing is not performed.
<table>
<thead>
<tr>
<th>Data Type</th>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ESS_STR_T</td>
<td>creditMember</td>
<td><strong>Optional:</strong> MDX member expression specifying where negative result values should be written. If empty, debit/credit processing is not performed.</td>
</tr>
<tr>
<td>ESS_STR_T</td>
<td>range</td>
<td>MDX set expression specifying database region for allocation</td>
</tr>
<tr>
<td>ESS_STR_T</td>
<td>excludedRange</td>
<td><strong>Optional:</strong> MDX set expression specifying a subset of range; a region included in the allocation but not written to</td>
</tr>
<tr>
<td>ESS_STR_T</td>
<td>basis</td>
<td>MDX tuple expression specifying the basis location. If allocationMethod = ESS_ASO_ALLOCATION_METHOD_SPREAD and spreadSkipOptions = 0, then basis must be empty.</td>
</tr>
<tr>
<td>ESS_STR_T</td>
<td>basisTimeSpan</td>
<td><strong>Optional:</strong> MDX set expression specifying time periods to be considered with basis. With basisTimeSpanOption, determines basis for allocation.</td>
</tr>
<tr>
<td>ESS_ALLOCATION_BASISTIMESPAN_OPTION_T</td>
<td>basisTimeSpanOption</td>
<td><strong>Optional:</strong> Specifies how basis is computed across time periods from the following options:</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- ESS_ASO_ALLOCATION_TIMESPAN_SPLITBASIS—Process basis value for each time period individually</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- ESS_ASO_ALLOCATION_TIMESPAN_COMBINEBASIS—Sum basis value across time periods in basisTimeSpan and use the combined basis for allocation</td>
</tr>
<tr>
<td>ESS_ALLOCATION_METHOD_OPTION_T</td>
<td>allocationMethod</td>
<td>Allocation method:</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- ESS_ASO_ALLOCATION_METHOD_SHARE—allocate proportional to basis values</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- ESS_ASO_ALLOCATION_METHOD_SPREAD—allocate evenly across the target region</td>
</tr>
<tr>
<td>ESS ULONG_T</td>
<td>spreadSkipOption</td>
<td><strong>Optional:</strong></td>
</tr>
<tr>
<td></td>
<td></td>
<td>- If allocationMethod = ESS_ASO_ALLOCATION_METHOD_SHARE, then this value equals 0.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- If allocationMethod = ESS_ASO_ALLOCATION_METHOD_SPREAD, specifies which basis values should be skipped. Select one or more of the following bitwise arguments:</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- ESS_ASO_ALLOCATION_SPREAD_SKIPMISSING—Excludes all cells in allocationRange for which the basis member is #missing</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- ESS_ASO_ALLOCATION_SPREAD_SKIPZERO—Excludes all cells in allocationRange for which the basisMbr is zero</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- ESS_ASO_ALLOCATION_SPREAD_SKIPNEGATIVE—Excludes all cells in allocationRange for which the basisMbr is negative</td>
</tr>
<tr>
<td></td>
<td></td>
<td>These arguments can be combined bitwise; for example ESS_ASO_ALLOCATION_SPREAD_SKIPZERO</td>
</tr>
<tr>
<td>ESS_ALLOCATION_ZEROAMT_OPTION_T</td>
<td>zeroAmountOption</td>
<td>Specifies what to do when an amount value is zero or #MISSING:</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- ESS_ASO_ALLOCATION_ZEROAMT_DEFAULT—Allocate zero values</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- ESS_ASO_ALLOCATION_ZEROAMT_NEXTAMT—Skip to the next amount value</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- ESS_ASO_ALLOCATION_ZEROAMT_ABORT—Cancel the entire allocation</td>
</tr>
<tr>
<td>Data Type</td>
<td>Field</td>
<td>Description</td>
</tr>
<tr>
<td>-----------</td>
<td>-------</td>
<td>-------------</td>
</tr>
</tbody>
</table>
| ESS_ALLOCATION_ZEROBASIS_OPTION_T | zeroBasisOption | - If `allocationMethod` = ESS_ASO_ALLOCATION_METHOD_SHARE – Tells Essbase what to do when the aggregate sum of basis is zero  
- If `allocationMethod` = ESS_ASO_ALLOCATION_METHOD_SPREAD – Tells Essbase what to do when all basis values have been skipped  

Specify an option:  
- ESS_ASO_ALLOCATION_ZEROBASIS_NEXTAMT – Skip to the next amount value  
- ESS_ASO_ALLOCATION_ZEROBASIS_ABORT – Cancel the allocation |
| ESS_ALLOCATION_NEGBASIS_OPTION_T | negativeBasisOption | Tells Essbase what to do when a negative basis value is encountered:  
- ESS_ASO_ALLOCATION_NEGBASIS_DEFAULT – Calculate as normal  
- ESS_ASO_ALLOCATION_NEGBASIS_NEXTAMT – Skip to next amount value. No data is allocated for the current amount value.  
- ESS_ASO_ALLOCATION_NEGBASIS_ABORT – Cancel the allocation; no data is written.  

The following values are only valid when `allocationMethod` = ESS_ASO_ALLOCATION_METHOD_SHARE:  
- ESS_ASO_ALLOCATION_NEGBASIS_ABS – Use the absolute value  
- ESS_ASO_ALLOCATION_NEGBASIS_MISSING – Treat the basis as #missing  
- ESS_ASO_ALLOCATION_NEGBASIS_ZERO – Treat the basis value as zero |
| ESS_ALLOCATION_ROUND_OPTION_T | roundMethod | Rounding method for allocated values:  
- ESS_ASO_ALLOCATION_ROUND_NONE – Perform no rounding  
- ESS_ASO_ALLOCATION_ROUND_DISCARDERRORS – Round, discarding rounding errors  
- ESS_ASO_ALLOCATION_ROUND_ERRORSTOHIGHEST – Round, adding rounding errors to the target cell with the greatest allocated value  
- ESS_ASO_ALLOCATION_ROUND_ERRORSTOLOWEST – Round, adding rounding errors to the target cell with the lowest allocated value  
- ESS_ASO_ALLOCATION_ROUND_ERRORSTOLOCATION – Round, adding rounding errors to `roundToLocation` |
| ESS_STR_T | roundDigits | Must be empty if `roundMethod` = ESS_ASO_ALLOCATION_ROUND_NONE. Must be specified as a MDX numeric value or tuple expression. Value must be a whole number between 100 and -100. |
| ESS_STR_T | roundToLocation | Optional: If `roundMethod` = ESS_ASO_ALLOCATION_ROUND_ERRORSTOLOCATION, this is an MDX tuple expression specifying a location within range; empty otherwise |
| ESS_ULONG64_T | groupID | Internal use only. Always enter 0. |
| ESS_ULONG64_T | ruleID | Internal use only. Always enter 0. |
**ESS_PERF_CUSTCALC_T**

This structure stores information to be used for performing custom calculations with aggregate storage databases.

For complete information about writing and executing custom calculation scripts, see “Performing Custom Calculations and Allocations on Aggregate Storage Databases” in the *Oracle Essbase Database Administrator’s Guide*.

```
typedef struct ESS_PERF_CUSTCALC_T
{
    ESS_STR_T      pov;
    ESS_STR_T      script;
    ESS_STR_T      target;
    ESS_STR_T      debitMember;
    ESS_STR_T      creditMember;
    ESS_STR_T      offset;
    ESS_STR_T      sourceRegion;
    ESS_ULONG64_T   groupID;
    ESS_ULONG64_T   ruleID;
} ESS_PERF_CUSTCALC_T;
```

<table>
<thead>
<tr>
<th>Data Type</th>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ESS_STR_T</td>
<td>pov</td>
<td>MDX set expression specifying script execution area within the database</td>
</tr>
<tr>
<td>ESS_STR_T</td>
<td>script</td>
<td>Contents of the custom calculation script. Should include multiple assignments of the form Target := Formula; where Target is an MDX tuple expression and Formula is an MDX numeric value expression. The script can contain only MDX tuple expressions and arithmetic operators (+, -, *, /). MDX functions are not supported.</td>
</tr>
<tr>
<td>ESS_STR_T</td>
<td>target</td>
<td>Optional: MDX tuple expression specifying location, in combination with pov and the left-hand side of the assignment statements in script, to which calculation results will be written. If dimensions overlap, the order for resolving conflicts is assignment statements first, then target, then pov.</td>
</tr>
<tr>
<td>ESS_STR_T</td>
<td>debitMember</td>
<td>Optional: MDX member expression specifying the debit member. Positive results are stored here. If empty, debit/credit processing is not performed.</td>
</tr>
<tr>
<td>ESS_STR_T</td>
<td>creditMember</td>
<td>Optional: MDX member expression specifying the credit member. Negative results will be stored here. If empty, debit/credit processing is not performed.</td>
</tr>
<tr>
<td>ESS_STR_T</td>
<td>offset</td>
<td>Optional: MDX tuple expression specifying the location for offset entries, if any, to be written</td>
</tr>
<tr>
<td>ESS_STR_T</td>
<td>sourceRegion</td>
<td>MDX set expression indicating the database region referred to by the right-hand sides of the formulas in the script</td>
</tr>
<tr>
<td>ESS_ULONG64_T</td>
<td>groupID</td>
<td>Internal use only. Always enter 0.</td>
</tr>
<tr>
<td>ESS_ULONG64_T</td>
<td>ruleID</td>
<td>Internal use only. Always enter 0.</td>
</tr>
</tbody>
</table>
**ESS_PROCSTATE_T**

When you perform asynchronous operations (for example, a calculation), this structure is returned from calls to `EssGetProcessState()`. This lets the caller determine the status of the asynchronous operation.

**Note:** In this release of the C API, the *State* field is the only field implemented; all other fields are reserved for future use.

typedef struct ESS_PROCSTATE_T
{
    ESS_USHORT_T Action;
    ESS_USHORT_T State;
    ESS_USHORT_T Reserved1;
    ESS_ULONG_T  Reserved2;
    ESS_ULONG_T  Reserved3;
} ESS_PROCSTATE_T, *ESS_PPROCSTATE_T;

<table>
<thead>
<tr>
<th>Data Type</th>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ESS_USHORT_T</td>
<td>Action</td>
<td>Current process action (not used)</td>
</tr>
<tr>
<td>ESS_USHORT_T</td>
<td>State</td>
<td>Current process state (either done or in progress). Values:</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- ESS_STATE_DONE (0)</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- ESS_STATE_INPROGRESS (1)</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- ESS_STATE_FINALSTAGE (5)</td>
</tr>
<tr>
<td>ESS_USHORT_T</td>
<td>Reserved1</td>
<td>Reserved for future use</td>
</tr>
<tr>
<td>ESS_ULONG_T</td>
<td>Reserved2</td>
<td>Reserved for future use</td>
</tr>
<tr>
<td>ESS_ULONG_T</td>
<td>Reserved3</td>
<td>Reserved for future use</td>
</tr>
</tbody>
</table>

**ESS_RATEINFO_T**

This currency partition rate information structure is used by `EssGetCurrencyRateInfo()`. The fields in this structure cannot be modified by the API.

typedef struct ESS_RATEINFO_T
{
    ESS_MBRNAME_T MbrName;
    ESS_MBRNAME_T RateMbr [ESS_CRDB_MAXDIMNUM];
} ESS_RATEINFO_T, *ESS_PRATEINFO_T, **ESS_PPRATEINFO_T;

<table>
<thead>
<tr>
<th>Data Type</th>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ESS_MBRNAME_T</td>
<td>MbrName</td>
<td>Member name</td>
</tr>
<tr>
<td>ESS_MBRNAME_T</td>
<td>RateMbr[ESS_CRDB_MAXDIMNUM]</td>
<td>Array of rate member names</td>
</tr>
</tbody>
</table>
**ESS_REQUESTINFO_T**

Contains information that can be used to display information about, or terminate, sessions and requests. A session is the time between login and logout for a user connected to Essbase Server. A request is a query sent to Essbase by a user or by another process; for example, starting an application, or restructuring a database outline. Each session can process only one request at a time; therefore, sessions and requests have a one-to-one relationship.

typedef struct ESS_REQUESTINFO_T
{
    ESS_LOGINID_T LoginId;          user login identification tag
    ESS_USERNAME_T UserName;        user name
    ESS_SVRNAME_T LoginSourceMachine; Login machine name
    ESS_APPNAME_T AppName;          connected application
    ESS_DBNAME_T DbName;            connected database
    ESS_USHORT_T DbRequestCode;     Request code
    ESS_DESC_T RequestString;       Request string
    ESS_TIME_T TimeStarted;         time started (in seconds)
    ESS_REQ_STATE_T State;         current process state
} ESS_REQUESTINFO_T, *ESS_PREQUESTINFO_T, **ESS_PPREQUESTINFO_T;

<table>
<thead>
<tr>
<th>Data Type</th>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ESS_LOGINID_T</td>
<td>LoginId</td>
<td>A unique number assigned to the user when the user logs in.</td>
</tr>
<tr>
<td>ESS_USERNAME_T</td>
<td>UserName</td>
<td>The name of the requesting user.</td>
</tr>
<tr>
<td>ESS_SVRNAME_T</td>
<td>LoginSourceMachine</td>
<td>Server name from which the session or request is being made</td>
</tr>
<tr>
<td>ESS_APPNAME_T</td>
<td>AppName</td>
<td>The active application (if any) for the session or request</td>
</tr>
<tr>
<td>ESS_DBNAME_T</td>
<td>DbName</td>
<td>The active database (if any) for the session or request</td>
</tr>
<tr>
<td>ESS_USHORT_T</td>
<td>DbRequestCode</td>
<td>A positive integer representing an active session. Example: 774896669</td>
</tr>
<tr>
<td>ESS_DESC_T</td>
<td>RequestString</td>
<td>A string representing the type of request. For possible values, see Request Types below.</td>
</tr>
<tr>
<td>ESS_TIME_T</td>
<td>TimeStarted</td>
<td>how long the session or request has been in progress (in seconds)</td>
</tr>
</tbody>
</table>

*“ESS_REQ_STATE_T” on page 179*

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>State</td>
<td>The state of the current session or request: whether it is processing, terminating, or terminated.</td>
</tr>
</tbody>
</table>

**Request Types**

- Process xref request
- xref test
- Restructure
- GetCurrencyDb
- SetCurrencyType
- Export
- SQLImport
- SQLRetrieve
- Report
- SQLConnect
- SQLDatabases
- Calculate
- SetDefaultCalcScript
- ListCalcFunc
- VerifyFormula
- LoadAlias
- ListAliases
- DumpAlias
- BuildDimFile
- GetMbrInfo
- TestDriver
- GetSmStats
- OtlQueryMbrs
- OtlQueryAttrib
- CheckAttribute
- List location aliases
- ClearData
- SetCurrencyDb
- GetCurrencyType
- ParExport
- Import
- CancelUpdate
- SpreadsheetOperation
- SQLListDsn
- SQLTables
- ParseCalcScript
- GetDefaultCalcScript
- VerifyJavaSpec
- ListUdfs
- RemoveAlias
- SetAlias
- BuildDimStart
- GetDSInfo
- GetMbrCalc
- GetDimInfo
- PerfCommand
- OtlQueryMbrs
- OtlGetUpdateTime
- PutReplicatedCells
- Create location alias
- Validate
- GetStats
- SetCurrencyType
- GetCurrencyRate
- DataLoad
- StreamDataload
- ClearUserLocks
- SpreadsheetCellOperation
- SQLColumns
- SQLGetDsn
- RunDefaultCalcScript
- CalcStats
- UpdateCdfCdm
- UdfInfo
- ClearAliases
- GetAlias
- BuildDimension
- GetSelectedMbrInfo
- CheckMbrName
- GetAttributeNameSpecs
- GetOtlInfo
- OtlQueryUDAs
- GetAttrInfo
- GetReplicatedCells
- Delete location alias
### ESS_REQUESTINFOEX_T

Contains information that can be used to display information about, or terminate, sessions and requests. A session is the time between login and logout for a user connected to Essbase Server. A request is a query sent to Essbase by a user or by another process; for example, starting an application, or restructuring a database outline. Each session can process only one request at a time; therefore, sessions and requests have a one-to-one relationship. This structure is similar to ESS_REQUESTINFO_T, with the addition of the ProviderName and connparam fields.

```c
typedef struct ESS_REQUESTINFOEX_T
{
    ESS_LOGINID_T LoginId;
    ESS_USERNAME_T UserName;
    ESS_USERNAME_T ProviderName;
    ESS_CONNPARAM_T connparam;
    ESS_SVRNAME_T LoginSourceMachine;
    ESS_APPNAME_TAppName;
    ESS_DBNAME_T DbName;
    ESS_USHORT_T DbRequestCode;
    ESS_DESC_T RequestString;
    ESS_TIME_T TimeStarted;
    ESS_REQ_STATE_T State;
} ESS_REQUESTINFOEX_T, *ESS_PREQUESTINFOEX_T, **ESS_PPREQUESTINFOEX_T;
```

<table>
<thead>
<tr>
<th>Data Type</th>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ESS_LOGINID_T</td>
<td>LoginId</td>
<td>A unique number assigned to the user when the user logs in</td>
</tr>
<tr>
<td>ESS_USERNAME_T</td>
<td>UserName</td>
<td>Name of the requesting user</td>
</tr>
<tr>
<td>ESS_USERNAME_T</td>
<td>ProviderName</td>
<td>Name of the user directory. Example: @Native Directory</td>
</tr>
<tr>
<td>ESS_CONNPARAM_T</td>
<td>connparam</td>
<td>Unique identity attribute identifying a user or group in a directory. Example: native://nvid=f0ed2a6d7fb07688:5a342200:1265973105c:-7f46?USER</td>
</tr>
<tr>
<td>ESS_SVRNAME_T</td>
<td>LoginSourceMachine</td>
<td>Server name from which the session or request is being made</td>
</tr>
<tr>
<td>ESS_APPNAME_T</td>
<td>AppName</td>
<td>Active application (if any) for the session or request</td>
</tr>
<tr>
<td>ESS_DBNAME_T</td>
<td>DbName</td>
<td>Active database (if any) for the session or request</td>
</tr>
<tr>
<td>ESS_USHORT_T</td>
<td>DbRequestCode</td>
<td>A positive integer representing an active session. Example: 774896669</td>
</tr>
<tr>
<td>ESS_DESC_T</td>
<td>RequestString</td>
<td>A string representing the type of request. For possible values, see “ESS_REQUESTINFOEX_T” on page 176.</td>
</tr>
<tr>
<td>ESS_TIME_T</td>
<td>TimeStarted</td>
<td>How long the session or request has been in progress (in seconds)</td>
</tr>
<tr>
<td>ESS_REQ_STATE_T</td>
<td>State;</td>
<td>State of the current session or request: whether it is processing, terminating, or terminated.</td>
</tr>
</tbody>
</table>

**Request Types**

- Process xref request
xref test
Restructure
GetCurrencyDb
SetCurrencyType
Export
SQLImport
SQLRetrieve
Report
SQLConnect
SQLDatabases
Calculate
SetDefaultCalcScript
ListCalcFunc
VerifyFormula
LoadAlias
ListAliases
DumpAlias
BuildDimFile
GetMbrInfo
TestDriver
GetSmStats
OtlQueryMbrs
OtlQueryAttrib
CheckAttribute
List location aliases
ClearData
SetCurrencyDb
GetCurrencyType
ParExport
Import
CancelUpdate
SpreadsheetOperation
SQLListDsn
SQLTables
ParseCalcScript
- GetDefaultCalcScript
- VerifyJavaSpec
- ListUdfs
- RemoveAlias
- SetAlias
- BuildDimStart
- GetDSInfo
- GetMbrCalc
- GetDimInfo
- PerfCommand
- OtlQueryMbrs
- OtlGetUpdateTime
- PutReplicatedCells
- Create location alias
- Validate
- GetStats
- SetCurrencyType
- GetCurrencyRate
- DataLoad
- StreamDataload
- ClearUserLocks
- SpreadsheetCellOperation
- SQLColumns
- SQLGetDsn
- RunDefaultCalcScript
- CalcStats
- UpdateCdfCdm
- UdfInfo
- ClearAliases
- GetAlias
- BuildDimension
- GetSelectedMbrInfo
- CheckMbrName
- GetAttributeNameSpecs
- GetOtlInfo
ESS_REQ_STATE_T

Used by ESS_REQUESTINFO_T. This structure returns information about the state of the current session or request. Fields in this structure cannot be modified using the API.

```c
typedef ESS_USHORT_T ESS_REQ_STATE_T;
#define ESS_REQ_IN_PROGRESS 0
#define ESS_REQ_TERMINATING 1
#define ESS_REQ_TERMINATED 2
```

<table>
<thead>
<tr>
<th>Data Type</th>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ESS_USHORT_T</td>
<td>ESS_REQ_IN_PROGRESS (0)</td>
<td>The current session or request is processing.</td>
</tr>
<tr>
<td>ESS_USHORT_T</td>
<td>ESS_REQ_TERMINATING (1)</td>
<td>The current session or request is terminating.</td>
</tr>
<tr>
<td>ESS_USHORT_T</td>
<td>ESS_REQ_TERMINATED (2)</td>
<td>The current session or request is terminated.</td>
</tr>
</tbody>
</table>

ESS_RUNTIMESUBVARS_DESC_T

Used by EssGetRuntimeSubVars API. This structure is the data type for the \texttt{RtSVList} argument, which is a list (array) of runtime substitution variable structures in the calculation script. Each structure contains a runtime substitution variable key/value pair. Optionally, each structure can specify a string in the \texttt{<RTSV_HINT>} \texttt{rtsv_description}</RTSV_HINT> tag that describes the runtime substitution variable data type and data input limit (for example, an integer not greater than 100).

```c
typedef struct (ESS_RUNTIMESUBVARS_DESC_T)
{
    (ESS_STR_T, rtsvName);
    (ESS_STR_T, rtsvVal);
    (ESS_STR_T, rtsvDesc);
} (ESS_RUNTIMESUBVARS_DESC_T);
```

<table>
<thead>
<tr>
<th>Data Type</th>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ESS_STR_T</td>
<td>rtsvName</td>
<td>Name of the runtime substitution variable</td>
</tr>
<tr>
<td>ESS_STR_T</td>
<td>rtsvVal</td>
<td>Value of the runtime substitution variable</td>
</tr>
<tr>
<td>ESS_STR_T</td>
<td>rtsvDesc</td>
<td>Description of the runtime substitution variable data type and data input limit (for example, an integer not greater than 100)</td>
</tr>
</tbody>
</table>

See Also

EssGetRuntimeSubVars
ESS_SECURITY_MODE_T

Used by EssGetEssbaseSecurityMode. This data type returns information about the security mode of Essbase Server.

typedef ESS_USHORT_T, ESS_SECURITY_MODE_T;
#define ESS_NATIVE_SECURITY 1
#define ESS_SS_SECURITY 2

Note: Essbase native security mode is no longer supported.

ESS_SEQID_T

Contains an array of sequence ids.

typedef struct ESS_SEQID_T
{
    ESS_ULONG_T, seq_id_start;
    ESS_ULONG_T, seq_id_upper_start;
    ESS_ULONG_T, seq_id_end;
    ESS_ULONG_T, seq_id_upper_end;
} ESS_SEQID_T;

<table>
<thead>
<tr>
<th>Data Type</th>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ESS_ULONG_T</td>
<td>seq_id_start</td>
<td>Start of range</td>
</tr>
<tr>
<td>ESS_ULONG_T</td>
<td>seq_id_upper_start</td>
<td>Upper start of range</td>
</tr>
<tr>
<td>ESS_ULONG_T</td>
<td>seq_id_end</td>
<td>End of range</td>
</tr>
<tr>
<td>ESS_ULONG_T</td>
<td>seq_id_upper_end</td>
<td>Upper end of range</td>
</tr>
</tbody>
</table>

ESS_TIMERECORD_T

typedef struct ESS_TIMERECORD_T
{
    ESS_TIME_T TimeValue;
    ESS_USHORT_T Seconds;
    ESS_USHORT_T Minutes;
    ESS_USHORT_T Hours;
    ESS_USHORT_T Day;
    ESS_USHORT_T Month;
    ESS_USHORT_T Year;
    ESS_USHORT_T Weekday;
} ESS_TIMERECORD_T, *ESS_PTIMERECORD_T;

Used in the "ESS_DBREQINFO_T" on page 120 structure. The times expressed in this structure are usually server times. The fields are:
<table>
<thead>
<tr>
<th>Data Type</th>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ESS_TIME_T</td>
<td>TimeValue</td>
<td>Time value in seconds after 1/1/70</td>
</tr>
<tr>
<td>ESS_USHORT_T</td>
<td>Seconds</td>
<td>Seconds after the minute. Values: 0-59.</td>
</tr>
<tr>
<td>ESS_USHORT_T</td>
<td>Minutes</td>
<td>Minutes after the hour. Values: 0-59.</td>
</tr>
<tr>
<td>ESS_USHORT_T</td>
<td>Hours</td>
<td>Hours since midnight. Values: 0-23.</td>
</tr>
<tr>
<td>ESS_USHORT_T</td>
<td>Year</td>
<td>Years since 1900.</td>
</tr>
<tr>
<td>ESS_USHORT_T</td>
<td>Weekday</td>
<td>Days since Sunday. Values: 0-6. Sunday = 0.</td>
</tr>
</tbody>
</table>

**ESS_TRANSACTION_ENTRY_T**

Contains:

typedef struct ess_transaction_entry_t
{
    ESS_ULONG_T seq_id;
    ESS_ULONG_T seq_id_upper;
    ESS_TIME_T time_start;
    ESS_TIME_T time_end;
    ESS_USERNAME_T username;
    ESS_UCHAR_T type;
    ESS_UCHAR_T state;
    ESS_CHAR_T reserved1;
    ESS_TRANSACTION_REQSPECIFIC_T, reqSpecDat;
} ESS_TRANSACTION_ENTRY_T

<table>
<thead>
<tr>
<th>Data Type</th>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ESS_ULONG_T</td>
<td>seq_id</td>
<td>Sequence ID</td>
</tr>
<tr>
<td>ESS_ULONG_T</td>
<td>seq_id_upper</td>
<td>Sequence ID upper for future</td>
</tr>
<tr>
<td>ESS_TIME_T</td>
<td>time_start</td>
<td>Operation start time</td>
</tr>
<tr>
<td>ESS_TIME_T</td>
<td>time_end</td>
<td>Operation end time</td>
</tr>
<tr>
<td>ESS_USERNAME_T</td>
<td>username</td>
<td>Executing user</td>
</tr>
<tr>
<td>ESS_UCHAR_T</td>
<td>type</td>
<td>Record type</td>
</tr>
<tr>
<td>ESS_UCHAR_T</td>
<td>state</td>
<td>Do not use this field and client</td>
</tr>
<tr>
<td>ESS_CHAR_T</td>
<td>reserved1</td>
<td>For future expansion</td>
</tr>
<tr>
<td>ESS_TRANSACTION_REQSPECIFIC_T</td>
<td>reqSpecDat</td>
<td>Request specific data</td>
</tr>
</tbody>
</table>
**ESS_TRANSACTION_REPLAY_INP_T**

Contains information on transaction replays.

typedef struct ESS_TRANSACTION_REPLAY_INP_T {
    ESS_UCHAR_T, InpType;
    ESS_UCHAR_T, reserved1;
    ESS_UCHAR_T, reserved2;
    ESS_UCHAR_T, reserved3;
    union
    {
        ESS_TIME32_T, InpTime, value;
        ESS_ULONG_T, num_seq_id_range, value;
    }value;
} ESS_TRANSACTION_REPLAY_INP_T;

<table>
<thead>
<tr>
<th>Data Type</th>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ESS_UCHAR_T</td>
<td>InpType</td>
<td>is it time based or sequence id</td>
</tr>
<tr>
<td>ESS_UCHAR_T</td>
<td>reserved1</td>
<td>reserved</td>
</tr>
<tr>
<td>ESS_UCHAR_T</td>
<td>reserved2</td>
<td>reserved</td>
</tr>
<tr>
<td>ESS_UCHAR_T</td>
<td>reserved3</td>
<td>reserved</td>
</tr>
<tr>
<td>ESS_TIME32_T</td>
<td>InpTime</td>
<td>A union variable for the following values:</td>
</tr>
<tr>
<td>ESS_ULONG_T</td>
<td>num_seq_id_range</td>
<td>• Time to start replay</td>
</tr>
<tr>
<td></td>
<td></td>
<td>• Number of sequence ID-based input structures to follow</td>
</tr>
</tbody>
</table>

**ESS_TRANSACTION_REQSPECIFIC_T**

Contains information.

typedef struct ess_transaction_reqspecific_t {
    ESS_UCHAR_T, ucReqType;
    ESS_UCHAR_T, reserved1;
    ESS_UCHAR_T, reserved2;
    ESS_UCHAR_T, reserved3;
    union
    {
        ESS_FILENAME_T, calcname, value;
        ESS_LOG_DATALOAD_T, dataload_info, value;
        ESS_LOG_DIMBLD_T, dimbld_info, value);
        ESS_FILENAME_T, tmpotlfilename, value);
    }value;
} ESS_TRANSACTION_REQSPECIFIC_T;

<table>
<thead>
<tr>
<th>Data Type</th>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ESS_UCHAR_T</td>
<td>ucReqType</td>
<td>Request type</td>
</tr>
<tr>
<td>Data Type</td>
<td>Field</td>
<td>Description</td>
</tr>
<tr>
<td>----------------------</td>
<td>------------------</td>
<td>----------------------------------</td>
</tr>
<tr>
<td>ESS_UCHAR_T</td>
<td>reserved1</td>
<td>Reserved</td>
</tr>
<tr>
<td>ESS_UCHAR_T</td>
<td>reserved2</td>
<td>Reserved</td>
</tr>
<tr>
<td>ESS_UCHAR_T</td>
<td>reserved3</td>
<td>Reserved</td>
</tr>
<tr>
<td>ESS_FILENAME_T</td>
<td>calcname</td>
<td>A union variable for the following values:</td>
</tr>
<tr>
<td>ESS_LOG_DATALOAD_T</td>
<td>dataload_info</td>
<td>● Calc file name</td>
</tr>
<tr>
<td>ESS_LOG_DIMBLD_T</td>
<td>dimbld_info</td>
<td>● Data load details</td>
</tr>
<tr>
<td>ESS_FILENAME_T</td>
<td>tmpotlfilename</td>
<td>● Build load details</td>
</tr>
<tr>
<td></td>
<td></td>
<td>● Temporary outline file name</td>
</tr>
</tbody>
</table>

**ESS_USERAPP_T, ESS_GROUPAPP_T**

Contains access privilege information for a user or group and a specific application. The Access field is the only field in this structure that can be modified using the API. The fields are:

typedef struct ESS_USERAPP_T
{
    ESS_USERNAME_T UserName;
    ESS_APPNAME_T  AppName;
    ESS_ACCESS_T   Access;
    ESS_ACCESS_T   MaxAccess;
} ESS_USERAPP_T, *ESS_PUSERAPP_T, **ESS_PUSERAPP_T,
ESS_GROUPAPP_T, *ESS_PGROUPAPP_T, **ESS_PGROUPAPP_T;

<table>
<thead>
<tr>
<th>Data Type</th>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ESS_USERNAME_T</td>
<td>UserName</td>
<td>The user or group name</td>
</tr>
<tr>
<td>ESS_APPNAME_T</td>
<td>AppName</td>
<td>The application name</td>
</tr>
<tr>
<td>ESS_ACCESS_T</td>
<td>Access</td>
<td>The assigned access privilege to the application for the user or group. This field can take any combination of the following bit values:</td>
</tr>
<tr>
<td></td>
<td></td>
<td>● ESS_PRIV_NONE</td>
</tr>
<tr>
<td></td>
<td></td>
<td>● ESS_PRIV_APPLOAD</td>
</tr>
<tr>
<td></td>
<td></td>
<td>● ESS_PRIV_APPDESIGN</td>
</tr>
<tr>
<td>ESS_ACCESS_T</td>
<td>MaxAccess</td>
<td>The maximum access privilege to the application for the user or group from all sources</td>
</tr>
</tbody>
</table>

**ESS_USERAPPEX_T, ESS_GROUPAPPEX_T**

Contains access privilege information for a user or group and a specific application. This structure is similar to **ESS_USERAPP_T, ESS_GROUPAPP_T**, with the addition of the ProviderName, Type, and connparam fields.

typedef struct ESS_USERAPPEX_T
{
    ESS_USERNAME_T UserName;

ESS_USERNAME_T  ProviderName;
ESS_CONNPARAM_T connparam;
ESS_USHORT_T    Type;
ESS_APPNAME_T   AppName;
ESS_ACCESS_T    Access;
ESS_ACCESS_T    MaxAccess;
} ESS_USERAPPEX_T, *ESS_PUSERAPPEX_T, **ESS_PPUSERAPPEX_T,
ESS_GROUPAPPEX_T, *ESS_PGROUPAPPEX_T, **ESS_PPGROUPAPPEX_T;

<table>
<thead>
<tr>
<th>Data Type</th>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ESS_USERNAME_T</td>
<td>UserName</td>
<td>The user or group name</td>
</tr>
<tr>
<td>ESS_USERNAME_T</td>
<td>ProviderName</td>
<td>Name of the user directory. Example: @Native Directory</td>
</tr>
<tr>
<td>ESS_CONNPARAM_T</td>
<td>connparam</td>
<td>Unique identity attribute identifying user or group in a directory. Example: native://nvid=f0ed2a6d7fb07688:5a342200:1265973105c:-7f46?USER</td>
</tr>
<tr>
<td>ESS_USHORT_T</td>
<td>Type</td>
<td>Type of the structure. This field can contain the following values:</td>
</tr>
<tr>
<td></td>
<td></td>
<td>ESS_TYPE_USER</td>
</tr>
<tr>
<td></td>
<td></td>
<td>ESS_TYPE_GROUP</td>
</tr>
<tr>
<td>ESS_APPNAME_T</td>
<td>AppName</td>
<td>The application name</td>
</tr>
<tr>
<td>ESS_ACCESS_T</td>
<td>Access</td>
<td>The assigned access privilege to the application for the user or group. This field can take any combination of the following bit values:</td>
</tr>
<tr>
<td></td>
<td></td>
<td>ESS_PRIV_NONE</td>
</tr>
<tr>
<td></td>
<td></td>
<td>ESS_PRIV_APPLOAD</td>
</tr>
<tr>
<td></td>
<td></td>
<td>ESS_PRIV_APPDESIGN</td>
</tr>
<tr>
<td>ESS_ACCESS_T</td>
<td>MaxAccess</td>
<td>The maximum access privilege to the application for the user or group from all sources</td>
</tr>
</tbody>
</table>

ESS_USERDB_T, ESS_GROUPDB_T

Contains access privilege information for a user or group and a specific database. The Access and Filter fields are the only fields in this structure that can be modified using the API. The fields are:

typedef struct ESS_USERDB_T
{
    ESS_USERNAME_T  UserName;
    ESS_APPNAME_T   AppName;
    ESS_DBNAME_T    DbName;
    ESS_ACCESS_T    Access;
    ESS_ACCESS_T    MaxAccess;
    ESS_FTRNAME_T   FilterName;
} ESS_USERDB_T, *ESS_PUSERDB_T, **ESS_PUSERDB_T,
ESS_GROUPDB_T, *ESS_PGROUPDB_T, **ESS_PPGROUPDB_T;
<table>
<thead>
<tr>
<th>Data Type</th>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ESS_USERNAME_T</td>
<td>UserName</td>
<td>The user or group name.</td>
</tr>
<tr>
<td>ESS_APPNAME_T</td>
<td>AppName</td>
<td>The application name.</td>
</tr>
<tr>
<td>ESS_DBNAME_T</td>
<td>DbName</td>
<td>The database name.</td>
</tr>
</tbody>
</table>

**ESS_ACCESS_T**

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Access</td>
<td>The assigned access privilege to the database for the user or group. Access privileges are set through the Administrative Services interface. This field can take any combination of the following bit values:</td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>● ESS_PRIV_NONE</td>
</tr>
<tr>
<td></td>
<td>● ESS_PRIV_READ</td>
</tr>
<tr>
<td></td>
<td>● ESS_PRIV_WRITE</td>
</tr>
<tr>
<td></td>
<td>● ESS_PRIV_CALC</td>
</tr>
<tr>
<td></td>
<td>● ESS_PRIV_DBLOAD</td>
</tr>
<tr>
<td></td>
<td>● ESS_PRIV_DBDESIGN</td>
</tr>
</tbody>
</table>

These values are a subset of the “Bitmask Data Types (C)” on page 90.

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>MaxAccess</td>
<td>The maximum access privilege to the database for the user or group from all sources. Access privileges are set through the Administrative Services interface.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>FilterName</td>
<td>The name of the assigned database filter, if any. If none, the first byte is NULL.</td>
</tr>
</tbody>
</table>

**ESS_USERDBEX_T, ESS_GROUPDBEX_T**

Contains access privilege information for a user or group and a specific database. This structure is similar to ESS_USERDB_T, ESS_GROUPDB_T, with the addition of the ProviderName, connparam and Type fields.

```
typedef struct ESS_USERDBEX_T {
    ESS_USERNAME_T  UserName;
    ESS_USERNAME_T  ProviderName;
    ESS_CONNPARAM_T  connparam;
    ESS_USHORT_T     Type;
    ESS_APPNAME_T    AppName;
    ESS_DBNAME_T     DbName;
    ESS_ACCESS_T     Access;
    ESS_ACCESS_T     MaxAccess;
    ESS_FTRNAME_T    FilterName;
} ESS_USERDBEX_T, *ESS_PUSERDBEX_T, **ESS_PPUSERDBEX_T,
ESS_GROUPDBEX_T, *ESS_PGROUPDBEX_T, **ESS_PPGROUPDBEX_T;
```
<table>
<thead>
<tr>
<th>Data Type</th>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ESS_CONNPARAM_T</td>
<td>connparam</td>
<td>Unique identity attribute identifying user or group in a directory. Example: native://nvid=f0ed2a6d7fb07688:5a342200:1265973105c:-7f46?USER</td>
</tr>
<tr>
<td>ESS_USHORT_T</td>
<td>Type</td>
<td>Type of the structure. This field can contain the following value:</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- ESS_TYPE_USER</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- ESS_TYPE_GROUP</td>
</tr>
<tr>
<td>ESS_APPNAME_T</td>
<td>AppName</td>
<td>The application name</td>
</tr>
<tr>
<td>ESS_DBNAME_T</td>
<td>DbName</td>
<td>The database name</td>
</tr>
<tr>
<td>ESS_ACCESS_T</td>
<td>Access</td>
<td>The assigned access privilege to the database for the user or group. Access privileges are set through the Administrative Services interface.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>This field can take any combination of the following bit values:</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- ESS_PRIV_NONE</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- ESS_PRIV_READ</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- ESS_PRIV_WRITE</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- ESS_PRIV_CALC</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- ESS_PRIV_DBLOAD</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- ESS_PRIV_DBDESIGN</td>
</tr>
<tr>
<td></td>
<td></td>
<td>These values are a subset of the &quot;Bitmask Data Types (C)&quot; on page 90.</td>
</tr>
<tr>
<td>ESS_ACCESS_T</td>
<td>MaxAccess</td>
<td>The maximum access privilege to the database for the user or group from all sources.</td>
</tr>
<tr>
<td>ESS_FTRNAME_T</td>
<td>FilterName</td>
<td>The name of the assigned database filter, if any. If none, the first byte is NULL.</td>
</tr>
</tbody>
</table>

**ESS_USERINFO_T, ESS_GROUPINFO_T**

Stores information about a user or group. Some of the fields are specific to users and cannot be used for groups. The Access, Expiration, and PwdChgNow fields are the only fields in this structure that can be modified using the API. The fields are:

Note: Refer also to the locale-specific extended User Info structure, “ESS_USERINFOEX_T” on page 189.

typedef struct ESS_USERINFO_T
{
    /* The items below are 4.X and above */
    ESS_USERNAME_T   Name;
    ESS_APPNAME_T    AppName;
    ESS_DBNAME_T     DbName;
    ESS_BOOL_T       Login;
    ESS_USHORT_T     Type;
    ESS_ACCESS_T     Access;
    ESS_ACCESS_T     MaxAccess;

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ESS_DATE_T  Expiration;
ESS_TIME_T   LastLogin;
ESS_TIME_T   DbConnectTime;
ESS_USHORT_T FailCount;
ESSLOGINID_T LoginId;

/* The items below are 5.X and above */
ESS_DESC_T   Description;
ESS_EMAIL_T  EMailID;
ESS_BOOL_T   LockedOut;
ESS_BOOL_T   PwdChgNow;

) ESS_USERINFO_T, *ESS_USERINFO_T, **ESS_USERINFO_T,
    ESS_GROUPINFO_T, *ESS_GROUPINFO_T, **ESS_GROUPINFO_T;

<table>
<thead>
<tr>
<th>Data Type</th>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ESS_USERNAME_T</td>
<td>Name</td>
<td>User or group name</td>
</tr>
<tr>
<td>ESS_APPNAME_T</td>
<td>AppName</td>
<td>Name of currently connected application (if applicable)</td>
</tr>
<tr>
<td>ESS_DBNAME_T</td>
<td>DbName</td>
<td>Name of the currently connected database (if applicable)</td>
</tr>
<tr>
<td>ESS_BOOL_T</td>
<td>Login</td>
<td>Flag to indicate login status (users only)</td>
</tr>
<tr>
<td>ESS_USHORT_T</td>
<td>Type</td>
<td>Type of the structure (user or group). This field can contain the following values:</td>
</tr>
<tr>
<td></td>
<td></td>
<td>● ESS_TYPE_USER</td>
</tr>
<tr>
<td></td>
<td></td>
<td>● ESS_TYPE_GROUP</td>
</tr>
<tr>
<td>ESS_ACCESS_T</td>
<td>Access</td>
<td>User or group assigned default access privileges. Values: any combination of the following bit values:</td>
</tr>
<tr>
<td></td>
<td></td>
<td>● ESS_ACCESS_SUPER /* Supervisor, all bits set */</td>
</tr>
<tr>
<td></td>
<td></td>
<td>● ESS_PRIV_APPCREATE /* App create/delete privilege */</td>
</tr>
<tr>
<td></td>
<td></td>
<td>● ESS_PRIV_USERCREATE /* user create/delete privilege */</td>
</tr>
<tr>
<td>ESS_ACCESS_T</td>
<td>MaxAccess</td>
<td>User's maximum access privileges (users only, including individual access and access levels due to group membership.</td>
</tr>
<tr>
<td>ESS_DATE_T</td>
<td>Expiration</td>
<td>User's password expiration date.</td>
</tr>
<tr>
<td>ESS_TIME_T</td>
<td>LastLogin</td>
<td>Date of user's last successful login stated as Greenwich Mean Time (users only).</td>
</tr>
<tr>
<td>ESS_TIME_T</td>
<td>DbConnectTime</td>
<td>Local (server) time of database connection. Read-only. Cannot be set by EssSetUser.</td>
</tr>
<tr>
<td>ESS_USHORT_T</td>
<td>FailCount</td>
<td>Count of the failed login attempts since the last successful login (users only).</td>
</tr>
<tr>
<td>ESSLOGINID_T</td>
<td>LoginId</td>
<td>The user login identification tag (users only).</td>
</tr>
<tr>
<td>ESS_DESC_T</td>
<td>Description</td>
<td>User/group description</td>
</tr>
<tr>
<td>ESS_EMAIL_T</td>
<td>EMailID</td>
<td>User/group email address</td>
</tr>
<tr>
<td>ESS_BOOL_T</td>
<td>LockedOut</td>
<td>Flag that user is locked out</td>
</tr>
<tr>
<td>ESS_BOOL_T</td>
<td>PwdChgNow</td>
<td>Flag that user must change password</td>
</tr>
</tbody>
</table>
ESS_USERINFOID_T, ESS_GROUPINFOID_T

Stores information about a user or group. This structure is similar to ESS_USERINFOEX_T, with the addition of the ProviderName and connparam fields.

typedef struct ESS_USERINFOID_T
{
    ESS_USERNAME_T     Name;
    ESS_USERNAME_T     ProviderName;
    ESS_PASSWORD_T     Password;
    ESS_APPNAME_T      AppName;
    ESS_DBNAME_T       DbName;
    ESS_BOOL_T         Login;
    ESS_USHORT_T       Type;
    ESS_ACCESS_T       Access;
    ESS_ACCESS_T       MaxAccess;
    ESS_DATE_T         Expiration;
    ESS_TIME_T         LastLogin;
    ESS_TIME_T         DbConnectTime;
    ESS_USHORT_T       FailCount;
    ESS_LOGINID_T      LoginId;
    ESS_DESC_T         Description;
    ESS_EMAIL_T        EMailID;
    ESS_BOOL_T         LockedOut;
    ESS_BOOL_T         PwdChgNow;
    ESS_PROTOCOL_T     protocol;
    ESS_CONNPARAM_T    connparam;
} ESS_USERINFOID_T, *ESS_PUSERINFOID_T, **ESS_PPUSERINFOID_T,

ESS_GROUPINFOID_T, *ESS_PGROUPINFOID_T, **ESS_PPGROUPINFOID_T;

<table>
<thead>
<tr>
<th>Data Type</th>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ESS_USERNAME_T</td>
<td>Name</td>
<td>User name</td>
</tr>
<tr>
<td>ESS_USERNAME_T</td>
<td>ProviderName</td>
<td>Name of the user directory. Example: @Native Directory</td>
</tr>
<tr>
<td>ESS_PASSWORD_T</td>
<td>Password</td>
<td>Password of externally authenticated user. This is used only when setting an externally authenticated user to the Essbase authenticated mechanisms. This password is ignored in other situations, including retrieving information from the server on the externally authenticated user.</td>
</tr>
<tr>
<td>ESS_APPNAME_T</td>
<td>AppName</td>
<td>Name of the currently connected application (if applicable)</td>
</tr>
<tr>
<td>ESS_DBNAME_T</td>
<td>DbName</td>
<td>Name of the currently connected database (if applicable)</td>
</tr>
<tr>
<td>ESS_BOOL_T</td>
<td>Login</td>
<td>Flag to indicate login status</td>
</tr>
<tr>
<td>ESS_USHORT_T</td>
<td>Type</td>
<td>Type of the structure. This field can contain the value: ESS_TYPE_USER</td>
</tr>
<tr>
<td>ESS_ACCESS_T</td>
<td>Access</td>
<td>User assigned default access privileges. Values can be any combination of the following bit values:</td>
</tr>
<tr>
<td></td>
<td></td>
<td>• ESS_ACCESS_SUPER /* Supervisor, all bits set */</td>
</tr>
<tr>
<td></td>
<td></td>
<td>• ESS_PRIV_APPCREATE /* App create/delete privilege */</td>
</tr>
<tr>
<td></td>
<td></td>
<td>• ESS_PRIV_USERCREATE /* user create/delete privilege */</td>
</tr>
<tr>
<td>Data Type</td>
<td>Field</td>
<td>Description</td>
</tr>
<tr>
<td>---------------</td>
<td>-------------</td>
<td>-----------------------------------------------------------------------------</td>
</tr>
<tr>
<td>ESS_ACCESS_T</td>
<td>MaxAccess</td>
<td>User's maximum access privileges (including individual access and access levels due to group membership)</td>
</tr>
<tr>
<td>ESS_DATE_T</td>
<td>Expiration</td>
<td>User's password expiration date</td>
</tr>
<tr>
<td>ESS_TIME_T</td>
<td>LastLogin</td>
<td>Date of user's last successful login stated as Greenwich Mean Time</td>
</tr>
<tr>
<td>ESS_TIME_T</td>
<td>DbConnectTime</td>
<td>Local (server) time of database connection. Read-only. Cannot be set by EssSetUser.</td>
</tr>
<tr>
<td>ESS_USHORT_T</td>
<td>FailCount</td>
<td>Count of the failed login attempts since the last successful login</td>
</tr>
<tr>
<td>ESS_LOGINID_T</td>
<td>LoginId</td>
<td>User login identification tag</td>
</tr>
<tr>
<td>ESS_DESC_T</td>
<td>Description</td>
<td>User description</td>
</tr>
<tr>
<td>ESS_EMAIL_T</td>
<td>EMailID</td>
<td>User email address</td>
</tr>
<tr>
<td>ESS_BOOL_T</td>
<td>LockedOut</td>
<td>Flag indicating that the user is locked out</td>
</tr>
<tr>
<td>ESS_BOOL_T</td>
<td>PwdChgNow</td>
<td>Flag indicating that the user must change the password</td>
</tr>
<tr>
<td>ESS_PROTOCOL_T</td>
<td>Protocol</td>
<td>External authentication protocol.</td>
</tr>
</tbody>
</table>
| ESS_CONNPARAM_T| connparam   | Unique identity attribute identifying a user or group in a directory. Example: native://nvid=f0ed2a6d7fb07688:5a342200:1265973105c:-7f46?

**ESS_USERINFOEX_T**

Stores information about a user or group. Some of the fields are specific to users and cannot be used for groups. The Access, Expiration, and PwdChgNow fields are the only fields in this structure that can be modified using the API.

This extended User Info structure is slightly different from the standard ESS_USERINFO_T structure used by EssGetUser (see “ESS_USERINFO_T, ESS_GROUPINFO_T” on page 186). This extended structure is used by EssGetUserEx.

The fields are:

```c
typedef struct ESS_USERINFOEX_T {
    ESS_USERNAME_T     Name;
    ESS_PASSWORD_T     Password;
    ESS_APPNAME_T      AppName;
    ESS_DBNAME_T       DbName;
    ESS_BOOL_T         Login;
    ESS_USHORT_T       Type;
    ESS_ACCESS_T       Access;
    ESS_ACCESS_T       MaxAccess;
    ESS_DATE_T         Expiration;
    ESS_TIME_T         LastLogin;
    ESS_TIME_T         DbConnectTime;
    ESS_USHORT_T       FailCount;
} USERINFOEX_T;
```
Data Type | Field | Description
---|---|---
ESS_USERNAME_T | Name | Externally authenticated User name.
ESS_PASSWORD_T | Password | Password of externally authenticated user. This is used only when setting an externally authenticated user to the Essbase authenticated mechanisms. This password is ignored in other situations, including retrieving information from the server on the externally authenticated user.
ESS_APPNAME_T |AppName | Name of currently connected application (if applicable)
ESS_DBNAME_T |DbName | Name of the currently connected database (if applicable)
ESS_BOOL_T |Login | Flag to indicate login status (users only)
ESS_USHORT_T |Type | Type of the structure (user or group). This field can contain the following values:
- ESS_TYPE_USER
- ESS_TYPE_GROUP
ESS_ACCESS_T |Access | User or group assigned default access privileges. Values: any combination of the following bit values:
- ESS_ACCESS_SUPER /* Administrator, all bits set */
- ESS_PRIV_APPCREATE /* App create/delete privilege */
- ESS_PRIV_USERCREATE /* user create/delete privilege */
ESS_ACCESS_T |MaxAccess | User's maximum access privileges (users only, including individual access and access levels due to group membership).
ESS_DATE_T |Expiration | User's password expiration date.
ESS_TIME_T |LastLogin | Date of user's last successful login stated as Greenwich Mean Time (users only).
ESS_TIME_T |DbConnectTime | Local (server) time of database connection. Read-only. Cannot be set by EssSetUser.
ESS_USHORT_T |FailCount | Count of the failed login attempts since the last successful login (users only).
ESS_LOGINID_T |LoginId | The user login identification tag (users only)
ESS_DESC_T |Description | User/group description.
ESS_EMAIL_T |EMailID | User/group email address.
ESS_BOOL_T |LockedOut | Flag that user is locked out.
ESS_BOOL_T |PwdChgNow | Flag that user must change password.
ESS_PROTOCOL_T |protocol | External authentication protocol.
# ESS_VARIABLE_T

ESS_VARIABLE_T is the primary substitution variable datatype. It identifies the substitution variable's value and name, as well as the Essbase database, application, and server where the variable is defined.

The Server name is optional, but recommended. If not included, the current server is the default. The AppName is optional. The DbName is optional, but if it exists, then the AppName member is required. The VarName is required. The VarValue is required.

```c
typedef struct ESS_VARIABLE_T
{
    ESS_SVRNAME_T  Server;
    ESS_APPNAME_T  AppName;
    ESS_DBNAME_T   DbName;
    ESS_MBRNAME_T  VarName;
    ESS_CHAR_T     VarValue[ESS_VARVALUELEN];
} ESS_VARIABLE_T, *ESS_PVARIABLE_T, **ESS_PPVARIABLE_T;
```

<table>
<thead>
<tr>
<th>Data Type</th>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ESS_SVRNAME_T</td>
<td>Server</td>
<td>Name of server where variable is defined (optional)</td>
</tr>
<tr>
<td>ESS_APPNAME_T</td>
<td>AppName</td>
<td>Name of application to restrict variable to</td>
</tr>
<tr>
<td>ESS_DBNAME_T</td>
<td>DbName</td>
<td>Name of database to restrict variable to. If used, it requires that application be set.</td>
</tr>
<tr>
<td>ESS_MBRNAME_T</td>
<td>VarName</td>
<td>Name of substitution variable.</td>
</tr>
<tr>
<td>ESS_CHAR_T</td>
<td>VarValue[256]</td>
<td>Value of substitution variable.</td>
</tr>
</tbody>
</table>
C Main API Function Categories

Subtopics

- C Main API Alias Table Functions
- C Main API Application Functions
- C Main API Attributes Functions
- C Main API Database Functions
- C Main API Database Member Functions
- C Main API Drill-through Functions
- C Main API File Functions
- C Main API Group Administration Functions
- C Main API Initialization and Login Functions
- C Main API LRO Functions
- C Main API Location Aliases Functions
- C Main API Memory Allocation Functions
- C Main API Miscellaneous Functions
- C Main API Object Functions
- C Main API Partition Functions
- C Main API Performance Stats Functions
- C Main API Reporting, Updating, and Calculation Functions
- C Main API Runtime Substitution Variables
- C Main API Security Filter Functions
- C Main API Substitution Variables Functions
- C Main API User Administration Functions
- C Main API User and Group Identity Functions
- C Main API Shared Services Functions
- C Main API Unicode Mode Functions

C Main API Alias Table Functions

Alias table functions manage database alias tables.

<table>
<thead>
<tr>
<th>Function</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>EssListAliases</td>
<td>Lists all the alias tables in the active database.</td>
</tr>
<tr>
<td>EssLoadAlias</td>
<td>Loads an alias table for the active database from a structured text file</td>
</tr>
<tr>
<td>EssGetAlias</td>
<td>Gets the active alias table name from the active database for a user.</td>
</tr>
<tr>
<td>EssSetAlias</td>
<td>Sets the active alias table in the active database for a user.</td>
</tr>
<tr>
<td>EssDisplayAlias</td>
<td>Dumps contents of alias table in active database.</td>
</tr>
<tr>
<td>EssRemoveAlias</td>
<td>Removes an alias table from the active database.</td>
</tr>
<tr>
<td>EssClearAliases</td>
<td>Clears all alias tables for the active database.</td>
</tr>
</tbody>
</table>
C Main API Application Functions

The application functions can create new applications, and modify, copy, get information about and otherwise manage existing applications.

<table>
<thead>
<tr>
<th>Function</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>EssGetActive</td>
<td>Gets the names of the caller's current active application and database.</td>
</tr>
<tr>
<td>EssSetActive</td>
<td>Sets the caller's active application and database.</td>
</tr>
<tr>
<td>EssClearActive</td>
<td>Clears the user's current active application and database.</td>
</tr>
<tr>
<td>EssListApplications</td>
<td>Lists all applications which are accessible to the caller.</td>
</tr>
<tr>
<td>EssConvertApplicationtoUnicode</td>
<td>Converts a non Unicode mode application to a Unicode mode application.</td>
</tr>
<tr>
<td>EssCreateApplication</td>
<td>Creates a new application, either on the client or the server.</td>
</tr>
<tr>
<td>EssCreateApplicationEx</td>
<td>Creates a new application with the option of setting the application type: Unicode- or non-Unicode mode.</td>
</tr>
<tr>
<td>EssCreateStorageTypedApplicationEx</td>
<td>Creates a new application with options for setting the data storage mode (block or aggregate) and application type (Unicode- or non-Unicode mode).</td>
</tr>
<tr>
<td>EssDeleteApplication</td>
<td>Deletes an existing application, either on the client or the server.</td>
</tr>
<tr>
<td>EssRenameApplication</td>
<td>Renames an existing application, either on the client or the server.</td>
</tr>
<tr>
<td>EssCopyApplication</td>
<td>Copies an existing application, either on the client or the server, to a new application, including all associated databases and objects.</td>
</tr>
<tr>
<td>EssGetApplicationInfoEx</td>
<td>Gets information from one or more applications.</td>
</tr>
<tr>
<td>EssGetApplicationState</td>
<td>Gets an application state structure, which contains user-configurable parameters for the application.</td>
</tr>
<tr>
<td>EssSetApplicationState</td>
<td>Sets user-configurable parameters for the application using the application's state structure.</td>
</tr>
<tr>
<td>EssGetApplicationInfo</td>
<td>Gets an application's information structure, which contains non user-configurable parameters for the application.</td>
</tr>
<tr>
<td>EssLoadApplication</td>
<td>Starts an application on the server.</td>
</tr>
<tr>
<td>EssUnLoadApplication</td>
<td>Stops an application on the server.</td>
</tr>
</tbody>
</table>

C Main API Attributes Functions

These C Main functions are for attributes.

<table>
<thead>
<tr>
<th>Function</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>EssCheckAttributes</td>
<td>Returns the attribute type for given attribute dimensions, base dimensions, attribute members, and base members</td>
</tr>
</tbody>
</table>
### C Main API Database Functions

Database functions carry out database management tasks, and retrieve and modify database information structures.

<table>
<thead>
<tr>
<th>Function</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>EssBeginDataload</td>
<td>Starts sending an update specification to the active database.</td>
</tr>
<tr>
<td>EssBeginDataloadASO</td>
<td>Starts a data load on an aggregate storage database.</td>
</tr>
<tr>
<td>EssClearDatabase</td>
<td>Clears all loaded data in the active database.</td>
</tr>
<tr>
<td>EssCommitDatabase</td>
<td>Forces all data blocks in the active database to be written to disk.</td>
</tr>
<tr>
<td>EssCopyDatabase</td>
<td>Copies an existing database, either on the client or the server, to a new database, including all associated databases and objects.</td>
</tr>
<tr>
<td>EssCreateDatabase</td>
<td>Creates a new database within an application, on client or server.</td>
</tr>
<tr>
<td>EssDeleteDatabase</td>
<td>Deletes an existing database from an application, on client or server.</td>
</tr>
<tr>
<td>EssEndDataload</td>
<td>Marks the end of an update specification being sent to the active database.</td>
</tr>
<tr>
<td>EssGetCurrencyRateInfo</td>
<td>Gets a list of structures containing rate information for all members of the tagged currency partition dimension in the active database outline.</td>
</tr>
<tr>
<td>EssGetDatabaseInfo</td>
<td>Gets a database's information structure, which contains non user-configurable parameters for the database.</td>
</tr>
<tr>
<td>EssGetDatabaseInfoEx</td>
<td>Gets information for one or more databases.</td>
</tr>
<tr>
<td>EssGetDatabaseNote</td>
<td>Gets a database's note-of-the-day message.</td>
</tr>
<tr>
<td>EssGetDatabaseState</td>
<td>Gets a database's state structure, which contains user-configurable parameters for the database.</td>
</tr>
<tr>
<td>EssGetDatabaseStats</td>
<td>Gets the active database's Stats structure, which contains statistical information about the database.</td>
</tr>
<tr>
<td>EssListCurrencyDatabases</td>
<td>Lists all currency databases within a specific application that are accessible to the caller.</td>
</tr>
</tbody>
</table>

See C Outline API “C Outline API Attributes Functions” on page 724.
<table>
<thead>
<tr>
<th>Function</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>EssListDatabases</td>
<td>Lists all databases that are accessible to the caller, either within a specific application, or on an entire server.</td>
</tr>
<tr>
<td>EssListExistingLoadBuffers</td>
<td>Returns the list of structures that describe existing data load buffers for an aggregate storage database.</td>
</tr>
<tr>
<td>EssLoadBufferInit</td>
<td>Creates a temporary data buffer.</td>
</tr>
<tr>
<td>EssLoadBufferTerm</td>
<td>Destroys the temporary data-load memory buffer(s) allocated by loadBufferInit.</td>
</tr>
<tr>
<td>EssLoadDatabase</td>
<td>Starts a database.</td>
</tr>
<tr>
<td>EssMergeDatabaseData</td>
<td>Merges two or more data slices into a single data slice.</td>
</tr>
<tr>
<td>EssRenameDatabase</td>
<td>Renames a database on client or server.</td>
</tr>
<tr>
<td>EssSetDatabaseNote</td>
<td>Sets a database's note-of-the-day message.</td>
</tr>
<tr>
<td>EssSetDatabaseState</td>
<td>Sets user-configurable parameters for the database using the database's state structure.</td>
</tr>
<tr>
<td>EssUnloadDatabase</td>
<td>Stops a database within an application on the server.</td>
</tr>
<tr>
<td>EssValidateDB</td>
<td>Checks the database for data integrity.</td>
</tr>
</tbody>
</table>

### C Main API Database Member Functions

These functions obtain information about database members and build database dimensions.

<table>
<thead>
<tr>
<th>Function</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>EssQueryDatabaseMembers</td>
<td>Performs a report-style query to list a selection of database member information.</td>
</tr>
<tr>
<td>EssCheckMemberName</td>
<td>Checks if a string is a valid member name within the active database outline.</td>
</tr>
<tr>
<td>EssGetMemberInfo</td>
<td>Gets a structure containing information about a specific member in the active database outline.</td>
</tr>
<tr>
<td>EssGetMemberCalc</td>
<td>Gets the calc equation for a specific member in the active database outline.</td>
</tr>
<tr>
<td>EssGetDimensionInfo</td>
<td>Gets dimension information.</td>
</tr>
<tr>
<td>EssBuildDimension</td>
<td>Allows the creation of a dimension in the active database from a data file and rules file.</td>
</tr>
<tr>
<td>EssBuildDimFile</td>
<td>This function builds a data file to be used in the addition or removal of members from the outline in the active database.</td>
</tr>
<tr>
<td>EssBuildDimStart</td>
<td>This function starts the process of the adding or removing members from the outline in the active database.</td>
</tr>
<tr>
<td>EssBuildDimXml</td>
<td>Performs light outline editing, using an XML file to make basic changes to the database outline.</td>
</tr>
</tbody>
</table>
C Main API Drill-through Functions

The following Drill-through functions manage drill-through URLs for drilling through to information hosted on Oracle ERP and EPM applications.

- `EssCreateDrillThruURL`
- `EssDeleteDrillThruURL`
- `EssGetCellDrillThruReports`
- `EssGetDrillThruURL`
- `EssListDrillThruURLs`
- `EssUpdateDrillThruURL`

The following Drill-through functions retrieve data from connected relational databases.

See “Drill-Through Constant and Structure Definitions” on page 104.

Refer to these Drill-Through functions in the Grid API:

- `EssGDTConnect`
- `EssGDTEndDrillThrough`
- `EssGDTExecuteReport`
- `EssGDTGetData`
- `EssGDTGetHeader`
- `EssGDTGetInfo`
- `EssGDTListReports`
- `EssGDTRequestDrillThrough`
- `EssGDTSetInfo`

**Note:** In future releases, the C Main API Drill-Through functions below will be deprecated and replaced by the corresponding Grid API functions. Programs should use the Grid API functions listed above.

- `EssDTInit`
- `EssDTOpen`
- `EssDTClose`
- `EssDTExit`
- `EssDTGetData`
- `EssDTGetHeader`
- `EssDTGetHeaderInfo`
- `EssDTListReports`
- `EssDTAPIClose`
C Main API File Functions

File functions enable an application to use predefined report scripts, data files and calculation scripts against the active database. There are also functions for importing and exporting data to and from both text and binary files.

<table>
<thead>
<tr>
<th>Function</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>EssArchiveBegin</td>
<td>Prepares database for archive by setting READ-ONLY status.</td>
</tr>
<tr>
<td>EssArchiveEnd</td>
<td>After archive, returns database status to READ-WRITE.</td>
</tr>
<tr>
<td>EssCalcFile</td>
<td>Executes a calc script against the active database from a file.</td>
</tr>
<tr>
<td>EssExport</td>
<td>Exports data from the current database to a text file.</td>
</tr>
<tr>
<td>EssImport</td>
<td>Imports data from text files and other sources to the current database.</td>
</tr>
<tr>
<td>EssImportASO</td>
<td>Imports data from different sources to an aggregate storage database.</td>
</tr>
<tr>
<td>EssListDbFiles</td>
<td>Retrieves information on specified index and data files</td>
</tr>
<tr>
<td>EssReportFile</td>
<td>Sends a report specification to the active database from a file.</td>
</tr>
<tr>
<td>EssSetDefaultCalcFile</td>
<td>Sets the default calc script for the active database from a calc script file.</td>
</tr>
<tr>
<td>EssUpdateFile</td>
<td>Sends an update specification to the active database from a file.</td>
</tr>
<tr>
<td>EssUpdateFileEx</td>
<td>Sends an update specification to the active database from a file, capturing any data load errors.</td>
</tr>
<tr>
<td>EssUpdateFileASO</td>
<td>Sends an update specification to the active aggregate storage database from a file.</td>
</tr>
<tr>
<td>EssUpdateFileASOEx</td>
<td>Sends an update specification to the active aggregate storage database from a file, capturing any data load errors.</td>
</tr>
<tr>
<td>EssUpdateFileUTF8ASO</td>
<td>Sends an update specification to the active aggregate storage database from a UTF-8-encoded file.</td>
</tr>
</tbody>
</table>
### Function Description

<table>
<thead>
<tr>
<th>Function</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>EssUpdateFileUTF8ASOEx</td>
<td>Sends an update specification to the active aggregate storage database from a UTF-8-encoded file, capturing any data load errors.</td>
</tr>
<tr>
<td>EssUpdateFileUtf8Ex</td>
<td>Sends an update specification to the active database from a UTF-8-encoded file, capturing any data load errors.</td>
</tr>
<tr>
<td>EssDisplayTriggers</td>
<td>Returns a list of all triggers associated with a database.</td>
</tr>
<tr>
<td>EssMdxTrig</td>
<td>Manipulates triggers based on the operations contained in an MDX language file.</td>
</tr>
<tr>
<td>EssListSpoolFiles</td>
<td>Returns a list of all the spool files associated with a database.</td>
</tr>
<tr>
<td>EssGetSpoolFile</td>
<td>Returns a specific spool file associated with a database.</td>
</tr>
<tr>
<td>EssDeleteAllSplFiles</td>
<td>Deletes all the spool files associated with a database.</td>
</tr>
<tr>
<td>EssDeleteSplFile</td>
<td>Deletes a specific spool file.</td>
</tr>
</tbody>
</table>

### C Main API Group Administration Functions

These functions create groups, set and modify group attributes, and obtain information about existing groups.

<table>
<thead>
<tr>
<th>Function</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>EssListGroups</td>
<td>Lists all groups who have access to a particular Essbase Server.</td>
</tr>
<tr>
<td>EssCreateGroup</td>
<td>Creates a new group.</td>
</tr>
<tr>
<td>EssDeleteGroup</td>
<td>Deletes an existing group.</td>
</tr>
<tr>
<td>EssRenameGroup</td>
<td>Renames an existing group.</td>
</tr>
<tr>
<td>EssGetGroup</td>
<td>Gets a group information structure, which contains security information for the group.</td>
</tr>
<tr>
<td>EssSetGroup</td>
<td>Sets a group information structure.</td>
</tr>
<tr>
<td>EssGetGroupList</td>
<td>Gets the list of users who are members of a group (or the list of groups to which a user belongs).</td>
</tr>
<tr>
<td>EssSetGroupList</td>
<td>Sets list of users who are members of group.</td>
</tr>
<tr>
<td>EssAddToGroup</td>
<td>Adds user to a list of group members.</td>
</tr>
<tr>
<td>EssDeleteFromGroup</td>
<td>Removes a user from a list of group members.</td>
</tr>
</tbody>
</table>

### C Main API Initialization and Login Functions

These functions initialize the API, and log in and out of the Essbase Server. They also obtain version information, and enable an application to create and delete local contexts.
<table>
<thead>
<tr>
<th>Function</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>EssAutoLogin</td>
<td>Displays a dialog box which allows the user to log in to an Essbase Server, and optionally selects an active application and database.</td>
</tr>
<tr>
<td>EssCreateLocalContext</td>
<td>Creates a local API context for use in local API operations.</td>
</tr>
<tr>
<td>EssDeleteLocalContext</td>
<td>Releases a local context previously created by EssCreateLocalContext.</td>
</tr>
<tr>
<td>EssGetAPIVersion</td>
<td>Gets the full version number of the connected API client module.</td>
</tr>
<tr>
<td>EssGetVersion</td>
<td>Gets the full version number of the connected Essbase Server.</td>
</tr>
<tr>
<td>EssInit</td>
<td>Initializes the API and message database.</td>
</tr>
<tr>
<td>EssLogin</td>
<td>Logs a user in to the Essbase Server.</td>
</tr>
<tr>
<td>EssLoginAs</td>
<td>Logs in to the Essbase Server as another user.</td>
</tr>
<tr>
<td>EssLoginEx</td>
<td>Logs in to the Essbase Server using an authentication token.</td>
</tr>
<tr>
<td>EssLoginExAs</td>
<td>Logs in to the Essbase Server as another user, using an authentication token.</td>
</tr>
<tr>
<td>EssLoginSetPassword</td>
<td>Logs in a user, and changes the password.</td>
</tr>
<tr>
<td>EssLogout</td>
<td>Logs a user out from an Essbase Server.</td>
</tr>
<tr>
<td>EssLogoutUser</td>
<td>Allows a Supervisor or Application Designer to disconnect another user from an Essbase Server.</td>
</tr>
<tr>
<td>EssLogSize</td>
<td>Returns the size of the Essbase Server log file (essbase.log), or of the application log file (appname.log).</td>
</tr>
<tr>
<td>EssShutdownServer</td>
<td>Allows a Supervisor to remotely stop the Essbase Server.</td>
</tr>
<tr>
<td>EssTerm</td>
<td>Terminates the API and releases all system resources used by the API.</td>
</tr>
<tr>
<td>EssValidateHCtx</td>
<td>Validates a specific API context handle (hCtx).</td>
</tr>
<tr>
<td>EssWriteToFile</td>
<td>Writes a message to the Essbase Server log file (essbase.log), or to the application log file (appname.log).</td>
</tr>
</tbody>
</table>

### C Main API LRO Functions

These functions create, retrieve and delete LROs and return information about them.

<table>
<thead>
<tr>
<th>Function</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>EssLROAddObject</td>
<td>Links a reporting object to a data cell in an Essbase database.</td>
</tr>
<tr>
<td>EssLRODeleteCellObjects</td>
<td>Deletes all objects linked to a given data cell in an Essbase database.</td>
</tr>
<tr>
<td>EssLRODeleteObject</td>
<td>Deletes a specific object linked to a data cell in an Essbase database.</td>
</tr>
<tr>
<td>EssLROGetCatalog</td>
<td>Retrieves a list of LRO catalog entries for a given data cell in an Essbase database.</td>
</tr>
<tr>
<td>Function</td>
<td>Description</td>
</tr>
<tr>
<td>---------------------------</td>
<td>-----------------------------------------------------------------------------</td>
</tr>
<tr>
<td>EssLROGetCatalogBatch</td>
<td>Retrieves a list of LRO catalog entries for multiple data cells in an Essbase database.</td>
</tr>
<tr>
<td>EssLROGetObject</td>
<td>Retrieves an object linked to a data cell in an Essbase database.</td>
</tr>
<tr>
<td>EssLROListObjects</td>
<td>Retrieves a list of all objects linked to cells in the active database for a given user name and/or modification date.</td>
</tr>
<tr>
<td>EssLROPurgeObjects</td>
<td>Deletes all objects linked to cells in the active database for a given user name and/or modification date.</td>
</tr>
<tr>
<td>EssLROUpdateObject</td>
<td>Stores an updated version of an LRO on the server.</td>
</tr>
</tbody>
</table>

### C Main API Location Aliases Functions

These functions create, delete and list location aliases.

<table>
<thead>
<tr>
<th>Function</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>EssCreateLocationAlias</td>
<td>Maps an alias name to the host name, application name, database name, user login name, and user password</td>
</tr>
<tr>
<td>EssDeleteLocationAlias</td>
<td>Deletes an existing location alias</td>
</tr>
<tr>
<td>EssGetLocationAliasList</td>
<td>Returns all location aliases and the names to which the location aliases are mapped</td>
</tr>
</tbody>
</table>

### C Main API Memory Allocation Functions

These functions manage memory for an application by allocating, reallocating and freeing blocks of memory.

<table>
<thead>
<tr>
<th>Function</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>EssAlloc</td>
<td>Allocates a block of memory, using the defined memory allocation scheme.</td>
</tr>
<tr>
<td>EssRealloc</td>
<td>Reallocates a previously-allocated block of memory.</td>
</tr>
<tr>
<td>EssFree</td>
<td>Frees a previously allocated block of memory, using the defined memory allocation scheme.</td>
</tr>
</tbody>
</table>

### C Main API Miscellaneous Functions

These functions manage asynchronous processes, obtain state information, handle log files, and retrieve messages.

<table>
<thead>
<tr>
<th>Function</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>EssGetProcessState</td>
<td>Gets the current state of an asynchronous process, such as a calculate or data import.</td>
</tr>
<tr>
<td>Function</td>
<td>Description</td>
</tr>
<tr>
<td>----------------------</td>
<td>-----------------------------------------------------------------------------</td>
</tr>
<tr>
<td>EssCancelProcess</td>
<td>Cancels an asynchronous process which has not yet completed.</td>
</tr>
<tr>
<td>EssGetLogFile</td>
<td>Copies all or part of an application log file from the server to the client.</td>
</tr>
<tr>
<td>EssDeleteLogFile</td>
<td>Deletes an application log file on the server.</td>
</tr>
<tr>
<td>EssGetGlobalState</td>
<td>Gets the server global state structure which contains parameters for system administration.</td>
</tr>
<tr>
<td>EssSetGlobalState</td>
<td>Sets the server global state structure which contains parameters for system administration.</td>
</tr>
<tr>
<td>EssSetPath</td>
<td>Sets the ESSBASEPATH environment variable for the current process.</td>
</tr>
</tbody>
</table>

## C Main API Object Functions

These functions create, delete, move and copy objects. They also retrieve and display object information and control access to objects.

<table>
<thead>
<tr>
<th>Function</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>EssGetLocalPath</td>
<td>Gets the full local file for an object file on the client.</td>
</tr>
<tr>
<td>EssListObjects</td>
<td>Lists all objects of types specified.</td>
</tr>
<tr>
<td>EssGetObjectInfo</td>
<td>Gets information about a specified object.</td>
</tr>
<tr>
<td>EssGetObject</td>
<td>Copies an object from the server to a local file, and optionally locks it.</td>
</tr>
<tr>
<td>EssPutObject</td>
<td>Copies an object from a local file to the server, and optionally unlocks it.</td>
</tr>
<tr>
<td>EssLockObject</td>
<td>Locks an object on the server to prevent other users from updating it.</td>
</tr>
<tr>
<td>EssUnlockObject</td>
<td>Unlocks a locked object on the server.</td>
</tr>
<tr>
<td>EssCreateObject</td>
<td>Creates a new object.</td>
</tr>
<tr>
<td>EssDeleteObject</td>
<td>Deletes an existing object.</td>
</tr>
<tr>
<td>EssRenameObject</td>
<td>Renames an existing object.</td>
</tr>
<tr>
<td>EssCopyObject</td>
<td>Copies an object.</td>
</tr>
</tbody>
</table>

## C Main API Partition Functions

These functions manage partition operations on a database.

<table>
<thead>
<tr>
<th>Function</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>EssPartitionApplyOtlChangeFile</td>
<td>Tells the server to apply metadata changes to files.</td>
</tr>
<tr>
<td>EssPartitionApplyOtlChangeFileEx</td>
<td>Tells the server to apply metadata changes to files.</td>
</tr>
<tr>
<td>Function</td>
<td>Description</td>
</tr>
<tr>
<td>-----------------------------------------------</td>
<td>-----------------------------------------------------------------------------</td>
</tr>
<tr>
<td>EssPartitionApplyOtlChangeRecs</td>
<td>Tells the server to apply metadata changes to records.</td>
</tr>
<tr>
<td>EssPartitionCloseDefFile</td>
<td>Closes the shared partition definition file.</td>
</tr>
<tr>
<td>EssPartitionFreeDefCtx</td>
<td>Frees memory dynamically allocated under shared partition context structures.</td>
</tr>
<tr>
<td>EssPartitionFreeOtlChanges</td>
<td>Frees up memory allocated by the ReadMetaChange routine.</td>
</tr>
<tr>
<td>EssPartitionGetAreaCellCount</td>
<td>Returns the number of cells in the specified slice string.</td>
</tr>
<tr>
<td>EssPartitionGetList</td>
<td>Returns a list of the partition partition definitions in which the currently selected database participates.</td>
</tr>
<tr>
<td>EssPartitionGetOtlChanges</td>
<td>Pulls meta data changes from a given source.</td>
</tr>
<tr>
<td>EssPartitionGetReplCells</td>
<td>Replicates all data cells that are identified in the replication partition from the source database to the selected target database.</td>
</tr>
<tr>
<td>EssPartitionNewDefFile</td>
<td>Creates and opens a new shared partition, definition file based upon input parameters supplied.</td>
</tr>
<tr>
<td>EssPartitionOpenDefFile</td>
<td>Opens an existing shared partition definition file.</td>
</tr>
<tr>
<td>EssPartitionPurgeOtlChangeFile</td>
<td>Purges meta changes made previous to the time specified with the TimeStamp parameter.</td>
</tr>
<tr>
<td>EssPartitionPutReplCells</td>
<td>Replicates all data cells that are identified in the replication partition from the selected source database to the target database.</td>
</tr>
<tr>
<td>EssPartitionReadDefFile</td>
<td>Replicates all data cells that are identified in the replication partition from the selected source database to the target database.</td>
</tr>
<tr>
<td>EssPartitionReadOtlChangeFile</td>
<td>Reads meta changes from a file into memory.</td>
</tr>
<tr>
<td>EssPartitionReplaceDefFile</td>
<td>Tells the server that a new shared partition file has been sent, which replaces any existing file for this database.</td>
</tr>
<tr>
<td>EssPartitionResetOtlChangeTime</td>
<td>Takes two partitions, one source and one destination. It takes the &quot;last meta change&quot; time from the source partition and assigns it as the &quot;last meta change&quot; time of the destination partition.</td>
</tr>
<tr>
<td>EssPartitionValidateDefinition</td>
<td>Performs full validation of the specified partition definition; that is, validates the source and target parts of one partition definition. Useful during creation of a new or modification of an existing partition definition.</td>
</tr>
<tr>
<td>EssPartitionValidateLocal</td>
<td>Performs partial validation of all partition definitions on the specified server. Useful to ascertain the validity of partition definitions after metadata changes; for example, after database restructuring.</td>
</tr>
<tr>
<td>EssPartitionWriteDefFile</td>
<td>Writes the current memory version of the shared partition definition file to disk.</td>
</tr>
</tbody>
</table>

**C Main API Performance Stats Functions**

These functions provide I/O performance statistics on threads, databases and applications.
### Function Description

<table>
<thead>
<tr>
<th>Function</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>EssDumpPerfStats</td>
<td>Provides a pointer to the character array that contains performance statistics tables</td>
</tr>
<tr>
<td>EssGetStatBufSize</td>
<td>Provides a pointer to the size of the buffer needed for the performance statistics tables</td>
</tr>
<tr>
<td>EssResetPerfStats</td>
<td>Resets values in the performance statistics tables to zero</td>
</tr>
</tbody>
</table>

### C Main API Reporting, Updating, and Calculation Functions

These functions carry out reporting (retrieving data), updating (loading data) and calculation (aggregating data) tasks against the active database.

<table>
<thead>
<tr>
<th>Function</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>EssReport</td>
<td>Sends a report specification to the active database as a single string.</td>
</tr>
<tr>
<td>EssBeginReport</td>
<td>Starts sending a report specification to the active database.</td>
</tr>
<tr>
<td>EssEndReport</td>
<td>Marks the end of a report specification being sent to the active database.</td>
</tr>
<tr>
<td>EssUpdate</td>
<td>Sends an update to the active database as a single string.</td>
</tr>
<tr>
<td>EssUpdateFileASO</td>
<td>Sends an update specification to the active aggregate storage database from a file.</td>
</tr>
<tr>
<td>EssUpdateFileUTF8ASO</td>
<td>Sends an update specification to the active aggregate storage database from a UTF-8-encoded file.</td>
</tr>
<tr>
<td>EssBeginUpdate</td>
<td>Starts sending an update specification to the active database.</td>
</tr>
<tr>
<td>EssEndUpdate</td>
<td>Marks the end of an update specification being sent to the active database.</td>
</tr>
<tr>
<td>EssGetString</td>
<td>Gets a string of data from the active database.</td>
</tr>
<tr>
<td>EssSendString</td>
<td>Sends a string of data to the active database.</td>
</tr>
<tr>
<td>EssCalc</td>
<td>Sends and optionally executes a calc script against the active database as a single string.</td>
</tr>
<tr>
<td>EssBeginCalc</td>
<td>Starts sending a calc script and optionally executes it against the active database.</td>
</tr>
<tr>
<td>EssEndCalc</td>
<td>Marks the end of a calc script being sent to the active database.</td>
</tr>
<tr>
<td>EssDefaultCalc</td>
<td>Executes the default calculation for the active database.</td>
</tr>
<tr>
<td>EssGetDefaultCalc</td>
<td>Gets the default calc script for the active database.</td>
</tr>
<tr>
<td>EssListCalcFunctions</td>
<td>Lists all available calculator functions.</td>
</tr>
<tr>
<td>EssSetDefaultCalc</td>
<td>Sets the default calc script for a database.</td>
</tr>
</tbody>
</table>

### C Main API Runtime Substitution Variables

These functions pass runtime substitution variables referenced in calculation scripts and return information about them.
### Function Description

<table>
<thead>
<tr>
<th>Function</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>EssCalcFileWithRuntimeSubVars</strong></td>
<td>Executes a calculation script against the active database with the specified runtime substitution variables. Runtime substitution variables can be specified in a text file (with a .rsv extension), which must be located on the client computer, or as a string of key/value pairs.</td>
</tr>
<tr>
<td><strong>EssCalcWithRuntimeSubVars</strong></td>
<td>Executes a calculation script with the specified runtime substitution variables, which are specified as a string of key/value pairs.</td>
</tr>
<tr>
<td><strong>EssGetRuntimeSubVars</strong></td>
<td>This function is implemented as an interface to a client in which a calculation script is run. This function retrieves all of the information (name, value, and description) that is specified in the runtime substitution variable declarations in the SET RUNTIMESUBVARS calculation command for a specified calculation script.</td>
</tr>
</tbody>
</table>

### C Main API Security Filter Functions

Security filter functions create filters, set filter contents, assign filters to user groups, display filter lists for data bases, and obtain other data about security filters.

<table>
<thead>
<tr>
<th>Function</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>EssListFilters</strong></td>
<td>Lists all filters for a database.</td>
</tr>
<tr>
<td><strong>EssGetFilter</strong></td>
<td>Starts getting the contents of a filter.</td>
</tr>
<tr>
<td><strong>EssGetFilterRow</strong></td>
<td>Gets the next row of a filter.</td>
</tr>
<tr>
<td><strong>EssCreateFilter</strong></td>
<td>Creates a filter. Starts setting the contents of the filter.</td>
</tr>
<tr>
<td><strong>EssSetFilter</strong></td>
<td>Creates or replaces a filter. Starts setting the contents of the filter.</td>
</tr>
<tr>
<td><strong>EssSetFilterRow</strong></td>
<td>Gets the next row of a filter.</td>
</tr>
<tr>
<td><strong>EssGetFilterList</strong></td>
<td>Gets the list of users who are assigned a filter.</td>
</tr>
<tr>
<td><strong>EssSetFilterList</strong></td>
<td>Sets the list of users who are assigned a filter.</td>
</tr>
<tr>
<td><strong>EssDeleteFilter</strong></td>
<td>Deletes an existing filter.</td>
</tr>
<tr>
<td><strong>EssRenameFilter</strong></td>
<td>Renames an existing filter.</td>
</tr>
<tr>
<td><strong>EssCopyFilter</strong></td>
<td>Copies an existing filter.</td>
</tr>
<tr>
<td><strong>EssVerifyFilter</strong></td>
<td>Verifies the syntax of a series of filter row strings against a specified database.</td>
</tr>
<tr>
<td><strong>EssVerifyFilterRow</strong></td>
<td>Verifies the syntax of a single filter row string against a specified database.</td>
</tr>
</tbody>
</table>

### C Main API Substitution Variables Functions

These functions create, retrieve and delete substitution variables and return information about them.
### Function Description

<table>
<thead>
<tr>
<th>Function</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>EssCreateVariable</strong></td>
<td>This function creates a new substitution variable or modifies an existing substitution variable if the variable name already exists with the identical server, application, and database values.</td>
</tr>
<tr>
<td><strong>EssDeleteVariable</strong></td>
<td>This function deletes a substitution variable.</td>
</tr>
<tr>
<td><strong>EssGetVariable</strong></td>
<td>This function retrieves the value of a substitution variable.</td>
</tr>
<tr>
<td><strong>EssListVariables</strong></td>
<td>This function lists all substitution variables that conform to the input criteria.</td>
</tr>
</tbody>
</table>

### C Main API User Administration Functions

User administration functions create users, assign their passwords, and their access to databases, applications, and calc scripts. Functions are also provided to retrieve information about user capabilities.

<table>
<thead>
<tr>
<th>Function</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>EssListUsers</strong></td>
<td>Lists all users who have access to a particular Essbase Server.</td>
</tr>
<tr>
<td><strong>EssCreateUser</strong></td>
<td>Creates a new user.</td>
</tr>
<tr>
<td><strong>EssDeleteUser</strong></td>
<td>Deletes an existing user.</td>
</tr>
<tr>
<td><strong>EssRenameUser</strong></td>
<td>Renames an existing user.</td>
</tr>
<tr>
<td><strong>EssGetUser</strong></td>
<td>Gets a user information structure, which contains security information for user.</td>
</tr>
<tr>
<td><strong>EssResetUser</strong></td>
<td>Resets the user's security structure to its initial state.</td>
</tr>
<tr>
<td><strong>EssSetPassword</strong></td>
<td>Sets a user's password, erasing the existing password.</td>
</tr>
<tr>
<td><strong>EssGetApplicationAccess</strong></td>
<td>Gets a list of user application access structures, which contain information about user access to applications.</td>
</tr>
<tr>
<td><strong>EssSetApplicationAccess</strong></td>
<td>Sets a list of user application access structures.</td>
</tr>
<tr>
<td><strong>EssGetDatabaseAccess</strong></td>
<td>Gets a list of user database access structures.</td>
</tr>
<tr>
<td><strong>EssSetDatabaseAccess</strong></td>
<td>Sets a list of user database access structures.</td>
</tr>
<tr>
<td><strong>EssGetCalcList</strong></td>
<td>Gets the list of calc script objects accessible to the user.</td>
</tr>
<tr>
<td><strong>EssSetCalcList</strong></td>
<td>Sets the list of calc script objects which are available to a user.</td>
</tr>
<tr>
<td><strong>EssListConnections</strong></td>
<td>Lists all users who are connected to the current application and database.</td>
</tr>
<tr>
<td><strong>EssListLogins</strong></td>
<td>Lists information about currently connected users.</td>
</tr>
<tr>
<td><strong>EssListRequests</strong></td>
<td>Lists information about current Essbase user sessions or requests.</td>
</tr>
<tr>
<td><strong>EssKillRequest</strong></td>
<td>Terminates all or specific Essbase user sessions or requests.</td>
</tr>
<tr>
<td>Function</td>
<td>Description</td>
</tr>
<tr>
<td>-----------------------</td>
<td>-----------------------------------------------------------------------------</td>
</tr>
<tr>
<td>EssListLocks</td>
<td>Lists all users who are connected to a specific application and database.</td>
</tr>
<tr>
<td>EssRemoveLocks</td>
<td>Removes all data block locks held by a user on a database.</td>
</tr>
</tbody>
</table>

## C Main API User and Group Identity Functions

User and group identity functions are enhanced to enable the specification of user directories and unique identity attributes to identify users and groups that are hosted in a directory.

<table>
<thead>
<tr>
<th>Function</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>EssAddToGroupEx</td>
<td>Adds a user to the specified group. Similar to EssAddToGroup, but can accept a user directory specification or unique identity attribute.</td>
</tr>
<tr>
<td>EssCreateExtGroup</td>
<td>Creates a group in the external user directory.</td>
</tr>
<tr>
<td>EssDeleteFromGroupEx</td>
<td>Removes a user from a group. Similar to EssDeleteFromGroup, but can accept a user directory specification or unique identity attribute.</td>
</tr>
<tr>
<td>EssDeleteGroupEx</td>
<td>Deletes an existing group. Similar to EssDeleteGroup, but can accept a user directory specification or unique identity attribute.</td>
</tr>
<tr>
<td>EssDeleteUserEx</td>
<td>Deletes a user. Similar to EssDeleteUser, but can accept a user directory specification or unique identity attribute.</td>
</tr>
<tr>
<td>EssGetApplicationAccessEx</td>
<td>Gets a list of user or group application access structures, which contain information about user or group access to applications. Similar to EssGetApplicationAccess, but can accept a user directory specification or unique identity attribute.</td>
</tr>
<tr>
<td>EssGetDatabaseAccessEx</td>
<td>Gets a list of user database access structures, which contain information about user access to databases. Similar to EssGetDatabaseAccess, but can accept a user directory specification or unique identity attribute.</td>
</tr>
<tr>
<td>EssGetGroupInfoEx</td>
<td>Gets a group information structure, which contains security information for the group. Similar to EssGetGroup, but can accept a user directory specification or unique identity attribute.</td>
</tr>
<tr>
<td>EssGetGroupListEx</td>
<td>Gets the list of users who are members of a group or the list of groups to which the user belongs. Similar to EssGetGroupList, but can accept a user directory specification or unique identity attribute.</td>
</tr>
<tr>
<td>EssGetUserInfoEx</td>
<td>Gets a user information structure, which contains security information for the user. Similar to EssGetUser, but can accept a user directory specification or unique identity attribute.</td>
</tr>
<tr>
<td>EssKillRequestEx</td>
<td>Terminates specific user sessions or requests. Similar to EssKillRequest, but the input structure can include user directories and unique identity attributes.</td>
</tr>
<tr>
<td>EssListConnectionsEx</td>
<td>Lists all users who are connected to the currently logged in server or application. Similar to EssListConnections, but includes users hosted in a user directory.</td>
</tr>
<tr>
<td>EssListGroupsInfoEx</td>
<td>Lists all groups who have access to a particular Essbase Server, application or database. Similar to EssListGroups, but the group list structure can include user directories and unique identity attributes.</td>
</tr>
<tr>
<td>Function</td>
<td>Description</td>
</tr>
<tr>
<td>-------------------------------</td>
<td>---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------</td>
</tr>
<tr>
<td><strong>EssListLocksEx</strong></td>
<td>Lists all users who are connected to a specific application and database, together with a count of data blocks which they currently have locked. Similar to EssListLocks, but includes users hosted in a user directory.</td>
</tr>
<tr>
<td><strong>EssListLoginsEx</strong></td>
<td>Returns the list of log in instances in the current session. Similar to EssListLogins, but includes users hosted in a user directory.</td>
</tr>
<tr>
<td><strong>EssListRequestsEx</strong></td>
<td>Returns information about active sessions and requests. Similar to EssListRequests, but includes users hosted in a user directory.</td>
</tr>
<tr>
<td><strong>EssListUsersInfoEx</strong></td>
<td>Lists all users who have access to a particular Essbase Server, application or database. Similar to EssListUsers, but the user list structure can include user directories and unique identity attributes.</td>
</tr>
<tr>
<td><strong>EssSetApplicationAccessEx</strong></td>
<td>Sets a list of user application access structures, which contain information about user access to applications. Similar to EssSetApplicationAccess, but the input structure can include user directories and unique identity attributes.</td>
</tr>
<tr>
<td><strong>EssSetCalcListEx</strong></td>
<td>Sets the calculation list accessible to the specified user or group. Similar to EssSetCalcList, but includes users and groups hosted in a user directory.</td>
</tr>
<tr>
<td><strong>EssSetDatabaseAccessEx</strong></td>
<td>Sets a list of user database access structures, which contain information about user access to databases. Similar to EssSetDatabaseAccess, but the input structure can include user directories and unique identity attributes.</td>
</tr>
<tr>
<td><strong>EssSetFilterListEx</strong></td>
<td>Sets the list of groups or users that are assigned to a filter. The count parameter controls the number of groups or users assigned to the filter. A count of zero removes all the groups or users from the list.</td>
</tr>
<tr>
<td><strong>EssSetGroupListEx</strong></td>
<td>Sets the list of users who are members of a group. Similar to EssSetGroupList, but can accept a user directory specification or unique identity attribute.</td>
</tr>
</tbody>
</table>

**C Main API Shared Services Functions**

Shared Services User Management enables centralized management of user access rights and accessibility to applications created under various projects of different products.

The following functions help you migrate Essbase to Shared Services mode. After migration, you can manage users, groups, and applications in Shared Services mode instead of in Essbase native mode.

<table>
<thead>
<tr>
<th>Function</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>EssSetSSSecurityMode</strong></td>
<td>Migrates Essbase Server and any existing users and groups to Oracle Enterprise Performance Management System security mode.</td>
</tr>
<tr>
<td><strong>EssSetUserToSS</strong></td>
<td>Migrates a user to EPM System security mode.</td>
</tr>
<tr>
<td><strong>EssSetGroupToSS</strong></td>
<td>Migrates a group to EPM System security mode.</td>
</tr>
<tr>
<td><strong>EssSetUsersToSS</strong></td>
<td>Migrates all users to EPM System security mode.</td>
</tr>
<tr>
<td><strong>EssSetGroupToSS</strong></td>
<td>Migrates all groups to EPM System security mode.</td>
</tr>
</tbody>
</table>
### C Main API Unicode Mode Functions

Essbase Server allows the creation of Unicode mode applications, or migration of non-Unicode mode applications to Unicode mode, only when it is in Unicode mode.

The following functions help you work with the Essbase Server and applications in Unicode mode.

<table>
<thead>
<tr>
<th>Function</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>EssSetServerMode</strong></td>
<td>Sets the mode of Essbase Server to be Unicode or non-Unicode.</td>
</tr>
<tr>
<td><strong>EssGetServerMode</strong></td>
<td>Indicates whether the Essbase Server is in Unicode mode or non-Unicode mode.</td>
</tr>
<tr>
<td><strong>EssCreateApplicationEx</strong></td>
<td>Creates a Unicode mode application.</td>
</tr>
<tr>
<td><strong>EssConvertApplicationtoUnicode</strong></td>
<td>Converts a non Unicode mode application to a Unicode mode application.</td>
</tr>
<tr>
<td><strong>EssGetApplicationInfo</strong> and <strong>EssGetApplicationInfoEx</strong></td>
<td>Returns application information, including locale information.</td>
</tr>
<tr>
<td><strong>EssUpdateFileUTF8ASO</strong></td>
<td>Sends an update specification to the active aggregate storage database from a UTF-8-encoded file.</td>
</tr>
<tr>
<td><strong>EssUpdateFileUTF8ASOEx</strong></td>
<td>Sends an update specification to the active aggregate storage database from a UTF-8-encoded file, capturing any data load errors.</td>
</tr>
<tr>
<td><strong>EssUpdateFileUtf8Ex</strong></td>
<td>Sends an update specification to the active database from a UTF-8-encoded file, capturing any data load errors.</td>
</tr>
</tbody>
</table>

### C Main API Function Reference

Consult the Contents pane for the alphabetical list of C Main API functions.
**EssAddToGroup**

Adds a user to the list of group members.

**Syntax**

```c
ESS_FUNC_M EssAddToGroup (hCtx, GroupName, UserName);
```

**Parameter** | **Data Type** | **Description**
---|---|---
hCtx | ESS_HCTX_T | API context handle.
GroupName | ESS_STR_T | Group name.
UserName | ESS_STR_T | Name of user to add to group list.

**Notes**

This function also adds the user to the list of group members and the group to the user's own list of groups.

**Return Value**

None.

**Access**

This function requires the caller to have Create/Delete User privilege (ESS_PRIV_USERCREATE) for the logged in server.

**Example**

```c
ESS_FUNC_M
ESS_AddUser (ESS_HCTX_T hCtx)
{
    ESS_FUNC_M st = ESS_STS_NOERR;
    ESS_STR_T GroupName;
    ESS_STR_T UserName;
    GroupName = "PowerUsers";
    UserName = "Jim Smith";

    st = EssAddToGroup (hCtx, GroupName, UserName);

    return (st);
}
```

**See Also**

- EssAddToGroupEx
- EssDeleteFromGroup
- EssGetGroupList
- EssListGroups
- EssSetGroupList
**EssAddToGroupEx**

Adds a user to the specified group. Similar to EssAddToGroup, but can accept a user directory specification or unique identity attribute for GroupId or UserId.

**Syntax**

```c
ESS_FUNC_M EssAddToGroupEx (hCtx, GroupId, UserId, bUsingIdentity);
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hCtx</td>
<td>ESS_HCTX_T</td>
<td>API context handle (input).</td>
</tr>
<tr>
<td>GroupId</td>
<td>ESS_STR_T</td>
<td>Group name or identity (input). Can be specified as groupname@provider or as</td>
</tr>
<tr>
<td></td>
<td></td>
<td>a unique identity attribute.</td>
</tr>
<tr>
<td>bIsGroupId</td>
<td>ESS_BOOL_T</td>
<td>Input. Indicates if GroupId is a name or an identity. If TRUE, GroupId is an identity.</td>
</tr>
<tr>
<td>UserId</td>
<td>ESS_STR_T</td>
<td>Name of user to add to group (input). Can be specified as username@provider or as a unique identity attribute.</td>
</tr>
<tr>
<td>bUsingIdentity</td>
<td>ESS_BOOL_T</td>
<td>Input. Indicates if UserID is a name or an identity. If TRUE, UserID is an identity.</td>
</tr>
</tbody>
</table>

**Notes**

The API can accept an identity or a group name. The group name can be specified as groupname@provider.

**Return Value**

None.

**Access**

This function requires the caller to have Create/Delete User privilege (ESS_PRIV_USERCREATE) for the logged in server.

**Example**

```c
void DisplayUserList(ESS_USHORT_T count, ESS_PSTR_T UserList)
{
    ESS_USHORT_T i;

    for (i = 0; i < count; i++)
    {
        if (UserList[i])
            printf ("%s\n", UserList[i]);
    }
}

ESS_FUNC_M ESS_AddUser (ESS_HCTX_T hCtx)
{
    ESS_STS_T sts  = ESS_STS_NOERR;
    ESS_STR_T groupId, userId;
    ESS_BOOL_T bGroupId, bUserId;
    ESS_BOOL_T bisIdentity;
```
ESS_USHORT_T type;
ESS_USHORT_T count;
ESS_BOOL_T bUsingIdentity;
ESS_PSTR_T pUserList;

groupId = "IDRegularGroup@ldap";
bGroupId = ESS_FALSE;
userId = "IDUser6";
bUserId = ESS_FALSE;
sts = EssAddToGroupEx(hCtx, groupId, bGroupId, userId, bUserId);
printf("EssAddToGroupEx sts: %ld\n", sts);
if(!sts)
{
    sts = EssGetGroupListEx(hCtx, groupId, bisIdentity, type, &count, &bUsingIdentity, &pUserList);
    printf("EssGetGroupListEx sts: %ld\n", sts);
    if(!sts)
    {
        if(pUserList)
        {
            printf ("\n---User/Group list for %s:\n", groupId);
            DisplayUserList(count, pUserList);
        }
        else
            printf ("\tUser list is empty\n");
    }
}

return (sts);

See Also
- EssDeleteFromGroupEx
- EssGetGroupListEx
- EssListGroupsInfoEx

**EssAlloc**

Allocates a block of memory, using the defined memory allocation scheme.

**Syntax**

```c
ESS_FUNC_M EssAlloc (hInstance, Size, ppBlock);
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hInstance</td>
<td>ESS_HINST_T</td>
<td>API instance handle.</td>
</tr>
<tr>
<td>Size</td>
<td>ESS_SIZE_T</td>
<td>Size of memory block to allocate.</td>
</tr>
<tr>
<td>ppBlock</td>
<td>ESS_PPVOID_T</td>
<td>Address of pointer to receive allocated memory block.</td>
</tr>
</tbody>
</table>
Notes

- This function allocates memory using the user-supplied memory management function passed to the **EssInit** function. If no such functions are supplied, the default memory allocation function (dependent on the platform) will be used.
- Memory allocated using this function should always be reallocated or freed by using the **EssRealloc** and **EssFree** functions respectively.
- It is generally not advisable to allocate a block of zero size, as the effects of such an allocation are platform- and compiler-dependent.

Return Value

Returns a pointer to the allocated memory block in *ppBlock*.

Access

This function requires no special privileges.

Example

```c
ESS_FUNC_M ESS_GetAppActive (ESS_HCTX_T hCtx,
     ESS_HINST_T hInst)
{
    ESS_FUNC_M     sts = ESS_STS_NOERR;
    ESS_STR_T     pDbName;
    ESS_STR_T     pAppName;
    ESS_ACCESS_T  Access;

    if ((sts = EssAlloc (hInst, 80, (ESS_PPVOID_T)&pAppName)) == 0)
    {
        if ((sts = EssAlloc (hInst, 80, (ESS_PPVOID_T)&pDbName)) == 0)
        {
            if ((sts = EssGetActive (hCtx, &pAppName, &pDbName, &Access)) == 0)
            {
                if (pAppName)
                {
                    if (*pAppName)
                    {
                        printf ("Current active application is [%s]\r\n",pAppName);
                    }
                    else
                    {
                        printf ("No active Application is set\r\n");
                        printf ("\r\n");
                    }
                }
                EssFree (hInst, pDbName);
            }
            EssFree (hInst, pAppName);
        }
        return (sts);
    }
```

See Also

- **EssFree**
- **EssInit**
- **EssRealloc**
**EssArchive**

No longer in use.

This function is retained for compatibility with earlier versions of Essbase only. For current Essbase archiving, see **EssArchiveBegin** and **EssArchiveEnd**. This function now returns the error message ESS_STS_OBSOLETE.

**See Also**

- **EssRestore**
- **EssArchiveBegin**
- **EssArchiveEnd**

**EssArchiveBegin**

 Prepares the server for archiving by changing server mode to Read-Only.

**Syntax**

ESS_FUNC_M EssArchiveBegin (hCtx, AppName, DbName, FileName);

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hCtx</td>
<td>ESS_HCTX_T</td>
<td>API context handle</td>
</tr>
<tr>
<td>AppName</td>
<td>ESS_STR_T</td>
<td>Name of application to archive</td>
</tr>
<tr>
<td>DbName</td>
<td>ESS_STR_T</td>
<td>Name of database to archive</td>
</tr>
<tr>
<td>FileName</td>
<td>ESS_STR_T</td>
<td>Name of file to contain archive information</td>
</tr>
</tbody>
</table>

**Notes**

- This function changes server mode to Read-Only. This mode allows the database administrator to back up all the files on the server and prevents writing to the files during the backup. The database files to back up are listed in the app\db directory specified by the FileName parameter.
- Any existing information in the specified file is overwritten by the archived data.

**Return Value**

None.

**Access**

The caller must have at least read access (ESS_PRIV_READ) to the database, and must select it as the active database using **EssSetActive**.

**Example**

```c
ESS_FUNC_M
EssArchiveBegin(ESS_HCTX_T hCtx)
{
    ESS FUNC_M       sts = ESS_STS_NOERR;
```
**EssArchiveDatabase**

Creates an archive of a database in a specified backup file.

**Syntax**

```c
ESS_FUNC_M EssArchiveDatabase (hCtx,AppName,DbName,BackupFileName,OptionsFileName,bOverWrite);
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hCtx</td>
<td>ESS_HCTX_T</td>
<td>Login context</td>
</tr>
<tr>
<td>AppName</td>
<td>ESS_STR_T</td>
<td>Application Name</td>
</tr>
<tr>
<td>DbName</td>
<td>ESS_STR_T</td>
<td>Database Name</td>
</tr>
</tbody>
</table>
|BackupFileName      | ESS_STR_T           | Full path to the backup file in which to archive data. Specify the full path; for example:  
|                    | c:\hyperion\Test.arc |
|OptionsFileName     | ESS_FILENAME_T      | Reserved for the future.             |
|bOverWrite          | ESS_BOOL_T          | Boolean. Values:
|                    |                     | • ESS_TRUE—Overwrite existing back up file.
|                    |                     | • ESS_FALSE—Do not overwrite. Append to existing back up file. |

**Note:** Works only at the database level. The `AppName` parameter specifies an Application in order to access the database residing within.

**Note:** For this release, use an empty string.

**Return Value**

Returns:
- 0—if successful
- Error number—if unsuccessful

**Access**

The caller must have Essbase Administrator access to the database.

**Example**

```c
void RestoreDB()
{
    ESS_FUNC_M        sts = ESS_STS_NOERR;
    ESS_STR_T           AppName = "Backup";
    ESS_STR_T           DbName = "Basic";
    ESS_STR_T           BackupFileName =
                           "F:\testArea\ArchiveAndRestore\TempBackup.arc";
    ESS_STR_T           optionsFileName = "";
    ESS_BOOL_T        bOverWrite;
    ESS_BOOL_T        bForceDiffName;
    ESS_USHORT_T        count;
    ESS_PDISKVOLUME_REPLACE_T    replaceVol;

    printf("\nArchive DB:\n");
    bOverWrite = ESS_TRUE;
    sts = EssArchiveDatabase(hCtx, AppName, DbName,
                            BackupFileName, optionsFileName,
                            bOverWrite);

    printf("EssArchiveDatabase sts: %ld\n",sts);
    sts = EssUnloadApplication(hCtx, AppName);
    printf("\nEssUnloadApplication sts: %ld\n",sts);

    printf("\nCase with no volume replacement:\n");
    bForceDiffName = ESS_FALSE;
    count = 0;
    replaceVol = ESS_NULL;
    sts = EssRestoreDatabase (hCtx, AppName, DbName,
                           BackupFileName, bForceDiffName,
                           count, replaceVol);

    printf("EssRestoreDatabase sts: %ld\n",sts);

    printf("\nCase with a replacement volume (index and page files to a different
volume):\n");
    bForceDiffName = ESS_FALSE;
    count = 1;
    if (count)
    {
        sts = EssAlloc(hInst, count * sizeof(ESS_PDISKVOLUME_REPLACE_T),
            (ESS_PPVOID_T)&replaceVol);
        memset(replaceVol, 0, count * sizeof(ESS_PDISKVOLUME_REPLACE_T));
    }
    strcpy(replaceVol->szPartition_Src, "C");
    strcpy(replaceVol->szPartition_Dest, "F");

    sts = EssUnloadApplication(hCtx, AppName);
    printf("\nEssUnloadApplication sts: %ld\n",sts);
}
```

217
sts = EssRestoreDatabase (hCtx, AppName, DbName,
BackupFileName, bForceDiffName,
count, replaceVol);
printf("EssRestoreDatabase sts: %ld\r\n",sts);

if (replaceVol)
  EssFree(hInst, replaceVol);
}

See Also

● EssRestoreDatabase

**EssArchiveEnd**

Restores the server to "read-write" mode after archiving is complete.

**Syntax**

ESS_FUNC_M EssArchiveEnd (hCtx, AppName, DbName);

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hCtx</td>
<td>ESS_HCTX_T</td>
<td>API context handle.</td>
</tr>
<tr>
<td>AppName</td>
<td>ESS_STR_T</td>
<td>Name of archived application.</td>
</tr>
<tr>
<td>DbName</td>
<td>ESS_STR_T</td>
<td>Name of archived database.</td>
</tr>
</tbody>
</table>

**Notes**

After calling **EssArchiveBegin**, a call to EssArchiveEnd is required to restore Read-Write mode.

**Return Value**

None.

**Access**

The caller must have at least read access (ESS_PRIV_READ) to the database, and must select it as the active database using **EssSetActive**.

**Example**

ESS_FUNC_M
ESS_ArchiveEnd(ESS_HCTX_T hCtx)
{
    ESS_FUNC_M      sts = ESS_STS_NOERR;
    ESS_STR_T    AppName;
    ESS_STR_T    DbName;
    AppName  = "Sample";
    DbName   = "Basic";

    /* End Archive */
    sts = EssArchiveEnd(hCtx, AppName, DbName);
See Also

- EssArchiveBegin
- EssRestore

**EssAsyncBuildDim**

Issues an asynchronous dimension build request.

If you use asynchronous data loads and dimension builds, you can query for the following information during the process:

- The state of dimension build/data load process: whether it is in progress, in the final stages, or completed
- The stage of the dimension build/data load process: whether opening the data source, reading the outline, building dimensions, verifying an outline, or writing an outline
- The number of data records processed and rejected so far
- The name and location of the error file
- The data records processed and rejected so far

**Syntax**

```c
ESS_FUNC_M EssAsyncBuildDim(hCtx, RulesObj, DataObj, MbrUser, bOverwrite, usBuildOption, szTmpOtlFile)
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hCtx</td>
<td>ESS_HCTX_T</td>
<td>API context handle.</td>
</tr>
<tr>
<td>RulesObj</td>
<td>ESS_POBJDEF_T</td>
<td>Pointer to rules file object definition structure.</td>
</tr>
<tr>
<td>DataObj</td>
<td>ESS_POBJDEF_T</td>
<td>Pointer to data file object definition structure.</td>
</tr>
<tr>
<td>MbrUser</td>
<td>ESS_PMBRUSER_T</td>
<td>SQL user structure (if data source is SQL database).</td>
</tr>
<tr>
<td></td>
<td></td>
<td>A NULL SQL user structure indicates a non SQL data source.</td>
</tr>
<tr>
<td>bOverwrite</td>
<td>ESS_BOOL_T</td>
<td>Boolean. Values:</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- ESS_TRUE—Overwrite existing error file.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- ESS_FALSE—Do not overwrite. Append to existing error file.</td>
</tr>
<tr>
<td>Parameter</td>
<td>Data Type</td>
<td>Description</td>
</tr>
<tr>
<td>------------</td>
<td>-----------------</td>
<td>---------------------------------------------------------------------------------------------</td>
</tr>
<tr>
<td>usBuildOption</td>
<td>ESS_USHORT_T</td>
<td>Valid values:</td>
</tr>
<tr>
<td></td>
<td></td>
<td>• ESS_INCDIMBUILD_BUILD</td>
</tr>
<tr>
<td></td>
<td></td>
<td>• ESS_INCDIMBUILD_VERIFY</td>
</tr>
<tr>
<td></td>
<td></td>
<td>• ESS_INCDIMBUILD_SAVEOTL</td>
</tr>
<tr>
<td></td>
<td></td>
<td>• ESS_INCDIMBUILD_ALL</td>
</tr>
<tr>
<td></td>
<td></td>
<td>• ESS_INCDIMBUILD_ABORT</td>
</tr>
<tr>
<td>szTmpOtlFile</td>
<td>ESS_STR_T</td>
<td>The temporary outline file name. No extension or path is needed. Essbase creates a temporary outline file in the <code>app/db</code> directory, with an extension of <code>.otb</code>, if the resulting outline in this round of dimension build has outline verification errors.</td>
</tr>
</tbody>
</table>

**Notes**

This function returns an error if the data object is located on the client. The network connection between client and server remains active even if an error is returned.

You must call `EssCloseAsyncProc` to close the connection; otherwise, the server request handler blocks further requests from the same login session.

**Return Value**

Returns zero if successful; error code if unsuccessful.

**Example**

```c
void ESS.AsyncBuildDim() {
    ESS_STS_T sts = 0;
    ESS_OBJDEF_T Rules;
    ESS_OBJDEF_T Data;
    ESS_PMBRUSER_T pMbrUser;
    ESS_BOOL_T bOverwrite;
    ESS_USHORT_T usBuildOption;
    ESS_STR_T szTmpOtlFile;
    ESS_STR_T bldDimErrFile;
    ESS_STR_T asyncProcErrLog;
    ESS_BLDDL_STATE_T procState;
    ESS_BOOL_T errFileOverWrite;

    szAppName = "Sample";
    szDbName = "Basic";
    ESSSetActive();

    AddMember("800");
}```
sts = EssBeginIncrementalBuildDim(hCtx);
printf("EssBeginIncrementalBuildDim sts: %ld\n", st);

memset(&Rules, 0, sizeof(ESS_OBJDEF_T));
memset(&Data, 0, sizeof(ESS_OBJDEF_T));
Rules.hCtx = hCtx;
Rules.FileName = "apgeibl";
Rules.AppName = szAppName;
Rules.DbName = szDbName;
Rules.ObjType = ESS_OBJTYPE_RULES;
Data.hCtx = hCtx;
Data.AppName = szAppName;
Data.DbName = szDbName;
Data.ObjType = ESS_OBJTYPE_TEXT;
Data.FileName = "apgeibl1";

pMbrUser = ESS_NULL;
bOverwrite = ESS_TRUE;
usBuildOption = ESS_INCDIMBUILD_BUILD;
szTmpOtlFile = "asyncBldTmp";
st = EssAsyncBuildDim(hCtx, &Rules, &Data, pMbrUser, bOverwrite, usBuildOption, szTmpOtlFile);
printf("EssAsyncBuildDim sts: %ld\n", st);

sts = EssGetAsyncProcLog (hCtx, ".\AsyncProc.log", ESS_TRUE);
printf("EssGetAsyncProcLog sts: %ld\n", st);

sts = EssGetAsyncProcState(hCtx, &procState);
printf("EssGetAsyncProcState sts: %ld\n", st);
if(!st)
{
    do
    {
        DisplyProceeStateInfo(procState);
        if(procState.ilProcessStatus)
        {
            st = EssCancelAsyncProc(hCtx, asyncProcErrLog, errFileOverWrite);
            printf("EssCancelAsyncProc sts: %ld\n", st);
        }
        else
        {
            st = EssGetAsyncProcState(hCtx, &procState);
            printf("EssGetAsyncProcState sts: %ld\n", st);
        }
    }while(procState.usProcessState != ESS_BLDL_STATE_DONE);

    if(!procState.ilProcessStatus)
    {
        st = EssCloseAsyncProc(hCtx, &procState);
        printf("EssCloseAsyncProc sts: %ld\n", st);
    }
}

bldDimErrFile = "F:\testArea\mainapi\BldDim.err";
st = EssEndIncrementalBuildDim(hCtx, ESS_DOR_ALLDATA, szTmpOtlFile, bldDimErrFile,
ESS_FALSE);
    printf("EssEndIncrementalBuildDim sts: %ld\n",sts);
}

See Also
- EssAsyncImport
- EssGetAsyncProcLog
- EssGetAsyncProcState
- EssCancelAsyncProc
- EssCloseAsyncProc

EssAsyncImport

Issues an asynchronous data load request.

If you use asynchronous data loads and dimension builds, you can query for the following information during the process:

- The state of dimension build/data load process: whether it is in progress, in the final stages, or completed
- The stage of the dimension build/data load process: whether opening the data source, reading the outline, building dimensions, verifying an outline, or writing an outline
- The number of data records processed and rejected so far
- The name and location of the error file
- The data records processed and rejected so far

Syntax

```
ESS_FUNC_M EssAsyncImport (hCtx, pRules, pData, pMbrUser, abortOnError);
```

### Parameter	Data Type	Description

| hCtx	| ESS_HCTX_T	| API context handle. |
| pRules	| ESS_POBJDEF_T	| Pointer to the rules file object definition structure. |
| pData	| ESS_POBJDEF_T	| Pointer to the data file object definition structure. |
| pMbrUser	| ESS_PMBRUSER_T	| Pointer to the SQL user structure (if data source is a SQL database). A NULL SQL user structure indicates a non SQL data source. |
| abortOnError	| ESS_USHORT_T	| If TRUE, import stops on the first error. Otherwise, it continues. |

Notes

This function returns an error if the data object is located on the client. The network connection between client and server remains active even if an error is returned.

You must call `EssCloseAsyncProc` to close the connection; otherwise, the server request handler blocks further requests from the same login session.
Return Value

Returns zero if successful. Otherwise, returns an error code.

Access

This function requires the caller to have database designer privilege for the specified database (ESS_PRIV_DBDESIGN).

Example

```c
ESS_AsyncImport()
{
    ESS_STS_T sts = ESS_STS_NOERR;
    ESS_SHORT_T isAbortOnError;
    ESS_OBJDEF_T Rules;
    ESS_OBJDEF_T Data;
    ESS_PMBRUSER_T pUser;
    ESS_STR_T errorName;
    ESS_BLDDL_STATE_T procState;
    ESS_BOOL_T errFileOverWrite;

    szAppName = "Sample";
    szDbName = "Basic";
    ESS_SetActive();

    memset(&Rules,0,sizeof(ESS_OBJDEF_T));
    memset(&Data,0,sizeof(ESS_OBJDEF_T));
    Rules.hCtx     = hCtx;
    Rules.FileName = "Act1";
    Rules.AppName  = szAppName;
    Rules.DbName   = szDbName;
    Rules.ObjType  = ESS_OBJTYPE_RULES;
    Data.hCtx      = hCtx;
    Data.FileName  = "Act1";
    Data.AppName   = szAppName;
    Data.DbName    = szDbName;
    Data.ObjType   = ESS_OBJTYPE_TEXT;

    errorName = ".\asyncProcess.err";
    errFileOverWrite = ESS_TRUE;
    isAbortOnError = ESS_TRUE;
    pUser = ESS_NULL;  /* NULL equals a non-SQL data source */
    sts = EssAsyncImport (hCtx, &Rules, &Data, pUser, isAbortOnError);
    printf("EssAsyncImport sts: %ld\n",sts);

    sts = EssGetAsyncProcState(hCtx, &procState);
    printf("EssGetAsyncProcState sts: %ld\n",sts);
    if(!sts)
    {
        do
        {
            DisplayProcesStateInfo(procState);
            if(procState.ilProcessStatus)
            {
                sts = EssCancelAsyncProc(hCtx, errorName, errFileOverWrite);
                printf("EssCancelAsyncProc sts: %ld\n",sts);
            }
        }
    }
```

} else {
    sts = EssGetAsyncProcState(hCtx, &procState);
    printf("EssGetAsyncProcState sts: %ld\n",sts);
}
}

while(procState.usProcessState != ESS_BLDDL_STATE_DONE);

if(!procState.ilProcessStatus)
{
    sts = EssCloseAsyncProc(hCtx, &procState);
    printf("EssCloseAsyncProc sts: %ld\n",sts);
}
}

See Also

- EssAsyncBuildDim
- EssGetAsyncProcLog
- EssGetAsyncProcState
- EssCancelAsyncProc
- EssCloseAsyncProc

EssAsyncImportASO

Issues an asynchronous data load request on an aggregate storage database.

If you use asynchronous data loads and dimension builds, you can query for the following information during the process:

- The state of dimension build/data load process: whether it is in progress, in the final stages, or completed
- The stage of the dimension build/data load process: whether opening the data source, reading the outline, building dimensions, verifying an outline, or writing an outline
- The number of data records processed and rejected so far
- The name and location of the error file
- The data records processed and rejected so far

Syntax

```c
ESS_FUNC_M EssAsyncImportASO (hCtx, pRules, pData, pUser, usAbortOnError, ulBufferId);
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hCtx</td>
<td>ESS_HCTX_T</td>
<td>API context handle.</td>
</tr>
<tr>
<td>pRules</td>
<td>ESS_POBJDEF_T</td>
<td>Pointer to the rules file object definition structure.</td>
</tr>
<tr>
<td>pData</td>
<td>ESS_POBJDEF_T</td>
<td>Pointer to the data file object definition structure.</td>
</tr>
</tbody>
</table>
### Parameters

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>pUser</td>
<td>ESS_PMBRUSER_T</td>
<td>Pointer to the SQL user structure (if data source is a SQL database). A NULL SQL user structure indicates a non SQL data source.</td>
</tr>
<tr>
<td>usAbortOnError</td>
<td>ESS_USHORT_T</td>
<td>If TRUE, import stops on the first error. Otherwise, it continues.</td>
</tr>
<tr>
<td>ulBufferID</td>
<td>ESS_ULONG_T</td>
<td>ID of a data load buffer (a number between 1 and 999,999). To destroy a buffer before a data load is complete, you must use the same ulBufferId number that was used to initialize the buffer.</td>
</tr>
</tbody>
</table>

### Notes

This function returns an error if the data object is located on the client. The network connection between client and server remains active even if an error is returned.

You must call `EssCloseAsyncProc` to close the connection; otherwise, the server request handler blocks further requests from the same login session.

### Return Value

Returns zero if successful. Otherwise, returns an error code.

### Access

This function requires the caller to have database designer privilege for the specified database (ESS_PRIV_DBDESIGN).

### Example

```c
void ESS_AsyncImportASO()
{
    ESS_STS_T sts = ESS_STS_NOERR;
    ESS_SHORT_T isAbortOnError;
    ESS_OBJDEF_T Rules;
    ESS_OBJDEF_T Data;
    ESS_PMBRERR_T pMbrErr = NULL;
    ESS_PMBRUSER_T pMbrUser = NULL;
    ESS_ULONG_T ulBufferId;
    ESS_ULONG_T ulDuplicateAggregationMethod;
    ESS_ULONG_T ulOptionsFlags;
    ESS_ULONG_T ulSize;
    ESS_ULONG_T ulBufferCnt;
    ESS_ULONG_T ulCommitType ;
    ESS_ULONG_T ulActionType;
    ESS_ULONG_T ulOptions;
    ESS_ULONG_T ulBufferIdAry[1];
    ESS_STR_T errorName;
    ESS_BLDDL_STATE_T procState;
    ESS_BOOL_T errFileOverWrite;

    szAppName = "ASOSamp";
    szDbName = "Sample";
    ESS_SetActive();

    errorName = ".\asyncProcess.err";
    errFileOverWrite = ESS_TRUE;
}```
ulDuplicateAggregationMethod = ESS_ASO_DATA_LOAD_BUFFER_DUPLICATES_ADD;
ulOptionsFlags = ESS_ASO_DATA_LOAD_BUFFER_IGNORE_MISSING_VALUES;
ulSize = 1;
ulBufferId = 100;
sts = EssLoadBufferInit(hCtx, szAppName, szDbName, ulBufferId,
ulDuplicateAggregationMethod,
ulOptionsFlags, ulSize);
printf("EssLoadBufferInit sts: %ld\n", sts);
if(!sts)
{
    /* Server object */
    Rules.hCtx = hCtx;
    Rules.AppName = szAppName;
    Rules.DbName = szDbName;
    Rules.ObjType = ESS_OBJTYPE_RULES;
    Rules.FileName = "Dataload";
    Data.hCtx = hCtx;
    Data.AppName = szAppName;
    Data.DbName = szDbName;
    Data.ObjType = ESS_OBJTYPE_TEXT;
    Data.FileName = "Dataload";

    isAbortOnError = ESS_TRUE;
    sts = EssAsyncImportASO (hCtx, &Rules, &Data, pMbrUser, isAbortOnError,
    ulBufferId);
    printf("EssAsyncImportASO sts: %ld\n",sts);
    if(!sts)
    {
        sts = EssGetAsyncProcState(hCtx, &procState);
        printf("EssGetAsyncProcState sts: %ld\n",sts);
        if(!sts)
        {
            do
            {
                DisplayProcessStateInfo(procState);
                if(procState.ilProcessStatus)
                {
                    sts = EssCancelAsyncProc(hCtx, errorName, errFileOverWrite);
                    printf("EssCancelAsyncProc sts: %ld\n",sts);
                }
                else
                {
                    sts = EssGetAsyncProcState(hCtx, &procState);
                    printf("EssGetAsyncProcState sts: %ld\n",sts);
                }
            }while(procState.usProcessState != ESS_BLDDL_STATE_DONE);

            sts = EssCloseAsyncProc(hCtx, &procState);
            printf("EssCloseAsyncProc sts: %ld\n",sts);

            ulBufferCnt = 1;
            ulBufferIdAry[0] = ulBufferId;
            ulCommitType = ESS_ASO_DATA_LOAD_BUFFER_STORE_DATA;
            ulActionType = ESS_ASO_DATA_LOAD_BUFFER_COMMIT;
            printf("\nIncrement to main slice: \n");
            ulOptions = ESS_ASO_DATA_LOAD_INCR_TO_MAIN_SLICE;
        }
    }
}
sts = EssLoadBufferTerm(hCtx, szAppName, szDbName, ulBufferCnt, ulBufferIdAry, ulCommitType, ulActionType, ulOptions);
printf("EssLoadBufferTerm sts: %ld\n", sts);
}
}
}
}

See Also

- EssAsyncBuildDim
- EssAsyncImport
- EssGetAsyncProcLog
- EssGetAsyncProcState
- EssCancelAsyncProc
- EssCloseAsyncProc

**EssAutoLogin**

Displays a dialog box that allows the user to log in to an Essbase Server, and optionally select an active application and database.

**Syntax**

```c
ESS_FUNC_M EssAutoLogin (hInstance, Server, UserName, Password, AppName, DbName, Options, pAccess, phCtx);
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hInstance</td>
<td>ESS_HINST_T</td>
<td>API instance handle</td>
</tr>
<tr>
<td>Server</td>
<td>ESS_SVRNAME_T</td>
<td>Network server name string</td>
</tr>
<tr>
<td></td>
<td></td>
<td>The server name can be expressed as a URL representing the APS servlet</td>
</tr>
<tr>
<td></td>
<td></td>
<td>endpoint with the Essbase failover cluster name; for example:</td>
</tr>
<tr>
<td></td>
<td></td>
<td><a href="http://myhost:13080/aps/Essbase?clustername=Essbase-Cluster1">http://myhost:13080/aps/Essbase?clustername=Essbase-Cluster1</a></td>
</tr>
<tr>
<td></td>
<td></td>
<td>For secure mode (SSL), the URL syntax is</td>
</tr>
<tr>
<td></td>
<td></td>
<td>http[s]://host:port/aps/Essbase?ClusterName=logicalName&amp;SecureMODE=yesOrno</td>
</tr>
<tr>
<td></td>
<td></td>
<td>For example,</td>
</tr>
<tr>
<td>UserName</td>
<td>ESS_USERNAME_T</td>
<td>User name string</td>
</tr>
<tr>
<td>Password</td>
<td>ESS_PASSWORD_T</td>
<td>Password string</td>
</tr>
<tr>
<td>AppName</td>
<td>ESS_APPNAME_T</td>
<td>Application name</td>
</tr>
<tr>
<td>DbName</td>
<td>ESS_DBNAME_T</td>
<td>Database name</td>
</tr>
<tr>
<td>Parameter</td>
<td>Data Type</td>
<td>Description</td>
</tr>
<tr>
<td>-----------</td>
<td>--------------</td>
<td>-------------</td>
</tr>
<tr>
<td>Options</td>
<td>ESS_Ushort_T</td>
<td>Options flag. Values:</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- AUTO_NODIALOG—Attempts to log the user in without displaying the dialog, using the default settings (from the above arguments).</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- AUTO_NOSELECT—Allows the user to log in without selecting an application and database (lower part of the dialog is not displayed).</td>
</tr>
<tr>
<td></td>
<td></td>
<td>You can use both AUTO_NODIALOG andAUTO_NOSELECT with an OR operator (</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- AUTO_NODIALOG</td>
</tr>
<tr>
<td>pAccess</td>
<td>ESS_PACCESS_T</td>
<td>Address of variable to receive database access level.</td>
</tr>
<tr>
<td>phCtx</td>
<td>ESS_PHCTX_T</td>
<td>Address of variable to receive Essbase context handle. Set to ESS_INVALID_HCTX unless you are reusing an existing (valid) context handle to log in again.</td>
</tr>
</tbody>
</table>

**Notes**

- The dialog box is automatically managed by the function, and provides features in the login dialog to change the user password, display the database note message, etc., and so provides a standardized and powerful login screen for all applications using the API.
- Use this function instead of the `EssLogin` function if you are programming in a Windows environment.
- The function should be called after executing a successful call to `EssInit`, and prior to making any other API calls which require a context handle argument.
- This function is supported only in Windows environments. It is not supported in UNIX environments.
- The string arguments `Server`, `UserName`, `Password`, `AppName` or `DbName` may optionally be NULL. If any of them are not NULL, the buffers they point to are updated when the function returns the actual values selected by the user from the dialog box. If any of the passed in arguments point to valid strings, they will be used as the default displayed values in the dialog. The buffers for these arguments must be large enough to contain any possible return value, not just the values passed in.
- If the login is successful, the server and user names are automatically stored (in the file `ESSBASE.INI`) and are used as the defaults the next time this function is called (unless those arguments are specified in subsequent calls). The names of all servers which have been successfully connected to are also stored and displayed.
- The auto login dialog box is a child window of the current active window (the window that has the focus). Therefore avoid destroying the active window or changing focus while the auto login dialog is displayed.
- This function returns a value of ESS_STS_CANCEL if the user presses the Cancel button or the Esc key in the dialog box.
In Windows environments, if the end user clicks the Help button, the Essbase System Login help topic is opened. You can redirect the Help button to point to a different help file by specifying a different help file name in the ESS_INIT_T structure.

Return Value
If successful, returns an Essbase context handle in phCtx, which can be passed as an argument in subsequent calls to other API functions. Also returns the user’s access level to the selected application and database (if selected) in pAccess.

Access
Before calling this function, you must first initialize the API and obtain a valid instance handle by calling the EssInit function.

See Also
- EssInit
- EssListDatabases
- EssLogin
- EssLogout
- EssSetActive

EssBeginCalc
Starts sending a calc script and optionally executes it against the active database.

Syntax
ESS_FUNC_M EssBeginCalc (hCtx, Calculate);

Parameter | Data Type | Description
--- | --- | ---
hCtx | ESS_HCTX_T | API context handle.
Calculate | ESS_BOOL_T | Controls calculation of the calc script. If TRUE, the calc script is executed.

Notes
- This call must be followed by successive calls to EssSendString to send the calc script, and finally by a call to EssEndCalc.
- The calc script must be less than 64 KB long in total.
- The calculation can either be initiated, or the calc script can just be verified and any errors returned.
- If the calc script is successfully sent and the calculation is started, it will continue on the server as an asynchronous process after the return from this call. After calling EssEndCalc, the caller must check at regular intervals to see if the process has completed by calling EssGetProcessState until it returns ESS_STATE_DONE.
- If the Calculate flag is set to FALSE, the database performs only a syntax check of the calc script.
Unicode clients using the C Main API to communicate with Unicode-enabled Essbase applications must send the UTF-8 encoded Unicode byte order mark (BOM) in the text stream immediately after calling this function. For an example, see “Specifying the Byte Order Encoding” on page 69.

Return Value

None.

Access

This function requires the caller to have calc privilege (ESS_PRIV_CALC) to the active database.

Example

```c
ESS_FUNC_M
ESS_Calc   (ESS_HCTX_T       hCtx)  
{
    ESS_FUNC_M         sts = ESS_STS_NOERR;
    ESS_STR_T         Script;
    ESS_PROCSTATE_T   pState;
    Script = "CALC ALL;";

    sts = EssBeginCalc (hCtx, ESS_TRUE);
    if (!sts)
        sts = EssSendString (hCtx, Script);
    if (!sts)
        sts = EssEndCalc (hCtx);
    if (!sts)
    {
        sts = EssGetProcessState (hCtx, &pState);
        while(!sts && (pState.State != ESS_STATE_DONE))
            sts = EssGetProcessState (hCtx, &pState);
    }
    return(sts);
}
```

See Also

- EssCalc
- EssCalcFile
- EssDefaultCalc
- EssEndCalc
- EssGetDefaultCalc
- EssGetProcessState
- EssSendString
- EssSetDefaultCalc

EssBeginDataload

Starts sending an update specification to the active database, and can unlock any data blocks locked for update. The update data can either be stored in the database, or just verified and any errors returned.
Syntax

ESS_STS_T EssBeginDataload (hCtx, Store, Unlock, abortOnError, pRules);

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hCtx;</td>
<td>ESS_HCTX_T</td>
<td>API context handle.</td>
</tr>
<tr>
<td>Store;</td>
<td>ESS_BOOL_T</td>
<td>Controls storage of data. If TRUE, data is stored in the server; if FALSE, no data is stored.</td>
</tr>
<tr>
<td>Unlock;</td>
<td>ESS_BOOL_T</td>
<td>Controls unlocking of data blocks. If TRUE, all relevant blocks which are locked will be unlocked (after data is stored, if necessary). If FALSE, no blocks are unlocked.</td>
</tr>
<tr>
<td>abortOnError;</td>
<td>ESS_BOOL_T</td>
<td>If TRUE, data load stops on the first error. Otherwise, data load continues.</td>
</tr>
<tr>
<td>pRules;</td>
<td>“ESS_OBJDEF_T” on page 145</td>
<td>Pointer to the rules file object definition structure.</td>
</tr>
</tbody>
</table>

Notes

- This function must be followed by at least one call to EssSendString to send the update specification, and then a call to EssEndDataload.
- Each string passed to EssSendString following EssBeginDataload must be terminated with a carriage return/linefeed character sequence (“\r\n”).
- If both the Store and Unlock flags are set to FALSE, the database performs only a syntax check of the update specification.
- Unlike EssBeginUpdate, which ignores input rows (records) after an improper input row, this function processes the remaining input rows, and commits them if appropriate.
- EssEndDataload returns a linked list of errors in “ESS_MBRERR_T” on page 142.
- Unicode clients using the C Main API to communicate with Unicode-enabled Essbase applications must send the UTF-8 encoded Unicode byte order mark (BOM) in the text stream immediately after calling this function. For an example, see “Specifying the Byte Order Encoding” on page 69.

Return Value

None.

Access

EssBeginDataload requires the caller to have write privilege (ESS_PRIV_WRITE) to the active database.

Example

```c
ESS_STS_T     sts = ESS_STS_NOERR;
ESS_BOOL_T    Store;
ESS_BOOL_T    Unlock;
ESS_STR_T     Query1, Query2;
ESS_PMBRERR_T pMbrErr;

Store  = ESS_TRUE;
```
Unlock = ESS_FALSE;
Query1 = "Year Market Scenario Measures Product 12345";
Query2 = "Jan East Scenario Measures Coke 125";

/* Begin Update */
sts = EssBeginDataload (hCtx, Store, Unlock, ESS_FALSE, ESS_NULL);

/* Send update specification */
if(!sts)
  sts = EssSendString(hCtx, Query1);
sts = EssSendString(hCtx, Query2);

/* End Update */
if(!sts)
  sts = EssEndDataload(hCtx, &pMbrErr);

See Also
• EssSendString
• EssEndDataload
• EssBeginUpdate
• EssEndUpdate
• EssUpdate
• EssImport

EssBeginDataloadASO

Starts a data load on an aggregate storage database.

Syntax
ESS_FUNC_M EssBeginDataloadASO (hCtx, Store, Unlock, abortOnError, pRules, ulBufferId);

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hCtx</td>
<td>ESS_HCTX_T</td>
<td>API context handle.</td>
</tr>
<tr>
<td>Store</td>
<td>ESS_BOOL_T</td>
<td>Controls storage of data. If ESS_TRUE, data is stored in the server; if</td>
</tr>
<tr>
<td></td>
<td></td>
<td>ESS_FALSE, no data is stored.</td>
</tr>
<tr>
<td>Unlock</td>
<td>ESS_BOOL_T</td>
<td>Not supported for aggregate storage databases. You must always pass</td>
</tr>
<tr>
<td></td>
<td></td>
<td>ESS_FALSE for this parameter.</td>
</tr>
<tr>
<td>abortOnError</td>
<td>ESS_BOOL_T</td>
<td>ESS_TRUE indicates that the data load will be aborted in case of errors</td>
</tr>
<tr>
<td></td>
<td></td>
<td>during the process.</td>
</tr>
<tr>
<td>pRules</td>
<td>“ESS_OBJDEF_T” on page 145</td>
<td>Pointer to the rules file object definition structure.</td>
</tr>
<tr>
<td>ulBufferId</td>
<td>ESS_ULONG_T</td>
<td>ID of a data load buffer. To destroy a buffer before a data load is complete,</td>
</tr>
<tr>
<td></td>
<td></td>
<td>you must use the same ulBufferId number that was used to initialize the buffer.</td>
</tr>
</tbody>
</table>

Notes
• This function must be followed by at least one call to EssSendString to send the update specification, and then a call to EssEndDataload.
Each string passed to EssSendString following EssBeginDataloadASO must be terminated with a carriage return/linefeed character sequence ("\r\n").

If the Store flag is set to FALSE, the database performs only a syntax check of the update specification.

Unicode clients using the C Main API to communicate with Unicode-enabled Essbase applications must send the UTF-8 encoded Unicode byte order mark (BOM) in the text stream immediately after calling this function. For an example, see “Specifying the Byte Order Encoding” on page 69.

Return Value

Returns zero if successful; otherwise, returns an error code.

Access

This function requires the caller to have write privilege (ESS_PRIV_WRITE) to the active database.

Example

```c
void TestBeginDataloadASO(ESS_HCTX_T hCtx, ESS_STR_T AppName, ESS_STR_T DbName)
{
    ESS_STS_T       sts = ESS_STS_NOERR;
    ESS_BOOL_T      Store;
    ESS_BOOL_T      Unlock;
    ESS_BOOL_T      abortOnError;
    ESS_STR_T       loadString;
    ESS_OBJDEF_T     rulesFile;
    ESS_PMBRERR_T    pMbrErr;
    ESS_ULONG_T   ulBufferId;
    ESS_ULONG_T   ulDuplicateAggregationMethod;
    ESS_ULONG_T   ulOptionsFlags;
    ESS_ULONG_T   ulSize;
    ESS_ULONG_T   ulBufferCnt;
    ESS_ULONG_T   ulCommitType ;
    ESS_ULONG_T   ulActionType;
    ESS_ULONG_T   ulOptions;
    ESS_ULONG_T   ulBufferIdAry[1];

    /* EssLoadBufferInit */
    ulDuplicateAggregationMethod = ESS_ASO_DATA_LOAD_BUFFER_DUPLICATES_ADD;
    ulOptionsFlags = ESS_ASO_DATA_LOAD_BUFFER_IGNORE_MISSING_VALUES;
    ulSize = 100;
    ulBufferId = 201;
    sts = EssLoadBufferInit(hCtx, AppName, DbName, ulBufferId,
                            ulDuplicateAggregationMethod,
                            ulOptionsFlags, ulSize);
    printf("EssLoadBufferInit sts: %ld\n", sts);

    /* EssBeginDataloadASO, EssSendString, EssEndDataload */
    Store  = ESS_TRUE;
    Unlock = ESS_FALSE;
    abortOnError = ESS_FALSE;
    loadString = "Mar Sale \"Curr Year\" \"Original Price\" \"017589\" \"13668\" Cash \"No Promotion\" \"1 to 13 Years\" \"Under 20,000\" \"Digital Cameras\" 111";
```
sts = EssBeginDataloadASO (hCtx, Store, Unlock, abortOnError, ESS_NULL, ulBufferId);
printf("EssBeginDataloadASO sts: %ld\n",sts);
sts = EssSendString(hCtx, loadString);
printf("EssSendString sts: %ld\n",sts);
sts = EssEndDataload(hCtx, &pMbrErr);
printf("EssEndDataload sts: %ld\n",sts);

/* EssLoadBufferTerm */
ulBufferCnt = 1;
ulBufferIdAry[0] = ulBufferId;
ulCommitType = ESS_ASO_DATA_LOAD_BUFFER_STORE_DATA;
ulActionType = ESS_ASO_DATA_LOAD_BUFFER_COMMIT;
printf("\Commit data to main slice and destroy buffer:\n");
ulOptions = ESS_ASO_DATA_LOAD_INCR_TO_MAIN_SLICE;
sts = EssLoadBufferTerm(hCtx, AppName, DbName, ulBufferCnt, ulBufferIdAry,
ulCommitType,
    ulActionType, ulOptions);
printf("EssLoadBufferTerm sts: %ld\n",sts);
}

See Also

- EssLoadBufferInit
- EssSendString
- EssEndDataload
- EssLoadBufferTerm
- EssImportASO
- EssUpdateFileASO
- EssUpdateFileUTF8ASO
- EssListExistingLoadBuffers
- EssMergeDatabaseData

**EssBeginDataloadEx**

Starts sending an update specification to the active database, and can unlock any data blocks locked for update. The update data can either be stored in the database, or just verified and any errors returned.

**Syntax**

```c
ESS_STS_T EssBeginDataloadEx (hCtx, Store, Unlock, abortOnError, pRules, fullMbrNames);
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hCtx</td>
<td>ESS_HCTX_T</td>
<td>API context handle.</td>
</tr>
<tr>
<td>Parameter</td>
<td>Data Type</td>
<td>Description</td>
</tr>
<tr>
<td>---------------</td>
<td>--------------</td>
<td>-------------</td>
</tr>
<tr>
<td>Store</td>
<td>ESS_BOOL_T</td>
<td>Controls storage of data.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- ESS_TRUE</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Data is stored in the server.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- ESS_FALSE</td>
</tr>
<tr>
<td></td>
<td></td>
<td>No data is stored.</td>
</tr>
<tr>
<td>Unlock</td>
<td>ESS_BOOL_T</td>
<td>Controls unlocking of data blocks. If TRUE, all relevant blocks which are locked will be unlocked (after data is stored, if necessary). If FALSE, no blocks are unlocked.</td>
</tr>
<tr>
<td>abortOnError</td>
<td>ESS_BOOL_T</td>
<td>If TRUE, data load stops on the first error. Otherwise, data load continues.</td>
</tr>
<tr>
<td>pRules</td>
<td>&quot;ESS_OBJDEF_T&quot; on page 145</td>
<td>Pointer to the rules file object definition structure.</td>
</tr>
<tr>
<td>fullMbrNames</td>
<td>ESS_BOOL_T</td>
<td>If TRUE, the error log prints full member names for the entire record.</td>
</tr>
</tbody>
</table>

**Notes**

- This function must be followed by at least one call to `EssSendString` to send the update specification, and then a call to `EssEndDataload`.
- Each string passed to `EssSendString` following `EssBeginDataloadEx` must be terminated with a carriage return/linefeed character sequence ("\r\n").
- If both the `Store` and `Unlock` flags are set to FALSE, the database performs only a syntax check of the update specification.
- Unlike `EssBeginUpdate`, which ignores input rows (records) after an improper input row, this function processes the remaining input rows, and commits them if appropriate.
- `EssEndDataload` returns a linked list of errors in "ESS_MBRERR_T" on page 142.
- Unicode clients using the C Main API to communicate with Unicode-enabled Essbase applications must send the UTF-8 encoded Unicode byte order mark (BOM) in the text stream immediately after calling this function. For an example, see “Specifying the Byte Order Encoding” on page 69.

**Return Value**

None.

**Access**

`EssBeginDataloadEx()` requires the caller to have write privilege (ESS_PRIV_WRITE) to the active database.

**Example**

```c
ESS_STS_T     sts = ESS_STS_NOERR;
ESS_BOOL_T    Store;
ESS_BOOL_T    Unlock;
ESS_STR_T     Query1, Query2;
ESS_PMBRERR_T pMbrErr;
```
Store  = ESS_TRUE;
Unlock = ESS_FALSE;
Query1 = "Year Market Scenario Measures Product 12345";
Query2 = "Jan East Scenario Measures Coke 125";

/* Begin Update */
sts = EssBeginDataloadEx(hCtx, Store, Unlock, ESS_FALSE, ESS_NULL, ESS_TRUE);

/* Send update specification */
if(!sts)
    sts = EssSendString(hCtx, Query1);
sts = EssSendString(hCtx, Query2);

/* End Update */
if(!sts)
    sts = EssEndDataload(hCtx, &pMbrErr);

See Also

- EssSendString
- EssEndDataload
- EssBeginUpdate
- EssEndUpdate
- EssUpdate
- EssImport

**EssBeginIncrementalBuildDim**

Starts the process of building members on the active database. Essbase Server opens the active database's outline and keeps it open and ready for the next steps of dimension build.

**Syntax**

ESS_FUNC_M EssBeginIncrementalBuildDim(hCtx);

**Parameter** | **Data Type** | **Description**
--- | --- | ---
hCtx | ESS_HCTX_T | API context handle.

**Return Value**

Returns zero if successful; error code if unsuccessful.

**Example**

ESS_FUNC_M
ESS_IncBuildDim( ESS_HCTX_T hCtx)
{
    ESS_STS_T  sts = 0;
    ESS_OBJDEF_T  RulesObj;
    ESS_OBJDEF_T  DataObj;
    ESS_STR_T        ErrorName;
    ESS_APPNAME_T    appname;
    ESS_DBNAME_T     dbname;

    memset(&RulesObj,0,sizeof(ESS_OBJDEF_T));
}
memset(&DataObj,0,sizeof(ESS_OBJDEF_T));
strcpy(appname, "sample");
strcpy(dbname,"basic");

RulesObj.hCtx     = hCtx;
RulesObj.FileName = "genref";
RulesObj.AppName  = appname;
RulesObj.DbName   = dbname;
RulesObj.ObjType  = ESS_OBJTYPE_RULES;

DataObj.hCtx      = hCtx;
DataObj.FileName  = "genref";
DataObj.AppName   = appname;
DataObj.DbName    = dbname;
DataObj.ObjType   = ESS_OBJTYPE_TEXT;

ErrorName         = "builddim.err";

sts = EssBeginIncrementalBuildDim(hCtx);
if (!sts)
    sts = EssIncrementalBuildDim(hCtx,&RulesObj,&DataObj,NULL,ErrorName,true,ESS_INCDIMBUILD_BUILD
, NULL);
if (!sts)
    sts = EssIncrementalBuildDim(hCtx,&RulesObj,&DataObj,NULL,ErrorName,true,ESS_INCDIMBUILD_VERIFY
, NULL);
if (!sts)
    sts = EssIncrementalBuildDim(hCtx,&RulesObj,&DataObj,NULL,ErrorName,true,ESS_INCDIMBUILD_SAVEOT
L,"tmpotl");

sts = EssBeginStreamBuildDim(hCtx, &RulesObj,ESS_INCDIMBUILD_BUILD,"tmpotl");
if (!sts)
    sts = EssSendString(hCtx, "600    600-20    600-20-20\n");
if (!sts)
    sts = EssSendString(hCtx, "600    600-20    600-20-30\n");
if (!sts)
    sts = EssSendString(hCtx, "600    600-40    600-40-20\n");
sts = EssEndStreamBuildDim(hCtx,ErrorName,false);

sts = EssEndIncrementalBuildDim(hCtx,ESS_DOR_ALLDATA,"tmpotl",ErrorName,false);
return sts;
}

See Also

- EssIncrementalBuildDim
- EssBeginIncrementalBuildDim
- EssBeginStreamBuildDim
- EssEndIncrementalBuildDim
- EssEndStreamBuildDim
**EssBeginReport**

Starts sending a report specification to the active database. This call must be followed by successive calls to EssSendString to send the report specification, and finally by a call to EssEndReport. The report data can either be output, or the report specification can just be verified and any errors returned. Also, the corresponding data blocks in the database can optionally be locked by this call (lock for update).

**Syntax**

```
ESS_FUNC_M EssBeginReport (hCtx, Output, Lock);
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hCtx</td>
<td>ESS_HCTX_T</td>
<td>API context handle.</td>
</tr>
<tr>
<td>Output</td>
<td>ESS_BOOL_T</td>
<td>Controls output of data. If TRUE, data is output from the server, according to the specified report. If FALSE, no data is output.</td>
</tr>
<tr>
<td>Lock</td>
<td>ESS_BOOL_T</td>
<td>Controls block locking. If TRUE, all blocks which are accessed by the report specification are locked for update. If FALSE, no blocks are locked.</td>
</tr>
</tbody>
</table>

**Notes**

- This function must be followed by at least one call to `EssSendString`, followed by a call to `EssEndReport`.
- If this function causes data to be output (Output flag is TRUE), the returned data can be read by calling `EssGetString`.
- If this function causes blocks to be locked (Lock flag is TRUE), the caller is responsible for unlocking the locked blocks (e.g. by calling `EssUpdate` with the Unlock flag set to TRUE).
- If both the Output and Lock flags are set to FALSE, the database performs only a syntax check of the report specification.
- Unicode clients using the C Main API to communicate with Unicode-enabled Essbase applications must send the UTF-8 encoded Unicode byte order mark (BOM) in the text stream immediately after calling this function. For an example, see “Specifying the Byte Order Encoding” on page 69.

**Return Value**

None.

**Access**

This function requires the caller to have read privilege (ESS_PRIV_READ) to one or more members in the active database.

**Example**

```
ESS_FUNC_M
ESS_Report (ESS_HCTX_T hCtx,
            ESS_HINST_T hInst
            )
```
{  
    ESS_FUNC_M sts = ESS_STS_NOERR;  
    ESS_STR_T rString = NULL;  
    sts = EssBeginReport (hCtx, ESS_TRUE, ESS_FALSE);  
    if (!sts)  
        sts = EssSendString (hCtx, "<Desc Year !");  
    if (!sts)  
        sts = EssEndReport (hCtx);  
    /****************/  
    /* Get report */  
    /****************/  
    if (!sts)  
        sts = EssGetString (hCtx, &rString);  
    while ((!sts) && (rString != NULL))  
    {  
        printf ("%s", rString);  
        EssFree (hInst, rString);  
        sts = EssGetString (hCtx, &rString);  
    }  
    printf ("\r\n");  
    return(sts);  
}  

See Also
- EssBeginUpdate
- EssEndReport
- EssGetString
- EssReport
- EssReportFile
- EssSendString

EssBeginStreamBuildDim

Starts the dimension build process.

This function must be called before EssEndStreamBuildDim. After calling this function, call
EssSendString to send source records to Essbase server.

Syntax

ESS_FUNC_M EssBeginStreamBuildDim (hCtx, RulesObj, usBuildOption, szTmpOtlFilename)

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hCtx</td>
<td>ESS_HCTX_T</td>
<td>API context handle.</td>
</tr>
<tr>
<td>RulesObj</td>
<td>ESS_POBJDEF_T</td>
<td>Pointer to rules file object definition structure.</td>
</tr>
<tr>
<td>Parameter</td>
<td>Data Type</td>
<td>Description</td>
</tr>
<tr>
<td>-----------------</td>
<td>---------------</td>
<td>-------------</td>
</tr>
<tr>
<td>usBuildOption</td>
<td>ESS_USHORT_T</td>
<td>Valid values:</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- ESS_INCDIMBUILD_BUILD</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Build members only.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- ESS_INCDIMBUILD_VERIFY</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Build members and verify the outline.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- ESS_INCDIMBUILD_SAVEOTL</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Build members and save the outline to a temp outline file.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- ESS_INCDIMBUILD_ALL</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Build members, verify the outline, and restructure.</td>
</tr>
<tr>
<td>szTmpOtlFilename</td>
<td>ESS_STR_T</td>
<td>The temp outline file name. Essbase creates a temporary outline file with extension &quot;otb&quot; if the resulting outline in this round of dimension build has outline verification errors.</td>
</tr>
</tbody>
</table>

**Notes**

Unicode clients using the C Main API to communicate with Unicode-enabled Essbase applications must send the UTF-8 encoded Unicode byte order mark (BOM) in the text stream immediately after calling this function. For an example, see “Specifying the Byte Order Encoding” on page 69.

**Return Value**

Returns zero if successful; error code if unsuccessful.

**Example**

```c
ESS_FUNC_M
ESS_IncBuildDim( ESS_HCTX_T hCtx)
{
    ESS_STS_T     sts = 0;
    ESS_OBJDEF_T  RulesObj;
    ESS_OBJDEF_T  DataObj;
    ESS_STR_T     ErrorName;
    ESS_APPNAME_T appname;
    ESS_DBNAME_T  dbname;

    memset(&RulesObj,0,sizeof(ESS_OBJDEF_T));
    memset(&DataObj,0,sizeof(ESS_OBJDEF_T));
    strcpy(appname, "sample");
    strcpy(dbname,"basic");

    RulesObj.hCtx    = hCtx;
    RulesObj.FileName = "genref";
    RulesObj.AppName  = appname;
    RulesObj.DbName   = dbname;
    RulesObj.ObjType  = ESS_OBJTYPE_RULES;

    DataObj.hCtx     = hCtx;
    DataObj.FileName = "genref";
    DataObj.AppName  = appname;
}
```
DataObj.DbName = dbname;
DataObj.ObjType = ESS_OBJTYPE_TEXT;

ErrorName = "builddim.err";

sts = EssBeginIncrementalBuildDim(hCtx);

if (!sts)
    sts = EssIncrementalBuildDim(hCtx,&RulesObj,&DataObj,NULL,ErrorName,true,ESS_INCDIMBUILD_BUILD
    ,NULL);
if (!sts)
    sts = EssIncrementalBuildDim(hCtx,&RulesObj,&DataObj,NULL,ErrorName,true,ESS_INCDIMBUILD_VERIFY
    ,NULL);
if (!sts)
    sts = EssIncrementalBuildDim(hCtx,&RulesObj,&DataObj,NULL,ErrorName,true,ESS_INCDIMBUILD_SAVEOT
    L,"tmpotl");

sts = EssBeginStreamBuildDim(hCtx, &RulesObj,ESS_INCDIMBUILD_BUILD,"tmpotl");
if (!sts)
    sts = EssSendString(hCtx, "600 600-20 600-20-20\n");
if (!sts)
    sts = EssSendString(hCtx, "600 600-20 600-20-30\n");
if (!sts)
    sts = EssSendString(hCtx, "600 600-40 600-40-20\n");
sts = EssEndStreamBuildDim(hCtx,ErrorName,false);

sts = EssEndIncrementalBuildDim(hCtx,ESS_DOR_ALLDATA,"tmpotl",ErrorName,false);
return sts;
}

See Also

- EssIncrementalBuildDim
- EssBeginIncrementalBuildDim
- EssBeginStreamBuildDim
- EssEndIncrementalBuildDim
- EssEndStreamBuildDim

EssBeginUpdate

Starts sending an update specification to the active database. This call must be followed by successive calls to EssSendString to send the update specification, and finally by a call to EssEndUpdate. The update data can either be stored in the database, or just verified and any errors returned. Also, any data blocks locked for update can be unlocked by this call.

Syntax

ESS_FUNC_M EssBeginUpdate (hCtx, Store, Unlock);
<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hCtx</td>
<td>ESS_HCTX_T</td>
<td>API context handle.</td>
</tr>
<tr>
<td>Store</td>
<td>ESS_BOOL_T</td>
<td>Controls storage of data. If TRUE, data is stored in the server; if FALSE, no data is stored.</td>
</tr>
<tr>
<td>Unlock</td>
<td>ESS_BOOL_T</td>
<td>Controls unlocking of data blocks. If TRUE, all relevant blocks which are locked will be unlocked (after data is stored, if necessary). If FALSE, no blocks are unlocked.</td>
</tr>
</tbody>
</table>

**Notes**

- This function must be followed by at least one call to `EssSendString`, followed by a call to `EssEndUpdate`.
- Each string passed to `EssSendString` following this function must be terminated with a carriage return/linefeed character sequence ("\r\n").
- If both the `Store` and `Unlock` flags are set to FALSE, the database performs only a syntax check of the update specification.
- Unicode clients using the C Main API to communicate with Unicode-enabled Essbase applications must send the UTF-8 encoded Unicode byte order mark (BOM) in the text stream immediately after calling this function. For an example, see “Specifying the Byte Order Encoding” on page 69.

**Return Value**

None.

**Access**

This function requires the caller to have write privilege (ESS_PRIV_WRITE) to the active database.

**Example**

```c
ESS_VOID_T ESS_BeiginUpdate(ESS_HCTX_T hCtx)
{
    ESS_FUNC_M     sts = ESS_STS_NOERR;
    ESS_BOOL_T     Store;
    ESS_BOOL_T     Unlock;
    ESS_STR_T      Query;

    Store = ESS_TRUE;
    Unlock = ESS_FALSE;
    Query = "Year Market Scenario Measures Product 12345";

    /* Begin Update */
    sts = EssBeginUpdate (hCtx, Store, Unlock);

    /* Send update specification */
    if(!sts)
        sts = EssSendString(hCtx, Query);

    /* End Update */
    if(!sts)
```
sts = EssEndUpdate(hCtx);
}

See Also
● EssBeginReport
● EssEndUpdate
● EssSendString
● EssUpdate
● EssUpdateFile

EssBuildDimension

Allows the addition or removal of members from the outline in the active database from a data
file and rules file.

Syntax
ESSEX.Func_M EssBuildDimension (hCtx, rulesObj, dataObj,
mbrUser, ErrorName);

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hCtx</td>
<td>ESS_HCTX_T</td>
<td>API context handle.</td>
</tr>
<tr>
<td>pRulesObj</td>
<td>“ESS_OBJDEF_T” on page 145</td>
<td>Pointer to rules file object definition structure.</td>
</tr>
<tr>
<td>pDataObj</td>
<td>“ESS_OBJDEF_T” on page 145</td>
<td>Pointer to data file object definition structure.</td>
</tr>
<tr>
<td>pMbrUser</td>
<td>“ESS_MBRUSER_T” on page 142</td>
<td>SQL user structure (if data source is SQL database). A NULL SQL user structure indicates a non SQL data source.</td>
</tr>
<tr>
<td>ErrorName</td>
<td>ESS_STR_T</td>
<td>Name of error output file on client.</td>
</tr>
</tbody>
</table>

Notes
● If MbrUser is not NULL, an SQL data source is assumed.
● See EssImport for information on importing data sources.
● The database must be the active database. See EssSetActive.

Return Value
None.

Access
This function requires the caller to have database design privilege for the specified database
(ESS_PRIV_DBDESIGN).

Example
ESSEX.Func_M
ESS_BuildDim(ESS_HCTX_T hCtx)
{
   ESS_FUNC_M   sts = ESS_STS_NOERR;
}
ESS_OBJDEF_T RulesObj;
ESS_OBJDEF_T DataObj;
ESS_MBRUSER_T User;
ESS_STR_T ErrorName;

RulesObj.hCtx = hCtx;
RulesObj.FileName = "Prodmap";
RulesObj.ObjType = ESS_OBJTYPE_RULES;

DataObj.hCtx = hCtx;
DataObj.FileName = "Prodtabl";
DataObj.ObjType = ESS_OBJTYPE_TEXT;

ErrorName = "builddim.err";

sts = EssBuildDimension (hCtx, &RulesObj, &DataObj, NULL, ErrorName);

return (sts);

   /*******************************************************************/
   /*                                                                 */
   /* When a SQL data source is defined in the rules file, define    */
   /* the variables in the ESS_OBJDEF_T DataObj structure as follows:*/
   /*   DataObj.hCtx = hCtx;                                          */
   /*   DataObj.AppName = NULL;                                       */
   /*   DataObj.DbName = NULL;                                        */
   /*   DataObj.ObjType = ESS_OBJTYPE_NONE;                           */
   /*   DataObj.FileName = NULL;                                      */
   /*   *                                                              */
   /* Also, provide strings for the variables in the ESS_MBRUSER_T    */
   /* User structure; for example:                                    */
   /*   User.User = "Dbusernm";                                       */
   /*   User.Password = "Dbpasswd";                                  */
   /*   *                                                              */
   /* Use a blank string for User and Password, if the SQL source    */
   /* does not require user and password information; for example:    */
   /*   User.User = "";                                              */
   /*   User.Password = "";                                          */
   /*   *                                                              */
   /* Also, define sts as follows:                                   */
   /*   sts = EssBuildDimension (hCtx, &RulesObj, &DataObj,           */
   /*       &User, ErrorName);                                       */
   /*   */
   /*******************************************************************/
   
See Also

- EssImport
- EssBuildDimFile
- EssBuildDimStart
- EssOtlRestructure
EssBuildDimFile

Builds a data file used to add or remove members from the active database outline. See EssBuildDimension for more information.

Syntax

ESS_FUNC_M EssBuildDimFile (hCtx, RulesObj, DataObj, MbrUser,
ErrorName, fOverwriteErrorFile);

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hCtx</td>
<td>ESS_HCTX_T</td>
<td>API context handle.</td>
</tr>
<tr>
<td>RulesObj</td>
<td>&quot;ESS_OBJDEF_T&quot; on page 145</td>
<td>Pointer to rules file object definition structure.</td>
</tr>
<tr>
<td>DataObj</td>
<td>&quot;ESS_OBJDEF_T&quot; on page 145</td>
<td>Pointer to data file object definition structure.</td>
</tr>
<tr>
<td>MbrUser</td>
<td>&quot;ESS_MBRUSER_T&quot; on page 142</td>
<td>SQL user structure (if data source is SQL database). NULL structure indicates a non-SQL data source.</td>
</tr>
<tr>
<td>ErrorName</td>
<td>ESS_STR_T</td>
<td>Error name output on client.</td>
</tr>
<tr>
<td>fOverwriteErrorFile</td>
<td>ESS_BOOL_T</td>
<td>A Boolean value which determines whether this function overwrites an existing file name ErrorFile.</td>
</tr>
</tbody>
</table>

Notes

- If MbrUser is not NULL, an SQL data source is assumed.
- The description of EssImport provides information on importing data sources.
- The database must be the active database. See the description of EssSetActive.
- EssBuildDimStart must be called prior to using this function.
- This function can be called repeatedly prior to restructuring to add members via multiple rules and/or data file to the outline.
- The database must be restructured after completion of call(s) to this function.
- The outline must be unlocked after restructuring.

Return Value

Returns a zero if successful.

Access

This function requires database design privilege ESS_PRIV_DBDESIGN for the specified database.

Example

ESS_FUNC_M EssBuildDimFile (ESS_HCTX_T hCtx)
{
  ESS_FUNC_M sts = ESS_STS_NOERR;
  ESS_OBJDEF_T RulesObj;
  ESS_OBJDEF_T DataObj;
  ESS_STR_T ErrorName;
RulesObj.hCtx = hCtx;
RulesObj.FileName = "Prodmap";
RulesObj.ObjType = ESS_OBJTYPE RULES;

DataObj.hCtx = hCtx;
DataObj.FileName = "Prodtabl";
DataObj.ObjType = ESS_OBJTYPE_TEXT;
ErrorName = "builddim.err";

sts = EssBuildDimFile (hCtx, &RulesObj,
                  &DataObj, NULL, ErrorName);
return (sts);
}

See Also

- EssImport
- EssBuildDimension
- EssBuildDimStart
- EssOtlRestructure
- EssUnlockObject

EssBuildDimStart

Starts the process to add or remove members from the active database outline.

Syntax

ESS_FUNC_M EssBuildDimStart (hCtx);

Parameter   Data Type       Description

hCtx         ESS_HCTX_T     API context handle.

Notes

- See the description of EssImport for information on importing data sources.
- The database must be the active database. See the description of EssSetActive.
- The outline object must be locked prior to calling EssBuildDimStart. See the description for EssLockObject.

Return Value

Returns zero if successful, otherwise returns an error code.

Access

This function requires the caller to have database design privilege for the specified database (ESS_PRIV_DBDESIGN).

Example

ESS_FUNC_M Ess_BuildDimStart (ESS_HCTX_T hCtx)
{

246
sts = EssBuildDimStart (hCtx);
return (sts);
}

See Also
- EssImport
- EssBuildDimension
- EssBuildDimFile
- EssLockObject
- EssOtlRestructure

EssBuildDimXml

Performs outline editing using an XML file to make basic changes to the database outline. This XML outline editing method is a streamlined way to make basic outline edits without needing to use a rules file nor invoke the Outline API.

To use the XML outline editing feature, aggregate storage outlines that were created in an earlier release of Essbase must first be migrated to the current release. Once an aggregate storage outline is migrated, it cannot be edited in an earlier release client. Block storage outlines created in an earlier release of Essbase can use XML outline editing without needing to migrate the outline.

Syntax

ESS_FUNC_M EssBuildDimXml (hCtx, szXmlData, szErrorFile, ErrFileOverWrite);

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hCtx</td>
<td>ESS_HCTX_T</td>
<td>API context handle.</td>
</tr>
<tr>
<td>szXmlData</td>
<td>ESS_POBJDEF_T</td>
<td>Pointer to XML object.</td>
</tr>
<tr>
<td>szErrorFile</td>
<td>ESS_STR_T</td>
<td>Name of error file to output on the client.</td>
</tr>
<tr>
<td>ErrFileOverWrite</td>
<td>ESS_BOOL_T</td>
<td>A Boolean value which determines whether this function overwrites an existing error file.</td>
</tr>
</tbody>
</table>

Notes
- Before calling this function, you must create a valid restructuring XML document based on the XSD schema file, mbredit.xsd, located in essbase\bin. Essbase processes the XML document, based strictly on the schema, performing outline edits indicated in the XML document.
- The XSD schema includes the following element names:

<table>
<thead>
<tr>
<th>Element Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>mbrUpdate</td>
<td>Sets member attribute information. Similar to EssOtlSetMemberInfo.</td>
</tr>
<tr>
<td>mbrAdd</td>
<td>Adds a member to the outline. Similar to EssOtlAddMember.</td>
</tr>
<tr>
<td>Element Name</td>
<td>Description</td>
</tr>
<tr>
<td>--------------</td>
<td>-------------</td>
</tr>
</tbody>
</table>
| mbrDelete    | Removes a member from the outline. Similar to `EssOtlDeleteMember`.
| mbrRename    | Renames a member. Similar to `EssOtlRenameMember`.
|              | **Caution!** If you use XML outline editing to rename a member, the cell data is not retained. |
| mbrMove      | Moves a member. Similar to `EssOtlMoveMember`.
| mbrAssoc     | Associates an attribute member with a standard or base member. Similar to `EssOtlAssociateAttributeMember`.
| dimAdd       | Adds a dimension to the outline. Similar to `EssOtlAddDimension`.
| dimUpdate    | Sets member attribute information. Similar to `EssOtlSetMemberInfo`.

- In the XML document, to use some special characters in member names, you must replace them with character entity references.

<table>
<thead>
<tr>
<th>Desired Special Character</th>
<th>Character Entity Reference</th>
<th>Example</th>
</tr>
</thead>
<tbody>
<tr>
<td>&amp; (ampersand)</td>
<td>&amp;</td>
<td>&amp;IM&amp;</td>
</tr>
<tr>
<td>&lt; (less-than symbol)</td>
<td>&lt;</td>
<td>&lt;ST</td>
</tr>
<tr>
<td>&gt; (greater-than symbol)</td>
<td>&gt;</td>
<td>OP&gt;</td>
</tr>
<tr>
<td>&quot; (straight quotation mark)</td>
<td>&quot;</td>
<td>&quot;mbr1&quot;</td>
</tr>
<tr>
<td>' (apostrophe)</td>
<td>'</td>
<td>CC'R's</td>
</tr>
</tbody>
</table>

- In the XML document, the value you specify for the `otlVersion` element must be the correct revision number of the outline. You can use the revision number to keep track how many times you update the outline using the XML document. If you specify an incorrect revision number, the outline edit will abort, returning the correct revision number. Or, you can specify -1 as the value for `otlVersion`, which causes Essbase to ignore the revision number check and reset `otlVersion` to 0.

For example:

```xml
<otlEditMain xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"
    xmlns="mbredit"
    xsi:schemaLocation="http://www.w3.org/2001/XMLSchema"
    otlVersion="-1">
```

**Return Value**

Returns a zero if successful.

**Access**

This function requires database design privilege ESS_PRIV_DBDESIGN for the specified database.
Example

C API Function Call Example

```c
ESS_FUNC_M EssBuildDimXml (ESS_HCTX_T hCtx)
{
    ESS FUNC_M sts = ESS_STS_NOERR;
    ESS OBJDEF_T xmlObj;
    memset(&xmlObj, '\0', sizeof(ESS_OBJDEF_T));
    xmlObj.hCtx = hCtx;
    xmlObj.ObjType = ESS_OBJTYPE_XML;
    xmlObj.AppName = "sample";
    xmlObj.DbName = "basic";
    xmlObj.FileName = "BuildDimSampleBasic";

    sts = EssBuildDimXml(hCtx,&xmlObj,"xmlbuild.err",ESS_TRUE);
    return sts;
}
```

XML Document Example

The XML object referenced in the function call must be a valid XML file, formed in congruence to the following example:

```xml
<?xml version="1.0" encoding="UTF-8"?>
<otlEditMain xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"
    xmlns="mbredit"
    xmlns:xs="http://www.w3.org/2001/XMLSchema"
    otlVersion="0">
    <!-- Create new dimension Measures, update existing Year dimension -->
    <!-- time and account type -->
    <!-- two pass calc to true, formula and storage dynamic and label only -->
    <!-- alias table long name to add new alias name -->

    <otlUpdate caseSensitive="true" enableMemberType="false">
        <impliedShareSetting> default </impliedShareSetting>
        <aliasTable>LongName</aliasTable>
        <aliasTable>aliastable3</aliasTable>
        <dtsMbr mbrName="Q-T-D" number="2" enable="true" />
    </otlUpdate>

    <mbrDelete thisMbr="Qtr1"/>
    <mbrDelete thisMbr="Qtr2"/>

    <mbrDelete thisMbr="Measures"/>

    <mbrUpdate thisMbr="Year">
        <mbrInfo>
            <alias aliasTable="default" alias="Year"/>
            <alias aliasTable="LongName" alias="Year extension"/>
            <dataStorage>dynamic</dataStorage>
        </mbrInfo>
    </mbrUpdate>
```
<dimAdd dimName="Measures" preSibling="Year" >
    <properties>
        <category>account</category>
        <storage>dense</storage>
        <storageCategory>account</storageCategory>
    </properties>
</dimAdd>

<mbrUpdate thisMbr="Measures">
    <mbrInfo>
        <dataStorage>labelOnly</dataStorage>
    </mbrInfo>
</mbrUpdate>

<mbrAdd mbrName="Profit" parent="Measures" />
<mbrUpdate thisMbr="Profit">
    <mbrInfo>
        <alias aliasTable="default" alias="Pf"/>
        <alias aliasTable="LongName" alias="Profitex"/>
        <dataStorage>dynamic</dataStorage>
        <consolidation>+</consolidation>
    </mbrInfo>
</mbrUpdate>

<mbrAdd mbrName="Margin" parent="Profit" />
<mbrUpdate thisMbr="Margin">
    <mbrInfo>
        <dataStorage>dynamic</dataStorage>
        <consolidation>+</consolidation>
    </mbrInfo>
</mbrUpdate>

<mbrAdd mbrName="Sales" parent="Margin" />
<mbrUpdate thisMbr="Sales">
    <mbrInfo>
        <dataStorage>storeData</dataStorage>
        <consolidation>+</consolidation>
        <alias aliasTable="LongName" alias="Revenue"/>
    </mbrInfo>
</mbrUpdate>

<mbrAdd mbrName="COGS" parent="Margin" preSibling="Sales" />
<mbrUpdate thisMbr="COGS">
    <mbrInfo>
        <dataStorage>storeData</dataStorage>
        <consolidation>-</consolidation>
        <alias aliasTable="aliastable3" alias="Cost of Goods Sold"/>
    </mbrInfo>
</mbrUpdate>

<mbrAdd mbrName="Ratios" parent="Measures" preSibling="Margin" />
<mbrUpdate thisMbr="Ratios">
    <mbrInfo>
        <dataStorage>labelOnly</dataStorage>
    </mbrInfo>
</mbrUpdate>
EssCalc

Sends a single string. This function is equivalent to making a call to EssBeginCalc, followed by calls to EssSendString, and finally to EssEndCalc. The calculation can either be initiated, or the calculation script can just be verified and any errors returned.

**Syntax**

```c
ESS_FUNC_M EssCalc (hCtx, Calculate, CalcScript);
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hCtx</td>
<td>ESS_HCTX_T</td>
<td>API context handle.</td>
</tr>
<tr>
<td>Calculate</td>
<td>ESS_BOOL_T</td>
<td>Controls calculation of the calc script. If TRUE, the calculation script is executed and the call is asynchronous.</td>
</tr>
<tr>
<td>CalcScript</td>
<td>ESS_STR_T</td>
<td>The calculation script, as a single string (must be less than 64 KB).</td>
</tr>
</tbody>
</table>

**Notes**

- The calculation script string must be less than 64 KB long.
If this function succeeds and the calculation is started, it will continue on the server as an asynchronous process after the return from this call. The caller must check at regular intervals to see if the process has completed by calling `EssGetProcessState` until it returns `ESS_STATE_DONE`.

This API call is asynchronous only if the `Calculate` parameter is TRUE. Otherwise, it is a simple synchronous request.

During an asynchronous request, control is passed back to the program immediately, before the request completes. The set of valid requests for the current API context handle is limited during the time the asynchronous request is running. If you give an invalid request during that time, an error is returned. The list of valid API calls on the API context during an asynchronous operation is: `EssGetProcessState`, `EssCancelProcess`.

If the `Calculate` flag is set to FALSE, the database performs only a syntax check of the calc script, and the call is synchronous.

Return Value

None.

Access

This function requires the caller to have calculation privilege (ESS_PRIV_CALC) to the active database.

Example

```c
ESS_FUNC_M
ESS_CalcLine (ESS_HCTX_T hCtx)
{
    ESS_FUNC_M sts = ESS_STS_NOERR;
    ESS_STR_T Script;
    ESS_PROCSTATE_T pState;

    Script = "CALC ALL;";
    sts = EssCalc(hCtx, ESS_TRUE, Script);
    if (!sts) 
    {
        sts = EssGetProcessState (hCtx, &pState);
        while (!sts && (pState.State != ESS_STATE_DONE))
            sts = EssGetProcessState (hCtx, &pState);
    }
    return(sts);
}
```

See Also

- `EssBeginCalc`
- `EssCalcFile`
- `EssDefaultCalc`
- `EssEndCalc`
- `EssGetDefaultCalc`
- `EssGetProcessState`
- `EssSendString`
EssCalcFile

Executes a calculation script against the active database from a file.

**Syntax**

```c
ESS_FUNC_M EssCalcFile (hDestCtx, hSrcCtx, AppName, DbName, FileName, Calculate);
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hDestCtx</td>
<td>ESS_HCTX_T</td>
<td>API context handle of target database on Essbase Server.</td>
</tr>
<tr>
<td>hSrcCtx</td>
<td>ESS_HCTX_T</td>
<td>API context handle for the calculation script file location. The calculation script file can reside on the client computer or on the same Essbase Server computer as the target database.</td>
</tr>
<tr>
<td>AppName</td>
<td>ESS_STR_T</td>
<td>Application name for the calculation script file location.</td>
</tr>
<tr>
<td>DbName</td>
<td>ESS_STR_T</td>
<td>Database name for calculation script file location.</td>
</tr>
<tr>
<td>FileName</td>
<td>ESS_STR_T</td>
<td>Name of calculation script file.</td>
</tr>
<tr>
<td>Calculate</td>
<td>ESS_BOOL_T</td>
<td>Controls calculation of the calculation script. If TRUE, the calculation script is executed and the call is asynchronous.</td>
</tr>
</tbody>
</table>

**Notes**

- The size of the calculation script cannot exceed 64 KB.
- If this function succeeds and the calculation is started, it will continue on the server as an asynchronous process after the return from this call. The caller must check at regular intervals to see if the process has completed by calling `EssGetProcessState` until it returns `ESS_STATE_DONE`.
- This API call is asynchronous only if the Calculate parameter is TRUE. Otherwise, it is a simple synchronous request.
  
  During an asynchronous request, control is passed back to the program immediately, before the request completes. The set of valid requests for the current API context handle is limited during the time the asynchronous request is running. If you give an invalid request during that time, an error is returned. The list of valid API calls on the API context during an asynchronous operation is: `EssGetProcessState`, `EssCancelProcess`.

**Return Value**

None.

**Access**

This function requires the caller to have calculation privilege (ESS_PRIV_CALC) to the active database.
Example

ESS_FUNC_M
ESS_CalcFile (ESS_HCTX_T  hCtx)
{
    ESS_FUNC_M      sts = ESS_STS_NOERR;
    ESS_SHORT_T    isResponse;
    ESS_HCTX_T   hSrcCtx;
    ESS_BOOL_T   isObject = ESS_FALSE;
    ESS_STR_T    AppName;
    ESS_STR_T    DbName;
    ESS_STR_T    FileName;
    ESS_PROCSTATE_T pState;

    hSrcCtx  = hCtx;
    AppName  = "Sample";
    DbName   = "Basic";
    FileName = "Test";

    sts = EssCalcFile (hCtx, hSrcCtx, AppName,
                       DbName, FileName, ESS_TRUE);
    if (!sts)
    {
        sts = EssGetProcessState (hCtx, &pState);
        while (!sts && (pState.State !=
                       ESS_STATE_DONE))
        {
            sts = EssGetProcessState (hCtx, &pState);
        }
    }
    return(sts);
}

See Also

- EssBeginCalc
- EssCalc
- EssDefaultCalc
- EssSetDefaultCalcFile

EssCalcFileWithRuntimeSubVars

Executes a calculation script against the active database with the specified runtime substitution variables. Runtime substitution variables can be specified in a text file (with a .rsv extension; which must be located on the client computer) or as a string of key/value pairs.

Syntax

ESS_FUNC_M EssCalcFileWithRuntimeSubVars (hDestCtx, hSrcCtx, AppName, DbName, FileName, RtSV, bRtSVFile, Calculate);

Parameter  Data Type  Description
-------------  -------------  -----------------------------------
hDestCtx      ESS_HCTX_T   API context handle of the target database on Essbase Server.
hSrcCtx      ESS_HCTX_T   API context handle for the location of the calculation script file. The calculation script file can be located on the client computer or on the same Essbase Server as the target database.
<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>AppName</td>
<td>ESS_STR_T</td>
<td>Name of the application that is associated with the calculation script file.</td>
</tr>
<tr>
<td>DbName</td>
<td>ESS_STR_T</td>
<td>Name of the database that is associated with the calculation script file.</td>
</tr>
<tr>
<td>FileName</td>
<td>ESS_STR_T</td>
<td>Name of the calculation script file. The calculation script file can be located on the same Essbase Server on which the target database is located or on the client computer.</td>
</tr>
</tbody>
</table>

**RtSV** ESS_STR_T: One of the following options:

- Name and full path of a runtime substitution variable file (for example, C:\myRTSVfile.rsv), which must be located on the client computer. Essbase does not support runtime substitution variable files located on the Essbase Server computer.

  You must create the runtime substitution variable file, which is a text file with an .rsv extension. Each line in the file defines one runtime substitution variable as a key/value pair and must end with a semicolon. In this example of an .rsv file, the name and value of four runtime substitution variables are specified (for example, the value of the runtime substitution variable named “a” is 100):

  ```
  a=100;
  b=200;
  c=@CHILDREN("100");
  d=@TODATE("DD/MM/YY","10/11/12");
  ```

- A string of runtime substitution variable key/value pairs. The string must be enclosed with single quotation marks, and key/value pairs must be separated by a semicolon, including a semicolon after the last runtime substitution variable in the string and before the terminal single quotation mark. In this example of a runtime substitution variable string, the name and value of four runtime substitution variables are specified (for example, the value of the runtime substitution variable named “a” is 100):

  ```
  'a=100;b=@CHILDREN("100");c="Actual"->"Final";d="New York";' 
  ```

  This argument is used with the `bRtSVFile` argument.

**bRtSVFile** ESS_BOOL_T: Flag indicating whether the `RtSV` argument references the name and full path of a runtime substitution variable file (TRUE) or a string of runtime substitution variable key/value pairs (FALSE).

**Calculate** ESS_BOOL_T: Controls calculation of the calculation script. If TRUE, the calculation script is executed and the call is asynchronous.

### Return Value

None.

### Access

A call to this function requires calculation privilege (ESS_PRIV_CALC) for the active database.

### Example

```c
void Ess_CalcFileWithRuntimeSubVars(ESS_HINST_T hInst, ESS_HCTX_T hCtx)
{
    ESS_STS_T              sts;
    ESS_STR_T AppName    = "Sample";
    ESS_STR_T DbName     = "Basic";
    ESS_STR_T FileName   = "testrt"; // Server side calc script file. Please provide this
```
when using server side calc script file

  //ESS_STR_T FileName = "D:\temp\testrt.csc"; \Client side calc script file.
  //ESS_STR_T Param = "D:\temp\temp1.rsv"; \ Client side param file.
  ESS_STR_T Param = "mySales=700"; \ Client side param string.
  ESS_BOOL_T Calculate = TRUE;
  ESS_ACCESS_T Access;

  ESS_PROCSTATE_T pState;
  ESS_HCTX_T hLocalCtx = ESS_INVALID_HCTX;
  sts = EssCreateLocalContext(hInst, ESS_NULL, ESS_NULL, &hLocalCtx);

  //hLocalCtx = hCtx;
  //sts = EssSetActive(hCtx, AppName, DbName, &Access);

  //For calc file on server With Param String
  sts = EssCalcFileWithRuntimeSubVars(hCtx, hCtx, AppName, DbName, FileName, Param,
                                      FALSE, Calculate);

  //For Calc file on client With Param String
  sts = EssCalcFileWithRuntimeSubVars(hCtx, hLocalCtx, NULL, NULL, FileName, Param,
                                        FALSE, Calculate);

  //For calc file on server With Param File
  sts = EssCalcFileWithRuntimeSubVars(hCtx, hCtx, AppName, DbName, FileName, Param,
                                        TRUE, Calculate);

  //For calc file on client With Param File
  sts = EssCalcFileWithRuntimeSubVars(hCtx, hLocalCtx, NULL, NULL, FileName, Param,
                                        TRUE, Calculate);

  if (!sts)
  {
    sts = EssGetProcessState(hCtx, &pState);
    while(!sts && (pState.State !=
                        ESS_STATE_DONE))
    {
      sts = EssGetProcessState(hCtx, &pState);
    }

    if(sts)
      printf("API could not be executed.");
  }

See Also

  ● EssGetRuntimeSubVars
  ● EssCalcWithRuntimeSubVars
  ● EssGetProcessState
  ● EssCancelProcess
  ● EssBeginCalc
  ● EssCalc
  ● EssDefaultCalc
  ● EssSetDefaultCalc
**EssCalcWithRuntimeSubVars**

Executes a calculation script with the specified runtime substitution variables, which are specified as a string of key/value pairs. The calculation can be initiated, or the calculation script can just be verified and any errors returned.

**Syntax**

```
ESS_FUNC_M EssCalcWithRuntimeSubVars (hCtx, CalcScript, RtSV, Calculate);
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hCtx</td>
<td>ESS_HCTX_T</td>
<td>API context handle.</td>
</tr>
<tr>
<td>CalcScript</td>
<td>ESS_STR_T</td>
<td>The calculation script, as a single string.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>The calculation script string cannot exceed 64 KB.</td>
</tr>
<tr>
<td>RtSV</td>
<td>ESS_STR_T</td>
<td>A string that specifies runtime substitution variable key/value pairs. The string must be enclosed with single quotation marks, and key/value pairs must be separated by a semicolon, including a semicolon after the last runtime substitution variable in the string and before the terminal single quotation mark. In this example of a runtime substitution variable string, the name and value of four runtime substitution variables are specified (for example, the value of the runtime substitution variable named “a” is 100):</td>
</tr>
<tr>
<td></td>
<td></td>
<td>a=100;b=@CHILDREN(&quot;100&quot;);c=&quot;Actual&quot;-<em>Final</em>;d=&quot;New York&quot;;</td>
</tr>
<tr>
<td>Calculate</td>
<td>ESS_BOOL_T</td>
<td>Controls calculation of the calculation script. If TRUE, the calculation script is executed and the call is asynchronous.</td>
</tr>
</tbody>
</table>

**Notes**

- If this function succeeds and the calculation is started, it continues on the server as an asynchronous process after the return from this call. The caller must check at regular intervals to see if the process has completed by calling `EssGetProcessState` until it returns `ESS_STATE_DONE`.

- This API call is asynchronous only if the `Calculate` parameter is TRUE. Otherwise, the call is a simple synchronous request.

  During an asynchronous request, control is passed back to the program immediately, before the request completes. The set of valid requests for the current API context handle is limited during the time the asynchronous request is running. If an invalid request is made during that time, an error is returned. Valid API calls on the API context during an asynchronous operation: `EssGetProcessState`, `EssCancelProcess`.

- If the `Calculate` parameter is set to FALSE, the database performs only a syntax check of the calculation script, and the call is synchronous.

**Return Value**

None.

**Access**

A call to this function requires calculation privilege (ESS_PRIV_CALC) for the active database.
Example

ESS_FUNC_M
ESS_CalcWithRuntimeSubVars(ESS_HCTX_T hCtx)
{
    ESS_FUNC_M sts = ESS_STS_NOERR;
    ESS_STR_T Script;
    ESS_STR_T ParamString = "mySales=700;myCOGS=100;";
    ESS_PROCSTATE_T pState;

    Script = "SET RUNTIMESUBVARS {salesNum =400; mySales=300; myRTVar=@CHILDREN("100");
    kmdsdmclms=@TODATE("DD/MM/YY"","10/11/12"); myCOGS=50;};FIX (@INTERSECT(&myRTVar,
    "100-10")) Sales = &mySales; COGS=&myCOGS; ENDFIX;"

    sts = EssCalcWithRuntimeSubVars(hCtx, Script, ParamString, ESS_TRUE);

    if (!sts)
        printf ("\r
API EssCalcWithParam executed successfully...");
}

See Also

- EssCalcFileWithRuntimeSubVars
- EssGetRuntimeSubVars
- EssGetProcessState
- EssCancelProcess
- EssBeginCalc
- EssCalc
- EssDefaultCalc
- EssSetDefaultCalc

**EssCancelAsyncProc**

Cancels an asynchronous data load or dimension build process.

**Syntax**

ESS_FUNC_M EssCancelAsyncProc (hCtx, ErrorFileName, ErFileOverWrite);

**Parameter** | **Data Type** | **Description**
--- | --- | ---
hoCtx | ESS_HCTX_T | API context handle.
ErrorFileName | ESS_STR_T | An error file name.
ErFileOverWrite | ESS_BOOL_T | If TRUE, overwrite the error file.

**Notes**

Call this function after initiating an asynchronous process using **EssAsyncImport** or **EssAsyncBuildDim**.
Return Value

If successful, the network connection is closed and the error log is returned. Otherwise, returns an error code.

Example

See the example for EssAsyncBuildDim.

See Also

- EssAsyncBuildDim
- EssAsyncImport
- EssAsyncImportASO
- EssGetAsyncProcLog
- EssGetAsyncProcState
- EssCloseAsyncProc

EssCancelProcess

Cancels an asynchronous process that has not yet completed

Syntax

ESS_FUNC_M EssCancelProcess (hCtx);

Parameter | Data Type     | Description
---------------|---------------|------------------------
hCtx         | ESS_HCTX_T    | API context handle.

Notes

- If you use this function to cancel a process, the database may be left in an inconsistent state, with only some of the data recalculated.
- Calling this function except after initiating a successful asynchronous database operation (e.g. a calculation) will generate an error.

Return Value

None.

Access

This function requires no special privilege.

Example

ESS_VOID_T
ESS_CancelProcess(ESS_HCTX_T hCtx)
{
    ESS_FUNC_M        sts = ESS_STS_NOERR;
    ESS_STR_T         Script;
    ESS_PROCSTATE_T   pState;
    ESS_USHORT_T      Count;
}
Script = "CALC ALL;";

sts = EssBeginCalc (hCtx, ESS_TRUE);

if (!sts)
    sts = EssSendString (hCtx, Script);
if (!sts)
    sts = EssEndCalc (hCtx);

/*************************************
  Check process state and cancel it
  if it takes too long
*************************************/

if (!sts)
{
    sts = EssGetProcessState (hCtx, &pState);
    while(!sts && (pState.State != ESS_STATE_DONE))
    {
        Count = Count + 1;
        if (Count == 1000)
            sts = EssCancelProcess(hCtx);

        sts = EssGetProcessState (hCtx, &pState);
    }
}

See Also

- EssBeginCalc
- EssCalc
- EssGetProcessState
- EssImport

**EssCheckAttributes**

Returns attribute information for each specified member.

**Syntax**

\[\text{ESS\_FUNC\_M} \text{EssCheckAttributes}\ (\text{hCtx}, \text{Count}, \text{pMemberNameArray}, \text{ppAttributeTypeArray})\;\]

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hCtx;</td>
<td>ESS_HCTX_T</td>
<td>API context handle.</td>
</tr>
<tr>
<td>Count;</td>
<td>ESS_USHORT_T</td>
<td>Number of given dimensions and members.</td>
</tr>
<tr>
<td>pMemberNameArray;</td>
<td>ESS_PMBRNAME_T</td>
<td>An array of names of given dimensions and members.</td>
</tr>
</tbody>
</table>
Parameter | Data Type | Description
---|---|---
ppAttributeTypeArray; ESS_PPUSHORT_T | | One of the following constant identifiers (see Table 6, "C API Attributes Terminology," on page 96) for the attribute type array:
- ESS_ATTRIBUTE_DIMENSION
- ESS_ATTRIBUTE_MEMBER
- ESS_STANDARD_DIMENSION
- ESS_STANDARD_MEMBER
- ESS_BASE_DIMENSION
- ESS_BASE_MEMBER
- ESS_ATTRIBUTED_MEMBER
- ESS_INVALID_MEMBER

**Access**

This function requires no special privileges.

**Example**

```c
void ESS_CheckAttributes()
{
    ESS_STS_T       sts=-1,sts1=-1;
    int             counter,i,j;
    ESS_PMBRNAME_T  pMbrNames=ESS_NULL;
    ESS_PUSHORT_T   pMbrAttrTypes=ESS_NULL;
    ESS_CHAR_T      buf[80]="

    /* counter = 4; */
    printf("Please enter the number of member names that follow: ");
    gets(buf);
    counter=atoi(buf);

    if (counter)
    {
        sts1 = EssAlloc(hInst, (counter * sizeof(ESS_MBRNAME_T)),
                           (ESS_PPVOID_T)&pMbrNames);
        if (!sts1)
        {
            memset(pMbrNames, 0, (counter * sizeof(ESS_MBRNAME_T)));

            for (i = 0; i < counter; i++)
            {
                printf("Enter member name: ");
                gets(buf);
                strcpy(pMbrNames[i],buf);
            }

            sts = EssCheckAttributes(hCtx,counter,pMbrNames,&pMbrAttrTypes);
            if (sts)
                fprintf(stderr, "sts = %ld \n",sts);
            else if (pMbrAttrTypes)
            {
                for (j = 0; j < counter; j++)
                {
```
switch(pMbrAttrTypes[j])
{
    case ESS_STANDARD_MEMBER:
        strcpy(buf,"ESS_STANDARD_MEMBER");
        break;

    case ESS_STANDARD_DIMENSION:
        strcpy(buf,"ESS_STANDARD_DIMENSION");
        break;

    case ESS_BASE_MEMBER:
        strcpy(buf,"ESS_BASE_MEMBER");
        break;

    case ESS_BASE_DIMENSION:
        strcpy(buf,"ESS_BASE_DIMENSION");
        break;

    case ESS_ATTRIBUTE_MEMBER:
        strcpy(buf,"ESS_ATTRIBUTE_MEMBER");
        break;

    case ESS_ATTRIBUTE_DIMENSION:
        strcpy(buf,"ESS_ATTRIBUTE_DIMENSION");
        break;

    case ESS_ATTRIBUTED_MEMBER:
        strcpy(buf,"ESS_ATTRIBUTED_MEMBER");
        break;

    default:
        strcpy(buf,"Unknown attribute type");
    }
    printf("%s is of type %s\n",pMbrNames[j],buf);
    printf("\n");
}

See Also

- EssFreeStructure
- EssGetAssociatedAttributesInfo
- EssGetAttributeInfo
- EssGetAttributeSpecifications
- EssOtlAssociateAttributeDimension
- EssOtlAssociateAttributeMember
- EssOtlDisassociateAttributeDimension
- EssOtlDisassociateAttributeMember
- EssOtlFindAttributeMembers
- EssOtlFreeStructure
- EssOtlGetAssociatedAttributes
- EssOtlGetAttributeInfo
EssCheckMemberName

Checks if a string is a valid member name within the active database outline.

Syntax

ESS_FUNC_M EssCheckMemberName (hCtx, MbrName, pValid);

Parameter | Data Type | Description
--- | --- | ---
| hCtx | ESS_HCTX_T | API context handle.
| MbrName | ESS_STR_T | Member name to be verified.
| pValid | ESS_PBOOL_T | Address of variable to receive valid member flag. Set to TRUE if member is valid.

Notes

This function checks whether the relational span Boolean is set and can determine if the specified member name is valid in the relational store.

Return Value

If successful, this function returns a flag, pValid, indicating if the name string MbrName is a valid member name in the active database outline.

Access

This function requires the caller to have at least read access (ESS_PRIV_READ) to the database, and to have selected it as their active database using EssSetActive.

Example

ESS_FUNC_M
ESS_CheckMemberName(ESS_HCTX_T hCtx)
{
    ESS_FUNC_M     sts;
    ESS_STR_T      MbrName;
    ESS_BOOL_T     pValid;

    MbrName = "Profit";
    sts = EssCheckMemberName(hCtx, MbrName, &pValid);

    if(pValid)
        printf("\%s\" is a valid member name\n", MbrName);

    return (sts);
}
EssClearActive

Clears the user's current active application and database.

Syntax

```c
ESS_FUNC_M EssClearActive (hCtx);
```

Parameter | Data Type | Description
---|---|---
`hCtx` | ESS_HCTX_T | API context handle.

Return Value

None.

Access

This function requires no special privileges.

Example

```c
ESS_FUNC_M
ESS_UnloadDb (ESS_HCTX_T hCtx)
{
    ESS_FUNC_M        sts = ESS_STS_NOERR;
    ESS_STR_T        AppName;
    ESS_STR_T        DbName;
    AppName = "Sample";
    DbName  = "Basic";
    /*
    * IF the current active is the same as the
    * unload db, ClearActive first
    */
    sts = EssClearActive(hCtx);
    /*
    * ELSE
    *
    */
    sts = EssUnloadDatabase(hCtx, AppName, DbName);
    return (sts);
}
```

See Also

- `EssGetActive`
- `EssSetActive`
**EssClearAliases**

Permanently removes all alias tables for the active database.

**Syntax**

ESS_FUNC_M EssClearAliases (hCtx);

**Parameter**  
**Data Type**  
**Description**

| hCtx | ESS_HCTX_T | API context handle. |

**Notes**

- This function cannot remove the active alias table nor the default alias table.
- Use **EssSetAlias** to set an active alias to "default" prior to using this API function.
- Make sure that no one else is using the same database as the one you try to clear alias tables from by calling **EssListConnections**.

**Return Value**

None.

**Access**

This function requires the caller to have at least read access (ESS_PRIV_READ) to the database, and to have selected it as their active database using **EssSetActive**.

**Example**

```c
ESS_FUNC_M
ESS_ClearAliases (ESS_HCTX_T  hCtx)
{
    ESS_FUNC_M     sts = ESS_STS_NOERR;
    sts = EssClearAliases(hCtx);
    if(!sts)
        printf("All alias tables are removed.\r\n");
    return (sts);
}
```

**See Also**

- **EssListAliases**
- **EssRemoveAlias**
- **EssSetActive**

---

**EssClearDatabase**

Clears all loaded data in the active database.

**Caution!** Data deleted using this function cannot be restored. Use it with care!
Syntax

`ESS_FUNC_M EssClearDatabase (hCtx);`

Parameter | Data Type | Description
--- | --- | ---
hCtx | ESS_HCTX_T | API context handle.

Return Value

None.

Access

This function requires the caller to have Write privilege (ESS_PRIV_WRITE) for the database, and to have selected it as their active database using `EssSetActive`.

Example

```c
ESS_FUNC_M
EssClearDb (ESS_HCTX_T     hCtx)
{
    ESS_FUNC_M        sts = ESS_STS_NOERR;
    sts = EssClearDatabase(hCtx);
    return (sts);
}
```

See Also

- `EssDeleteDatabase`
- `EssUnloadDatabase`
- `EssSetActive`

---

**EssCloseAsyncProc**

Closes the connection for a finished or canceled asynchronous dimension build or data load, and returns the current state of the process.

Syntax

`ESS_FUNC_M EssCloseAsyncProc (hCtx, ProcState);`

Parameter | Data Type | Description
--- | --- | ---
hCtx | ESS_HCTX_T | API context handle.
ProcState | ESS_PBLDDL_STATE_T | Address of pointer to receive allocated process state structure.

Notes

Call this function after initiating an asynchronous process using `EssAsyncImport` or `EssAsyncBuildDim`.

Return Value

Returns zero if successful. Otherwise, returns an error code.
Example

See the example for EssAsyncBuildDim.

See Also

- EssAsyncBuildDim
- EssAsyncImport
- EssGetAsyncProcLog
- EssGetAsyncProcState
- EssCancelAsyncProc

EssClrSpanRelationalSource

Clears the Boolean bSpanRelPart field informing Essbase that pertinent data exists in an attached relational store. Some other API functions, such as EssQueryDatabaseMembers, read bSpanRelPart and access the relational store if bSpanRelPart is set.

Syntax

ESS_FUNC_M EssClrSpanRelationalSource (hCtx);

Parameter | Data Type | Description
--- | --- | ---
hCtx | ESS_HCTX_T | API context handle.

Notes

Several API functions have been enhanced to retrieve information from relational stores.

- EssQueryDatabaseMembers - returns member names from the relational store.
- EssGetMemberInfo - returns information on members in the relational store.
- EssCheckMemberName - checks in the relational store for valid member names.
- EssGetMemberCalc - recognizes a relational member passed as input and returns a null string for all relational members.

Return Value

None.

Access

This function requires the caller to have read privilege (ESS_PRIV_READ) to one or more members in the active database.

Example

```c
ESS_FUNC_M
ESS_Report (ESS_HCTX_T hCtx,
             ESS_HINST_T hInst
          )
{
    ESS_FUNC_M   sts   = ESS_STS_NOERR;
    ESS_STR_T    rString = NULL;
```
sts = EssBeginReport (hCtx, ESS_TRUE, ESS_FALSE);
if (!sts)
    sts = EssSendString (hCtx, "<Desc Year !");
if (!sts)
    sts = EssClrSpanRelationalSource (hCtx);
/**************
* Get report *
***************/

if (!sts)
    sts = EssGetString (hCtx, &rString);
while ((!sts) && (rString != NULL))
{
    printf ("%s", rString);
    EssFree (hInst, rString);
    sts = EssGetString (hCtx, &rString);
}
printf ("\r\n");

return(sts);
}

See Also
● EssSetSpanRelationalPartition

EssCommitDatabase

No longer in use, because commits are handled automatically by the Essbase Server. This function now returns the error message ESS_STS_OBSOLETE. See the Oracle Essbase Database Administrator’s Guide for details about committing data.

EssCompactOutline

Compacts an outline file that requires compacting at the server side.

Syntax
ESS_FUNC_M EssCompactOutline (hCtx);

Parameter  Data Type  Description
hCtx        ESS_HCTX_T  API context acquired during login.

Notes
The function requires that the user is set active.

Return Value
Returns 0 if successful. After verifying that no users are performing an action, an outline-only restructure is performed.
#include <windows.h>
#include <string.h>
#include <stdio.h>
#include <stdlib.h>
#pragma pack(push, api, 1)
#include <essapi.h>
#include <essotl.h>
#pragma pack(pop, api)

/* default names */
ESS_SVRNAME_T   srvrName        =       "localhost";
ESS_USERNAME_T  userName        =       "essexer";
ESS_PASSWORD_T  pswd            =       "password";
ESS_APPNAME_T   app             =       "ASOSamp";
ESS_DBNAME_T    db              =       "Sample";

int main(int argc, char *argv[]) {
    ESS_STS_T sts = ESS_STS_NOERR;
    ESS_HINST_T hInst = NULL;
    ESS_HOUTLINE_T hOutlineQuery = NULL, hOutline = NULL;
    ESS_HCTX_T hCtx = NULL;
    ESS_USHORT_T Items;
    ESS_PAPPDB_T pAppsDbs = NULL;
    ESS_ACCESS_T Access;
    ESS_INIT_T InitStruct =        /* Define init */
    /* structure */
    {
        ESS_API_VERSION,       /* Version of API */
        (ESS_PVOID_T)0,    /* user-defined message context */
        0,         /* max handles     */
        0L,        /* max buffer size */
        NULL, //(ESS_STR_T)"C:\Hyperion\products\Essbase\EssbaseServer", /* local path */
        /* The following parameters use defaults */
        NULL, /* message db path */
        NULL, /* allocation function pointer */
        NULL, /* reallocation function pointer */
        NULL, /* free function pointer */
        NULL, //((ESS_PFUNC_T)MessageFunc, /* error handling function pointer */
        NULL, /* path name of user-defined */
        /* Application help file */
        0L     /* Reserved for internal use. */
    }/* Set to NULL */
#endif
#define AD_UTF8,
    ESS_API_UTF8
#endif

/* get appname and dbname from the argument list */
if (argc < 6) {
    puts("* Usage: EssCompactOtl ServerName Userid Password AppName DbName
270
strcpy(srvrName, argv[1]);
strcpy(userName, argv[2]);
strcpy(pswd, argv[3]);
strcpy(app, argv[4]);
strcpy(db, argv[5]);

/* Initialize the Essbase API */
if ((sts = EssInit(&InitStruct, &hInst)) != ESS_STS_NOERR)
{
    printf("EssInit failure: %ld\n", sts);
    exit ((int) sts);
}

/* Login to Essbase */
if ((sts = EssLogin (hInst, srvrName, userName, pswd, &Items, &pAppsDbs,
&hCtx)) != ESS_STS_NOERR)
{
    printf("EssLogin failure: %ld\n", sts);
    exit ((int) sts);
}

if(pAppsDbs)
    EssFree(hInst, pAppsDbs);

/* Select the application */
if ((sts = EssSetActive(hCtx, app, db, &Access)) != ESS_STS_NOERR)
{
    printf("EssSetActive failure: %ld\n", sts);
    exit ((int) sts);
}

/* compact the outline and restructure */
if ((sts = EssCompactOutline(hCtx)) != ESS_STS_NOERR)
{
    printf("EssCompactOutline failure: %ld\n", sts);
    exit ((int) sts);
}

/* done, logout and terminate the api */
if ((sts = EssLogout (hCtx)) != ESS_STS_NOERR)
{
    printf("EssLogout failure: %ld\n", sts);
    exit ((int) sts);
}

if ((sts = EssTerm(hInst)) != ESS_STS_NOERR)
{
    /* error terminating API */
    exit((int) sts);
}

return(0);
EssConvertApplicationtoUnicode

Create a Unicode mode application. When defined to be in Unicode mode, Essbase Server allows the migration of non-Unicode mode applications to Unicode mode.

Syntax

```c
ESS_FUNC_M EssConvertApplicationToUnicode(hCtx, AppName);
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hCtx</td>
<td>ESS_HCTX_T</td>
<td>API context handle.</td>
</tr>
<tr>
<td>AppName</td>
<td>ESS_STR_T</td>
<td>The name of the application to be migrated. The named application must exist and not be in Unicode mode.</td>
</tr>
</tbody>
</table>

Return Value

Returns 0 if successful; otherwise, returns an error.

Access

The caller must have Application Create/Delete/Edit privilege (ESS_PRIV_APPCREATE).

See Also

- EssCreateApplicationEx

EssCopyApplication

Copies an existing application, either on the client or the server, to a new application, including all associated databases and objects.

Syntax

```c
ESS_FUNC_M EssCopyApplication (hCtx, hSrcCtx, SrcApp, DestApp);
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hCtx</td>
<td>ESS_HCTX_T</td>
<td>API context handle.</td>
</tr>
<tr>
<td>hSrcCtx</td>
<td>ESS_HCTX_T</td>
<td>Not used—should be the same as hCtx.</td>
</tr>
<tr>
<td>SrcApp</td>
<td>ESS_STR_T</td>
<td>Name of existing application to copy.</td>
</tr>
<tr>
<td>DestApp</td>
<td>ESS_STR_T</td>
<td>Name of new application. See “Application Name Limits” on page 1255.</td>
</tr>
</tbody>
</table>

Notes

- Copying a client application copies the local application directory and contents.
- This function can only be used to copy a client application to a new application on the client, or a server application to a new application on the same server. Use EssCopyObject to copy an application between different servers.
The new application is not started. Call **EssLoadApplication** to start the newly copied application.

**Return Value**

None.

**Access**

For a server application, the caller must have Application Create/Delete/Edit privilege (ESS_PRIV_APPCREATE), and application designer privilege on the source application to be copied (ESS_PRIV_APPDESIGN).

**Example**

```c
ESS_FUNC_M
ESS_CopyApp(ESS_HCTX_T  hCtx)
{
    ESS_FUNC_M    sts = ESS_STS_NOERR;
    ESS_HCTX_T    hSrcCtx;
    ESS_STR_T     SrcApp;
    ESS_STR_T     DestApp;

    hSrcCtx = hCtx;
    SrcApp = "Sample";
    DestApp = "NewSamp";

    sts = EssCopyApplication(hCtx, hSrcCtx, SrcApp, DestApp);
    return (sts);
}
```

**See Also**

- **EssCopyDatabase**
- **EssCopyObject**
- **EssLoadApplication**

**EssCopyDatabase**

Copies an existing database, either on the client or the server, to a new database, including all associated databases and objects. If the database is copied on the server, the new database is started.

**Syntax**

```c
ESS_FUNC_M EssCopyDatabase (hCtx, hSrcCtx, SrcApp, DestApp, SrcDb, DestDb);
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hCtx</td>
<td>ESS_HCTX_T</td>
<td>API context handle.</td>
</tr>
<tr>
<td>hSrcCtx</td>
<td>ESS_HCTX_T</td>
<td>Not used—should be the same as hCtx.</td>
</tr>
<tr>
<td>SrcApp</td>
<td>ESS_STR_T</td>
<td>Name of source application.</td>
</tr>
</tbody>
</table>
## Parameter Description

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>DestApp;</td>
<td>ESS_STR_T</td>
<td>Name of destination application.</td>
</tr>
<tr>
<td>SrcDb;</td>
<td>ESS_STR_T</td>
<td>Name of existing database to copy.</td>
</tr>
<tr>
<td>DestDb</td>
<td>ESS_STR_T</td>
<td>Name of new database. See “Database Name Limits” on page 1256.</td>
</tr>
</tbody>
</table>

### Notes
- Copying a client database copies the local database directory and contents.
- This function can only be used to copy a client database to another database on the client, or a server database to another database on the same server. Use `EssCopyObject` to copy a database between different servers.

### Return Value
None.

### Access
For a server database, the caller must have database Create/Delete/Edit privilege (ESS_PRIV_DBCREATE), and database designer privilege on the source database to be copied (ESS_PRIV_DBDESIGN).

### Example

```c
ESS_FUNC_M
ESS_CopyDatabase(ESS_HCTX_T hCtx)
{
    ESS_FUNC_M     sts = ESS_STS_NOERR;
    ESS_HCTX_T    hSrcCtx;
    ESS_STR_T     SrcApp;
    ESS_STR_T     DestApp;
    ESS_STR_T     SrcDb;
    ESS_STR_T     DestDb;

    hSrcCtx = hCtx;
    SrcApp  = "Sample";
    DestApp = "NewSamp";
    SrcDb   = "Basic";
    DestDb  = "NewBasic";

    sts = EssCopyDatabase(hCtx, hSrcCtx, SrcApp,
                          DestApp, SrcDb, DestDb);

    return(sts);
}
```

### See Also
- `EssCopyApplication`
- `EssCopyObject`
**EssCopyFilter**

Copies an existing filter.

**Syntax**

```c
ESS_FUNC_M EssCopyFilter (hCtx, hSrcCtx, SrcApp, DestApp, SrcDb, DestDb, SrcName, DestName);
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hCtx</td>
<td>ESS_HCTX_T</td>
<td>API context handle.</td>
</tr>
<tr>
<td>hSrcCtx</td>
<td>ESS_HCTX_T</td>
<td>Not used—should be the same as hCtx.</td>
</tr>
<tr>
<td>SrcApp</td>
<td>ESS_STR_T</td>
<td>Source application name.</td>
</tr>
<tr>
<td>DestApp</td>
<td>ESS_STR_T</td>
<td>Destination application name.</td>
</tr>
<tr>
<td>SrcDb</td>
<td>ESS_STR_T</td>
<td>Source database name.</td>
</tr>
<tr>
<td>DestDb</td>
<td>ESS_STR_T</td>
<td>Destination database name.</td>
</tr>
<tr>
<td>SrcName</td>
<td>ESS_STR_T</td>
<td>Source name of existing filter to be copied.</td>
</tr>
<tr>
<td>DestName</td>
<td>ESS_STR_T</td>
<td>Destination name of copied filter. See “Filter Name Limits” on page 1256.</td>
</tr>
</tbody>
</table>

**Notes**

- The source filter must already exist.
- To prevent overwriting an existing filter by mistake, the caller should check whether the destination filter already exists.

**Return Value**

None.

**Access**

This function requires the caller to have database design privilege (ESS_PRIV_DBDESIGN) for the specified database.

**Example**

```c
ESS_FUNC_M
ESS_CopyFilter (ESS_HCTX_T  hCtx)
{
    ESS_FUNC_M    sts = ESS_STS_NOERR;
    ESS_HCTX_T    hSrcCtx;
    ESS_STR_T     SrcApp;
    ESS_STR_T     DestApp;
    ESS_STR_T     SrcDb;
    ESS_STR_T     DestDb;
    ESS_STR_T     SrcName;
    ESS_STR_T     DestName;

    hSrcCtx    = hCtx;
    SrcApp    = "Sample";
```
SrcDb     = "Basic";
SrcName   = "OldFilter";
DestApp   = "Sample";
DestDb    = "Basic";
DestName  = "NewFilter";

sts = EssCopyFilter(hCtx, hSrcCtx, SrcApp,
                    DestApp, SrcDb, DestDb, SrcName, DestName);
if(!sts)
    printf("The Filter is copied.\r\n");

return (sts);
}

See Also

   - EssDeleteFilter
   - EssListFilters
   - EssRenameFilter

EssCopyObject

Copies an object to the server or client object system.

Syntax

ESS_FUNC_M EssCopyObject (hSrcCtx, hDestCtx, ObjType,
                         SrcApp, DestApp, SrcDb, DestDb, SrcObj, DestObj);

Parameter   Data Type       Description
-------------  ---------------  -----------------------------------------------
hSrcCtx       ESS_HCTX_T     API context handle for source object. Can be local context handle returned by
                EsrCreateLocalContext.

hDestCtx      ESS_HCTX_T     API context handle for destination object. Can be local context handle returned by
                EssCreateLocalContext.

ObjType       ESS_OBJTYPE_T  Object type (must be single type). See “Bitmask Data Types (C)” on page 90 for possible

SrcApp        ESS_STR_T      Source application name.

DestApp       ESS_STR_T      Destination application name.

SrcDb         ESS_STR_T      Source database name. If NULL, uses the source application subdirectory.

DestDb        ESS_STR_T      Destination database name. If NULL, uses the destination application subdirectory.

SrcObj        ESS_STR_T      Name of source object to copy from.

DestObj       ESS_STR_T      Name of destination object to copy to. See “Object Name Limits” on page 1256.
Notes

- Objects may be copied from client to server, server to client, or within the same server. In all cases the destination object must either not already exist, or it must be locked by the caller.
- Outline objects cannot be copied. Use the `EssCopyDatabase` function to copy a database, including its associated outline.

Return Value

None.

Access

This function requires the caller to have the appropriate level of access to the specified source application and/or database containing the object (depending on the object type), and to have Application or Database Design privilege (ESS_PRIV_APPDESIGN or ESS_PRIV_DBDESIGN) for the specified destination application or database.

Example

```c
ESS_FUNC_M
ESS_CopyObject(ESS_HCTX_T hCtx) {
    ESS_FUNC_M         sts = ESS_STS_NOERR;
    ESS_HCTX_T        hDestCtx;
    ESS_STR_T         SrcApp;
    ESS_STR_T         DestApp;
    ESS_STR_T         SrcDb;
    ESS_STR_T         DestDb;
    ESS_STR_T         SrcObj;
    ESS_STR_T         DestObj;
    ESS_OBJTYPE_T     ObjType;

    hDestCtx  = hCtx;
    SrcApp    = "Sample";
    SrcDb     = "Basic";
    SrcObj    = "Test";
    DestApp   = "Sample";
    DestDb    = "Basic";
    DestObj   = "NewTest";
    ObjType   = ESS_OBJTYPE_TEXT;

    sts = EssCopyObject(hCtx,hDestCtx,ObjType,SrcApp,
                        DestApp,SrcDb,DestDb,SrcObj,DestObj);

    if(!sts)
        printf("The Object is copied.\r\n");

    return (sts);
}
```

See Also

- `EssCreateObject`
- `EssDeleteObject`
- `EssListObjects`
EssCreateApplication

Creates a new application, either on the client or the server. If the application is created on the server, it is also started.

Syntax

```c
ESS_FUNC_M EssCreateApplication (hCtx, AppName);
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hCtx</td>
<td>ESS_HCTX_T</td>
<td>API context handle.</td>
</tr>
<tr>
<td>AppName</td>
<td>ESS_STR_T</td>
<td>Name of application to create. See “Application Name Limits” on page 1255.</td>
</tr>
</tbody>
</table>

Notes

- Creating a client application creates a directory to contain local application files.
- A newly created database or application is not automatically set to active. Call `EssSetActive` after calling `EssCreateDatabase` or `EssCreateApplication` to keep subsequent functions, such as `EssRestructure`, from operating on the wrong database or application (the application or database that is already active).
- To create a Unicode mode application, use `EssCreateApplicationEx`.

Return Value

None.

Access

For a server application, the caller must have Application Create/Delete/Edit privilege (ESS_PRIV_APPCREATE).

Example

```c
ESS_FUNC_M
ESS_CreateApp (ESS_HCTX_T hCtx)
{
    ESS_FUNC_M sts = ESS_STS_NOERR;
    ESS_STR_T AppName;
    AppName = "Sample";
    sts = EssCreateApplication (hCtx, AppName);
    return(sts);
}
```

See Also

- `EssCreateStorageTypedApplication`
- `EssCreateDatabase`
- `EssCreateObject`
- `EssCreateApplicationEx`
**EssCreateApplicationEx**

Creates a new application, either on the client or the server. If the application is created on the server, it is also started. This function can create Unicode mode applications.

**Syntax**

```c
ESS_FUNC_M EssCreateApplicationEx(hCtx, AppName, usAppType);
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hCtx</td>
<td>ESS_HCTX_T</td>
<td>API context handle.</td>
</tr>
<tr>
<td>AppName</td>
<td>ESS_STR_T</td>
<td>Name of application to create. See “Application Name Limits” on page 1255.</td>
</tr>
<tr>
<td>usAppType</td>
<td></td>
<td>The application type (Unicode or non-Unicode) of the new application.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>The valid values are:</td>
</tr>
<tr>
<td></td>
<td></td>
<td>● ESS_APP_UNICODE - 0x0003—Create a Unicode application. The function fails if</td>
</tr>
<tr>
<td></td>
<td></td>
<td>the server is not in Unicode mode.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>● ESS_APP_NONUNICODE - 0x0002—Create a non-Unicode application.</td>
</tr>
</tbody>
</table>

**Notes**

● Creating a client application creates a directory to contain local application files.

● A newly created database or application is not automatically set to active. Call `EssSetActive` after calling `EssCreateDatabaseEx` or `EssCreateApplicationEx` to keep subsequent functions, such as `EssRestructure`, from operating on the wrong database or application (the application or database that is already active).

**Return Value**

Returns 0 if successful; otherwise, returns an error.

**Access**

For a server application, the caller must have Application Create/Delete/Edit privilege (ESS_PRIV_APPCREATE).

**See Also**

● `EssCreateStorageTypedApplicationEx`
● `EssCreateDatabaseEx`
● `EssCreateObject`
● `EssConvertApplicationtoUnicode`

---

**EssCreateDatabase**

Creates a new database within an application, either on the client or the server. If the database is created on the server, it is also started.
Syntax

```c
ESS_FUNC_M EssCreateDatabase (hCtx, AppName, DbName, DbType);
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hCtx</td>
<td>ESS_HCTX_T</td>
<td>API context handle.</td>
</tr>
<tr>
<td>AppName</td>
<td>ESS_STR_T</td>
<td>Name of application to contain database.</td>
</tr>
<tr>
<td>DbName</td>
<td>ESS_STR_T</td>
<td>Name of database to create. See “Database Name Limits” on page 1256.</td>
</tr>
<tr>
<td>DbType</td>
<td>ESS_USHORT_T</td>
<td>Type of database to create. Can be ESS_DBTYPE_NORMAL, or ESS_DBTYPE_CURRENCY</td>
</tr>
</tbody>
</table>

Notes

- Creating a client database creates a directory to contain local database files.
- A newly created database or application is not automatically set to active. Call `EssSetActive` after calling EssCreateDatabase or EssCreateApplication to keep subsequent functions, such as EssRestructure, from operating on the wrong database or application (the application or database that is already active).

Return Value

None.

Access

For a server database, the caller must have database Create/Delete/Edit privilege (ESS_PRIV_DBCREATE).

Example

```c
ESS_FUNC_M
ESS_CreateDb (ESS_HCTX_T hCtx)
{
    ESS_FUNC_M st = ESS_STS_NOERR;
    ESS_STR_T AppName;
    ESS_STR_T DbName;

    AppName = "Sample";
    DbName  = "Basic";

    st = EssCreateDatabase(hCtx, AppName, DbName, ESS_DBTYPE_NORMAL);
    return (st);
}
```

See Also

- EssCreateApplication
- EssCreateObject
EssCreateDatabaseEx

Creates a new database within an application, either on the client or the server. If the database
is created on the server, it is also started. This function can be used to create a database that
supports duplicate member names.

Syntax

ESS_FUNC_M EssCreateDatabaseEx (hCtx, AppName, DbName, DbType, bNonUniqueName);

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hCtx</td>
<td>ESS_HCTX_T</td>
<td>API context handle.</td>
</tr>
<tr>
<td>AppName</td>
<td>ESS_STR_T</td>
<td>Name of application to contain database.</td>
</tr>
<tr>
<td>DbName</td>
<td>ESS_STR_T</td>
<td>Name of database to create. See “Database Name Limits” on page 1256.</td>
</tr>
<tr>
<td>DbType</td>
<td>ESS_USHORT_T</td>
<td>Type of database to create. Can be ESS_DBTYPE_NORMAL, or ESS_DBTYPE_CURRENCY</td>
</tr>
<tr>
<td>bNonUniqueName</td>
<td>ESS_BOOL_T</td>
<td>When set to TRUE, this function creates a database that has a duplicate-</td>
</tr>
</tbody>
</table>

Notes

● Creating a client database creates a directory to contain local database files.
● A newly created database or application is not automatically set to active. Call
  EssSetActive after calling EssCreateDatabase, EssCreateDatabaseEx, or
  EssCreateApplication to keep subsequent functions, such as EssRestructure, from operating
  on the wrong database or application (the application or database that is already active).

Return Value

Returns 0 if successful; otherwise, returns an error.

Access

For a server database, the caller must have database Create/Delete/Edit privilege
(ESS_PRIV_DBCREATE).

Example

ESS_FUNC_M ESS_CreateDb()
{
    ESS_STS_T sts = ESS_STS_NOERR;
    ESS_STR_T AppName;
    ESS_STR_T DbName;

    AppName = "Sample";
    DbName = "Basic";
    sts = EssCreateDatabaseEx(hCtx, AppName, DbName, ESS_DBTYPE_NORMAL, TRUE);

    return (sts);
}


EssCreateDrillThruURL

Creates a drill-through URL, with the given link and name, within the active database outline.

See “Drill-through URL Limits” on page 1257.

Syntax

```
ESS_FUNC_M EssCreateDrillThruURL (hCtx, pUrl);
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hCtx</td>
<td>ESS_HCTX_T</td>
<td>API context handle.</td>
</tr>
<tr>
<td>pUrl</td>
<td>ESS_PDURLINFO_T</td>
<td>URL definition.</td>
</tr>
</tbody>
</table>

Return Value

- If successful, creates a drill-through URL in the active database outline.
- If unsuccessful, returns an error code.

Access

- Caller must have database Design privilege (ESS_PRIV_DBDESIGN) for the specified database.
- Caller must have selected the specified database as the active database using EssSetActive().

Example

```
/* Sample Code for EssCreateDrillThruURL */

ESS_STS_T sts = ESS_STS_NOERR;
ESS_DURLINFO_T url;
ESS_USHORT_T usCountOfURLs, i;
ESS_PDURLINFO_T listOfURLs;
ESS_STR_T urlName = "";
ESS_PDURLINFO_T urlInfo;
ESS_STR_T fileName = "";
ESS_CHAR_T xmlString[XML_CHAR_MAX];

/* Valid case */

memset(&url, '\0', sizeof(ESS_DURLINFO_T));
fileName = "F:\testarea\mainapi\sample1.xml";
GetFileContent(fileName, xmlString);

printf("\nValid case:\n");
    url.bIsLevel0 = ESS_TRUE;
    url.cpURLName = "Drill Through to EPMI";
```
url.cpURLXml = xmlString;
url.iURLXmlSize = (ESS_SHORT_T) strlen(xmlString)+1;
url.iCountOfDrillRegions = 2;
sts = EssAlloc (hInst, sizeof(ESS_STR_T) * url.iCountOfDrillRegions, 
&(url.cppDrillRegions));
url.cppDrillRegions[0] = "@idesc("Qtr1")";
url.cppDrillRegions[1] = "@idesc("Qtr2")";
sts = EssCreateDrillThruURL(hCtx, &url);
printf("EssCreateDrillThruURL sts: %ld\n",sts);

**EssCreateExtGroup**

Creates a group in the external user directory.

**Syntax**

ESS_FUNC_M EssCreateExtGroup (hCtx, GroupName);

**Parameter**

<table>
<thead>
<tr>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hCtx</td>
<td>ESS_HCTX_T</td>
</tr>
<tr>
<td>GroupName</td>
<td>ESS_STR_T</td>
</tr>
</tbody>
</table>

**Notes**

The specified group must exist in Shared Services.

**Return Value**

None.

**Access**

This function requires the caller to have Create/Delete User privilege (ESS_PRIV_USERCREATE) for the logged in server.

**Example**

ESS_FUNC_M ESS_CreateGroup (ESS_HCTX_T hCtx) 
{ 
    ESS_FUNC_M sts = ESS_STS_NOERR;
    ESS_STR_T GroupName;

    GroupName = "Group 1";

    sts = EssCreateExtGroup (hCtx, GroupName);

    return (sts);
}

**See Also**

- EssDeleteUser
- EssListUsers
- EssRenameUser
- EssSetPassword
EssCreateExtUser

Creates a new externally authenticated user.

Syntax

```c
ESS_FUNC_M EssCreateExtUser (hCtx, UserName, Password, SecurityProvider,
ProviderConnectionParameters);
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hCtx</td>
<td>ESS_HCTX_T</td>
<td>API context handle.</td>
</tr>
<tr>
<td>UserName</td>
<td>ESS_STR_T</td>
<td>Name of user to create. See “User Name Limits” on page 1256.</td>
</tr>
<tr>
<td>Password</td>
<td>ESS_STR_T</td>
<td>Security password for new user. See “Password Limits” on page 1256.</td>
</tr>
<tr>
<td>SecurityProvider</td>
<td>ESS_PROTOCOL_T</td>
<td>The name of the external authentication mechanism.</td>
</tr>
<tr>
<td>ProviderConnectionParameters</td>
<td>ESS_CONNPARAM_T</td>
<td>Parameters used by the external authentication mechanism, if any.</td>
</tr>
</tbody>
</table>

**Notes**

- The specified user must not already exist.
- The user’s access level and other parameters may be set with the `EssSetUser` function.
- Your program should ensure that the password has been entered correctly (e.g. by requiring the user to type it twice) before calling this function. Once entered, it is not possible to retrieve a password. However, a password can be changed using the `EssSetPassword` function.

**Return Value**

None.

**Access**

This function requires the caller to have Create/Delete User privilege (ESS_PRIV_USERCREATE) for the logged in server.

**Example**

```c
ESS_FUNC_M ESS_CreateUser (ESS_HCTX_T   hCtx)
```
ESS_FUNC_M  sts = ESS_STS_NOERR;
ESS_STR_T    UserName;
ESS_STR_T    Password;
ESS_PROTOCOL_T Protocol;
ESS_CONN_PARAM ConnParam;

UserName = "Jim Smith";
Password = "Password";
Protocol = CSS;
ConnParam = NULL;

sts = EssCreateExtUser (hCtx, UserName, Password, Protocol, ConnParam);

return (sts);
}

See Also
- EssDeleteUser
- EssListUsers
- EssRenameUser
- EssSetPassword
- EssSetUser
- EssGetUserEx
- “ESS_USERINFOEX_T” on page 189

**EssCreateFilter**

Creates a new filter and starts setting its contents.

**Syntax**

```c
ESS_FUNC_M  EssCreateFilter (hCtx, AppName, DbName, FilterName, Active, Access);
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hCtx</td>
<td>ESS_HCTX_T</td>
<td>API context handle.</td>
</tr>
<tr>
<td>AppName</td>
<td>ESS_STR_T</td>
<td>Application name.</td>
</tr>
<tr>
<td>DbName</td>
<td>ESS_STR_T</td>
<td>Database name.</td>
</tr>
<tr>
<td>FilterName</td>
<td>ESS_STR_T</td>
<td>Filter name. See “Filter Name Limits” on page 1256.</td>
</tr>
<tr>
<td>Active</td>
<td>ESS_BOOL_T</td>
<td>Filter active flag. If TRUE, the filter is set active; otherwise, it is set inactive.</td>
</tr>
<tr>
<td>Access</td>
<td>ESS_ACCESS_T</td>
<td>The default filter access level.</td>
</tr>
</tbody>
</table>

**Notes**
- If the filter does not already exist, it will be created by this call.
- If the filter already exists, an error message is returned.
- This call must be followed by successive calls to EssSetFilterRow to set all the rows for the filter.
**Return Value**

None.

**Access**

This function requires the caller to have database designer permission (ESS_PRIV_DBDESIGN) for the specified database.

**Example**

```c
ESS_FUNC_M
ESS_CreateFilter (ESS_HCTX_T  hCtx)
{
    ESS_FUNC_M       sts = ESS_STS_NOERR;
    ESS_STR_T      AppName;
    ESS_STR_T       DbName;
    ESS_STR_T       FilterName;
    ESS_BOOL_T      Active;
    ESS_ACCESS_T    Access, AccessAry[3];
    ESS_STR_T       RowString[3];
    ESS_USHORT_T    ind;

   AppName    = "Sample";
   DbName     = "Basic";
   FilterName = "NewFilter";
   Active     = ESS_TRUE;

    /***** Create Filter *****/
    sts = EssCreateFilter(hCtx, AppName, DbName,
                          FilterName, Active, Access);
    if(!sts)
    {
        RowString[0] = "@IDESCENDANTS(Scenario)";
        RowString[1] = "@IDESCENDANTS(Product)";
        RowString[2] = "Qtr1, @IDESCENDANTS("Colas")";

        AccessAry[0] = ESS_ACCESS_READ;
        AccessAry[1] = ESS_ACCESS_NONE;

        /***** Set Filter Rows *****/

        for(ind = 0; ind < 3; ind++)
        {
            sts = EssSetFilterRow(hCtx, RowString[ind],
                                  AccessAry[ind]);
            if(sts)
                printf("Cannot set Filter row %s\r\n", RowString[ind]);
        }
        sts = EssSetFilterRow(hCtx,
                               ",", ESS_ACCESS_NONE);
    }
    return (sts);
}
```
See Also

- EssGetFilter
- EssListFilters
- EssSetFilterRow
- EssSetFilter

**EssCreateGroup**

Creates a new group.

Syntax

```c
ESS_FUNC_M EssCreateGroup (hCtx, GroupName);
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hCtx</td>
<td>ESS_HCTX_T</td>
<td>API context handle.</td>
</tr>
<tr>
<td>GroupName</td>
<td>ESS_STR_T</td>
<td>Name of group to create. See “Group Name Limits” on page 1256.</td>
</tr>
</tbody>
</table>

Notes

- The specified group must not already exist.
- The group’s access level may be set with the EssSetGroup function.

Return Value

None.

Access

This function requires the caller to have Create/Delete User privilege (ESS_PRIV_USERCREATE) for the logged in server.

Example

```c
ESS_FUNC_M EssCreateGroup (ESS_HCTX_T hCtx)
{
    ESS_FUNC_M sts = ESS_STS_NOERR;
    ESS_STR_T GroupName;
    GroupName = "PowerUsers";

    sts = EssCreateGroup (hCtx, GroupName);

    return (sts);
}
```

See Also

- EssCreateExtGroup
- EssDeleteGroup
- EssListGroups
- EssRenameGroup
EssCreateLocalContext

Creates a local API context for use in local API operations.

Syntax

```c
ESS_FUNC_M EssCreateLocalContext (hInstance, UserName, Password, phLocalCtx);
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hInstance;</td>
<td>ESS_HINST_T</td>
<td>API instance handle.</td>
</tr>
<tr>
<td>UserName;</td>
<td>ESS_STR_T</td>
<td>Currently not used—should be NULL.</td>
</tr>
<tr>
<td>Password;</td>
<td>ESS_STR_T</td>
<td>Currently not used—should be NULL.</td>
</tr>
<tr>
<td>phLocalCtx;</td>
<td>ESS_PHCTX_T</td>
<td>Address of variable to receive Essbase local context handle.</td>
</tr>
</tbody>
</table>

Notes

- This function must be called if access to local API operations (for example local file/object functions) is desired. It should be called after calling `EssInit`.
- It is only necessary to call the function once per client application - the context handle can be used for all local API operations.
- You should call `EssDeleteLocalContext` when the application has finished accessing local objects.

Return Value

If successful, a valid local context handle is returned in `phLocalCtx`.

Access

This function requires no special privileges.

Example

See the example of `EssGetLocalPath`.

See Also

- `EssDeleteLocalContext`
- `EssInit`

EssCreateLocationAlias

Creates a new location alias; that is, it maps an alias name string to an ordered set of the following five strings: host name, application name, database name, user login name, and user password.
Syntax

```c
ESS_FUNC_M EssCreateLocationAlias (hCtx, pAlias, pHost, pApp, pDb, pName, pPassword);
```

**Parameter** | **Data Type** | **Description**
---|---|---
hCtx; | ESS_HCTX_T | API context handle.
pAlias; | ESS_STR_T | Location alias.
pHost; | ESS_STR_T | Target host.
pApp; | ESS_STR_T | Target application.
pDb; | ESS_STR_T | Target database.
pName; | ESS_STR_T | User login name.
pPassword; | ESS_STR_T | User password.

**Return Value**

Returns an error if a location alias with the name `pAlias` already exists.

**See Also**

- EssDeleteLocationAlias
- EssGetLocationAliasList

---

**EssCreateObject**

Creates a new object on the server or client object system.

Syntax

```c
ESS_FUNC_M EssCreateObject (hCtx, ObjType, AppName, DbName, ObjName);
```

**Parameter** | **Data Type** | **Description**
---|---|---
hCtx | ESS_HCTX_T | API context handle. Can be local context handle returned by EssCreateLocalContext.
ObjType | ESS_OBJTYPE_T | Object type (must be single type). Refer to “Bitmask Data Types (C)” on page 90 for a list of possible values.
AppName | ESS_STR_T | Application name.
DbName | ESS_STR_T | Database name. If NULL, uses the Application subdirectory.
ObjName | ESS_STR_T | Name of object to create. See “Object Name Limits” on page 1256.

**Notes**

- To create an object, it must not already exist.
A newly created object on the server contains no data and merely acts as a place holder to prevent another user from creating the object. If you wish to update the created object, you should lock it using \texttt{EssLockObject}, then save it using \texttt{EssPutObject}.

\textbf{Return Value}

None.

\textbf{Access}

This function requires the caller to have Application or Database Design privilege (\texttt{ESS PRIV APPDESIGN} or \texttt{ESS PRIV DBDESIGN}) for the specified application or database to contain the object.

\textbf{Example}

\begin{verbatim}
ESS_FUNC_M
ESS_CreateObject (ESS_HCTX_T hCtx)
{
    ESS_FUNC_M        sts = ESS_STS_NOERR;
    ESS_STR_T       AppName;
    ESS_STR_T       DbName;
    ESS_STR_T       ObjName;
    ESS_OBJTYPE_T   ObjType;

    AppName = "Sample";
    DbName  = "Basic";
    ObjName = "Test";
    ObjType = ESS_OBJTYPE_OUTLINE;

    sts = EssCreateObject(hCtx, ObjType, AppName,
                        DbName, ObjName);

    if(!sts)
        printf("The Object is created.\r\n");
    return (sts);
}
\end{verbatim}

\textbf{See Also}

\begin{itemize}
    \item \texttt{EssCopyObject}
    \item \texttt{EssDeleteObject}
    \item \texttt{EssListObjects}
    \item \texttt{EssLockObject}
    \item \texttt{EssPutObject}
    \item \texttt{EssRenameObject}
\end{itemize}

\textbf{EssCreateStorageTypedApplication}

Creates a new application with the option of data storage mode: block (multidimensional) or aggregate.

\textbf{Syntax}

\begin{verbatim}
ESS_FUNC_M EssCreateStorageTypedApplication (hCtx, AppName, StorageType);
\end{verbatim}
Parameter | Data Type | Description
--- | --- | ---
hCtx | ESS_HCTX_T | API context handle.
AppName | ESS_STR_T | Name of application to create. See “Application Name Limits” on page 1255.
StorageType | ESS_DATA_STORAGE_T | The data storage type of the new application.

Notes
- The new application is created in non-Unicode mode.
- Creating a client application creates a directory to contain local application files.
- A newly created database or application is not automatically set to active. Call EssSetActive after calling any function that creates an application or database to keep subsequent functions, such as EssRestructure, from operating on the wrong database or application (the application or database that is already active).

Return Value
Returns 0 if successful; otherwise, returns an error.

Access
For a server application, the caller must have Application Create/Delete/Edit privilege (ESS_PRIV_APPCREATE).

Example
```c
ESS_FUNC_M
ESS_CreateASOApp (ESS_HCTX_T hCtx)
{
    ESS_FUNC_M sts = ESS_STS_NOERR;
    ESS_STR_T AppName;
    AppName = "Sample";
    sts = EssCreateStorageTypedApplication (hCtx, AppName, ESS_ASO_DATA_STORAGE);
    return(sts);
}
```

See Also
- EssCreateStorageTypedApplicationEx
- EssCreateApplication
- EssCreateDatabase
- EssCreateObject
**EssCreateStorageTypedApplicationEx**

Creates a new application with options for data storage mode (block or aggregate) and application mode (Unicode or non-Unicode).

**Syntax**

```c
ESS_FUNC_M EssCreateStorageTypedApplicationEx (hCtx, AppName, storageType, usAppType);
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hCtx</td>
<td>ESS_HCTX_T</td>
<td>API context handle.</td>
</tr>
<tr>
<td>AppName</td>
<td>ESS_STR_T</td>
<td>Name of application to create. See “Application Name Limits” on page 1255.</td>
</tr>
<tr>
<td>StorageType</td>
<td>ESS_DATA_STORAGE_T</td>
<td>The data storage type of the new application.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>The valid values for StorageType are:</td>
</tr>
<tr>
<td></td>
<td></td>
<td>● ESS_DEFAULT_DATA_STORAGE—Same as ESS_MULTIDIM_DATA_STORAGE</td>
</tr>
<tr>
<td></td>
<td></td>
<td>● ESS_MULTIDIM_DATA_STORAGE—Block storage (multidimensional), the default storage type</td>
</tr>
<tr>
<td></td>
<td></td>
<td>● ESS_ASO_DATA_STORAGE—Aggregate storage</td>
</tr>
<tr>
<td>usAppType</td>
<td>ESS_USHORT_T</td>
<td>The application type (Unicode or non-Unicode) of the new application.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>The valid values for usAppType are:</td>
</tr>
<tr>
<td></td>
<td></td>
<td>● ESS_APP_UNICODE - 0x0003—Unicode application. The function fails if the server is not in Unicode mode.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>● ESS_APP_NONUNICODE - 0x0002—Non-Unicode application.</td>
</tr>
</tbody>
</table>

**Notes**

- Creating a client application creates a directory to contain local application files.
- A newly created database or application is not automatically set to active. Call `EssSetActive` after calling any function that creates an application or database to keep subsequent functions, such as EssRestructure, from operating on the wrong database or application (the application or database that is already active).

**Return Value**

Returns 0 if successful; otherwise, returns an error.

**Access**

For a server application, the caller must have Application Create/Delete/Edit privilege (ESS_PRIV_APPCREATE).

**Example**

```c
ESS_FUNC_M
ESS_CreateASOApp (ESS_HCTX_T  hCtx)
{
    ESS_FUNC_M          sts = ESS_STS_NOERR;
    ESS_STR_T           AppName;
    AppName = "Sample";
}
```
sts = EssCreateStorageTypedApplicationEx (hCtx, AppName, ESS_ASO_DATA_STORAGE, ESS_APP_UNICODE);
return(sts);
}

See Also

- EssCreateStorageTypedApplication
- EssCreateApplication
- EssCreateDatabase
- EssCreateObject

**Ess CreateUser**

Creates a new user.

**Syntax**

ESS_FUNC_M EssCreateUser (hCtx, UserName, Password);

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hCtx</td>
<td>ESS_HCTX_T</td>
<td>API context handle.</td>
</tr>
<tr>
<td>UserName</td>
<td>ESS_STR_T</td>
<td>Name of user to create. See “User Name Limits” on page 1256.</td>
</tr>
<tr>
<td>Password</td>
<td>ESS_STR_T</td>
<td>Security password for new user. See “Password Limits” on page 1256.</td>
</tr>
</tbody>
</table>

**Notes**

- The specified user must not already exist.
- The user’s access level and other parameters may be set with the EssSetUser function.
- Your program should ensure that the password has been entered correctly (for example, by requiring the user to type it twice) before calling this function. Once entered, it is not possible to retrieve a password. However, a password can be changed using the EssSetPassword function.

**Return Value**

None.

**Access**

This function requires the caller to have Create/Delete User privilege (ESS_PRIV_USERCREATE) for the logged in server.

**Example**

ESS_FUNC_M
Ess_CreateUser (ESS_HCTX_T hCtx)
{
    ESS_FUNC_M st = ESS_STS_NOERR;
    ESS_STR_T    UserName;
    ESS_STR_T    Password;
}
 UserName = "Jim Smith";
 Password = "Password";

 sts = EssCreateUser (hCtx, UserName, Password);

 return (sts);
}

See Also
- EssDeleteUser
- EssListUsers
- EssRenameUser
- EssSetPassword
- EssSetUser

EssCreateVariable

Creates a new substitution variable or modifies an existing substitution variable if the variable name already exists with the identical server, application, and database values.

Syntax

\[
\text{ESS\_FUNC\_M} \quad \text{EssCreateVariable} (\text{hCtx}, \text{pVariable})
\]

Parameter | Data Type | Description
--- | --- | ---
 hCtx | ESS\_HCTX\_T | API context handle.
 pVariable | ESS\_PVARIABLE\_T | Pointer to the structure containing the description of the substitution variable being created.

Notes

- The scope of the variable can apply to the server, the application, or the database. The scope is controlled through the ESS\_VARIABLE\_T structure. When the server, application, and database are all named, the substitution variable applies only to the specified database. When only the server and application are named, the substitution variable applies to all databases in the specified application. When only the server is named, the substitution variable applies to all applications and databases on the specified server.
- When a variable exists and a new variable is created with the same name and scope, the new value replaces the old value with no error message from Essbase.
- On a given server, you can create multiple substitution variables with the same name but different scopes (application and database).

Return Value

If successful, returns zero.
Example
/*
** ESS_CreateVariable() creates a substitution variable using
** the API EssCreateVariable, and sets its value.
*/

ESS_FUNC_M
ESS_CreateVariable (ESS_HCTX_T hCtx)
{

    ESS_FUNC_M      sts = ESS_STS_NOERR;
    ESS_VARIABLE_T Variable;

    printf("\n ******************************************");
    printf("\n **** An example of using EssCreateVariable");
    printf("\n ******************************************");

    /* Create Variable 'QuarterName' at the level of the server/App/Db */
    strcpy(Variable.VarName,  "QuarterName");
    strcpy(Variable.Server,   "Local");
    strcpy(Variable.AppName,  "Sample");
    strcpy(Variable.DbName,   "Basic");
    strcpy(Variable.VarValue, "Qtr1");
    sts = EssCreateVariable(hCtx, &Variable);
    if (sts == ESS_STS_NOERR)
        printf("\n Variable 'QuarterName' is created at the Server/App/Db level
        with value 'Qtr1'");

    /* Change Value of 'QuarterName' from Qtr1 to Qtr2 */
    if (sts == ESS_STS_NOERR)
    {
        strcpy(Variable.VarName,  "QuarterName");
        strcpy(Variable.Server,   "Local");
        strcpy(Variable.AppName,  "Sample");
        strcpy(Variable.DbName,   "Basic");
        strcpy(Variable.VarValue, "Qtr2");
        sts = EssCreateVariable(hCtx, &Variable);
        if (sts == ESS_STS_NOERR)
            printf("\n Variable 'QuarterName' at the Server/App/Db level is updated
            to value 'Qtr2'");
    }

    /* Create Variable 'MarketName' at the level of the Server/App */
    if (sts == ESS_STS_NOERR)
    {
        strcpy(Variable.VarName,  "MarketName");
        strcpy(Variable.Server,   "Local");
        strcpy(Variable.AppName,  "Sample");
        strcpy(Variable.DbName,   "");
        strcpy(Variable.VarValue, "East");
        sts = EssCreateVariable(hCtx, &Variable);
        if (sts == ESS_STS_NOERR)
            printf("\n Variable 'MarketName' is created at the Server/App level");
    }

    /* Create Variable "MarketName' at the level of the Server */
    /* This shows that you can have the same variable name at different levels*/

    if (sts == ESS_STS_NOERR)
    {
        strcpy(Variable.VarName,  "MarketName");
        strcpy(Variable.Server,   "Local");
        strcpy(Variable.AppName,  "");
strcpy(Variable.DbName, "\n");
strcpy(Variable.VarValue, "Market");
sts = EssCreateVariable(hCtx, &Variable);
if (sts == ESS_STS_NOERR)
    printf("\n Variable 'MarketName' is created at the Server level\n");
} if (sts == ESS_STS_NOERR)
    printf("\n --> No Errors in EssCreateVariable\n\n\n\n");
else
    printf("\n --> Error in EssCreateVariable number: \%d\n\n\n\n", sts);

return (sts);
} /* end ESS_CreateVariable */

Output

******************************************
**** An example of using EssCreateVariable
******************************************
Variable 'QuarterName' is created at the Server/App/Db level with value 'Qtr1'
Variable 'QuarterName' at the Server/App/Db level is updated to value 'Qtr2'
Variable 'MarketName' is created at the Server/App level
Variable 'MarketName' is created at the Server level
--> No Errors in EssCreateVariable

See Also

● “ESS_VARIABLE_T” on page 191
● EssDeleteVariable
● EssGetVariable
● EssListVariables

EssDefaultCalc

Executes the default calculation for the active database.

Syntax

ESS_FUNC_M EssDefaultCalc (hCtx);

Parameter  Data Type  Description

hCtx  ESS_HCTX_T  API context handle.

Notes

● If this function succeeds and the calculation is started, it will continue on the server as an asynchronous process after the return from this call. The caller must check at regular intervals to see whether the process has completed by calling EssGetProcessState until it returns ESS_STATE_DONE.

● To get and set the default calc script, use the functions EssGetDefaultCalc, EssSetDefaultCalc, and EssSetDefaultCalcFile.
Return Value
None.

Access
This function requires the caller to have calc privilege (ESS_PRIV_CALC) to the active database.

Example

```c
ESS_FUNC_M
ESS_CalcDefault (ESS_HCTX_T hCtx)
{
    ESS_FUNC_M sts = ESS_STS_NOERR;
    ESS_PROCSTATE_T pState;

    sts = EssDefaultCalc(hCtx);
    if (!sts)
    {
        sts = EssGetProcessState (hCtx, &pState);
        while (!sts && (pState.State !=
                        ESS_STATE_DONE))
            sts = EssGetProcessState (hCtx,
                                      &pState);
    }

    return (sts);
}
```

See Also
- EssBeginCalc
- EssCalc
- EssGetDefaultCalc
- EssSetDefaultCalc
- EssSetDefaultCalcFile

**EssDeleteAllSplFiles**

Deletes all trigger log files for a database.

Syntax

```c
ESS_FUNC_M EssDeleteAllSplFiles (hCtx,AppName,DbName);
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hCtx</td>
<td>ESS_HCTX_T</td>
<td>API context handle.</td>
</tr>
<tr>
<td>AppName</td>
<td>ESS_STR_T</td>
<td>Application name.</td>
</tr>
<tr>
<td>DbName</td>
<td>ESS_STR_T</td>
<td>Database name.</td>
</tr>
</tbody>
</table>
Access
This function requires the caller to have database Design privilege (ESS_PRIV_DBDESIGN) for the specified database.

See Also
- EssDisplayTriggers
- EssListSpoolFiles
- EssGetSpoolFile
- EssDeleteSpoolFile
- EssMdxTrig

**EssDeleteApplication**

Deletes an existing application, either on the client or the server. If the application is running on the server, then it is first stopped.

**Syntax**

```c
ESS_FUNC_M EssDeleteApplication (hCtx, AppName);
```

**Parameter** | **Data Type** | **Description**
--- | --- | ---
 hCtx | ESS_HCTX_T | API context handle.
AppName | ESS_STR_T | Name of application to delete.

**Notes**

Deleting a client application removes the local application directory and contents. It also removes all objects stored with the application, including all databases.

**Return Value**

None.

**Access**

For a server application, the caller must have Application Create/Delete/Edit privilege (ESS_PRIV_APPCREATE).

**Example**

```c
ESS_FUNC_M
ESS_DeleteApp (ESS_HCTX_T hCtx)
{
    ESS_FUNC_M     sts = ESS_STS_NOERR;
    ESS_STR_T      AppName;
    AppName = "Sample";
    sts = EssDeleteApplication (hCtx, AppName);
    return(sts);
}
```
See Also

- EssDeleteDatabase
- EssDeleteObject

**EssDeleteDatabase**

Deletes an existing database from an application, either on the client or the server. If the database is running on the server, then it is first stopped.

**Syntax**

```c
ESS_FUNC_M EssDeleteDatabase (hCtx, AppName, DbName);
```

**Parameter**

<table>
<thead>
<tr>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hCtx</td>
<td>ESS_HCTX_T  API context handle.</td>
</tr>
<tr>
<td>AppName</td>
<td>ESS_STR_T    Name of application containing database.</td>
</tr>
<tr>
<td>DbName</td>
<td>ESS_STR_T    Name of database to delete.</td>
</tr>
</tbody>
</table>

**Notes**

- Deleting a client database removes the local database directory and contents.
- Deleting a server database removes all objects associated with that database.

**Return Value**

None.

**Access**

For a server database, the caller must have database Create/Delete/Edit privilege (ESS_PRIV_DBCREATE).

**Example**

```c
ESS_FUNC_M
ESS_DeleteDb (ESS_HCTX_T   hCtx)
{
    ESS_FUNC_M   sts = ESS_STS_NOERR;
    ESS_STR_T   AppName;
    ESS_STR_T    DbName;
    AppName = "Sample";
    DbName  = "Basic";

    /* IF the current active is the same as the
     * unload db, ClearActive first */
    sts = EssClearActive(hCtx);

    /* ELSE */
    sts = EssDeleteDatabase(hCtx, AppName, DbName);
    return (sts);
}
```
See Also

- EssDeleteApplication
- EssDeleteObject

**EssDeleteDrillThruURL**

Deletes a drill-through URL, with the given URL name, within the active database outline.

**Syntax**

```c
ESS_FUNC_M EssDeleteDrillThruURL (hCtx, URLName);
```

**Parameter** | **Data Type** | **Description**
---|---|---
 hCtx | ESS_HCTX_T | API context handle.
 URLName | ESS_STR_T | Drill-through URL name.

**Return Value**

- If successful, deletes the named drill-through URL in the active database outline.
- If unsuccessful, returns an error code.

**Access**

- Caller must have database Design privilege (ESS_PRIV_DBDESIGN) for the specified database.
- Caller must have selected the specified database as the active database using **EssSetActive**.

**Example**

```c
ESS_STS_T sts = ESS_STS_NOERR;

sts = EssDeleteDrillThruURL(hCtx, "Drill Through to EPMI");
printf("EssDeleteDrillThruURL sts: %ld\n",sts);
```

**EssDeleteFilter**

Deletes an existing filter.

**Syntax**

```c
ESS_FUNC_M EssDeleteFilter (hCtx, AppName, DbName, FilterName);
```

**Parameter** | **Data Type** | **Description**
---|---|---
 hCtx | ESS_HCTX_T | API context handle.
 AppName | ESS_STR_T | Application name.
 DbName | ESS_STR_T | Database name.
### FilterName

**Data Type:** ESS_STR_T  
**Description:** Filter name.

### Return Value

None.

### Access

This function requires the caller to have database Design privilege (ESS_PRIV_DBDESIGN) for the specified database.

### Example

```c
ESS_FUNC_M
ESS_DeleteFilter (ESS_HCTX_T hCtx)
{
    ESS_FUNC_M        sts = ESS_STS_NOERR;
    ESS_STR_T        AppName;
    ESS_STR_T        DbName;
    ESS_STR_T        FilterName;

    AppName    = "Sample";
    DbName     = "Basic";
    FilterName = "Test";

    sts = EssDeleteFilter(hCtx, AppName, DbName,
                          FilterName);
    return (sts);
}
```

### See Also

- EssCopyFilter
- EssListFilters
- EssRenameFilter
- EssSetFilter

---

**EssDeleteFromGroup**

Removes a user from the list of group members.

### Syntax

```c
ESS_FUNC_M EssDeleteFromGroup (hCtx, GroupName, UserName);
```

### Parameter | Data Type | Description
--- | --- | ---

- **hCtx**     ESS_HCTX_T  API context handle.
- **GroupName** ESS_STR_T  Group name.
- **UserName** ESS_STR_T  Name of user to remove from group list.
Notes
In addition to deleting the specified user from the list of members for the specified group, this function also deletes the group from the user's own list of associated groups.

Return Value
None.

Access
This function requires the caller to have Create/Delete User privilege (ESS_PRIV_USERCREATE) for the logged in server.

Example

```c
ESS_FUNC_M
ESS_RemoveUser (ESS_HCTX_T hCtx)
{
    ESS_FUNC_M sts = ESS_STS_NOERR;
    ESS_STR_T GroupName;
    ESS_STR_T UserName;
    GroupName = "PowerUsers";
    UserName = "Jim Smith";

    sts = EssDeleteFromGroup (hCtx, GroupName, UserName);

    return (sts);
}
```

See Also
- EssDeleteFromGroupEx
- EssAddToGroup
- EssGetGroupList
- EssListGroups
- EssSetGroupList

**EssDeleteFromGroupEx**

Removes a user from a group. Similar to EssDeleteFromGroup, but can accept a user directory specification or unique identity attribute for GroupId or UserId.

Syntax

```
ESS_FUNC_M EssDeleteFromGroupEx (hCtx, GroupId, bIsGroupId, UserId, bUsingIdentity);
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hCtx</td>
<td>ESS_HCTX_T</td>
<td>API context handle (input).</td>
</tr>
<tr>
<td>GroupId</td>
<td>ESS_STR_T</td>
<td>Group name or identity (input). Can be specified as groupname@provider or as a unique identity attribute.</td>
</tr>
<tr>
<td>bIsGroupId</td>
<td>ESS_BOOL_T</td>
<td>Input. Indicates if GroupId is a name or an identity. If TRUE, GroupId is an identity.</td>
</tr>
<tr>
<td>Parameter</td>
<td>Data Type</td>
<td>Description</td>
</tr>
<tr>
<td>-----------</td>
<td>--------------</td>
<td>---------------------------------------------------------------------------------------------------------------------------------------------</td>
</tr>
<tr>
<td>UserId</td>
<td>ESS_STR_T</td>
<td>Name of user to remove from group (input). Can be specified as username@provider or as a unique identity attribute.</td>
</tr>
<tr>
<td>bUsingIdentity</td>
<td>ESS_BOOL_T</td>
<td>Input. Indicates if UserID is a name or an identity. If TRUE, UserID is an identity.</td>
</tr>
</tbody>
</table>

**Notes**

In addition to deleting the specified user from the list of members for the specified group, this function also deletes the group from the user’s own list of associated groups.

**Return Value**

None.

**Access**

This function requires the caller to have Create/Delete User privilege (ESS_PRIV_USERCREATE) for the logged in server.

**Example**

```c
void DisplayUserList(ESS_USHORT_T count, ESS_PSTR_T UserList)
{
    ESS_USHORT_T i;

    for (i = 0; i < count; i++)
    {
        if (UserList [i])
            printf ("%s\n", UserList[i]);
    }
}

ESS_FUNC_M ESS_RemoveUser (ESS_HCTX_T hCtx)
{
    ESS_STS_T sts  = ESS_STS_NOERR;
    ESS_STR_T groupId, userId;
    ESS_BOOL_T bGroupId, bUserId;
    ESS_BOOL_T bisIdentity;
    ESS_USHORT_T type;
    ESS_USHORT_T count;
    ESS_BOOL_T bUsingIdentity;
    ESS_PSTR_T pUserList;

    groupId = "IDRegularGroup@ldap";
    userId = "IDUser8@ldap";
    bGroupId = ESS_FALSE;
    bUserId = ESS_TRUE;
    sts = EssDeleteFromGroupEx (hCtx, groupId, bGroupId, userId, bUserId);
    printf("EssDeleteFromGroupEx sts: %ld\n", sts);
    if(!sts)
    {
        sts = EssGetGroupListEx(hCtx, groupId, bisIdentity, type, &count, &bUsingIdentity, &pUserList);
        printf("EssGetGroupListEx sts: %ld\n", sts);
        if(!sts)
        {
```

303
{ if(pUserList)
    {
        printf ("\n---User/Group list for %s:\n", groupId);
        DisplayUserList(count, pUserList);
    }
else
    
        printf ("\tUser list is empty\n");

    return (sts);
}

See Also

- EssAddToGroupEx
- EssGetGroupListEx
- EssListGroupsInfoEx

EssDeleteGroup

Deletes an existing group.

Syntax

ESS_FUNC_M EssDeleteGroup (hCtx, GroupName);

Parameter | Data Type | Description
----------|----------|-------------------
hCtx       ESS_HCTX_T       API context handle.
GroupName   ESS_STR_T        Name of group to delete.

Return Value

None.

Access

This function requires the caller to have Create/Delete User privilege (ESS_PRIV_USERCREATE) for the logged in server.

Example

ESS_FUNC_M

ESS_DeleteGroup (ESS_HCTX_T hCtx)
{
    ESS_FUNC_M     sts = ESS_STS_NOERR;
    ESS_STR_T     GroupName;
    GroupName = "PowerUsers";

    sts = EssDeleteGroup (hCtx, GroupName);

    return (sts);
}
EssDeleteGroupEx

Deletes an existing group. Similar to EssDeleteGroup, but can accept a user directory specification or unique identity attribute for GroupID.

Syntax

```c
ESS_FUNC_M EssDeleteGroupEx (hCtx, GroupId, bIsIdentity);
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hCtx</td>
<td>ESS_HCTX_T</td>
<td>API context handle (input).</td>
</tr>
<tr>
<td>GroupId</td>
<td>ESS_STR_T</td>
<td>Name of group to delete (input). Can be specified as <code>groupname@provider</code> or as a unique identity attribute.</td>
</tr>
<tr>
<td>bIsIdentity</td>
<td>ESS_BOOL_T</td>
<td>Input. Indicates if GroupId is a name or an identity. If TRUE, GroupId is an identity.</td>
</tr>
</tbody>
</table>

Return Value

None.

Access

This function requires the caller to have Create/Delete User privilege (ESS_PRIV_USERCREATE) for the logged in server.

Example

```c
ESS_FUNC_M ESS_DeleteGroupEx (ESS_HCTX_T hCtx) {
    ESS_STS_T sts = ESS_STS_NOERR;
    ESS_STR_T groupId;
    ESS_BOOL_T bIsIdentity;

    groupId = "IDTempGroup1@ldap";
    bIsIdentity = ESS_FALSE;
    sts = EssDeleteGroupEx(hCtx, groupId, bIsIdentity);
    printf("EssDeleteGroupEx sts: %ld\n", sts);

    return (sts);
}
```

See Also

- EssDeleteUserEx
EssDeleteLocalContext

Releases a local context previously created by EssCreateLocalContext.

Syntax

ESS_FUNC_M EssDeleteLocalContext (hLocalCtx);

Parameter | Data Type | Description
-----------|-----------|----------------
hLocalCtx | ESS_HCTX_T | API local context handle.

Notes

This function should only be used for local contexts. For login contexts, use the EssLogout function.

Return Value

None.

Access

This function requires no special privileges.

Example

See the example of EssGetLocalPath.

See Also

- EssCreateLocalContext
- EssLogout
- EssTerm

EssDeleteLocationAlias

Deletes an existing location alias.

Syntax

ESS_FUNC_M EssDeleteLocationAlias (hCtx, pAlias);

Parameter | Data Type | Description
-----------|-----------|----------------
hCtx; | ESS_HCTX_T | API context handle.
pAlias; | ESS_STR_T | Location alias.

Return Value

Returns an error if a location alias with the name pAlias is not found.

See Also

- EssCreateLocationAlias
EssDeleteLogFile

Deletes an application log file or the Essbase Server log file (essbase.log) on the server.

Syntax

ESS_FUNC_M EssDeleteLogFile (hCtx, AppName);

Parameter | Data Type | Description
--- | --- | ---
hCtx | ESS_HCTX_T | API context handle.
AppName | ESS_STR_T | Application name or NULL. If NULL, this function deletes the Essbase Server log file (essbase.log).

Notes

- Use EssGetLogFile to view message logs.
- For the location of essbase.log, see the Oracle Essbase Database Administrator’s Guide.

Return Value

None.

Access

The caller must have Application Designer privilege (ESS_PRIV_APPDESIGN) for the specified application.

Example

ESS_FUNC_M
ESS_DeleteLogFile (ESS_HCTX_T hCtx)
{
    ESS_FUNC_M sts = ESS_STS_NOERR;
    ESS_STR_T AppName;
    AppName = "Sample";

    sts = EssDeleteLogFile (hCtx, AppName);
    return(sts);
}
EssDeleteLogFile ("") //Deletes Agent log file.

See Also

- EssGetLogFile
- EssLogSize
- EssWriteToLogFile

EssDeleteObject

Deletes an existing object.
Syntax

```c
ESS_FUNC_M EssDeleteObject (hCtx, ObjType, AppName, DbName, ObjName);
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hCtx</td>
<td>ESS_HCTX_T</td>
<td>API context handle.</td>
</tr>
<tr>
<td>ObjType</td>
<td>ESS_OBJTYPE_T</td>
<td>Object type (must be single type).</td>
</tr>
<tr>
<td>AppName</td>
<td>ESS_STR_T</td>
<td>Application name.</td>
</tr>
<tr>
<td>DbName</td>
<td>ESS_STR_T</td>
<td>Database name.</td>
</tr>
<tr>
<td>ObjName</td>
<td>ESS_STR_T</td>
<td>Object name to delete.</td>
</tr>
</tbody>
</table>

Notes

- To delete an object, the object must not be locked.
- Outline objects cannot be deleted. Use the `EssDeleteDatabase` function to delete a database, including its associated outline.

Return Value

None.

Access

This function requires the caller to have Application or Database Design privilege (ESS_PRIV_APPDESIGN or ESS_PRIV_DBDESIGN) for the specified application or database containing the object.

Example

```c
ESS_FUNC_M
ESS_DeleteObject (ESS_HCTX_T hCtx)
{
    ESS_FUNC_M         sts = ESS_STS_NOERR;
    ESS_STR_T         AppName;
    ESS_STR_T         DbName;
    ESS_STR_T         ObjName;
    ESS_OBJTYPE_T     ObjType;
    AppName = "Sample";
    DbName  = "Basic";
    ObjName = "Test";
    ObjType = ESS_OBJTYPE_TEXT;
    sts = EssDeleteObject(hCtx, ObjType, AppName,
                          DbName, ObjName);
    return (sts);
}
```

See Also

- `EssCreateObject`
- `EssListObjects`
**EssDeleteSplFile**

Deletes a specific trigger logfile for a database.

**Syntax**

```c
ESS_FUNC_M EssDeleteSplFile (hCtx, AppName, DbName, SplName);
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hCtx</td>
<td>ESS_HCTX_T</td>
<td>API context handle.</td>
</tr>
<tr>
<td>AppName</td>
<td>ESS_STR_T</td>
<td>Application name.</td>
</tr>
<tr>
<td>DbName</td>
<td>ESS_STR_T</td>
<td>Databasename.</td>
</tr>
<tr>
<td>SplName</td>
<td>ESS_STR_T</td>
<td>The name of the spool file to delete.</td>
</tr>
</tbody>
</table>

**Access**

This function requires the caller to have database design privilege (ESS_PRIV_DBDESIGN) for the specified database.

**See Also**

- `EssDisplayTriggers`
- `EssListSpoolFiles`
- `EssGetSpoolFile`
- `EssDeleteAllSplFiles`
- `EssMdxTrig`

---

**EssDeleteUser**

Deletes a user.

**Syntax**

```c
ESS_FUNC_M EssDeleteUser (hCtx, UserName);
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hCtx</td>
<td>ESS_HCTX_T</td>
<td>API context handle.</td>
</tr>
<tr>
<td>UserName</td>
<td>ESS_STR_T</td>
<td>Name of user to delete.</td>
</tr>
</tbody>
</table>

**Notes**

The caller may not delete itself nor the last Administrator on the server.

**Return Value**

None.
Access

This function requires the caller to have Create/Delete User privilege (ESS_PRIV_USERCREATE) for the logged in server.

Example

```c
ESS_FUNC_M
ESS_DeleteUser (ESS_HCTX_T  hCtx)
{
    ESS_FUNC_M     sts = ESS_STS_NOERR;
    ESS_STR_T     UserName;
    UserName = "Jim Smith";
    sts = EssDeleteUser (hCtx, UserName);
    return (sts);
}
```

See Also

- EssDeleteUserEx
- EssCreateExtUser
- EssCreateUser
- EssListUsers
- EssRenameUser

**EssDeleteUserEx**

Deletes a user. Similar to **EssDeleteUser**, but can accept a user directory specification or unique identity attribute.

**Syntax**

```c
ESS_FUNC_M EssDeleteUserEx (hCtx, UserId, bIsIdentity);
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hCtx</td>
<td>ESS_HCTX_T</td>
<td>Context handle (input).</td>
</tr>
<tr>
<td>UserId</td>
<td>ESS_STR_T</td>
<td>Name of user to delete (input). Can be specified as username@provider or as a unique identity attribute.</td>
</tr>
<tr>
<td>bIsIdentity</td>
<td>ESS_BOOL_T</td>
<td>Input. Indicates if UserId is a name or an identity. If TRUE, UserId is an identity.</td>
</tr>
</tbody>
</table>

**Notes**

The caller may not delete itself nor the last Administrator on the server.

**Return Value**

None.
Access

This function requires the caller to have Create/Delete User privilege (ESS_PRIV_USERCREATE) for the logged in server.

Example

```c
ESS_FUNC_M ESS_DeleteUserEx (ESS_HCTX_T hCtx)
{
    ESS_FUNC_M sts = ESS_STS_NOERR;
    ESS_STR_T userId;
    ESS_BOOL_T bIsIdentity;

    userId = "IDUser3@ldap";
    bIsIdentity = ESS_FALSE;
    sts = EssDeleteUserEx(hCtx, userId, bIsIdentity);
    printf("EssDeleteUserEx sts: %ld\n", sts);

    return (sts);
}
```

See Also

- EssDeleteGroupEx

## EssDeleteVariable

Deletes a substitution variable.

### Syntax

```c
ESS_FUNC_M EssDeleteVariable (hCtx, pVariable);
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hCtx</td>
<td>ESS_HCTX_T</td>
<td>Context handle to the API.</td>
</tr>
<tr>
<td>pVariable</td>
<td>&quot;ESS_VARIABLE_T&quot;</td>
<td>The pointer to the structure containing the description of the substitution variable being deleted.</td>
</tr>
</tbody>
</table>

### Return Value

If successful, returns zero.

### Example

```c/
/*
** ESS_DeleteVariable() deletes a substitution variable using
** the API EssDeleteVariable.
*/
ESS_FUNC_M
ESS_DeleteVariable (ESS_HCTX_T hCtx)
{
    ESS_FUNC_M       sts = ESS_STS_NOERR;
    ESS_VARIABLE_T  Variable;
    ESS_PVARIABLE_T pVariables;
```
ESS ULONG_T ulCount, i;
printf("\n ******************************************");
printf("\n **** An example of using EssDeleteVariable\n");
printf("\n ******************************************");

strcpy(Variable.VarName, "QuarterName");
strcpy(Variable.Server,  "Local");
strcpy(Variable.AppName, "Sample");
strcpy(Variable.DbName,  "Basic");
sts = EssDeleteVariable(hCtx, &Variable);
if (sts == ESS_STS_NOERR)
  printf("\n Variable 'QuarterName' at the Server/App/Db level is deleted\n");
if (sts == ESS_STS_NOERR)
{
  strcpy(Variable.VarName, "MarketName");
  strcpy(Variable.Server,  "Local");
  strcpy(Variable.AppName, "Sample");
  strcpy(Variable.DbName,  "" );
  sts = EssDeleteVariable(hCtx, &Variable);
  if (sts == ESS_STS_NOERR)
    printf("\n Variable 'MarketName' at the Server/App level is deleted\n");
}
if (sts == ESS_STS_NOERR)
{
  strcpy(Variable.VarName, "MarketName");
  strcpy(Variable.Server,  "Local");
  strcpy(Variable.AppName, "" );
  strcpy(Variable.DbName,  "" );
  sts = EssDeleteVariable(hCtx, &Variable);
  if (sts == ESS_STS_NOERR)
    printf("\n Variable 'MarketName' at the Server level is deleted\n");
}

/***********************************************************/
/* List the variables at the level of the Server/App/Db- */
/* We should not have any                                 */
/***********************************************************/
if (sts == ESS_STS_NOERR)
{
  strcpy(Variable.Server,  "local");
  strcpy(Variable.AppName, "Sample");
  strcpy(Variable.DbName,  "Basic");
  sts = EssListVariables(hCtx, &Variable, &ulCount, &pVariables);
  if (sts == ESS_STS_NOERR)
  {
    printf("\n--- Number of Substitution Variables at the Server, App and Db
    level is: %ld\n", ulCount);
    for (i = 0; i < ulCount; i++)
    {
      printf("Variable name : %s\n", pVariables[i].VarName);
      printf("Server name : %s\n", pVariables[i].Server);
      printf("Application name : %s\n", pVariables[i].AppName);
      printf("Database name : %s\n", pVariables[i].DbName);
      printf("Variable value : %s\n\n", pVariables[i].VarValue);
    }
  }
}

312
if (sts == ESS_STS_NOERR)
{
    strcpy(Variable.Server, "local");
    strcpy(Variable.AppName, "Sample");
    strcpy(Variable.DbName, "");
    sts = EssListVariables(hCtx, &Variable, &ulCount, &pVariables);
    if (sts == ESS_STS_NOERR)
    {
        printf("\n--- Number of Substitution Variables at the Server and App
level is: %ld\n", ulCount);
        for (i = 0; i < ulCount; i++)
        {
            printf("Variable name    : %s\n",   pVariables[i].VarName);
            printf("Server name      : %s\n",   pVariables[i].Server);
            printf("Application name : %s\n",   pVariables[i].AppName);
            printf("Database name    : %s\n",   pVariables[i].DbName);
            printf("Variable value   : %s\n\n", pVariables[i].VarValue);
        }
    }
}
/*********************************************************
/* List variables at the server level                    */
/*********************************************************/
if (sts == ESS_STS_NOERR)
{
    strcpy(Variable.Server, "local");
    strcpy(Variable.AppName, "");
    strcpy(Variable.DbName, "");
    sts = EssListVariables(hCtx, &Variable, &ulCount, &pVariables);
    if (sts == ESS_STS_NOERR)
    {
        printf("\n--- Number of Substitution Variables at the Server level is:
%ld\n", ulCount);
        for (i = 0; i < ulCount; i++)
        {
            printf("Variable name    : %s\n",   pVariables[i].VarName);
            printf("Server name      : %s\n",   pVariables[i].Server);
            printf("Application name : %s\n",   pVariables[i].AppName);
            printf("Database name    : %s\n",   pVariables[i].DbName);
            printf("Variable value   : %s\n\n", pVariables[i].VarValue);
        }
    }
}
if (sts == ESS_STS_NOERR)
    printf("\n --> No Errors in EssDeleteVariable\n\n\n");
else
    printf("\n --> Error in EssDeleteVariable number: %d\n\n\n", sts);
return (sts);
} /* end ESS_DeleteVariable */
***************
**** An example of using EssDeleteVariable
***************
Variable 'QuarterName' at the Server/App/Db level is deleted
Variable 'MarketName' at the Server/App level is deleted
Variable 'MarketName' at the Server level is deleted
--- Number of Substitution Variables at the Server, App and Db level is: 0
--- Number of Substitution Variables at the Server and App level is: 0
--- Number of Substitution Variables at the Server level is: 0
--> No Errors in EssDeleteVariable

See Also
- “ESS_VARIABLE_T” on page 191
- EssCreateVariable
- EssGetVariable
- EssListVariables

EssDisplayAlias

Dumps the contents of an alias table in the active database.

**Syntax**

```c
ESS_FUNC_M EssDisplayAlias (hCtx, AliasName, pCount, ppAliases);
```

**Parameter** | **Data Type** | **Description**
--- | --- | ---
**hCtx** | ESS_HCTX_T | API context handle.
**AliasName** | ESS_STR_T | Name of alias table.
**pCount** | ESS_PUSHORT_T | Address of variable to receive count of aliases.
**ppAliases** | “ESS_MBRALT_T” on page 142 | Address of pointer to receive member alias table.

**Notes**

The memory allocated for **ppAliases** should be freed using **EssFree**.

**Return Value**

None.

**Access**

This function requires the caller to have at least read access (ESS_PRIV_READ) to the database, and to have selected it as their active database using **EssSetActive**.

**Example**

```c
ESS_FUNC_M
ESS_DisplayAlias (ESS_HCTX_T hCtx)
{
    ESS_FUNC_M st = ESS_STS_NOERR;
    ESS_USHORT_T Count;
    ESS_USHORT_T Ind;
```
ESS_PMBRALT_T Altlist;
ESS_STR_T AltName;

AltName = "TestAlias";

sts = EssDisplayAlias (hCtx, AltName, &Count, &Altlist);
if (Count)
{
    printf ("\r\n------Alias Contents------\r\n\n");
    for (ind = 0; ind < Count; ind++)
    {
        printf ("%s==>%s\r\n",
                Altlist [ind].MbrName, Altlist [ind].AltName);
    }
    printf ("\r\n");
}
return (sts);
}

See Also
• EssListAliases

**EssDisplayTriggers**

Lists all triggers for a database.

**Syntax**

`ESS_FUNC_M EssDisplayTriggers (hCtx, AppName, DbName, pszTrg, pCount, ppTriggerList);`

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hCtx</td>
<td>ESS_HCTX_T</td>
<td>API context handle.</td>
</tr>
<tr>
<td>AppName</td>
<td>ESS_STR_T</td>
<td>Application name.</td>
</tr>
<tr>
<td>DbName</td>
<td>ESS_STR_T</td>
<td>database name</td>
</tr>
<tr>
<td>pszTrg</td>
<td>ESS_STR_T</td>
<td>The name of the specific trigger to return information for. If <code>pszTrg</code> is &quot;&quot; (empty string), then all triggers in the specified database are returned.</td>
</tr>
<tr>
<td>pCount</td>
<td>ESS_PUSHORT_T</td>
<td>Address of the variable to receive the number of triggers for which information is returned.</td>
</tr>
<tr>
<td>ppTriggerList</td>
<td>ESS_PPTRIGGERINFO_T</td>
<td>Address of pointer to receive an allocated array of trigger information structures. The trigger information structure includes each trigger name, the trigger definition, and a boolean field indicating whether the trigger is enabled.</td>
</tr>
</tbody>
</table>

**Notes**

The memory allocated for `ppTriggerList` should be freed using `EssFree`. 

Return Value

If successful, returns the count of trigger in the database in `pCount`, and an array of trigger names in `ppTriggerList`.

Access

This function requires the caller to have database Design privilege (ESS_PRIV_DBDESIGN) for the specified database.

See Also

- `EssListSpoolFiles`
- `EssGetSpoolFile`
- `EssDeleteAllSplFiles`
- `EssDeleteSplFile`
- `EssMdxTrig`

EssDTAPIClose

Ends the drill-through session.

Syntax

```
ESS_FUNC_M EssDTAPIClose (pDTAPIInst);
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>pDTAPIInst</td>
<td>ESS_PDTAPIHINST_T</td>
<td>Initialized drill-through instance handle for the given range of data cells</td>
</tr>
</tbody>
</table>

Notes

- This function closes the drill-through session, but does not free up memory.
- `EssDTAPIExit` closes the drill-through session and frees up memory.

See Also

- Chapter 6, “Using the C Main API”
- “C Main API Structures” on page 108
- `EssDTAPICheck`
- `EssDTAPIExecuteReport`
- `EssDTAPIExit`
- `EssDTAPIGetColumns`
- `EssDTAPIGetData`
- `EssDTAPIGetError`
- `EssDTAPIGetInfo`
- `EssDTAPIGetReports`
- `EssDTAPIInit`
- `EssDTAPISetConnection`
- `EssDTAPISetInfo`
**EssDTAPIConnect**

Establishes a connection to Essbase Studio for the given drill-through instance handle.

Syntax

```c
ESS_FUNC_M EssDTAPIConnect (pDTAPIInst);
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>pDTAPIInst;</td>
<td>ESS_DTAPIHINST_T</td>
<td>Initialized drill-through instance handle for the given range of data cells</td>
</tr>
</tbody>
</table>

See Also

- Chapter 6, “Using the C Main API”
- “C Main API Structures” on page 108
- EssDTAPIClose
- EssDTAPIExecuteReport
- EssDTAPIExit
- EssDTAPIGetColumns
- EssDTAPIGetData
- EssDTAPIGetError
- EssDTAPIGetInfo
- EssDTAPIGetReports
- EssDTAPIInit
- EssDTAPISetConnection
- EssDTAPISetInfo

**EssDTAPIExecuteReport**

Executes the drill-through report identified by its index to an array of report definition structures.

Syntax

```c
ESS_FUNC_M EssDTAPIExecuteReport (pDTAPIInst, index);
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>pDTAPIInst;</td>
<td>ESS_PDTAPIHINST_T</td>
<td>Initialized drill-through instance handle for the given range of data cells</td>
</tr>
<tr>
<td>index;</td>
<td>ESS_ULONG_T</td>
<td>Index of the report to be executed</td>
</tr>
</tbody>
</table>

See Also

- Chapter 6, “Using the C Main API”
- “C Main API Structures” on page 108
- EssDTAPIClose
- EssDTAPIConnect
- EssDTAPIExit
- EssDTAPIGetColumns
- EssDTAPIGetData
EssDTAPIExit

Ends the drill-through session, and frees up memory for the given drill-through instance handle.

Syntax

```c
ESS_FUNC_M EssDTAPIExit (pDTAPIInst);
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>pDTAPIInst</td>
<td>ESS_PDTAPIHINST_T</td>
<td>Initialized drill-through instance handle for the given range of data cells.</td>
</tr>
</tbody>
</table>

**Notes**

- This function closes the drill-through session, and frees up memory.
- `EssDTAPIClose` closes the drill-through session, but does not free up memory.

**See Also**

- Chapter 6, “Using the C Main API”
- “C Main API Structures” on page 108
- `EssDTAPIClose`
- `EssDTAPIConnect`
- `EssDTAPIExecuteReport`
- `EssDTAPIGetColumns`
- `EssDTAPIGetData`
- `EssDTAPIGetError`
- `EssDTAPIGetInfo`
- `EssDTAPIGetReports`
- `EssDTAPIInit`
- `EssDTAPISetConnection`
- `EssDTAPISetInfo`

EssDTAPIGetColumns

Retrieves an array of report header information structures for the given drill-through instance handle.

Syntax

```c
ESS_FUNC_M EssDTAPIGetColumns (pDTAPIInst, ppCol, pulCount);
```
<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>pDTAPIInst;</td>
<td>ESS_DTAPIHINST_T</td>
<td>Initialized drill-through instance handle for the given range of data cells.</td>
</tr>
<tr>
<td>ppCol;</td>
<td>“ESS_DTAPIHEADER_T” on page 129</td>
<td>An array of report header structures for the given columns.</td>
</tr>
<tr>
<td>pulCount;</td>
<td>ESS_PULONG_T</td>
<td>Number of data blocks in the ppCol report header information array.</td>
</tr>
</tbody>
</table>

**See Also**

- Chapter 6, “Using the C Main API”
- “C Main API Structures” on page 108
- EssDTAPIClose
- EssDTAPIConnect
- EssDTAPIExecuteReport
- EssDTAPIExit
- EssDTAPIGetData
- EssDTAPIGetError
- EssDTAPIGetInfo
- EssDTAPIGetReports
- EssDTAPIInit
- EssDTAPISetConnection
- EssDTAPISetInfo

### EssDTAPIGetData

Retrieves an array of report data structures for the given drill-through instance handle.

**Syntax**

```c
ESS_FUNC_M EssDTAPIGetData (pDTAPIInst, ppData, pulRowCount, pulColCount);
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>pDTAPIInst;</td>
<td>ESS_DTAPIHINST_T</td>
<td>Initialized drill-through instance handle for the given range of data cells.</td>
</tr>
<tr>
<td>ppData;</td>
<td>“ESS_DTAPIDATA_T” on page 129</td>
<td>An array of report data structures for the given data cells.</td>
</tr>
<tr>
<td>pulRowCount;</td>
<td>ESS_PULONG_T</td>
<td>Number of rows for the data blocks in the ppData report data array.</td>
</tr>
<tr>
<td>pulColCount;</td>
<td>ESS_PULONG_T</td>
<td>Number of columns for the data blocks in the ppData report data array.</td>
</tr>
</tbody>
</table>

**See Also**

- Chapter 6, “Using the C Main API”
- “C Main API Structures” on page 108
- EssDTAPIClose
EssDTAPIGetError

Retrieves the error status and message.

Syntax

```
ESS_FUNC_M EssDTAPIGetError (pDTAPIInst, ppData, pMsg, ulCount);
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>pDTAPIInst</td>
<td>ESS_DTAIPHINST_T</td>
<td>Initialized drill-through instance handle for the given range of data cells.</td>
</tr>
<tr>
<td>ppData</td>
<td>ESS_STS_T</td>
<td>Error status.</td>
</tr>
<tr>
<td>pMsg</td>
<td>ESS_PSTR_T</td>
<td>Error message.</td>
</tr>
<tr>
<td>ulCount</td>
<td>ESS ULONG_T</td>
<td>Size of the error message buffer.</td>
</tr>
</tbody>
</table>

See Also

- Chapter 6, “Using the C Main API”
- “C Main API Structures” on page 108
- EssDTAPIClose
- EssDTAPIConnect
- EssDTAPIExecuteReport
- EssDTAPIExit
- EssDTAPIGetColumns
- EssDTAPIGetData
- EssDTAPIGetInfo
- EssDTAPIGetReports
- EssDTAPIInit
- EssDTAPISetConnection
- EssDTAPISetInfo

EssDTAPIGetInfo

Retrieves drill-through connection information for a given drill-through handle.
Syntax

`ESS_FUNC_M EssDTAPIGetInfo (pDTAPIInst, pDTInfo);`

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>pDTAPIInst;</td>
<td>ESS_PDTAPIHINST_T</td>
<td>Initialized drill-through instance handle for the given range of data cells</td>
</tr>
<tr>
<td>pDTInfo;</td>
<td>“ESS_DTAPIINFO_T” on page 129</td>
<td>Pointer to a structure of connection information for a given range of data cells</td>
</tr>
</tbody>
</table>

Notes

- Allocate memory for ESS_DTAPIINFO_T before you call this function.
- `sPassword` is not returned in `pDTInfo`; that is, the `sPassword` field in ESS_DTAPIINFO_T is not returned.

See Also

- Chapter 6, “Using the C Main API”
- “C Main API Structures” on page 108
- `EssDTAPIClose`
- `EssDTAPIConnect`
- `EssDTAPIExecuteReport`
- `EssDTAPIExit`
- `EssDTAPIGetColumns`
- `EssDTAPIGetData`
- `EssDTAPIGetError`
- `EssDTAPIGetReports`
- `EssDTAPIInit`
- `EssDTAPISetConnection`
- `EssDTAPISetInfo`

**EssDTAPIGetReports**

Returns the list of reports for the given drill-through instance handle.

Syntax

`ESS_FUNC_M EssDTAPIGetReports (pDTAPIInst, ppReports, pulCount);`

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>pDTAPIInst;</td>
<td>ESS_DTAPIHINST_T</td>
<td>Initialized drill-through instance handle for the given range of data cells</td>
</tr>
<tr>
<td>ppReports;</td>
<td>“ESS_DTAPIREPORT_T” on page 130</td>
<td>Pointer to an array of report definition structures.</td>
</tr>
<tr>
<td>pulCount;</td>
<td>ESS_PULONG_T</td>
<td>Number of data blocks in <code>ppReports</code>.</td>
</tr>
</tbody>
</table>
EssDTAPIInit

Starts a drill-through session, and returns a drill-through instance handle.

Syntax

ESS_FUNC_M EssDTAPIInit (pDTAPIInit, pDTAPIInst);

Parameter | Data Type | Description
---|---|---
pDTAPIInit; | ESS_PDTAPIINIT_T | Currently not used, and set to NULL.
ppDTAPIInst; | ESS_PDTAPIHINST_T | Pointer to a drill-through initialization structure.

Notes

- This function initializes *ppDTAPIHInst*.
- Currently, *pDTAPIInit* (intended for input) is not used, and is set to NULL.

See Also

- Chapter 6, “Using the C Main API”
- “C Main API Structures” on page 108
- EssDTAPIClose
- EssDTAPIConnect
- EssDTAPIExecuteReport
- EssDTAPIExit
- EssDTAPIGetColumns
- EssDTAPIGetData
- EssDTAPIGetError
- EssDTAPIGetInfo
- EssDTAPIInit
- EssDTAPISetConnection
- EssDTAPISetInfo
**EssDTAPISetConnection**

Given a connection information string, and an extended member comment string, initializes a drill-through handle, and starts the Drill-Through Wizard.

**Syntax**

```c
ESS_FUNC_M EssDTAPISetConnection (pDTAPIInst, pEMC, ulCount, pDTInfo);
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>pDTAPIInst;</td>
<td>ESS_PDTAPIHINST_T</td>
<td>Pointer to a drill-through initialization structure.</td>
</tr>
<tr>
<td>pEMC;</td>
<td>ESS_PSTR_T</td>
<td>Extended member comment.</td>
</tr>
<tr>
<td>ulCount;</td>
<td>ESS_ULONG_T</td>
<td>Number of extended member comment blocks.</td>
</tr>
<tr>
<td>pDTInfo;</td>
<td>ESS_PSTR_T</td>
<td>Connection information.</td>
</tr>
</tbody>
</table>

**Notes**

Use `EssGDTRequestDrillThrough` to initialize the drill-through instance handle, because:

- `EssDTAPISetConnection` currently does not initialize `pDTAPIInst`.
- Due to security issues, `pConnection` (the connection information string) and `pEMC` (the extended member comment string) currently are not retrieved from Essbase Server.

**See Also**

- Chapter 6, “Using the C Main API”
- “C Main API Structures” on page 108
- `EssDTAPIClose`
- `EssDTAPIConnect`
- `EssDTAPIExecuteReport`
- `EssDTAPIExit`
- `EssDTAPIGetColumns`
- `EssDTAPIGetData`
- `EssDTAPIGetError`
- `EssDTAPIGetInfo`
- `EssDTAPIGetReports`
- `EssDTAPIInit`
- `EssDTAPISetInfo`

**EssDTAPISetInfo**

Sets drill-through connection information for a given drill-through handle.

**Syntax**

```c
ESS_FUNC_M EssDTAPISetInfo (pDTAPIInst, pDTInfo);
```
<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>pDTAPIInst;</td>
<td>ESS_PDTAPIHINST_T</td>
<td>Initialized drill-through instance handle for a given range of data cells.</td>
</tr>
<tr>
<td>pDTInfo;</td>
<td>“ESS_DTAPIINFO_T” on page 129</td>
<td>Pointer to a structure of connection information for a given range of data cells.</td>
</tr>
</tbody>
</table>

**Notes**

The `uInputOption` field in `ESS_DTAPIINFO_T` is ignored.

**See Also**

- Chapter 6, “Using the C Main API”
- “C Main API Structures” on page 108
- `EssDTAPIClose`
- `EssDTAPICreate`
- `EssDTAPIExecuteReport`
- `EssDTAPIExit`
- `EssDTAPIGetColumns`
- `EssDTAPIGetData`
- `EssDTAPIGetError`
- `EssDTAPIGetInfo`
- `EssDTAPIGetReports`
- `EssDTAPIInit`
- `EssDTAPISetConnection`

---

### **EssDTClose**

Eds the drill-through session for the given drill-through instance handle.

**Syntax**

```
ESS_FUNC_M EssDTClose (pDTInst);
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>pDTInst;</td>
<td>ESS_PDTHINST_T</td>
<td>Initialized drill-through instance handle for the given data cell range(s).</td>
</tr>
</tbody>
</table>

**Notes**

- This function closes the drill-through session, but does not free up memory.
- `EssDTExit` closes the drill-through session and frees up memory.

**See Also**

- Chapter 6, “Using the C Main API”
- “C Main API Structures” on page 108
- `EssDTExit`
- `EssDTGetData`
EssDTExit

Ends the drill-through session and frees up memory for the given drill-through instance handle.

Syntax

```c
ESS_FUNC_M EssDTExit (pDTInst);
```

Parameter | Data Type | Description
---|---|---
pDTInst; | ESS_PDTHINST_T | Initialized drill-through instance handle for the given data cell range(s).

Notes

- This function closes the drill-through session and frees up memory.
- EssDTClose closes the drill-through session, but does not free up memory.

See Also

- Chapter 6, “Using the C Main API”
- “C Main API Structures” on page 108
- EssDTClose
- EssDTGetData
- EssDTGetHeader
- EssDTGetHeaderInfo
- EssDTInit
- EssDTListReports
- EssDTOpen

EssDTGetData

Retrieves an array of report data for the given drill-through instance handle.

Syntax

```c
ESS_FUNC_M EssDTGetData (pDTInst, pData, pulCount);
```

Parameter | Data Type | Description
---|---|---
pDTInst; | ESS_PDTHINST_T | Initialized drill-through instance handle.
pData; | “ESS_DTDATA_T” on page 131 | Array of report data structures for given data cells.
pulCount; | ESS_PULONG_T | Number of data blocks in the pData header information array.
Notes

Call this function until pulCount is 0 (zero).

See Also

- Chapter 6, “Using the C Main API”
- “C Main API Structures” on page 108
- EssDTClose
- EssDTExit
- EssDTGetHeader
- EssDTGetHeaderInfo
- EssDTInit
- EssDTListReports
- EssDTOpen

EssDTGetHeader

Retrieves an array of report header structures for the given drill-through instance handle.

Syntax

\[
\text{ESS\_FUNC\_M\ EssDTGetHeader\ (pDTInst, pBuffer, pulCount);}\]

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>pDTInst;</td>
<td>ESS_PDTHINST_T</td>
<td>Initialized drill-through instance handle.</td>
</tr>
<tr>
<td>pBuffer;</td>
<td>“ESS_DTBUFFER_T” on page 130</td>
<td>An array of report header structures for the given columns.</td>
</tr>
<tr>
<td>pulCount;</td>
<td>ESS_PULONG_T</td>
<td>Number of data blocks in the pBuffer report header information array.</td>
</tr>
</tbody>
</table>

See Also

- Chapter 6, “Using the C Main API”
- “C Main API Structures” on page 108
- EssDTClose
- EssDTExit
- EssDTGetData
- EssDTGetHeaderInfo
- EssDTInit
- EssDTListReports
- EssDTOpen

EssDTGetHeaderInfo

Retrieves report data header information for the given drill-through instance handle.

Syntax

\[
\text{ESS\_FUNC\_M\ EssDTGetHeaderInfo\ (pDTInst, ppHeader, pulCount);}\]
<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>pDTInst</td>
<td>ESS_PDTHINST_T</td>
<td>Initialized drill-through instance handle.</td>
</tr>
<tr>
<td>ppHeader</td>
<td>“ESS_DTHEADER_T” on page 131</td>
<td>Array of header information structures for the given drill-through instance handle.</td>
</tr>
<tr>
<td>pulCount</td>
<td>ESS_PULONG_T</td>
<td>Number of blocks in the ppHeader header information array.</td>
</tr>
</tbody>
</table>

**See Also**
- Chapter 6, “Using the C Main API”
- “C Main API Structures” on page 108
- EssDTClose
- EssDTExit
- EssDTGetData
- EssDTGetHeader
- EssDTInit
- EssDTListReports
- EssDTOpen
- EssDTOpen

### EssDTInit

Starts a drill-through session, and returns a drill-through instance handle.

**Syntax**

```c
ESS_FUNC_M EssDTInit (pInit, pDTInst);
```

**Parameter** | **Data Type**       | **Description**                                                                 |
<table>
<thead>
<tr>
<th></th>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>pDTInit</td>
<td>ESS_PDTINIT_T</td>
<td>(Currently not used, and set to NULL.)</td>
</tr>
<tr>
<td>ppDTInst</td>
<td>ESS_PDTHINST_T</td>
<td>Pointer to a drill-through initialization structure.</td>
</tr>
</tbody>
</table>

**Notes**
- This function initializes `ppDTInst`.
- Currently, `pDTInit` (intended for input) is not used, and is set to NULL.

**See Also**
- Chapter 6, “Using the C Main API”
- “C Main API Structures” on page 108
- EssDTClose
- EssDTExit
- EssDTGetData
- EssDTGetHeader
- EssDTGetHeaderInfo
- EssDTListReports
- EssDTOpen
**EssDTListReports**

Returns a list of report names for the given drill-through instance handle.

**Syntax**

```c
ESS_FUNC_M EssDTListReports (pDTInst, pBuffer, pulCount);
```

**Parameter** | **Data Type** | **Description**
--- | --- | ---
pDTInst | ESS_PDTHINST_T | Initialized drill-through instance handle.
pBuffer | ESS_PSTR_T | Array of report names for the given drill-through instance handle.
pulCount | ESS_PULONG_T | Count of blocks in the pBuffer header information array.

**See Also**

- Chapter 6, “Using the C Main API”
- “C Main API Structures” on page 108
- EssDTClose
- EssDTGetData
- EssDTGetHeader
- EssDTInit
- EssDTOpen

**EssDTOpen**

Given a connection information string, and an Extended Member Comment string, initializes a drill-through handle, and starts the Drill-Through Wizard.

**Syntax**

```c
ESS_FUNC_M EssDTOpen (pDTInst, pEMC, ulCount, pConnection);
```

**Parameter** | **Data Type** | **Description**
--- | --- | ---
pDTInst; | ESS_PDTHINST_T | Pointer to a drill-through initialization structure.
pEMC; | ESS_PSTR_T | Extended member comment.
ulCount; | ESS_UULONG_T | Number of extended member comment blocks.
pConnection; | ESS_PSTR_T | Connection information.

**Notes**

- This function initializes `pDTInst`.
- Given an outline, and a data cell selection, `pConnection` (the connection information string) and `pEMC` (the extended member comment string) are obtained from Essbase.

**See Also**

- Chapter 6, “Using the C Main API”
**EssDumpPerfStats**

Dumps performance statistics tables to a character array.

**Syntax**

```c
ESS_FUNC_M EssDumpPerfStats(hCtx, pStatBuf, [thdSN])
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hCtx;</td>
<td>ESS_HCTX_T</td>
<td>API context handle (input).</td>
</tr>
<tr>
<td>pStatBuf;</td>
<td>ESS_STR_T</td>
<td>Pointer to the address where performance statistics tables will be dumped (input).</td>
</tr>
<tr>
<td>thdSN;</td>
<td>ESS_INT_T</td>
<td>Optional. Thread serial number from which to dump statistics (input). Default is 0 (all threads are dumped).</td>
</tr>
</tbody>
</table>

**Notes**

Before you call this function, call *EssGetStatBufSize* to ascertain how much memory to allocate for the performance statistics tables at the address pointed to by *pStatBuf*.

**Return Value**

- If successful, this function
  - Returns 0.
  - Dumps performance statistics tables to a character array that begins at the address pointed to by *pStatBuf*.
- The caller of this function is responsible for allocating and freeing memory at the address pointed to by *pStatBuf*.
- For more information on performance statistics tables, see the *Oracle Essbase Technical Reference*.

**Access**

The caller of this function must have supervisor access.

**Example**

```c
/* This function gets the array of performance stats */

ESS_STS_T ESSGetPerfStats(ESS_HCTX_T *context)
{
```
ESS_STS_T stst;  
ESS_ULONG_T bufsize;  
ESS_PUCHAR_T poutarray; /* Pointer to the stats staging area */

/* Get the size of the output buffer */
if(stst = EssGetStatBufSize(context, &bufsize))
    return(stst);

if(bufsize)
{
    /* Allocate a staging area */
    (ESS_PVOID_T)(poutarray) = malloc (bufsize);

    /* Fill the staging area */
    stst = EssDumpPerfStats(context, poutarray);
    if(stst)
        return(stst);

    /* Do something useful with the stats here */
    /* ....................................... */

    /* Free the staging area */
    stst = EssFree(context, poutarray);
    if(stst)
        return(stst);
}
else
{
    printf("Performance Statistics not enabled, call ResetPerfStats()\n");
}
return(ESS_STS_NOERR);

See Also
- EssGetStatBufSize
- EssResetPerfStats

**EssEndCalc**

Marks the end of a calculation script being sent to the active database. This function must be called after sending the calculation script (using EssSendString).

**Syntax**

ESS_FUNC_M EssEndCalc (hCtx);

**Parameter** | **Data Type** | **Description**
--- | --- | ---

hCtx | ESS_HCTX_T | API context handle.

**Notes**
- This function must be preceded by a call to EssBeginCalc, and at least one call to EssSendString.
If the calls to EssBeginCalc, EssSendString, and EssEndCalc succeed, the caller must check at regular intervals to see whether the process has completed by calling EssGetProcessState until it returns ESS_STATE_DONE.

Return Value

None.

Access

This function requires the caller to have calc privilege (ESS_PRIV_CALC) to the active database.

Example

ESS_FUNC_M
ESS_Calc (ESS_HCTX_T hCtx)
{
    ESS_FUNC_M sts = ESS_STS_NOERR;
    ESS_PROCSTATE_T pState;
    Script = "CALC ALL;";

    sts = EssBeginCalc (hCtx, ESS_TRUE);
    if (!sts)
        sts = EssSendString (hCtx, Script);
    if (!sts)
        sts = EssEndCalc (hCtx);
    if (!sts)
    {
        sts = EssGetProcessState (hCtx, &pState);
        while (!sts && (pState.State != ESS_STATE_DONE))
            sts = EssGetProcessState (hCtx, &pState);
    }
    return(sts);
}

See Also

- EssBeginCalc
- EssCalc
- EssSendString

EssEndDataload

Marks the end of an update specification being sent to the active database, and must be called after sending the update specification using EssSendString.

Syntax

ESS_STS_T EssEndDataload (hCtx, ppMbrError);

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hCtx;</td>
<td>ESS_HCTX_T</td>
<td>API context handle.</td>
</tr>
</tbody>
</table>
Parameter | Data Type | Description
---|---|---
ppMbrError; \textit{“ESS\_MBRERR\_T”} on page 142 | | Pointer to the linked list of errors contained in ESS\_MBRERR\_T. Possible errors (and error strings) are:
- ESS\_MBRERR\_UNKNOWN (Unknown member \textit{membername} in dataload, \textit{number} records returned.)
- ESS\_MBRERR\_DBACCESS (You have insufficient access privilege to perform a lock on this database.)
- ESS\_MBRERR\_BADDATA (Invalid member \textit{membername} in data column.)
- ESS\_MBRERR\_DUPLICATE (Duplicate members from the same dimension on data record, \textit{number} records completed.)
- AD\_MSGDL\_ERRORLOAD (Unable to do dataload at Item/Record \textit{number}.)

Notes
- This function must be preceded by a call to \texttt{EssBeginDataload}, and at least one call to \texttt{EssSendString}.
- The memory allocated for \texttt{ppMbrError} must be freed using \texttt{EssFreeMbrErr}.

Return Value
Returns zero, if successful. Otherwise, returns an error code, as follows:
- If \texttt{abortOnError} is TRUE:
  - The error code for the first error condition is returned.
  - The error list is NULL.
- If \texttt{abortOnError} is FALSE:
  - An error list is returned, if the server can process the data and can continue.
  - Otherwise, in exceptional circumstances, the error code explaining why the server cannot continue is returned. For example:
    - AD\_MSGDL\_COLS (too many data values in a record)
    - AD\_MSGDL\_MISDIM (data value encountered before all dimensions selected)

Access
This function requires the caller to have write privilege (ESS\_PRIV\_WRITE) to the active database.

Example
\begin{verbatim}
ESS\_STS\_T stst = ESS\_STS\_NOERR;
ESS\_BOOL\_T Store;
ESS\_BOOL\_T Unlock;
ESS\_STR\_T Query1, Query2;
ESS\_PMBRERR\_T pMbrErr;

  Store = ESS\_TRUE;
  Unlock = ESS\_FALSE;
\end{verbatim}
Query1 = "Year Market Scenario Measures Product 12345";
Query2 = "Jan East Scenario Measures Coke 125";

/* Begin Update */
sts = EssBeginDataload (hCtx, Store, Unlock, ESS_FALSE, ESS_NULL);
/* Send update specification */
if(!sts)
    sts = EssSendString(hCtx, Query1);
    sts = EssSendString(hCtx, Query2);
/* End Update */
if(!sts)
    sts = EssEndDataload(hCtx, &pMbrErr);

See Also
● EssBeginDataload
● EssSendString
● EssBeginUpdate
● EssEndUpdate
● EssUpdate

EssEndIncrementalBuildDim

Finalizes the round of building dimensions: Performs outline verification: if there is no outline verification error, writes and closes the outline and restructures. If the outline has errors, writes the outline to the outline file specified by “szTmpOtlFile” and closes the outline. You can use outline editing tools, such as EAS outline editor, to see what is wrong in the outline.

Syntax

ESS_FUNC_M EssEndIncrementalBuildDim (hCtx, restructOption, szTmpOtlFile, ErrorName, bOverwrite)

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hCtx</td>
<td>ESS_HCTX_T</td>
<td>API context handle.</td>
</tr>
<tr>
<td>restructOption</td>
<td>ESS_SHORT_T</td>
<td>Restructure option. Valid values:</td>
</tr>
</tbody>
</table>
|                 |              | ● ESS_DOR_ALLDATA
|                 |              |     Keep all data |
|                 |              | ● ESS_DOR_NODATA
|                 |              |     Discard all data |
|                 |              | ● ESS_DOR_LOWDATA
|                 |              |     Keep all level 0 data |
|                 |              | ● ESS_DOR_INDATA
<p>|                 |              |     Keep all input data |
| szTmpOtlFile    | ESS_STR_T    | The temp outline file name. |</p>
<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ErrorName</td>
<td>ESS_STR_T</td>
<td>Name of error output file on client.</td>
</tr>
<tr>
<td>bOverwrite</td>
<td>ESS_BOOL_T</td>
<td>Boolean. Values:</td>
</tr>
<tr>
<td></td>
<td></td>
<td>• ESS_TRUE—Overwrite existing error file.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>• ESS_FALSE—Do not overwrite. Append to existing error file.</td>
</tr>
</tbody>
</table>

**Return Value**

Returns zero if successful; error code if unsuccessful.

**Example**

```c
ESS_FUNC_M
ESS_IncBuildDim( ESS_HCTX_T hCtx)
{
    ESS_STS_T     sts = 0;
    ESS_OBJDEF_T  RulesObj;
    ESS_OBJDEF_T  DataObj;
    ESS_STR_T     ErrorName;
    ESS_APPNAME_T appname;
    ESS_DBNAME_T  dbname;

    memset(&RulesObj,0,sizeof(ESS_OBJDEF_T));
    memset(&DataObj,0,sizeof(ESS_OBJDEF_T));
    strcpy(appname, "sample");
    strcpy(dbname,"basic");

    RulesObj.hCtx     = hCtx;
    RulesObj.FileName = "genref";
    RulesObj.AppName  = appname;
    RulesObj.DbName   = dbname;
    RulesObj.ObjType  = ESS_OBJTYPE_RULES;

    DataObj.hCtx      = hCtx;
    DataObj.FileName  = "genref";
    DataObj.AppName   = appname;
    DataObj.DbName    = dbname;
    DataObj.ObjType   = ESS_OBJTYPE_TEXT;

    ErrorName         = "builddim.err";

    sts = EssBeginIncrementalBuildDim(hCtx);

    if (!sts)
        sts = EssIncrementalBuildDim(hCtx,&RulesObj,&DataObj,NULL,ErrorName,true,ESS_INCDIMBUILD_BUILD, NULL);
        if (!sts)
            sts = EssIncrementalBuildDim(hCtx,&RulesObj,&DataObj,NULL,ErrorName,true,ESS_INCDIMBUILD_VERIFY, NULL);
        if (!sts)
            sts = EssIncrementalBuildDim(hCtx,&RulesObj,&DataObj,NULL,ErrorName,true,ESS_INCDIMBUILD_SAVEOT L,"tmpotl");
```
sts = EssBeginStreamBuildDim(hCtx, &RulesObj, ESS_INCDIMBUILD_BUILD, "tmpotl");
if (!sts)
    sts = EssSendString(hCtx, "600 600-20 600-20-20\n");
if (!sts)
    sts = EssSendString(hCtx, "600 600-20 600-20-30\n");
if (!sts)
    sts = EssSendString(hCtx, "600 600-40 600-40-20\n");
sts = EssEndStreamBuildDim(hCtx, ErrorName, false);

sts = EssEndIncrementalBuildDim(hCtx, ESS_DOR_ALLDATA, "tmpotl", ErrorName, false);
return sts;
}

See Also

- EssIncrementalBuildDim
- EssBeginIncrementalBuildDim
- EssBeginStreamBuildDim
- EssEndIncrementalBuildDim
- EssEndStreamBuildDim

**EssEndReport**

Marks the end of a report specification being sent to the active database. This function must be called after sending the report specification (using `EssSendString`) and before reading any returned data (using `EssGetString`).

**Syntax**

```c
ESS_FUNC_M EssEndReport (hCtx);
```

**Parameter Data Type Description**

| hCtx   | ESS_HCTX_T | API context handle. |

**Notes**

- This function must be preceded by a call to `EssBeginReport`, and at least one call to `EssSendString`.
- If the output flag is TRUE for the call to `EssBeginReport` that begins the report sequence, the call to `EssEndReport` must be followed by repeated calls to `EssGetString` until a NULL string is returned.

**Return Value**

None.

**Access**

This function requires the caller to have read privilege (ESS_PRIV_READ) to one or more members in the active database.
Example

```c
ESS_FUNC_M
ESS_Report (ESS_HCTX_T   hCtx,
            ESS_HINST_T  hInst
        )
{
    ESS_FUNC_M     sts     = ESS_STS_NOERR;
    ESS_STR_T     rString = NULL;
    sts = EssBeginReport (hCtx, ESS_TRUE, ESS_FALSE);
    if (!sts)
        sts = EssSendString (hCtx, "<Desc Year !");
    if (!sts)
        sts = EssEndReport (hCtx);
    /**************
    * Get report *
    ***************/
    if (!sts)
        sts = EssGetString (hCtx, &rString);
    while (!sts) && (rString != NULL))
    {
        printf("%s", rString);
        EssFree (hInst, rString);
        sts = EssGetString (hCtx, &rString);
    }
    printf("\r\n");
    return(sts);
}
```

See Also
- EssBeginReport
- EssGetString
- EssSendString

**EssEndStreamBuildDim**

Ends the dimension build process.

This function must be preceded by a call to **EssBeginStreamBuildDim**, and then one or more calls to **EssSendString** to send source records to the Essbase server.

**Syntax**

```c
ESS_FUNC_M EssEndStreamBuildDim (hCtx, ErrorFileName, ErFileOverWrite)
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hCtx</td>
<td>ESS_HCTX_T</td>
<td>API context handle.</td>
</tr>
<tr>
<td>ErrorFileName</td>
<td>ESS_STR_T</td>
<td>Name of error output file on client.</td>
</tr>
<tr>
<td>Parameter</td>
<td>Data Type</td>
<td>Description</td>
</tr>
<tr>
<td>-------------------</td>
<td>-----------------</td>
<td>--------------------------------------------------</td>
</tr>
<tr>
<td>ErFileOverWrite</td>
<td>ESS_BOOL_T</td>
<td>Boolean. Values:</td>
</tr>
<tr>
<td></td>
<td></td>
<td>• ESS_TRUE—Overwrite existing error file.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>• ESS_FALSE—Do not overwrite. Append to existing error file.</td>
</tr>
</tbody>
</table>

**Return Value**

Returns zero if successful; error code if unsuccessful.

**Example**

```c
ESS_FUNC_M
ESS_IncBuildDim( ESS_HCTX_T hCtx)
{
    ESS_STS_T     sts = 0;
    ESS_OBJDEF_T  RulesObj;
    ESS_OBJDEF_T  DataObj;
    ESS_STR_T     ErrorName;
    ESS_APPNAME_T appname;
    ESS_DBNAME_T  dbname;

    memset(&RulesObj,0,sizeof(ESS_OBJDEF_T));
    memset(&DataObj,0,sizeof(ESS_OBJDEF_T));
    strcpy(appname, "sample");
    strcpy(dbname,"basic");

    RulesObj.hCtx     = hCtx;
    RulesObj.FileName = "genref";
    RulesObj.AppName  = appname;
    RulesObj.DbName   = dbname;
    RulesObj.ObjType  = ESS_OBJTYPE_RULES;

    DataObj.hCtx      = hCtx;
    DataObj.FileName  = "genref";
    DataObj.AppName   = appname;
    DataObj.DbName    = dbname;
    DataObj.ObjType   = ESS_OBJTYPE_TEXT;

    ErrorName         = "builddim.err";

    sts = EssBeginIncrementalBuildDim(hCtx);

    if (!sts)
        sts = EssIncrementalBuildDim(hCtx,&RulesObj,&DataObj,NULL,ErrorName,true,ESS_INCDIMBUILD_BUILD,NULL);
    if (!sts)
        sts = EssIncrementalBuildDim(hCtx,&RulesObj,&DataObj,NULL,ErrorName,true,ESS_INCDIMBUILD_VERIFY,NULL);
    if (!sts)
        sts = EssIncrementalBuildDim(hCtx,&RulesObj,&DataObj,NULL,ErrorName,true,ESS_INCDIMBUILD_SAVETOT,"tmpotl");
```
sts = EssBeginStreamBuildDim(hCtx, &RulesObj, ESS_INCDIMBUILD_BUILD, "tmpotl");
if (!sts)
    sts = EssSendString(hCtx, "600    600-20    600-20-20
");
if (!sts)
    sts = EssSendString(hCtx, "600    600-20    600-20-30
");
if (!sts)
    sts = EssSendString(hCtx, "600    600-40    600-40-20
");
sts = EssEndStreamBuildDim(hCtx, ErrorName, false);

sts = EssEndIncrementalBuildDim(hCtx, ESS_DOR_ALLDATA, "tmpotl", ErrorName, false);
return sts;
}

See Also

- EssIncrementalBuildDim
- EssBeginIncrementalBuildDim
- EssBeginStreamBuildDim
- EssEndIncrementalBuildDim
- EssEndStreamBuildDim

### EssEndUpdate

Marks the end of an update specification being sent to the active database. This function must be called after sending the update specification (using EssSendString).

#### Syntax

```c
ESS_FUNC_M EssEndUpdate (hCtx);
```

#### Parameter | Data Type | Description
|------------|----------|----------------|
| hCtx       | ESS_HCTX_T | API context handle.

#### Notes

This function must be preceded by a call to EssBeginUpdate, and at least one call to EssSendString.

#### Return Value

None.

#### Access

This function requires the caller to have write privilege (ESS_PRIV_WRITE) to the active database.

#### Example

See the example of EssBeginUpdate.

#### See Also

- EssBeginUpdate
EssExport

Exports a database to an ASCII file.

Syntax

ESS_FUNC_M EssExport (hCtx, AppName, DbName, PathName, Level, Columns);

Parameter  Data Type  Description

hCtx       ESS_HCTX_T  API context handle.
AppName    ESS_STR_T    Name of application to export.
DbName     ESS_STR_T    Name of database to export.
PathName   ESS_STR_T    Full path name of server file to contain exported information.
Level      ESS_SHORT_T  Controls level of data to export. Should be one of the following values:
                   - ESS_DATA_ALL—Export all levels of data
                   - ESS_DATA_LEVEL0—Export all data only from level zero blocks
                   - ESS_DATA_INPUT—Export data only from input level blocks
Columns    ESS_SHORT_T  Controls output of data blocks in column format (for creating rules files). Use non-zero for column format, and zero for no column format.

Notes

If the data for a thread exceeds 2 GB, Essbase may divide the export data into multiple files with numbers appended to the file names.

The naming convention for additional export files is as follows: _1, _2, etc. are appended to the additional file names. If the specified output file name contains a period, the numbers are appended before the period. Otherwise, they are appended at the end of the file name.

For example, if the given file name is /home/exportfile.txt, the next additional file is /home/exportfile_1.txt. If the file name is /home/exportfile, the next additional file is /home/exportfile_1.

Return Value

None.

Access

This function requires the caller to have at least read access (ESS_PRIV_READ) to the database, and to have selected it as their active database using EssSetActive.
Example

ESS_FUNC_M
ESS_Export (ESS_HCTX_T hCtx)
{
    ESS_FUNC_M sts = ESS_STS_NOERR;
    ESS_SHORT_T isLevel;
    ESS_STR_T AppName;
    ESS_STR_T DbName;
    ESS_STR_T FileName;
    ESS_PROCSTATE_T pState;

    isLevel = ESS_DATA_LEVEL0;
    AppName = "Sample";
    DbName = "Basic";

    sts = EssExport (hCtx, appName, dbName,
                      "D:\temp\asofile.txt", ESS_DATA_LEVEL0, ESS_FALSE);
    if (!sts)
    {
        sts = EssGetProcessState (hCtx, &pState);
        while (!sts && (pState.State !=
                      ESS_STATE_DONE))
            sts = EssGetProcessState (hCtx, &pState);
    }
    return (sts);
}

See Also

• EssImport

EssFixIBH

Repairs invalid-block-header corruption in the database. Currently, it removes all the invalid blocks from the database.

Syntax

ESS_FUNC_M EssFixIBH (hCtx, action);

Parameter Data Type Description
hCtx; ESS_HCTX_T API context handle.
action; ESS_IBH_ACTION An enumeration type. For this release the only valid value is REMOVE.

See Also

• EssLocateIBH
• EssGetIBH

EssFree

Frees a previously allocated block of memory, using the defined memory allocation scheme.
Syntax

ESS_FUNC_M EssFree (hInstance, pBlock);

Parameter Data Type Description

hInstance  ESS_HINST_T API instance handle.

pBlock  ESS_PVOID_T Pointer to allocated memory block.

Notes

- This function frees memory using the user-supplied memory management function passed to the EssInit function. If no such function is supplied, the default memory freeing function (dependent on the platform) will be used.

- This function should be used to free any memory allocated using the EssAlloc and EssRealloc functions. It should also be used to free any allocated buffers returned from Essbase API functions.

Return Value

None.

Access

This function requires no special privileges.

Example

ESS_FUNC_M

ESS_GetAppActive (ESS_HCTX_T       hCtx,
                    ESS_HINST_T      hInst
                    )
{
    ESS_FUNC_M     sts = ESS_STS_NOERR;
    ESS_STR_T     pDbName;
    ESS_STR_T     pAppName;
    ESS_ACCESS_T  Access;

    if ((sts = EssAlloc (hInst, 80, (ESS_PPVOID_T)&pAppName)) == 0)
    {
        if ((sts = EssAlloc (hInst, 80, (ESS_PPVOID_T)&pDbName)) == 0)
        {
            if ((sts = EssGetActive (hCtx, &pAppName, &pDbName, &Access)) == 0)
            {
                if (pAppName)
                {
                    if (*pAppName)
                        printf ("Current active application is [%s]\r\n",pAppName);
                    else
                        printf ("No active Application is set\r\n");
                    printf ("\r\n");
                }
                EssFree (hInst, pDbName);
            }
        }
    }
    EssFree (hInst, pAppName);
}
EssFreeMbrErr

Frees the memory allocated for a linked list of ESS_MBRERR_T structures.

Syntax

ESS_FUNC_M EssFreeMbrErr (hCtx, pMbrError);

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hCtx</td>
<td>ESS_HCTX_T</td>
<td>API context handle.</td>
</tr>
<tr>
<td>pMbrError</td>
<td>ESS_PMBRERR_T</td>
<td>Pointer to linked list contained in ESS_MBRERR_T.</td>
</tr>
</tbody>
</table>

Notes

This function can only be used to free the memory allocated for ESS_MBRERR_T.

Return Value

None.

Access

This function requires no special privileges.

Example

See the example of EssImport.

See Also

- EssImport

EssFreeStructure

Frees memory dynamically allocated by EssGetAttributeInfo and EssGetMemberInfo for string type attribute information.

Syntax

ESS_FUNC_M EssFreeStructure (hInst, structId, count, structPtr);
<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hInst</td>
<td>ESS_HINST_T</td>
<td>The instance handle of the process that called EssGetAttributeInfo or EssGetMemberInfo to allocate the structure.</td>
</tr>
<tr>
<td>structId</td>
<td>ESS_ULONG_T</td>
<td>One of the following constant identifiers for the structure:</td>
</tr>
<tr>
<td></td>
<td></td>
<td>* ESS_DT_STRUCT_ATTRIBUTEINFO</td>
</tr>
<tr>
<td></td>
<td></td>
<td>* ESS_DT_STRUCT_ATTRSPECS</td>
</tr>
<tr>
<td></td>
<td></td>
<td>* ESS_DT_STRUCT_MEMBERINFO</td>
</tr>
<tr>
<td>count</td>
<td>ESS_ULONG_T</td>
<td>Number of structures.</td>
</tr>
<tr>
<td>structPtr</td>
<td>ESS_PVOID_T</td>
<td>Pointer to memory.</td>
</tr>
</tbody>
</table>

**Notes**

Always call this function to free structures allocated with either `EssGetAttributeInfo` or `EssGetMemberInfo` before you leave the local routine.

**Access**

This function requires no special privileges.

**Example**

```c
void ESS_GetAttributeSpecifications()
{
    ESS_STS_T         sts = ESS_STS_NOERR;
    ESS_PATTRSPECS_T  pAttrSpecs;

    sts = EssGetAttributeSpecifications(hCtx, &pAttrSpecs);

    printf("\n ------------Attribute Specifications--------\\n\\n");
    if (sts) return(sts);

    switch(pAttrSpecs->usGenNameBy)
    {
        case ESS_GENNAMEBY_PREFIX:
            printf("\n Prefix/Suffix     : Prefix");
            break;
        case ESS_GENNAMEBY_SUFFIX:
            printf("\n Prefix/Suffix     : Suffix");
            break;
        default:
            printf("\n Prefix/Suffix     : None");
            break;
    }

    switch(pAttrSpecs->usUseNameOf)
    {
        case ESS_USENAMEOF_PARENT:
            printf("\n Use Name of       : Parent");
            break;
        case ESS_USENAMEOF_GRANDPARENTANDPARENT:
            printf("\n Use Name of       : Grand Parent and Parent");
            break;
        case ESS_USENAMEOF_ALLANCESTORS:
```
printf("\n Use Name of     : All Ancestors");
break;
case ESS_USENAMEOF_DIMENSION:
    printf("\n Use Name of     : Dimension");
    break;
case ESS_USENAMEOF_NONE:
    printf("\n Use Name of     : None");
    break;
default:
    printf("\n Use Name of     : Invalid setting");
    break;
}
switch(pAttrSpecs->cDelimiter)
{
    case ESS_DELIMITER_PIPE:
        printf("\n Delimiter       : '|'");
        break;
    case ESS_DELIMITER_UNDERSCORE:
        printf("\n Delimiter       : '_'");
        break;
    case ESS_DELIMITER_CARET:
        printf("\n Delimiter       : '^'");
        break;
    default:
        printf("\n Delimiter       : Invalid setting");
        break;
}
switch(pAttrSpecs->usDateFormat)
{
    case ESS_DATEFORMAT_DDMMYYYY :
        printf("\n Date Format     : DD-MM-YYYY");
        break;
    case ESS_DATEFORMAT_MMDDYYYY :
        printf("\n Date Format     : MM-DD-YYYY");
        break;
    default:
        printf("\n Date Format     : Invalid setting");
        break;
}
switch(pAttrSpecs->usBucketingType)
{
    case ESS_UPPERBOUNDIINCLUSIVE :
        printf("\n Bucketing Type  : Upper Bound inclusive");
        break;
    case ESS_UPPERBOUNDDNONINCLUSIVE :
        printf("\n Bucketing Type  : Upper Bound non-inclusive");
        break;
    case ESS_LOWERBOUNDIINCLUSIVE :
        printf("\n Bucketing Type  : Lower Bound inclusive");
        break;
    case ESS_LOWERBOUNDDNONINCLUSIVE :
        printf("\n Bucketing Type  : Lower Bound non-inclusive");
        break;
    default:
        printf("\n Bucketing Type   : Invalid setting");
        break;
See Also

- EssCheckAttributes
- EssGetAssociatedAttributesInfo
- EssGetAttributeInfo
- EssGetAttributeSpecifications
- EssOtlAssociateAttributeDimension
- EssOtlAssociateAttributeMember
- EssOtlDisassociateAttributeDimension
- EssOtlDisassociateAttributeMember
- EssOtlFindAttributeMembers
- EssOtlFreeStructure
- EssOtlGetAssociatedAttributes
- EssOtlGetAttributeInfo
- EssOtlGetAttributeSpecifications
- EssOtlQueryAttributes
- EssOtlSetAttributeSpecifications

EssGetActive

Gets the names of the caller’s current active application and database.

**Syntax**

```c
ESS_FUNC_M EssGetActive (hCtx, pAppName, pDbName, pAccess);
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hCtx</td>
<td>ESS_HCTX_T</td>
<td>API context handle.</td>
</tr>
<tr>
<td>pAppName</td>
<td>ESS_PSTR_T</td>
<td>Address of pointer to receive allocated application name string.</td>
</tr>
<tr>
<td>pDbName</td>
<td>ESS_PSTR_T</td>
<td>Address of pointer to receive allocated database name string.</td>
</tr>
<tr>
<td>pAccess;</td>
<td>ESS_PACCESS_T</td>
<td>Address of variable to receive the user’s access level to the selected database. See “Bitmask Data Types (C)” on page 90 for a list of possible values for this field.</td>
</tr>
</tbody>
</table>
Notes
You should free the memory allocated for *pAppName* and *pDbName* using *EssFree*.

Return Value
If successful, returns the user’s selected active application and database in *pAppName* and *pDbName*.

Access
This function requires no special privileges.

Example
ESS_FUNC_M
ESS_GetAppActive (ESS_HCTX_T       hCtx,
                 ESS_HINST_T      hInst
                 )
{
    ESS_FUNC_M     sts = ESS_STS_NOERR;
    ESS_STR_T     pDbName;
    ESS_STR_T     pAppName;
    ESS_ACCESS_T  Access;
    if ((sts = EssAlloc (hInst, 80,
                        (ESS_PPVOID_T)&pAppName)) == 0)
    {
        if ((sts = EssAlloc (hInst, 80,
                             (ESS_PPVOID_T)&pDbName)) == 0)
        {
            if ((sts = EssGetActive (hCtx, &pAppName,
                                      &pDbName, &Access)) == 0)
            {
                if (pAppName)
                {
                    if (*pAppName)
                        printf ("Current active application is [%s]\r\n",pAppName);
                    else
                        printf ("No active Application is set\r\n");
                    printf ("\r\n");
                }
                EssFree (hInst, pDbName);
            }
            EssFree (hInst, pDbName);
        }
    }
    return (sts);
}

See Also
- *EssClearActive*
- *EssSetActive*

**EssGetAlias**

Gets the active alias table name from the active database for a user.
Syntax

```c
ESS_FUNC_M EssGetAlias (hCtx, pAliasName);
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hCtx</td>
<td>ESS_HCTX_T</td>
<td>API context handle.</td>
</tr>
<tr>
<td>pAliasName</td>
<td>ESS_PSTR_T</td>
<td>Address of pointer to receive allocated name of active alias table.</td>
</tr>
</tbody>
</table>

**Notes**

The memory allocated for `pAliasName` should be freed using `EssFree`.

**Return Value**

If successful, returns the name of the active alias table in `pAliasName`.

**Access**

This function requires the caller to have at least read access (ESS_PRIV_READ) to the database, and to have selected it as their active database using `EssSetActive`.

**Example**

```c
ESS_FUNC_M
ESS_GetAlias (ESS_HCTX_T hCtx, ESS_HINST_T hInst)
{
    ESS_FUNC_M     sts = ESS_STS_NOERR;
    ESS_STR_T     AliasName;

    AliasName = EssGetAlias(hCtx, &AliasName);

    if(!sts && AliasName)
    {
        printf("AliasName: %s\r\n",AliasName);
        EssFree(hInst, AliasName);
    }

    return (sts);
}
```

**See Also**

- `EssListAliases`
- `EssSetAlias`

---

**EssGetAPIVersion**

Returns the version of the Essbase API used to compile the current application.

**Syntax**

```c
ESS_FUNC_M EssGetAPIVersion (Version);
```
**Parameter** | **Data Type** | **Description**
--- | --- | ---
Version | ESS_PULONG_T | Version number of API. Hex value, in C notation, with the following format:
0x00000000
- First 4 numbers from right (low order word): release number between versions
- Remaining numbers (high order word): version number

For example, 0x0004.0000 represents Release 4.0, and 0x0003.0002 represents Release 3.2.

**Notes**
You can use this function to check the API version when your program requires a particular version.

**Example**

```c
ESS_VOID_T
ESS_GetAPIVersion()
{
    ESS_FUNC_M    sts = ESS_STS_NOERR;
    ESS_ULONG_T  Version;

    sts = EssGetAPIVersion(&Version);

    if(!sts)
        printf("API Version %x\n",Version);
}
```

**See Also**
- ESS_GetObjectInfo

**EssGetApplicationAccess**

Gets a list of user application access structures, which contain information about user access to applications.

**Syntax**

```c
ESS_FUNC_M EssGetApplicationAccess (hCtx, UserName, AppName, pCount, ppUserApp);
```

**Parameter** | **Data Type** | **Description**
--- | --- | ---
hCtx | ESS_HCTX_T | API context handle.
UserName | ESS_STR_T | User name. If NULL, lists all users for the specified application.
AppName | ESS_STR_T | Application name. If NULL, lists all applications for the specified user.
pCount | ESS_PUSHORT_T | Address of variable to receive count of user application structures.
<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ppUserApp</td>
<td>&quot;ESS_USERAPP_T, ESS_GROUPAPP_T&quot; on page 183</td>
<td>Address of pointer to receive an allocated array of user application structures.</td>
</tr>
</tbody>
</table>

**Notes**

- If **UserName** is NULL, all users will be listed for the specified application. If **AppName** is NULL, all applications will be listed for the specified user. However, **UserName** and **AppName** cannot both be NULL.
- The **Access** field of the user application structure is used to represent the user’s granted access to the application, whereas the **MaxAccess** field represents the user’s highest access from all sources (e.g. via groups or default application access etc.).
- The memory allocated for **ppUserApp** should be freed using **EssFree**.

**Return Value**

If successful, returns a count of users/applications in **pCount**, and a list of user application structures in **ppUserApp**.

**Access**

This function requires callers to have application designer privilege (**ESS_PRIV_APPDESIGN**) for the specified application, unless they are getting their own application access information.

**Example**

```c
ESS_FUNC_M
ESS_GetApplicationAccess (ESS_HCTX_T  hCtx, ESS_HINST_T hInst)
{
    ESS_FUNC_M       sts = ESS_STS_NOERR;
    ESS_STR_T       UserName;
    ESS_STR_T       AppName;
    ESS_USHORT_T    Count = 0;
    ESS_USHORT_T    ind;
    ESS_PUSERAPP_T  UserApp = NULL;

    UserName = "Admin";
    AppName  = "";

    sts = EssGetApplicationAccess(hCtx, UserName,
                                   AppName, &Count, &UserApp);
    if(sts)
    {
        if(Count && UserApp)
        {
            printf ("\n-------Application Access List-------\n\n");
            for (ind = 0; ind < Count; ind++)
            {
                printf ("User->%s Application->%s Access->%d MaxAccess->%d\n",
                        UserApp[ind].UserName,
                        UserApp[ind].AppName,
                        UserApp[ind].Access,
                        UserApp[ind].MaxAccess);

            }
        }
    }
}
```
UserApp[ind].MaxAccess);
}
EssFree (hInst, UserApp);
}
else
    printf ("\rUser Application list is empty\n\n");
return (sts);
}

See Also

- EssGetApplicationAccessEx
- EssGetDatabaseAccess
- EssListUsers
- EssSetApplicationAccess
- EssSetUser

**EssGetApplicationAccessEx**

Gets a list of user or group application access structures, which contain information about user or group access to applications. Similar to **EssGetApplicationAccess**, but can accept a user directory specification or unique identity attribute for **UserID**.

**Syntax**

```
ESS_FUNC_M EssGetApplicationAccessEx (hCtx, UserId, bIsIdentity, type, AppName, pCount, ppUserApp);
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hCtx</td>
<td>ESS_HCTX_T</td>
<td>API context handle (input).</td>
</tr>
<tr>
<td>UserId</td>
<td>ESS_STR_T</td>
<td>User or group name (input). Can be specified as name@provider or as a unique identity attribute. If NULL, lists all users or groups for the specified application.</td>
</tr>
<tr>
<td>bIsIdentity</td>
<td>ESS_BOOL_T</td>
<td>Input. Indicates if UserID is a name or an identity. If TRUE, UserID is an identity.</td>
</tr>
<tr>
<td>type</td>
<td>ESS_USHORT_T</td>
<td>Type of entity (input). Indicates if UserID is a group or a user. Can be one of the following:</td>
</tr>
</tbody>
</table>
|           |                    | - ESS_TYPE_USER
|           |                    | - ESS_TYPE_GROUP
| AppName   | ESS_STR_T          | Application name (input). If NULL, lists all applications for the specified user. |
| pCount    | ESS_PUSHORT_T      | Address of variable to receive count of user application structures (output). |
| ppUserApp | ESS_PPUSERAPPLEX_T | Address of pointer to receive an allocated array of user application structures (output). The user application structure can include user directories and unique identity attributes. |

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Notes

- If UserID is NULL, all users will be listed for the specified application. IfAppName is NULL, all applications will be listed for the specified user. However, UserID and AppName cannot both be NULL.
- The Access field of the user application structure is used to represent the user’s granted access to the application, whereas the MaxAccess field represents the user’s highest access from all sources (for example, via groups, default application access, etc.).
- The memory allocated for ppUserApp should be freed using EssFree.

Return Value

If successful, returns a count of users/applications in pCount, and a list of user application structures in ppUserApp.

Access

This function requires callers to have application designer privilege (ESS_PRIV_APPDESIGN) for the specified application, unless they are getting their own application access information.

Example

```c
void DisplayUserAppInfo(ESS_PUSERAPPEX_T userApp, ESS_USHORT_T count)
{
    ESS_STS_T sts = ESS_STS_NOERR;
    ESS_USHORT_T ind;

    printf ("\n------Application Access List----\n\n");
    for (ind = 0; ind < count; ind++)
    {
        printf("\tUser: %s\n", userApp[ind].UserName);
        printf("\tProvider Name: %s\n", userApp[ind].ProviderName);
        printf("\tConnection Param: %s\n", userApp[ind].connparam);
        printf("\tAppName: %s\n", userApp[ind].AppName);
        switch(userApp[ind].Access)
        {
            case ESS_PRIV_NONE:
                printf("\tAccess: %d - ESS_PRIV_NONE\n", userApp[ind].Access);
                break;
            case ESS_PRIV_READ:
                printf("\tAccess: %d - ESS_PRIV_READ\n", userApp[ind].Access);
                break;
            case ESS_PRIV_WRITE:
                printf("\tAccess: %d - ESS_PRIV_WRITE\n", userApp[ind].Access);
                break;
            case ESS_PRIV_CALC:
                printf("\tAccess: %d - ESS_PRIV_CALC\n", userApp[ind].Access);
                break;
            case ESS_PRIV_METAREAD:
                printf("\tAccess: %d - ESS_PRIV_METAREAD\n", userApp[ind].Access);
                break;
            case ESS_PRIV_DBLOAD:
                printf("\tAccess: %d - ESS_PRIV_DBLOAD\n", userApp[ind].Access);
                break;
        }
    }
}
```
case ESS_PRIV_DBMANAGE:
    printf("\tAccess: %d - ESS_PRIV_DBMANAGE\n", userApp[ind].Access);
    break;

case ESS_PRIV_DBCREATE:
    printf("\tAccess: %d - ESS_PRIV_DBCREATE\n", userApp[ind].Access);
    break;

case ESS_PRIV_APPLOAD:
    printf("\tAccess: %d - ESS_PRIV_APPLOAD\n", userApp[ind].Access);
    break;

case ESS_PRIV_APPMANAGE:
    printf("\tAccess: %d - ESS_PRIV_APPMANAGE\n", userApp[ind].Access);
    break;

case ESS_PRIV_APPCREATE:
    printf("\tAccess: %d - ESS_PRIV_APPCREATE\n", userApp[ind].Access);
    break;

case ESS_PRIV_USERCREATE:
    printf("\tAccess: %d - ESS_PRIV_USERCREATE\n", userApp[ind].Access);
    break;

case ESS_ACCESS_READ:
    printf("\tAccess: %d - ESS_ACCESS_READ\n", userApp[ind].Access);
    break;

case ESS_ACCESS_WRITE:
    printf("\tAccess: %d - ESS_ACCESS_WRITE\n", userApp[ind].Access);
    break;

case ESS_ACCESS_CALC:
    printf("\tAccess: %d - ESS_ACCESS_CALC\n", userApp[ind].Access);
    break;

case ESS_ACCESS_METAREAD:
    printf("\tAccess: %d - ESS_ACCESS_METAREAD\n", userApp[ind].Access);
    break;

case ESS_ACCESS_DBMANAGE:
    printf("\tAccess: %d - ESS_ACCESS_DBMANAGE\n", userApp[ind].Access);
    break;

case ESS_ACCESS_DBCREATE:
    printf("\tAccess: %d - ESS_ACCESS_DBCREATE\n", userApp[ind].Access);
    break;

case ESS_ACCESS_APPMANAGE:
    printf("\tAccess: %d - ESS_ACCESS_APPMANAGE\n", userApp[ind].Access);
    break;

case ESS_ACCESS_APPCREATE:
    printf("\tAccess: %d - ESS_ACCESS_APPCREATE\n", userApp[ind].Access);
    break;

case ESS_ACCESS_FILTER:
    printf("\tAccess: %d - ESS_ACCESS_FILTER\n", userApp[ind].Access);
    break;

case ESS_ACCESS_DBALL:
    printf("\tAccess: %d - ESS_ACCESS_DBALL\n", userApp[ind].Access);
    break;

case ESS_ACCESS_APPALL:
    printf("\tAccess: %d - ESS_ACCESS_APPALL\n", userApp[ind].Access);
    break;

case ESS_ACCESS_ADMIN:
    printf("\tAccess: %d - ESS_ACCESS_ADMIN\n", userApp[ind].Access);
    break;

default:
    printf("\tAccess: Unknown\n");
switch(userApp[ind].MaxAccess)
{
    case ESS_PRIV_NONE:
        printf("Max Access: %d - ESS_PRIV_NONE\n", userApp[ind].MaxAccess);
        break;
    case ESS_PRIV_READ:
        printf("Max Access: %d - ESS_PRIV_READ\n", userApp[ind].MaxAccess);
        break;
    case ESS_PRIV_WRITE:
        printf("Max Access: %d - ESS_PRIV_WRITE\n", userApp[ind].MaxAccess);
        break;
    case ESS_PRIV_CALC:
        printf("Max Access: %d - ESS_PRIV_CALC\n", userApp[ind].MaxAccess);
        break;
    case ESS_PRIV_METAREAD:
        printf("Max Access: %d - ESS_PRIV_METAREAD\n", userApp[ind].MaxAccess);
        break;
    case ESS_PRIV_DBLOAD:
        printf("Max Access: %d - ESS_PRIV_DBLOAD\n", userApp[ind].MaxAccess);
        break;
    case ESS_PRIV_DBMANAGE:
        printf("Max Access: %d - ESS_PRIV_DBMANAGE\n", userApp[ind].MaxAccess);
        break;
    case ESS_PRIV_DBCREATE:
        printf("Max Access: %d - ESS_PRIV_DBCREATE\n", userApp[ind].MaxAccess);
        break;
    case ESS_PRIV_APPLOAD:
        printf("Max Access: %d - ESS_PRIV_APPLOAD\n", userApp[ind].MaxAccess);
        break;
    case ESS_PRIV_APPMANAGE:
        printf("Max Access: %d - ESS_PRIV_APPMANAGE\n", userApp[ind].MaxAccess);
        break;
    case ESS_PRIV_APPCREATE:
        printf("Max Access: %d - ESS_PRIV_APPCREATE\n", userApp[ind].MaxAccess);
        break;
    case ESS_PRIV_USERCREATE:
        printf("Max Access: %d - ESS_PRIV_USERCREATE\n", userApp[ind].MaxAccess);
        break;
    case ESS_ACCESS_READ:
        printf("Max Access: %d - ESS_ACCESS_READ\n", userApp[ind].MaxAccess);
        break;
    case ESS_ACCESS_WRITE:
        printf("Max Access: %d - ESS_ACCESS_WRITE\n", userApp[ind].MaxAccess);
        break;
    case ESS_ACCESS_CALC:
        printf("Max Access: %d - ESS_ACCESS_CALC\n", userApp[ind].MaxAccess);
        break;
    case ESS_ACCESS_METAREAD:
        printf("Max Access: %d - ESS_ACCESS_METAREAD\n", userApp[ind].MaxAccess);
        break;
    case ESS_ACCESS_DBMANAGE:
        printf("Max Access: %d - ESS_ACCESS_DBMANAGE\n", userApp[ind].MaxAccess);
        break;
    case ESS_ACCESS_DBCREATE:
        printf("Max Access: %d - ESS_ACCESS_DBCREATE\n", userApp[ind].MaxAccess);
        break;
}
printf("\tMax Access: %d - ESS_ACCESS_DBCREATE\n", userApp[ind].MaxAccess);
break;
case ESS_ACCESS_APPMANAGE:
printf("\tMax Access: %d - ESS_ACCESS_APPMANAGE\n", userApp[ind].MaxAccess);
break;
case ESS_ACCESS_APPCREATE:
printf("\tMax Access: %d - ESS_ACCESS_APPCREATE\n", userApp[ind].MaxAccess);
break;
case ESS_ACCESS_FILTER:
printf("\tMax Access: %d - ESS_ACCESS_FILTER\n", userApp[ind].MaxAccess);
break;
case ESS_ACCESS_DBALL:
printf("\tMax Access: %d - ESS_ACCESS_DBALL\n", userApp[ind].MaxAccess);
break;
case ESS_ACCESS_APPALL:
printf("\tMax Access: %d - ESS_ACCESS_APPALL\n", userApp[ind].MaxAccess);
break;
case ESS_ACCESS_ADMIN:
printf("\tMax Access: %d - ESS_ACCESS_ADMIN\n", userApp[ind].MaxAccess);
break;
default:
printf("\tMax Access: Unknown\n");
}

printf("\n");
}

ESS_FUNC_M ESS_GetApplicationAccessEx (ESS_HCTX_T hCtx, ESS_HINST_T hInst)
{

    ESS_STS_T sts = ESS_STS_NOERR;
    ESS_STR_T userId;
    ESS_BOOL_T bIsIdentity;
    ESS_USHORT_T type;
    ESS_USHORT_T count = 0;
    ESS_USERAPPEX_T userApp[2];
    ESS_PUSERAPPEX_T pUserApp = ESS_NULL;

    count = 1;
    strcpy(userApp[0].UserName, "IDUser1");
    strcpy(userApp[0].ProviderName, "");
    strcpy(userApp[0].connparam, "");
    userApp[0].type = ESS_TYPE_USER;
    strcpy(userApp[0].AppName, AppName);
    userApp[0].Access = ESS_PRIV_APPMANAGE;
    userApp[0].MaxAccess = ESS_PRIV_APPMANAGE;
    sts = EssSetApplicationAccessEx(hCtx, count, &userApp);
    printf("EssSetApplicationAccessEx sts: %ld\n", sts);

    userId = "IDUser1";
    AppName = AppName;
    type = ESS_TYPE_GROUP;
    bIsIdentity = ESS_FALSE;
    sts = EssGetApplicationAccessEx(hCtx, userId, bIsIdentity, type, AppName, &count,
    &pUserApp);
    printf("EssGetApplicationAccessEx sts: %ld\n", sts);
if(!sts)
{
    if(count && pUserApp)
    {
        DisplayUserAppInfo(pUserApp, count);
        sts = EssFree (hInst, pUserApp);
    }
    else
        printf ("User Application list is empty\n\n");
    return (sts);
}

See Also

- EssGetDatabaseAccessEx
- EssListUsersInfoEx
- EssSetApplicationAccessEx

**EssGetApplicationInfo**

Gets an application's information structure, which contains non user-configurable parameters for the application.

**Syntax**

```c
ESS_FUNC_M EssGetApplicationInfo (hCtx, AppName, ppAppInfo);
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hCtx</td>
<td>ESS_HCTX_T</td>
<td>API context handle (logged in).</td>
</tr>
<tr>
<td>AppName</td>
<td>ESS_STR_T</td>
<td>Application name.</td>
</tr>
<tr>
<td>ppAppInfo</td>
<td>&quot;ESS_APPINFO_T&quot; on page 109</td>
<td>Address of pointer to receive allocated application info structure.</td>
</tr>
</tbody>
</table>

**Notes**

- This function can only be called for applications on the server.
- The memory allocated for `ppAppInfo` should be freed using `EssFree`.

**Return Value**

If successful, this function returns a pointer to an allocated application info structure in `ppAppInfo`.

**Access**

This function requires the caller to have at least read access (ESS_PRIV_READ) to the specified application.

**Example**

```c
ESS_FUNC_M
ESS_GetAppInfo (ESS_HCTX_T hCtx,
                ESS_HINST_T hInst
```
{
    ESS_FUNC_M     sts = ESS_STS_NOERR;
    ESS_PAPINFO_T  AppInfo;
    ESS_USHORT_T   ind;
    ESS_STR_T      AppName;
    AppName = "Sample";

    sts = EssGetApplicationInfo (hCtx, AppName, &AppInfo);
    if (!sts)
    {
        if (AppInfo)
        {
            printf ("-------Application Info-------
                    Name            : %s
                    Server Name     : %s
                    Status          : %d
                    Users Connected : %d
                    Number of DBs   : %d
                    --List of Databases--
                    database(%d)    : %s
                    ");
            for (ind = 0; ind < AppInfo->nDbs; ind++)
                printf ("database(%d)    : %s
                    ");
            EssFree (hInst, AppInfo);
        }
    }
    return (sts);
}

See Also
- EssGetApplicationInfoEx
- EssGetApplicationState
- EssGetDatabaseInfo

EssGetApplicationInfoEx

Retrieves information from one or more applications.

Syntax

    ESS_FUNC_M EssGetApplicationInfoEx (hCtx, AppName, pusCount, ppAppInfoEx);

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hCtx</td>
<td>ESS_HCTX_T</td>
<td>API context handle (logged in).</td>
</tr>
<tr>
<td>AppName</td>
<td>ESS_STR_T</td>
<td>Name of application for which to return information. If NULL, returns information for all applications.</td>
</tr>
<tr>
<td>pusCount</td>
<td>ESS_PUSHORT_T</td>
<td>Number of information structures returned.</td>
</tr>
<tr>
<td>ppAppInfoEx</td>
<td>&quot;ESS_APPINFOEX_T&quot; on page 110</td>
<td>Address of pointer to an array of allocated application infostructures.</td>
</tr>
</tbody>
</table>
Notes
- This function can only be called for applications on the server.
- The memory allocated for ppAppInfo should be freed using EssFree.

Return Value
If successful, this function returns an array of application information structures in ppAppInfo.

Access
This function requires the caller to have at least read access (ESS_PRIV_READ) to the specified application.

Example
ESS_FUNC_M
ESS_GetApplicationInfoEx (ESS_HCTX_T hCtx, ESS_HINST_T hInst)
{
    ESS_FUNC_M sts = ESS_STS_NOERR;
    ESS_USHORT_T ind;
    ESS_STR_T AppName;
    ESS_USHORT_T Count;
    ESS_PAPPINFOEX_T AppInfoEx = NULL;

    AppName = "";
    sts = EssGetApplicationInfoEx (hCtx, AppName, 
     &Count, &AppInfoEx);
    if(!sts)
    {
        if(AppInfoEx)
        {
            printf("\n-----Application Info Ex -----

            for (ind = 0; ind <Count; ind++)
            {
                printf("Name:%s\r\n",AppInfoEx[ind].Name);
                printf("Server Name:%s\r\n", AppInfoEx[ind].Server);
                printf("Status:%d\r\n",AppInfoEx[ind].Status);
                printf("Users Connected:%d\r\n", 
                        AppInfoEx[ind].nConnects);
                printf("\r\n");
                EssFree(hInst, AppInfoEx);
            }
        }
        return (sts);
    }

See Also
- EssGetApplicationInfo
- EssGetApplicationState
- EssGetDatabaseInfo
**EssGetApplicationState**

Gets an application’s state structure, which contains user-configurable parameters for the application.

**Syntax**

```c
ESS_FUNC_M EssGetApplicationState (hCtx, AppName, ppAppState);
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hCtx</td>
<td>ESS_HCTX_T</td>
<td>API context handle.</td>
</tr>
<tr>
<td>AppName</td>
<td>ESS_STR_T</td>
<td>Application name.</td>
</tr>
<tr>
<td>ppAppState</td>
<td>&quot;ESS_APPSTATE_T&quot; on page 111</td>
<td>Address of pointer to receive allocated application state structure.</td>
</tr>
</tbody>
</table>

**Notes**

- This function cannot be called for local applications; it can only be called for applications on the server.
- Memory allocated for `ppAppState` should be freed using `EssFree`.

**Return Value**

If successful, this function returns a pointer to an allocated application state structure in `ppAppState`.

**Access**

This function requires the caller to have at least read access (ESS_PRIV_READ) to the specified application.

**Example**

```c
ESS_FUNC_M
ESS_GetAppState (ESS_HCTX_T      hCtx,
                 ESS_HINST_T     hInst
                 )
{
    ESS_FUNC_M         sts = ESS_STS_NOERR;
    ESS_PAPPSTATE_T   AppState;
    ESS_STR_T         AppName;
    AppName = "Sample";
    sts = EssGetApplicationState (hCtx, AppName, 
                                   &AppState);
    if (!sts)
    {
        if (AppState)
        {
            EssFree (hInst, AppState);
        }
    }
    return (sts);
}
```
EssGetAssociatedAttributesInfo

Returns the attribute members associated with a given base member.

Syntax

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hCtx;</td>
<td>ESS_HCTX_T</td>
<td>API context handle.</td>
</tr>
<tr>
<td>BaseMbrName;</td>
<td>ESS_STR_T</td>
<td>Base member name.</td>
</tr>
<tr>
<td>AttrDimName;</td>
<td>ESS_STR_T</td>
<td>(Optional) attribute dimension name.</td>
</tr>
<tr>
<td>pCount;</td>
<td>ESS_PULONG_T</td>
<td>Number of attribute members returned.</td>
</tr>
<tr>
<td>ppAttrInfo;</td>
<td>“ESS_ATTRIBUTEINFO_T” on page 112</td>
<td>Attribute information.</td>
</tr>
</tbody>
</table>

Notes

- Call this function to retrieve more information for attribute members than you retrieve using EssQueryDatabaseMembers.
- Set AttrDimName to NULL to return all attribute members that are associated with the base member.
- Optionally, provide an attribute dimension name to retrieve information only about the member of that dimension which is associated with the base member.

Access

This function requires no special privileges.

Example

```
//void ESS_GetAssociateAttributeInfo();
ESS_GetAssociatedAttributesInfo ()
{
    ESS_STS_T             sts;
    ESS_UULONG_T          pCount=0;
    ESS_PATTRIBUTEINFO_T  pAttributeInfo;
    ESS_USHORT_T          index=0;
    ESS_CHAR_T            time_string[32];
    struct tm*            pTime;
    ESS_DATETIME_T        et;
    ESS_PATTRSPECS_T      pAttrSpecs;
    ESS_USHORT_T          usDateFormat;
    ESS_MBRNAME_T         attributeName;
```
binding MbrName; 

pAttributeInfo = NULL;
strcpy(attributeName, "100-10");
strcpy(dimensionName, "0");

sts = EssGetAssociatedAttributesInfo(hCtx, attributeName, dimensionName, &pCount,
&pAttributeInfo);

/* for handling time values */
et = pAttributeInfo->Attribute.value.dtData;
if (!sts) {
    printf ("Associated Attr info for [%s]\n", attributeName);
    printf ("------------------------------------\n");
    for (index=0; index<pCount; index++) {
        printf ("MbrName      : %s\n", pAttributeInfo[index].MbrName);
        printf ("DimName      : %s\n", pAttributeInfo[index].DimName);
        switch(pAttributeInfo[index].Attribute.usDataType) {
            case ESS_ATTRMBRDT_BOOL:
                printf ("Data Type    : Boolean \n");
                if (pAttributeInfo[index].Attribute.value.bData)
                    printf ("Data Value   : True \n");
                else
                    printf ("Data Value   : False \n");
                break;
            case ESS_ATTRMBRDT_DOUBLE:
                printf ("Data Type    : Numeric(Double) \n");
                printf ("Data Value   : %g\n",pAttributeInfo[index].Attribute.value.dblData);
                break;
            case ESS_ATTRMBRDT_DATETIME:
                printf ("Data Type    : Date \n");
                sts = EssGetAttributeSpecifications(hCtx, &pAttrSpecs);
                if (!sts)
                    uDateFormat = ESS_DATEFORMAT_MMDDYYYY;
                else
                    uDateFormat = pAttrSpecs->uDateFormat;
                pTime = gmtime((time_t*)&et);
                switch(uDateFormat) {
                    case ESS_DATEFORMAT_MMDDYYYY:
                        sprintf(time_string, "MM-DD-YYYY %02i-%02i-%04i",
                            pTime->tm_mon+1, pTime->tm_mday, pTime->tm_year+1900);
                    break;
                    case ESS_DATEFORMAT_DDMMYYYY:
                        sprintf(time_string, "DD-MM-YYYY %02i-%02i-%04i",
                            pTime->tm_mday, pTime->tm_mon+1, pTime->tm_year+1900);
                    break;
                }
                printf ("Data Value   : %s\n", time_string);
        }
    }
}
break;

    case ESS_ATTRMBRDSTRING:
      printf ("Data Type : String \n");
      printf ("Data Value : %s \n",
                  pAttributeInfo[index].Attribute.value.strData);
      EssFree(hInst, pAttributeInfo[index].Attribute.value.strData);
      break;
    }
    printf("\n");
}
}
if (pAttributeInfo)
  EssFreeStructure(hInst, ESS_DT_STRUCT_ATTRIBUTEINFO, 1, pAttributeInfo);
return (sts);
}

See Also

- EssCheckAttributes
- EssFreeStructure
- EssGetAttributeInfo
- EssGetAttributeSpecifications
- EssOtlAssociateAttributeDimension
- EssOtlAssociateAttributeMember
- EssOtlDisassociateAttributeDimension
- EssOtlDisassociateAttributeMember
- EssOtlFindAttributeMembers
- EssOtlFreeStructure
- EssOtlGetAssociatedAttributes
- EssOtlGetAttributeInfo
- EssOtlGetAttributeSpecifications
- EssOtlQueryAttributes
- EssOtlSetAttributeSpecifications

### EssGetAsyncProcLog

Gets the error log for an asynchronous data load or dimension build process.

**Syntax**

```c
ESS_FUNC_M EssGetAsyncProcLog (hCtx, ErrorFileName, ErFileOverWrite);
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hCtx</td>
<td>ESS_HCTX_T</td>
<td>API context handle.</td>
</tr>
<tr>
<td>ErrorFileName</td>
<td>ESS_STR_T</td>
<td>An error file name.</td>
</tr>
<tr>
<td>ErFileOverWrite</td>
<td>ESS_BOOL_T</td>
<td>If TRUE, overwrite the error file.</td>
</tr>
</tbody>
</table>
Notes
Call this function after initiating an asynchronous process using EssAsyncImport or EssAsyncBuildDim.

Return Value
Returns zero if successful. Otherwise, returns an error code.

Example
See the example for EssAsyncBuildDim.

See Also
- EssAsyncBuildDim
- EssAsyncImport
- EssAsyncImportASO
- EssGetAsyncProcState
- EssCancelAsyncProc
- EssCloseAsyncProc

EssGetAsyncProcState
Queries the state of an asynchronous process an asynchronous data load or dimension build process.

Syntax
ESS_FUNC_M EssGetAsyncProcState (hCtx, pBldDlState);

Parameter | Data Type | Description
--- | --- | ---
hCtx | ESS_HCTX_T | API context handle.
pBldDlState | ESS_PBLDDL_STATE_T | Address of pointer to receive allocated process state structure.

Notes
Call this function after initiating an asynchronous process using EssAsyncImport or EssAsyncBuildDim.

Return Value
Returns zero if successful. Otherwise, returns an error code.

Example
See the example for EssAsyncBuildDim.

See Also
- EssAsyncBuildDim
- EssAsyncImport
- EssAsyncImportASO
EssGetAsyncProcLog
EssCancelAsyncProc
EssCloseAsyncProc

**EssGetAttributeInfo**

Returns attribute information for a given attribute member or dimension.

**Syntax**

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hCtx;</td>
<td>ESS_HCTX_T</td>
<td>API context handle.</td>
</tr>
<tr>
<td>szAttributeName;</td>
<td>ESS_STR_T</td>
<td>Name of the attribute member or dimension.</td>
</tr>
<tr>
<td>pAttributeInfo;</td>
<td>“ESS_ATTRIBUTEINFO_T” on page 112</td>
<td>Attribute information.</td>
</tr>
</tbody>
</table>

**Notes**

After you call this function, call `EssFreeStructure` to free memory dynamically allocated by this function for string type attribute information.

**Access**

This function requires no special privileges.

**Example**

```c
void  ESS_GetAttributeInfo()
{
    ESS_STS_T             sts;
    ESS_ATTRATTRIBUTEINFO_T  pAttributeInfo;
    ESS_CHAR_T            time_string[32];
    struct tm*            pTime;
    ESS_DATETIME_T        et;
    ESS_PATTRSPECS_T      pAttrSpecs;
    ESS_USHORT_T          usDateFormat;

    /* sts = EssGetAttributeInfo(hCtx, "ounces_12", &pAttributeInfo); */
    /* sts = EssGetAttributeInfo(hCtx, "ounces", &pAttributeInfo); */
    /* sts = EssGetAttributeInfo(hCtx, "caffeinated_true", &pAttributeInfo); */
    /* sts = EssGetAttributeInfo(hCtx, "caffeinated", &pAttributeInfo); */
    sts = EssGetAttributeInfo(hCtx, "intro date_10-01-1996", &pAttributeInfo);
    /* sts = EssGetAttributeInfo(hCtx, "intro date", &pAttributeInfo); */
    /* sts = EssGetAttributeInfo(hCtx, "can", &pAttributeInfo); */
    /* sts = EssGetAttributeInfo(hCtx, "pkg type", &pAttributeInfo); */

    if(sts)
        fprintf(stderr,"Error in EssGetAttributeInfo(): %ld", sts);

    /* for handling time values */
    et = pAttributeInfo->Attribute.value.dtData;
    printf("Member name: %s\n", pAttributeInfo->MbrName);
    printf("Dimension name: %s\n", pAttributeInfo->DimName);
```
/* printf("Attribute: %s\n", pAttributeInfo->Attribute); */
switch(pAttributeInfo->Attribute.usDataType)
{
    case ESS_ATTRMRDRT_BOOL:
        printf("Data Type    : Boolean \n");
        if ( pAttributeInfo->Attribute.value.bData)
            printf("Data Value   : True \n");
        else
            printf("Data Value   : False \n");
        break;
    case ESS_ATTRMRDRT_DOUBLE:
        printf("Data Type    : Numeric(Double) \n");
        printf("Data Value   : %g \n",pAttributeInfo->Attribute.value.dblData);
        break;
    case ESS_ATTRMRDRT_DATETIME:
        printf("Data Type    : Date \n");
        sts = EssGetAttributeSpecifications(hCtx, &pAttrSpecs);
        if (sts)
            usDateFormat = ESS_DATEFORMAT_MMDDYYYY;
        else
            usDateFormat = pAttrSpecs->usDateFormat;
        pTime = gmtime((time_t*)&et);
        switch(usDateFormat)
        {
            case ESS_DATEFORMAT_MMDDYYYY:
                sprintf(time_string, "MM-DD-YYYY %02i-%02i-%04i",
                pTime->tm_mon+1, pTime->tm_mday,pTime->tm_year+1900);
                break;
            case ESS_DATEFORMAT_DDMMYYYY :
                sprintf(time_string, "DD-MM-YYYY %02i-%02i-%04i",
                pTime->tm_mday,pTime->tm_mon+1, pTime->tm_year+1900);
                break;
        }
        printf("Data Value   : %s \n", time_string);
        break;
    case ESS_ATTRMRDRT_STRING:
        printf("Data Type    : String \n");
        printf("Data Value   : %s \n", pAttributeInfo->Attribute.value.strData);
        EssFree(hInst, pAttributeInfo->Attribute.value.strData);
        break;
}
EssFreeStructure(hInst, ESS_DT_STRUCT_ATTRIBUTEINFO, 1, pAttributeInfo);
}

See Also
-
- EssCheckAttributes
- EssFreeStructure
- EssGetAssociatedAttributesInfo
- EssGetAttributeSpecifications
- EssOtlAssociateAttributeDimension
- EssOtlAssociateAttributeMember
- EssOtlDisassociateAttributeDimension
- EssOtlDisassociateAttributeMember

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EssGetAttributeSpecifications

Retrieves attribute specifications for the outline.

Syntax

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hCtx;</td>
<td>ESS_HCTX_T</td>
<td>API Context handle.</td>
</tr>
<tr>
<td>pAttrSpecs;</td>
<td>“ESS_ATTRSPECS_T”</td>
<td>Attribute specifications.</td>
</tr>
</tbody>
</table>

Notes

- Set attribute specifications for the outline using
  \texttt{EssOtlSetAttributeSpecifications}.
- Attribute specifications are used to do the following:
  - Generate a long name
  - Indicate the format of a datetime attribute
  - Indicate a numeric attribute’s bucketing type
  - Provide the name of the attribute calculations dimension and the names for the values used with it

  See Table 6, “C API Attributes Terminology,” on page 96.

Access

This function requires no special privileges.

Example

```c
void ESS_GetAttributeSpecifications()
{
    ESS_STS_T         sts = ESS_STS_NOERR;
    ESS_PATTRSPECS_T  pAttrSpecs;

    sts = EssGetAttributeSpecifications(hCtx, &pAttrSpecs);

    printf("\
        ---------Attribute Specifications--------\

    if (sts) return(sts);
```
switch(pAttrSpecs->usGenNameBy)
{
    case ESS_GENNAMEBY_PREFIX:
        printf("
Prefix/Suffix : Prefix");
        break;
    case ESS_GENNAMEBY_SUFFIX:
        printf("
Prefix/Suffix : Suffix");
        break;
    default:
        printf("
Prefix/Suffix : None");
        break;
}
switch(pAttrSpecs->usUseNameOf)
{
    case ESS_USENAMEOF_PARENT:
        printf("
Use Name of : Parent");
        break;
    case ESS_USENAMEOF_GRANDPARENTANDPARENT:
        printf("
Use Name of : Grand Parent and Parent");
        break;
    case ESS_USENAMEOF_ALLANCESTORS:
        printf("
Use Name of : All Ancestors");
        break;
    case ESS_USENAMEOF_DIMENSION:
        printf("
Use Name of : Dimension");
        break;
    case ESS_USENAMEOF_NONE:
        printf("
Use Name of : None");
        break;
    default:
        printf("
Use Name of : Invalid setting");
        break;
}
switch(pAttrSpecs->cDelimiter)
{
    case ESS_DELIMITER_PIPE:
        printf("
Delimiter : '|'"');
        break;
    case ESS_DELIMITER_UNDERSCORE:
        printf("
Delimiter : '_'"');
        break;
    case ESS_DELIMITER_CARET:
        printf("
Delimiter : '^'"');
        break;
    default:
        printf("
Delimiter : Invalid setting"');
        break;
}
switch(pAttrSpecs->usDateFormat)
{
    case ESS_DATEFORMAT_DDMMYYYY :
        printf("Date Format : DD-MM-YYYY");
        break;
    case ESS_DATEFORMAT_MMDDYYYY :
        printf("Date Format : MM-DD-YYYY");
        break;
}
      break;
    default:
      printf("\n Date Format : Invalid setting");
      break;
    }
}
switch(pAttrSpecs->usBucketingType)
{
  case ESS_UPPERBOUNDINCLUSIVE :
    printf("\n Bucketing Type : Upper Bound inclusive");
    break;
  case ESS_UPPERBOUNDNONINCLUSIVE :
    printf("\n Bucketing Type : Upper Bound non-inclusive");
    break;
  case ESS_LOWERBOUNDINCLUSIVE :
    printf("\n Bucketing Type : Lower Bound inclusive");
    break;
  case ESS_LOWERBOUNDNONINCLUSIVE :
    printf("\n Bucketing Type : Lower Bound non-inclusive");
    break;
  default:
    printf("\n Bucketing Type : Invalid setting");
    break;
}
printf("\n Default for TRUE : %s",pAttrSpecs->pszDefaultTrueString);
printf("\n Default for FALSE: %s",pAttrSpecs->pszDefaultFalseString);
printf("\n Default for Attr Calc: %s",pAttrSpecs->pszDefaultAttrCalcDimName);
printf("\n Default for Sum: %s",pAttrSpecs->pszDefaultSumMbrName);
printf("\n Default for Count: %s",pAttrSpecs->pszDefaultCountMbrName);
printf("\n Default for Average: %s",pAttrSpecs->pszDefaultAverageMbrName);
printf("\n Default for Min: %s",pAttrSpecs->pszDefaultMinMbrName);
printf("\n Default for Max: %s",pAttrSpecs->pszDefaultMaxMbrName);
printf("\n");
EssFreeStructure(hInst, ESS_DT_STRUCT_ATTRSPECS, 1,(ESS_PVOID_T)pAttrSpecs);
}

See Also

- EssCheckAttributes
- EssFreeStructure
- EssGetAssociatedAttributesInfo
- EssGetAttributeInfo
- EssOtlAssociateAttributeDimension
- EssOtlAssociateAttributeMember
- EssOtlDisassociateAttributeDimension
- EssOtlDisassociateAttributeMember
- EssOtlFindAttributeMembers
- EssOtlFreeStructure
- EssOtlGetAssociatedAttributes
- EssOtlGetAttributeInfo
- EssOtlGetAttributeSpecifications
- EssOtlQueryAttributes
- EssOtlSetAttributeSpecifications
**EssGetCalcList**

Gets the list of calculation script objects that are accessible to a user.

**Syntax**

```c
ESS_FUNC_M EssGetCalcList (hCtx, UserName, AppName, DbName, pAllCalcs, pCount, ppCalcList);
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hCtx</td>
<td>ESS_HCTX_T</td>
<td>API context handle.</td>
</tr>
<tr>
<td>UserName</td>
<td>ESS_STR_T</td>
<td>User name.</td>
</tr>
<tr>
<td>AppName</td>
<td>ESS_STR_T</td>
<td>Application name.</td>
</tr>
<tr>
<td>DbName</td>
<td>ESS_STR_T</td>
<td>Database name.</td>
</tr>
<tr>
<td>pAllCalcs</td>
<td>ESS_PBOOL_T</td>
<td>Address of a variable to receive the allow all calcs flag. If TRUE, the user can access all calculation scripts, otherwise, they can only access those specified in the CalcList argument.</td>
</tr>
<tr>
<td>pCount</td>
<td>ESS_PUSHORT_T</td>
<td>Address of variable to receive a count of the number of accessible calculation script objects.</td>
</tr>
<tr>
<td>ppCalcList</td>
<td>ESS_PPOBJNAME_T</td>
<td>Address of a pointer to receive an allocated array of calculation script object names.</td>
</tr>
</tbody>
</table>

**Notes**

- In order to access any calc script objects, the specified user must have at least calculate access to the appropriate database.
- If the pAllCalcs flag is set to TRUE, pCount is zero, and ppCalcList is NULL.
- The memory allocated for ppCalcList should be freed using EssFree.

**Return Value**

If successful, the user's allow all calcs setting is returned in pAllCalcs, a count of their accessible calculation scripts objects is returned in pCount, and a list of calculation script object names is returned in ppCalcList.

**Access**

This function requires the caller to have database Design privilege (ESS_PRIV_DBDISIGN) for the specified database, unless they are getting their own calculation list.

**Example**

```c
ESS_FUNC_M
ESS_GetCalcList (ESS_HCTX_T hCtx, ESS_HINST_T hInst) {
    ESS_FUNC_M     sts = ESS_STS_NOERR;
    ESS_STR_T      UserName;
    ESS_STR_T      AppName;
    ESS_STR_T      DbName;
    ESS_BOOL_T     AllCalcs;
    ESS_USHORT_T   Count, ind;
```
ESS_POBJNAME_T  pCalcList = NULL;

UserName = "Admin";
AppName = "Sample";
DbName = "Basic";
sts = EssGetCalcList(hCtx, UserName, AppName, DbName, &AllCalcs, &Count, &pCalcList);
if(!sts && pCalcList)
{
    printf("-------- Get Calc List -----------\r\n");
    for (ind = 0; ind < Count; ind ++)
    {
        printf(" %s\r\n",pCalcList[ind]);

        EssFree(hInst, pCalcList);
    }

    return (sts);
}

See Also

●   EssListObjects
●   EssListUsers
●   EssSetCalcList

### EssGetCookie

Gets the cookie associated with the current session, if a cookie was created at initialization. For more information, see the custom callback function, `CookieCreateFunc`, available with ESS_INIT_T.

**Syntax**

ESS_FUNC_M EssGetCookie (ESS_HCTX_T, ESS_PPVOID_T);

**Parameter** | **Data Type** | **Description**
---|---|---
hCtx | ESS_HCTX_T | API context handle.
ppCookie | ESS_PPVOID_T | Address of a pointer to receive cookie.

**Return Value**

If successful, returns the cookie created at initialization.

**Access**

This function requires no special privileges.

**Example**

See the query cancellation example in the topic for ESS_INIT_T.
**EssGetCellDrillThruReports**

Gets the drill-through reports associated with a data cell as a list of URL XMLs, given the cell's member combination.

**Syntax**

```c
ESS_FUNC_M EssGetCellDrillThruReports (hCtx, noMbrs, pMbrs, nURLXML, ppURLXMLLen, ppURLXML);
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hCtx</td>
<td>ESS_HCTX_T</td>
<td>API context handle.</td>
</tr>
<tr>
<td>noMbrs</td>
<td>ESS_USHORT_T</td>
<td>Number of members in the member list pMbrs.</td>
</tr>
<tr>
<td>pMbrs</td>
<td>ESS_PSTR_T</td>
<td>Pointer to the list of member names (or Aliases); the array size is assumed to be the dimension count.</td>
</tr>
<tr>
<td>nURLXML</td>
<td>ESS_PUSHORT_T</td>
<td>Number of URL XMLs returned.</td>
</tr>
<tr>
<td>ppURLXMLLen</td>
<td>ESS_PPUSHORT_T</td>
<td>Returns length of URL XML generated.</td>
</tr>
<tr>
<td>ppURLXML</td>
<td>ESS_PPVOID_T</td>
<td>Returns pointers to the URL XML byte stream.</td>
</tr>
</tbody>
</table>

**Notes**

The application database must be set to Active for this call. This function must be extended to support any additional information needed by the clients.

**Return Value**

- If successful, gets the list of URL XMLs.
- If unsuccessful, returns an error code.

**Access**

- Caller must have database Read privilege (ESS_PRIV_READ) for the specified database.
- Caller must have selected the specified database as the active database using `EssSetActive`.

**Example**

```c
/* Sample Code for EssGetCellDrillThruReports */

ESS_STS_T sts = ESS_STS_NOERR;
ESS_SHORT_T    numMbrs = 0;
ESS_STR_T    *pMbrs = ESS_NULL;
ESS_USHORT_T    numURLXML, i = 0;
ESS_USHORT_T    *URLXMLLen = ESS_NULL;
ESS_PVOID_T    *URLXML = ESS_NULL;
ESS_CHAR_T    pTmpXML[XML_CHAR_MAX];

/* Valid case */

numMbrs = 5;
sts = EssAlloc (hInst, sizeof(ESS_STR_T) * numMbrs , &pMbrs);
```
pMbrs[0] = "Jul";
pMbrs[1] = "100-10";
pMbrs[2] = "Actual";
sts = EssGetCellDrillThruReports(hCtx, numMbrs, pMbrs, &numURLXML, &URLXMLLen, &URLXML);
printf("EssGetCellDrillThruReports sts: %ld\n", sts);
if(!sts)
{
    printf("\nNumber of URL XML: %d", numURLXML);
    for (i = 0; i < numURLXML; i++)
    {
        memset(pTmpXML, 0, XML_CHAR_MAX);
        memcpy(pTmpXML, URLXML[i], URLXMLLen[i]);
        if ( URLXML[i] != ESS_NULL )
            printf("\nXML [%d] : %s\n", i, pTmpXML );
        else
            printf("\nXML [%d] : NULL STRING \n", i );
    
    if ( URLXML != ESS_NULL )
        EssFree(hInst, URLXML);
    if ( URLXMLLen != ESS_NULL )
        EssFree(hInst, URLXMLLen);
    
}

EssGetCurrencyRateInfo

Gets a list of structures containing rate information for all members of the tagged currency partition dimension in the active database outline.

**Syntax**

ESS_FUNC_M EssGetCurrencyRateInfo (hCtx, pCount, ppRateInfo);

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hCtx</td>
<td>ESS_HCTX_T</td>
<td>API context handle.</td>
</tr>
<tr>
<td>pCount</td>
<td>ESS_PLONG_T</td>
<td>Address of variable to receive the count of rate info structures.</td>
</tr>
<tr>
<td>ppRateInfo</td>
<td>&quot;ESS_RATEINFO_T&quot;</td>
<td>Address of pointer to receive allocated array of currency rate info structures.</td>
</tr>
</tbody>
</table>

**Notes**

- The memory allocated for ppRateInfo should be freed using EssFree.
- This function can be called for regular databases with associated currency databases.

**Return Value**

If successful, this function returns a count of structures in pCount, and an allocated array of currency rate info structures in ppRateInfo.
Access

This function requires the caller to have at least read access (ESS_PRIV_READ) to the database,
and to have selected it as their active database using EssSetActive.
Example
ESS_FUNC_M
ESS_GetCrRate (ESS_HCTX_T hCtx,
ESS_HINST_T hInst
)
{
ESS_FUNC_M
sts = ESS_STS_NOERR;
ESS_LONG_T
count, i, j;
ESS_PRATEINFO_T pRateInfoList = NULL;
ESS_CHAR_T
rateStr[(2 + ESS_MBRNAMELEN) * ESS_CRDB_MAXDIMNUM];
sts = EssGetCurrencyRateInfo (hCtx, &count, &pRateInfoList);
if (!sts)
{
if (count)
{
for (i = 0; i < count; i++)
{
rateStr[0] = '\0';
for (j = 0; j < ESS_CRDB_MAXDIMNUM; j++)
{
if (pRateInfoList[i].RateMbr[j][0])
{
if (rateStr[0])
strcat(rateStr, "->");
strcat(rateStr, pRateInfoList[i].RateMbr[j]);
}
}
if (!rateStr[0])
strcpy(rateStr, "(LOCAL)");
if (i == 0)
{
/* 1st is always DB rate */
printf ("database [%s] : %s\r\n", pRateInfoList[i].MbrName, rateStr);
}
else
{
printf ("Partition [%s] : %s\r\n", pRateInfoList[i].MbrName, rateStr);
}
}
}
}
if (pRateInfoList)
EssFree (hInst, pRateInfoList);
return (sts);
}

See Also
l
l

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EssListCurrencyDatabases
EssSetActive


EssGetDatabaseAccess

Gets a list of user database access structures, which contain information about user access to databases.

Syntax

ESS_FUNC_M EssGetDatabaseAccess (hCtx, UserName, AppName, DbName, pCount, ppUserDb);

Parameter | Data Type | Description
-----------|-----------|-----------------------------------
            | ESS_HCTX_T | API context handle.
UserName     | ESS_STR_T  | User name. If NULL, lists all users for the specified application and database.
AppName      | ESS_STR_T  | Application name. If NULL, lists all applications and databases for the specified user.
DbName       | ESS_STR_T  | Databasename. If NULL, lists all databases for the specified user or application.
pCount       | ESS_PUSHORT_T | Address of variable to receive count of user database structures.
ppUserDb     | “ESS_USERDB_T, ESS_GROUPDB_T” on page 184 | Address of pointer to receive an allocated array of user database structures.

Notes

- If any of UserName, AppName, or DbName are NULL, they will be treated as wild cards and all items of the appropriate type will be listed. If AppName is NULL, DbName is assumed to also be NULL. Any two of these arguments may be NULL, but not all three.
- The Access field of the user database structure is used to represent the user’s granted access to the database, whereas the MaxAccess field represents the user’s highest access from all sources (e.g. via groups or default database access etc.).
- The memory allocated for ppUserDb should be freed using EssFree.
- Filter access privileges are equivalent to ESS_PRIV_DBLOAD privileges.

Return Value

If successful, returns a count of users/databases in pCount, and a list of user database structures in ppUserDb.

Access

This function requires the caller to have database Design privilege (ESS_PRIV_DBDESIGN) for the specified database, unless they are getting their own database access information.

Example

ESS_FUNC_M
ESS_GetDatabaseAccess (ESS_HCTX_T hCtx, ESS_HINST_T hInst)
{
    ESS_FUNC_M       sts = ESS_STS_NOERR;
}
ESS_STR_T UserName;
ESS_STR_TAppName;
ESS_STR_T DbName;
ESS_USHORT_T Count = 0;
ESS_USHORT_T ind;
ESS_PUSERDB_T UserDb = NULL;

UserName = "Admin";
AppName = "Sample";
DbName = "";

sts = EssGetDatabaseAccess(hCtx, UserName,
   AppName, DbName, &Count, &UserDb);
if(!sts)
{
    if(Count && UserDb)
    {
        for (ind = 0; ind < Count; ind++)
        {
            printf("User -> %s\n",UserDb[ind].UserName);
            printf("Application -> %s\n",
                   UserDb[ind].AppName);
            printf("Database -> %s\n",UserDb[ind].DbName);
            printf("Access -> %d\n",UserDb[ind].Access);
            printf("MaxAccess -> %d\n",
                   UserDb[ind].MaxAccess);
            printf("FilterName -> %s\n",
                   UserDb[ind].FilterName);
            printf("==================================\n");
        }
        EssFree (hInst, UserDb);
    }
    else
    printf("Database list is empty\n\n");
}
return (sts);

See Also
- EssGetDatabaseAccessEx
- EssGetApplicationAccess
- EssGetUser
- EssListUsers
- EssSetDatabaseAccess

**EssGetDatabaseAccessEx**

Gets a list of user database access structures, which contain information about user access to databases. Similar to **EssGetDatabaseAccess**, but can accept a user directory specification or unique identity attribute for *UserID*.
Syntax

`ESS_FUNC_M EssGetDatabaseAccessEx (hCtx, UserId, bIsIdentity, type,AppName, DbName, pCount, ppUserDb);`

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hCtx</td>
<td>ESS_HCTX_T</td>
<td>API context handle (input).</td>
</tr>
<tr>
<td>UserId</td>
<td>ESS_STR_T</td>
<td>User or group name (input). Can be specified as name@provider or as a unique identity attribute. If NULL, lists all users or groups for the specified database.</td>
</tr>
<tr>
<td>bIsIdentity</td>
<td>ESS_BOOL_T</td>
<td>Input. Indicates if UserID is a name or an identity. If TRUE, UserID is an identity.</td>
</tr>
</tbody>
</table>
| type      | ESS_USHORT_T | Type of entity (input). Indicates if UserID is a group or a user. Can be one of the following:  
|           |              | - ESS_TYPE_USER  
|           |              | - ESS_TYPE_GROUP  
|AppName    | ESS_STR_T    | Application name (input). If NULL, lists all applications and databases for the specified user. |
|DbName     | ESS_STR_T    | Database name (input). If NULL, lists all databases for the specified user or application. |
|pCount     | ESS_PUSHORT_T | Address of variable to receive count of user database structures (output).  |
|ppUserDb   | ESS_PPUSERDBEX_T | Address of pointer to receive an allocated array of user database structures (output). The user database structure can include user directories and unique identity attributes. |

Notes

- If any of UserID,AppName, or DbName are NULL, they will be treated as wild cards and all items of the appropriate type will be listed. If AppName is NULL, DbName is assumed to also be NULL. Any two of these arguments may be NULL, but not all three.
- The Access field of the user database structure is used to represent the user’s granted access to the database, whereas the MaxAccess field represents the user’s highest access from all sources (e.g. via groups or default database access etc.).
- The memory allocated for ppUserDb should be freed using EssFree.
- Filter access privileges are equivalent to ESS_PRIV_DBLOAD privileges.

Return Value

If successful, returns a count of users/databases in pCount, and a list of user database structures in ppUserDb.

Access

This function requires the caller to have database Design privilege (ESS_PRIV_DBDESIGN) for the specified database, unless they are getting their own database access information.
Example

```c
void DisplayUserDbInfo(ESS_PUSERDBEX_T userDb, ESS_USHORT_T count)
{
    ESS_STS_T sts = ESS_STS_NOERR;
    ESS_USHORT_T ind;

    printf ("\n-------Database Access List-------\n\n");
    for (ind = 0; ind < count; ind++)
    {
        printf("\tUser: %s\n", userDb[ind].UserName);
        printf("\tProvider Name: %s\n", userDb[ind].ProviderName);
        printf("\tConnection Param: %s\n", userDb[ind].connparam);
        printf("\tApp Name: %s\n", userDb[ind].AppName);
        printf("\tDb Name: %s\n", userDb[ind].DbName);
        switch(userDb[ind].Access)
        {
            case ESS_PRIV_NONE:
                printf("\tAccess: %d - ESS_PRIV_NONE\n", userDb[ind].Access);
                break;
            case ESS_PRIV_READ:
                printf("\tAccess: %d - ESS_PRIV_READ\n", userDb[ind].Access);
                break;
            case ESS_PRIV_WRITE:
                printf("\tAccess: %d - ESS_PRIV_WRITE\n", userDb[ind].Access);
                break;
            case ESS_PRIV_CALC:
                printf("\tAccess: %d - ESS_PRIV_CALC\n", userDb[ind].Access);
                break;
            case ESS_PRIV_METAREAD:
                printf("\tAccess: %d - ESS_PRIV_METAREAD\n", userDb[ind].Access);
                break;
            case ESS_PRIV_DBLOAD:
                printf("\tAccess: %d - ESS_PRIV_DBLOAD\n", userDb[ind].Access);
                break;
            case ESS_PRIV_DBMANAGE:
                printf("\tAccess: %d - ESS_PRIV_DBMANAGE\n", userDb[ind].Access);
                break;
            case ESS_PRIV_DBCREATE:
                printf("\tAccess: %d - ESS_PRIV_DBCREATE\n", userDb[ind].Access);
                break;
            case ESS_PRIV_APPLOAD:
                printf("\tAccess: %d - ESS_PRIV_APPLOAD\n", userDb[ind].Access);
                break;
            case ESS_PRIV_APPMANAGE:
                printf("\tAccess: %d - ESS_PRIV_APPMANAGE\n", userDb[ind].Access);
                break;
            case ESS_PRIV_APPCREATE:
                printf("\tAccess: %d - ESS_PRIV_APPCREATE\n", userDb[ind].Access);
                break;
            case ESS_PRIV_USERCREATE:
                printf("\tAccess: %d - ESS_PRIV_USERCREATE\n", userDb[ind].Access);
                break;
            case ESS_ACCESS_READ:
                printf("\tAccess: %d - ESS_ACCESS_READ\n", userDb[ind].Access);
        }
    }
}
```
break;
case ESS_ACCESS_WRITE:
    printf("\tAccess: %d - ESS_ACCESS_WRITE\n", userDb[ind].Access);
    break;
case ESS_ACCESS_CALC:
    printf("\tAccess: %d - ESS_ACCESS_CALC\n", userDb[ind].Access);
    break;
case ESS_ACCESS_METAREAD:
    printf("\tAccess: %d - ESS_ACCESS_METAREAD\n", userDb[ind].Access);
    break;
case ESS_ACCESS_DBMANAGE:
    printf("\tAccess: %d - ESS_ACCESS_DBMANAGE\n", userDb[ind].Access);
    break;
case ESS_ACCESS_DBCREATE:
    printf("\tAccess: %d - ESS_ACCESS_DBCREATE\n", userDb[ind].Access);
    break;
case ESS_ACCESS_APPMANAGE:
    printf("\tAccess: %d - ESS_ACCESS_APPMANAGE\n", userDb[ind].Access);
    break;
case ESS_ACCESS_APPCREATE:
    printf("\tAccess: %d - ESS_ACCESS_APPCREATE\n", userDb[ind].Access);
    break;
case ESS_ACCESS_FILTER:
    printf("\tAccess: %d - ESS_ACCESS_FILTER\n", userDb[ind].Access);
    break;
case ESS_ACCESS_DBALL:
    printf("\tAccess: %d - ESS_ACCESS_DBALL\n", userDb[ind].Access);
    break;
case ESS_ACCESS_APPALL:
    printf("\tAccess: %d - ESS_ACCESS_APPALL\n", userDb[ind].Access);
    break;
case ESS_ACCESS_ADMIN:
    printf("\tAccess: %d - ESS_ACCESS_ADMIN\n", userDb[ind].Access);
    break;
default:
    printf("\tAccess: Unknown\n");
}

switch(userDb[ind].MaxAccess)
{
    case ESS_PRIV_NONE:
        printf("\tMax Access: %d - ESS_PRIV_NONE\n", userDb[ind].MaxAccess);
        break;
    case ESS_PRIV_READ:
        printf("\tMax Access: %d - ESS_PRIV_READ\n", userDb[ind].MaxAccess);
        break;
    case ESS_PRIV_WRITE:
        printf("\tMax Access: %d - ESS_PRIV_WRITE\n", userDb[ind].MaxAccess);
        break;
    case ESS_PRIV_CALC:
        printf("\tMax Access: %d - ESS_PRIV_CALC\n", userDb[ind].MaxAccess);
        break;
    case ESS_PRIV_METAREAD:
        printf("\tMax Access: %d - ESS_PRIV_METAREAD\n", userDb[ind].MaxAccess);
        break;
    case ESS_PRIV_DBLOAD:
        printf("\tMax Access: %d - ESS_PRIV_DBLOAD\n", userDb[ind].MaxAccess);
break;
case ESS_PRIV_DBMANAGE:
    printf("\tMax Access: %d - ESS_PRIV_DBMANAGE\n", userDb[ind].MaxAccess);
    break;
case ESS_PRIV_DBCREATE:
    printf("\tMax Access: %d - ESS_PRIV_DBCREATE\n", userDb[ind].MaxAccess);
    break;
case ESS_PRIV_APPLOAD:
    printf("\tMax Access: %d - ESS_PRIV_APPLOAD\n", userDb[ind].MaxAccess);
    break;
case ESS_PRIV_APPMANAGE:
    printf("\tMax Access: %d - ESS_PRIV_APPMANAGE\n", userDb[ind].MaxAccess);
    break;
case ESS_PRIV_APPCREATE:
    printf("\tMax Access: %d - ESS_PRIV_APPCREATE\n", userDb[ind].MaxAccess);
    break;
case ESS_PRIV_USERCREATE:
    printf("\tMax Access: %d - ESS_PRIV_USERCREATE\n", userDb[ind].MaxAccess);
    break;

case ESS_ACCESS_READ:
    printf("\tMax Access: %d - ESS_ACCESS_READ\n", userDb[ind].MaxAccess);
    break;
case ESS_ACCESS_WRITE:
    printf("\tMax Access: %d - ESS_ACCESS_WRITE\n", userDb[ind].MaxAccess);
    break;
case ESS_ACCESS_CALC:
    printf("\tMax Access: %d - ESS_ACCESS_CALC\n", userDb[ind].MaxAccess);
    break;
case ESS_ACCESS_METAREAD:
    printf("\tMax Access: %d - ESS_ACCESS_METAREAD\n", userDb[ind].MaxAccess);
    break;
case ESS_ACCESS_DBMANAGE:
    printf("\tMax Access: %d - ESS_ACCESS_DBMANAGE\n", userDb[ind].MaxAccess);
    break;
case ESS_ACCESS_DBCREATE:
    printf("\tMax Access: %d - ESS_ACCESS_DBCREATE\n", userDb[ind].MaxAccess);
    break;
case ESS_ACCESS_APPMANAGE:
    printf("\tMax Access: %d - ESS_ACCESS_APPMANAGE\n", userDb[ind].MaxAccess);
    break;
case ESS_ACCESS_APPCREATE:
    printf("\tMax Access: %d - ESS_ACCESS_APPCREATE\n", userDb[ind].MaxAccess);
    break;
case ESS_ACCESS_APPCREATE:
    printf("\tMax Access: %d - ESS_ACCESS_APPCREATE\n", userDb[ind].MaxAccess);
    break;
case ESS_ACCESS_FILTER:
    printf("\tMax Access: %d - ESS_ACCESS_FILTER\n", userDb[ind].MaxAccess);
    break;
case ESS_ACCESS_DBALL:
    printf("\tMax Access: %d - ESS_ACCESS_DBALL\n", userDb[ind].MaxAccess);
    break;
case ESS_ACCESS_APPALL:
    printf("\tMax Access: %d - ESS_ACCESS_APPALL\n", userDb[ind].MaxAccess);
    break;
case ESS_ACCESS_ADMIN:
    printf("\tMax Access: %d - ESS_ACCESS_ADMIN\n", userDb[ind].MaxAccess);
    break;
default:
printf("\tMax Access: Unknown\n");

printf("\tFilter Name: %s\n", userDb[ind].FilterName);
printf("\n");
}
}

ESSFUNC_MESS_GetDatabaseAccessEx (ESS_CTX_T hCtx, ESS_INST_T hInst)
{
    ESS_STS_T sts = ESS_STS_NOERR;
    ESS_STR_T userId;
    ESS_BOOL_T bIsIdentity;
    ESS_USHORT_T type;
    ESS_USHORT_T count = 0;
    ESS_USERDBEX_T userDb[2];
    ESS_PUSERDBEX_T pUserDb = ESS_NULL;

count = 2;
strcpy(userDb[0].UserName, "IDUser1");
strcpy(userDb[0].ProviderName, "");
strcpy(userDb[0].connparam, "");
userDb[0].type = ESS_TYPE_USER;
strcpy(userDb[0].AppName, AppName);
strcpy(userDb[0].DbName, DbName);
userDb[0].Access = ESS_PRIV_READ;
userDb[0].MaxAccess = ESS_PRIV_READ;

strcpy(userDb[1].UserName, "");
strcpy(userDb[1].ProviderName, "");
strcpy(userDb[1].connparam, "");
userDb[1].type = ESS_TYPE_USER;
strcpy(userDb[1].AppName, AppName);
strcpy(userDb[1].DbName, DbName);
userDb[1].Access = ESS_ACCESS_ADMIN;
userDb[1].MaxAccess = ESS_ACCESS_ADMIN;

sts = EssSetDatabaseAccessEx(hCtx, count, &userDb);
printf("EssSetDatabaseAccessEx sts: %ld\n", sts);

userId = "IDUser1";
AppName = AppName;
DbName = DbName;
type = ESS_TYPE_USER;
bIsIdentity = ESS_TRUE;
sts = EssGetDatabaseAccessEx(hCtx, userId, bIsIdentity, type, AppName, DbName, &count, &pUserDb);
printf("EssGetDatabaseAccessEx sts: %ld\n", sts);
if(!sts)
{
    if(count && pUserDb)
    {
        DisplayUserDbInfo(pUserDb, count);
        sts = EssFree (hInst, pUserDb);
    }
}
else
    printf ("User Application list is empty

");

return (sts);
}

See Also

- EssGetApplicationAccessEx
- EssListUsersInfoEx
- EssSetDatabaseAccessEx

EssGetDatabaseInfo

Gets a database's information structure, which contains non user-configurable parameters for
the database.

Syntax

ESS_FUNC_M EssGetDatabaseInfo (hCtx, AppName, DbName, ppDbInfo);

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hCtx</td>
<td>ESS_HCTX_T</td>
<td>API context handle.</td>
</tr>
<tr>
<td>AppName</td>
<td>ESS_STR_T</td>
<td>Application name.</td>
</tr>
<tr>
<td>DbName</td>
<td>ESS_STR_T</td>
<td>Database name.</td>
</tr>
<tr>
<td>ppDbInfo</td>
<td>“ESS_DBINFO_T” on page 118</td>
<td>Address of pointer to receive allocated database info structure.</td>
</tr>
</tbody>
</table>

Notes

- The memory allocated for the ppDbInfo structure should be freed using EssFree.
- This function can only get the information structure for a server database.

Return Value

If successful, this function returns a pointer to an allocated database info structure in
ppDbInfo.

Access

This function requires the caller to have at least read access (ESS_PRIV_READ) to the specified
database.

Example

ESS_FUNC_M

ESS_GetDbInfo (ESS_HCTX_T hCtx,
               ESS_HINST_T hInst
)
{
    ESS_FUNC_M        sts = ESS_STS_NOERR;
}

380
```c
ESS_PDBINFO_T DbInfo;
ESS_STR_T AppName;
ESS_STR_T DbName;
AppName = "Sample";
DbName  = "Basic";

sts = EssGetDatabaseInfo (hCtx, AppName, DbName, &DbInfo);
if (!sts)
{
    if (DbInfo)
    {
        EssFree (hInst, DbInfo);
    }
}
return(sts);
}

See Also
- EssGetApplicationInfo
- EssGetDatabaseInfoEx
- EssGetDatabaseState
- EssGetDatabaseStats

EssGetDatabaseInfoEx

Retrieves information for one or more databases, which contains non user-configurable parameters for the databases.

Syntax

```c
ESS_FUNC_M EssGetDatabaseInfoEx (hCtx, AppName, DbName, pusCount; ppDbInfo);
```  

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hCtx</td>
<td>ESS_HCTX_T</td>
<td>API context handle.</td>
</tr>
<tr>
<td>AppName</td>
<td>ESS_STR_T</td>
<td>Name of application for which to return database information. If NULL, returns information for all applications and databases.</td>
</tr>
<tr>
<td>DbName</td>
<td>ESS_STR_T</td>
<td>Name of database for which to return database information. If NULL, returns information for all databases.</td>
</tr>
<tr>
<td>pusCount</td>
<td>ESS_PUSHORT_T</td>
<td>Number of information structures to be returned</td>
</tr>
<tr>
<td>ppDbInfo</td>
<td>“ESS_DBINFO_T” on page 118</td>
<td>Pointer to array of information structures.</td>
</tr>
</tbody>
</table>

Notes
- The memory allocated for the ppDbInfo structure should be freed using EssFree.
- This function can only get the information structure for server databases.
Return Value

If successful, this function returns an array of database information structures.

Access

This function requires the caller to have at least read access (ESS_PRIV_READ) to the specified database.

Example

```c
ESS_FUNC_M
ESS_GetDatabaseInfoEx (ESS_HCTX_T hCtx, ESS_HINST_T hInst)
{
    ESS_FUNC_M     sts = ESS_STS_NOERR;
    ESS_STR_T     AppName;
    ESS_STR_T      DbName;
    ESS_PDBINFO_T  DbInfo = NULL;
    ESS_USHORT_T   Count;
    ESS_USHORT_T   ind;

    AppName = "Sample";
    DbName  = "";

    sts = EssGetDatabaseInfoEx(hCtx, AppName, DbName,
                               &Count, &DbInfo);

    if(!sts && DbInfo)
    {
        printf("\r\n------- Database Info Ex --------\r\n\r
");
        for(ind = 0; ind < Count; ind++)
        {
            printf("AppName: %s\r\n",DbInfo[ind].AppName);
            printf("DbName: %s\r\n",DbInfo[ind].Name);
            printf("DbType: %d\r\n",DbInfo[ind].DbType);
            printf("Status: %d\r\n",DbInfo[ind].Status);
            printf("nConnects: %d\r\n",DbInfo[ind].nConnects);
            printf("nLocks: %d\r\n",DbInfo[ind].nLocks);
            printf("----------------------------------\r\n\r
");
        }
        EssFree(hInst, DbInfo);
    }
    return (sts);
}
```

See Also

- EssGetApplicationInfo
- EssGetDatabaseInfo
- EssGetDatabaseState
- EssGetDatabaseStats

EssGetDatabaseNote

Gets a database's note-of-the-day message.
Syntax

```
ESS_FUNC_M EssGetDatabaseNote (hCtx, AppName, DbName, pDbNote);
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hCtx</td>
<td>ESS_HCTX_T</td>
<td>API context handle.</td>
</tr>
<tr>
<td>AppName</td>
<td>ESS_STR_T</td>
<td>Application name.</td>
</tr>
<tr>
<td>DbName</td>
<td>ESS_STR_T</td>
<td>Database name.</td>
</tr>
<tr>
<td>pDbNote</td>
<td>ESS_PSTR_T</td>
<td>Address of pointer to receive allocated database note string.</td>
</tr>
</tbody>
</table>

Notes

- The note-of-the-day message may be used to display useful information about the database (whether data has been loaded, when it was last calculated, etc.) to users before they connect to the database.
- The database note string will always be less than 64 KB in length.
- The database’s note is set by `EssSetDatabaseNote`.
- The memory allocated for `pDbNote` should be freed using `EssFree`.

Return Value

If successful, returns a pointer to an allocated database note string in `pDbNote`.

Access

This function requires the caller to have at least read access (ESS_PRIV_READ) to the specified database.

See Also

- `EssSetDatabaseNote`

### EssGetDatabaseState

Gets a database’s state structure, which contains user-configurable parameters for the database.

Syntax

```
ESS_FUNC_M EssGetDatabaseState (hCtx, AppName, DbName, ppDbState);
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hCtx</td>
<td>ESS_HCTX_T</td>
<td>API context handle.</td>
</tr>
<tr>
<td>AppName</td>
<td>ESS_STR_T</td>
<td>Application name.</td>
</tr>
<tr>
<td>DbName</td>
<td>ESS_STR_T</td>
<td>Database name.</td>
</tr>
<tr>
<td>ppDbState</td>
<td>“ESS_DBSTATE_T” on page 121</td>
<td>Address of pointer to receive allocated database state structure.</td>
</tr>
</tbody>
</table>
Notes
- This function can get only a server database's state structure.
- The memory allocated for the $ppDbState$ structure must be freed with $EssFree$.

Return Value
If successful, this function returns a pointer to an allocated database state structure in $ppDbState$.

Access
To get a database's state structure, the connected user must have at least read access to the database.

Example

```c
ESS_FUNC_M
ESS_GetCrType (ESS_HCTX_T hCtx,
                ESS_HINST_T hInst
)
{
    ESS_FUNC_M        sts = ESS_STS_NOERR;
    ESS_PDBSTATE_T   pDbState;
    ESS_STR_T        AppName;
    ESS_STR_T        DbName;
    AppName = "Sample";
    DbName = "Basic";
    sts = EssGetDatabaseState (hCtx, AppName,
                                DbName, &pDbState);
    if (!sts)
    {
        if (pDbState)
        {
            if (pDbState->CrDbName)
            {
                printf ("Currency Conversion Type Member:      %s\r\n", pDbState->CrTypeMember);
                if (pDbState->CrConvType ==
                    ESS_CRCTYPE_DIV)
                    printf ("Currency Conversion Type:             %s\r\n", "ESS_CRCTYPE_DIV");
                else if (pDbState->CrConvType ==
                         ESS_CRCTYPE_MULT)
                    printf ("Currency Conversion Type:             %s\r\n", "ESS_CRCTYPE_MULT");
            }
            else
                printf ("No Currency database is set\r\n");
        EssFree (hInst, pDbState);
    }
    return (sts);
}
```

See Also
- $EssGetApplicationState$
- $EssGetDatabaseInfo$
EssSetDatabaseState

EssGetDatabaseStats

Gets a database's stats structure, which contains statistical information about the database.

Syntax

ESS_FUNC_M EssGetDatabaseStats (hCtx, AppName, DbName, ppDbStats);

Parameter  Data Type  Description

hCtx    ESS_HCTX_T   API context handle.
AppName  ESS_STR_T   Application name.
DbName   ESS_STR_T   Database name.

ppDbStats "ESS_DBSTATS_T" on page 124 Address of pointer to receive allocated database stats structure pointer.

Notes

● This function can only be called for server databases.
● This function will load the database if it is not loaded.
● The memory allocated for ppDbStats should be freed using EssFree.

Return Value

If successful, this function returns a pointer to an allocated database stats structure in ppDbStats.

Access

This function requires the caller to have at least read access (ESS_PRIV_READ) to the database, and to have selected it as their active database using EssSetActive.

Example

ESS_FUNC_M

ESS_GetDbStats (ESS_HCTX_T hCtx,
               ESS_HINST_T hInst
               )
{
    ESS_FUNC_M sts = ESS_STS_NOERR;
    ESS_PDBSTATS_T pDbStats;
    ESS_STR_T AppName;
    ESS_STR_T DbName;
    AppName = "Sample";
    DbName = "Basic";

    sts = EssGetDatabaseStats (hCtx, AppName,
                                DbName, &pDbStats);
    if (!sts)
    {

if (pDbStats)
{
    EssFree (hInst, pDbStats);
}

return(sts);
}

See Also

- EssGetDatabaseInfo
- EssGetDatabaseState

EssGetDefaultCalc

Gets the default calculation script for the active database.

Syntax

ESS_FUNC_M EssGetDefaultCalc (hCtx, pCalcScript);

Parameter | Data Type | Description
---|---|---

hCtx | ESS_HCTX_T | API context handle.
pCalcScript | ESS_PSTR_T | Address of pointer to receive allocated calculation script string.

Return Value

If successful, this function returns the default calculation script for the database in pCalcScript.

- The returned calculation script string will be less than 64 KB long.
- The memory allocated for pCalcScript should be freed using EspFree.

Access

This function requires callers to have at least read access (ESS_PRIV_READ) to the database, and to have selected it as their active database using EssSetActive.

Example

ESS_FUNC_M

ESS_GetDefaultCalc (ESS_HCTX_T hCtx,
            ESS_HINST_T hInst
            )
{
    ESS_FUNC_M   sts = ESS_STS_NOERR;
    ESS_STR_T   cstr = NULL;
    sts = EssGetDefaultCalc(hCtx, &cstr);
    if (!sts)
    {
        if (cstr)
        {
            printf ("Default Calc Script --\r\n\s\r\n", cstr);
            EssFree (hInst, cstr);
        }
    }
}
return (sts);
}

See Also

- EssDefaultCalc
- EssSetActive
- EssSetDefaultCalc
- EssSetDefaultCalcFile

**EssGetDimensionInfo**

Gets dimension information.

**Syntax**

```c
ESS_FUNC_M EssGetDimensionInfo (hCtx, MbrName, pDims, ppDimInfo);
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hCtx</td>
<td>ESS_HCTX_T</td>
<td>API context handle.</td>
</tr>
<tr>
<td>MbrName</td>
<td>ESS_STR_T</td>
<td>Member name of dimension for which to return information. If NULL, returns information about every dimension. If member name is invalid, error results.</td>
</tr>
<tr>
<td>pDims</td>
<td>ESS_PULONG_T</td>
<td>Pointer to the number of information structures returned.</td>
</tr>
<tr>
<td>ppDimInfo</td>
<td>“ESS_DIMENSIONINFO_T” on page 126</td>
<td>Pointer to an array of information structures.</td>
</tr>
</tbody>
</table>

**Notes**

- The constant values ESS_TTYPE_ATTRIBUTE and ESS_TTYPE_ATTRCALC for the DimTag field of the “ESS_DIMENSIONINFO_T” on page 126 structure indicate that the dimension is an attribute dimension.
- The DimDataType field of the ESS_DIMENSIONINFO_T structure indicates the type of attribute dimension.

**Return Value**

If successful, returns an array of dimension information structures.

**Example**

```c
ESS_FUNC_M
ESS_GetDimensionInfo(ESS_HCTX_T hCtx, ESS_HINST_T hInst)
{
    ESS_FUNC_M sts = ESS_STS_NOERR;
    ESS_STR_T MbrName;
    ESSULONG_T nDims, ind;
    ESS_PDIMENSIONINFO_T DimInfo = NULL;

    MbrName = "Year";
```
sts = EssGetDimensionInfo(hCtx, MbrName, &nDims, &DimInfo);

if(!sts && DimInfo)
{
    printf("-------- Dimension Information --------\r\n\r\n");
    for(ind = 0; ind < nDims; ind++)
    {
        printf("Dimension Name: %s\r\n",
               DimInfo[ind].DimName);
        printf("Dimension Number: %d\r\n",
               DimInfo[ind].DimNumber);

        switch (DimInfo[ind].DimType)
        {
            case ESS_DIMTYPE_DENSE:
                printf("Dimension Type: %s\r\n","DENSE");
                break;
            default:
                printf("Dimension Type: %s\r\n","SPARSE");
                break;
        }
    printf("\r\n");
    }
    EssFree(hInst, DimInfo);
}
return (sts);

See Also

- EssBuildDimension
- EssGetApplicationInfo
- EssGetApplicationInfoEx
- EssGetDatabaseInfo
- EssGetDatabaseInfoEx

**EssGetDrillThruURL**

Gets the drill-through URL within the active database outline.

**Syntax**

```
ESS_FUNC_M EssGetDrillThruURL (hCtx, URLName, &pUrl);
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hCtx</td>
<td>ESS_HCTX_T</td>
<td>API context handle.</td>
</tr>
<tr>
<td>URLName</td>
<td>ESS_STR_T</td>
<td>Drill-through URL name.</td>
</tr>
<tr>
<td>pUrl</td>
<td>ESS_PDURLINFO_T</td>
<td>URL definition.</td>
</tr>
</tbody>
</table>

**Return Value**

- If successful, gets the drill-through URL in the active database outline.
If unsuccessful, returns an error code.

Access

- Caller must have database Read privilege (ESS_PRIV_READ) for the specified database.
- Caller must have selected the specified database as the active database using EssSetActive.

Example

```c
static void DisplayUrlDefn (ESS_PDURLINFO_T pUrls )
{
    ESS_UINT_T i;

    printf("\tUrlname        : %s\n", pUrls->cpURLName );
    if (pUrls->bIsLevel0)
        printf("\tUrl Is Level-0 slice : Yes\n");
    else
        printf("\tUrl Is Level-0 slice : No\n");

    printf("\tUrlXmlsize    : %i\n", pUrls->iURLXmlSize );
    printf("\tUrlXml        : %s\n", (ESS_STR_T) pUrls->cpURLXml);
    printf("\tNumber of drill region(s): %d\n", pUrls->iCountOfDrillRegions);
    for ( i = 0; i < pUrls->iCountOfDrillRegions; i++ )
    {
        printf("\t\tDrillRegion[%d]: %s\n", i, pUrls->cppDrillRegions[i] );
    }
    printf("\n");
}
ESS_STS_T sts = ESS_STS_NOERR;
ESS_STR_T urlName = "";
ESS_USHORT_T usCountOfURLs, i;
ESS_PDURLINFO_T urlInfo;

/* Valid case*/

urlName = "Drill Through to EPMI";
sts = EssGetDrillThruURL(hCtx, urlName, &urlinfo);
printf("EssGetDrillThruURL sts: %ld\n",sts);
if(!sts)
    DisplayUrlDefn(urlInfo);

EssFreeStructure (hInst, ESS_DT_STRUCT_URLINFO, 1, (ESS_PVOID_T)urlInfo);
```

EssGetEssbaseSecurityMode

Displays the type of security in use: native or Shared Services mode.

Syntax

```c
ESS_FUNC_M EssGetEssbaseSecurityMode (hCtx, pMode);
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hCtx</td>
<td>ESS_HCTX_T</td>
<td>API context handle (input).</td>
</tr>
<tr>
<td>Parameter</td>
<td>Data Type</td>
<td>Description</td>
</tr>
<tr>
<td>-----------</td>
<td>----------------------</td>
<td>--------------------------------------------</td>
</tr>
<tr>
<td>pMode</td>
<td>ESS_PSECURITY_MODE_T</td>
<td>Address of variable to receive type of security in use.</td>
</tr>
</tbody>
</table>

**Return Value**

Returns 0 if successful; otherwise, returns an error.

**Example**

```c
/*
ESS_FUNC_M EssGetEssbaseSecurityMode (ESS_HCTX_T hCtx,
                                               ESS_PSECURITY_MODE_T mode);
*/
ESS_FUNC_M ESS_SS_GetEssbaseSecurityMode(ESS_HCTX_T  hCtx)
{
    ESS_STS_T           sts = ESS_STS_NOERR;
    ESS_SECURITY_MODE_T mode;

    sts = EssGetEssbaseSecurityMode(hCtx, &mode);

    if(sts)
    {
        printf("Failed to get Essbase Security mode.\n");
    }
    else
    {
        printf("Essbase Security Mode            : %d\n", mode);
    }
    return(sts);
}
```

See also an extended Appendix B

**EssGetExtUser**

Returns information about externally authenticated users.

**Syntax**

```c
ESS_FUNC_M EssGetExtUser (hCtx, UserName, ppExtUserInfo);
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hCtx</td>
<td>ESS_HCTX_T</td>
<td>API context handle.</td>
</tr>
<tr>
<td>UserName</td>
<td>ESS_STR_T</td>
<td>Name of user.</td>
</tr>
<tr>
<td>ppExtUserInfo</td>
<td>“ESS_USERINFOEX_T” on page 189</td>
<td>Address of pointer to receive allocated user info structure.</td>
</tr>
</tbody>
</table>

**Notes**

The memory allocated for `ppExtUserInfo` should be freed using `EssFree`. 
**Return Value**

If successful, returns the user information structure in `ppExtUserInfo`.

**Access**

This function requires the caller to have Create/Delete User privilege (ESS_PRIV_USERCREATE) for the logged in server, unless they are getting their own user information.

**See Also**

- `EssListExtUsers`
- `EssSetExtUser`
- “ESS_USERINFOEX_T” on page 189

**EssGetFilter**

 Starts getting the contents of a filter.

**Syntax**

```c
ESS_FUNC_M EssGetFilter (hCtx,AppName,DbName,FilterName,pActive,pAccess);
```

**Parameter** | **Data Type** | **Description**
---|---|---
`hCtx` | ESS_HCTX_T | API context handle.
`AppName` | ESS_STR_T | Application name.
`DbName` | ESS_STR_T | Database name.
`FilterName` | ESS_STR_T | Filter name.
`pActive` | ESS_PBOOL_T | Address of variable to receive filter active flag. If TRUE, the filter is currently in effect for the specified database.
`pAccess` | ESS_PACCESS_T | Address of variable to receive the default filter access level. For possible values, see “Bitmask Data Types (C)” on page 90.

**Notes**

This call must be followed by successive calls to `EssGetFilterRow` to fetch the rows for the filter.

**Return Value**

If successful, returns the filter active flag in `pActive`, and the default filter access level in `pAccess`.

**Access**

This function requires the caller to have database designer privilege (ESS_PRIV_DBDESIGN) for the specified database.
Example

ESS_FUNC_M
ESS_GetFilter (ESS_HCTX_T hCtx, ESS_HINST_T hInst)
{
    ESS_FUNC_M       sts = ESS_STS_NOERR;
    ESS_STR_T       AppName;
    ESS_STR_T       DbName;
    ESS_STR_T       FilterName;
    ESS_BOOL_T      Active;
    ESS_ACCESS_T    Access;
    ESS_STR_T       RowString = NULL;
    ESS_STR_T       Acc_Str;

   AppName    = "Sample";
   DbName     = "Basic";
   FilterName = "Test";

    /**************
    * Get Filter *
    **************/
    sts = EssGetFilter(hCtx, AppName, DbName,
                         FilterName, &Active, &Access);
    /**************
    * Get Filter Rows *
    ***************/
    if(!sts)
    {
        sts = EssGetFilterRow(hCtx, &RowString,
                              &Access);
        if(!sts && RowString)
        {
            printf("%s Filter Rows\n",FilterName);
            while(RowString)
            {
                switch (Access)
                {
                    case ESS_ACCESS_NONE:
                        Acc_Str = "NONE";
                        break;
                    case ESS_ACCESS_READ:
                        Acc_Str = "READ";
                        break;
                    default:
                        Acc_Str = "WRITE";
                        break;
                }

                printf("%s - %s\n",Acc_Str,RowString);
                sts = EssGetFilterRow(hCtx, &RowString,
                                       &Access);
            }
            EssFree(hInst, RowString);
        }
    }
    return (sts);
}
See Also

- EssGetFilterRow
- EssListFilters
- EssSetFilter

**EssGetFilterList**

Gets the list of users who are assigned a filter.

**Syntax**

```c
ESS_FUNC_M EssGetFilterList (hCtx, AppName, DbName, FilterName, pCount, ppUserList);
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hCtx</td>
<td>ESS_HCTX_T</td>
<td>API context handle.</td>
</tr>
<tr>
<td>AppName</td>
<td>ESS_STR_T</td>
<td>Application name.</td>
</tr>
<tr>
<td>DbName</td>
<td>ESS_STR_T</td>
<td>Database name.</td>
</tr>
<tr>
<td>FilterName</td>
<td>ESS_STR_T</td>
<td>Filter name.</td>
</tr>
<tr>
<td>pCount</td>
<td>ESS_PUSHORT_T</td>
<td>Address of variable to receive count of users assigned this filter.</td>
</tr>
<tr>
<td>ppUserList</td>
<td>ESS_PPUSERNAME_T</td>
<td>Address of pointer to receive allocated array of user names.</td>
</tr>
</tbody>
</table>

**Notes**

The memory allocated for `ppUserList` should be freed using `EssFree`.

**Return Value**

If successful, returns a count of the users assigned this filter in `pCount`, and an array of user names in `ppUserList`.

**Access**

This function requires the caller to have database designer privilege (ESS_PRIV_DBDESIGN) for the specified database.

**Example**

```c
ESS_STS_T
Ess_GetFilterList (ESS_HCTX_T hCtx, ESS_HINST_T hInst)
{
    ESS_STS_T   stts = ESS_STS_NOERR;
    ESS_STR_T   AppName;
    ESS_STR_T   DbName;
    ESS_STR_T   FilterName;
    ESS_USHORT_T Count = 0;
    ESS_USHORT_T ind;
    ESS_PPUSERNAME_T UserList = NULL;

    AppName    = "Sample";
    DbName     = "Basic";
```
FilterName = "NewFilter";

sts = EssGetFilterList(hCtx, AppName, DbName,
                        FilterName, &Count, &UserList);
if(!sts)
{
    printf("--------%s User List---------\r\n\r\n", FilterName);
    if(Count && UserList)
    {
        for (ind = 0; ind < Count; ind++)
            printf("%s\r\n", UserList[ind]);
        EssFree(hInst, UserList);
    }
    printf("\r\n");
}
return (sts);

See Also

- `EssGetFilter`
- `EssListFilters`
- `EssSetFilterList`

---

**EssGetFilterRow**

Gets the next row of a filter.

**Syntax**

```c
ESS_FUNC_M EssGetFilterRow (hCtx, pRowString, pAccess);
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hCtx</td>
<td>ESS_HCTX_T</td>
<td>API context handle.</td>
</tr>
<tr>
<td>pRowString</td>
<td>ESS_PSTR_T</td>
<td>Address of pointer to receive the next row of the filter.</td>
</tr>
<tr>
<td>pAccess</td>
<td>ESS_PACCESS_T</td>
<td>Address of variable to receive the access level for the filter row. Possible values are listed in &quot;Bitmask Data Types (C)&quot; on page 90.</td>
</tr>
</tbody>
</table>

**Notes**

- This function should be called repeatedly after calling `EssGetFilter`, until a NULL row string pointer is returned.
- The memory allocated for `pRowString` should be freed using `EssFree`.

**Return Value**

If successful, returns the next filter row (if any) in `pRowString`, and the row access level in `pAccess`.  

---

---
**Access**

This function requires the caller to have database designer privilege (ESS_PRIV_DBDESIGN) for the specified database.

**Example**

See the example of `EssGetFilter`.

**See Also**

- `EssGetFilter`
- `EssListFilters`

---

**EssGetGlobalState**

Gets the server global state structure which contains parameters for system administration.

**Syntax**

```c
ESS_FUNC_M EssGetGlobalState (hCtx, ppGlobal);
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hCtx</td>
<td>ESS_HCTX_T</td>
<td>API context handle.</td>
</tr>
<tr>
<td>ppGlobal</td>
<td>“ESS_GLOBAL_T” on page 134</td>
<td>Address of pointer to receive allocated global state structure.</td>
</tr>
</tbody>
</table>

**Notes**

The memory allocated for `ppGlobal` should be freed using `EssFree`.

**Return Value**

If successful, returns the current state of the server global state structure in `ppGlobal`.

**Access**

This function requires the caller to be a supervisor.

**Example**

```c
ESS_FUNC_M
ESS_GetGlobalState (ESS_HCTX_T hCtx, ESS_HINST_T hInst)
{
    ESS_FUNC_M         sts = ESS_STS_NOERR;
    ESS_PGLOBAL_T  pGlobal = NULL;

    sts = EssGetGlobalState(hCtx, &pGlobal);
    if(!sts && pGlobal)
    {
        printf("--------- Global State ----------
        printf("Security->%d Logins->%d\r\n",
            pGlobal->Security, pGlobal->Logins);
        printf("Access->%ld Validity->%d\r\n",
            pGlobal->Access, pGlobal->Validity);
```
printf("Currency->%d PwMin->%d\r\n", pGlobal->Currency, pGlobal->PwMin);
printf("InactivityTime->%ld InactivityCheck->%ld\r\n", pGlobal->InactivityTime, pGlobal->InactivityCheck);
EssFree(hInst, pGlobal);
return (sts);
}

See Also
- EssSetGlobalState

**EssGetGroup**

Gets a group information structure, which contains security information for the group.

**Syntax**

```c
ESS_FUNC_M EssGetGroup (hCtx, GroupName, ppGroupInfo);
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hCtx</td>
<td>ESS_HCTX_T</td>
<td>API context handle.</td>
</tr>
<tr>
<td>GroupName</td>
<td>ESS_STR_T</td>
<td>Group name.</td>
</tr>
<tr>
<td>ppGroupInfo</td>
<td>“ESS_USERINFO_T, ESS_GROUPINFO_T”</td>
<td>Address of pointer to receive allocated group info structure (output).</td>
</tr>
</tbody>
</table>

**Notes**

The memory allocated for `ppGroupInfo` should be freed using `EssFree`.

**Return Value**

If successful, returns the group information structure in `ppGroupInfo`.

**Access**

This function requires the caller to have Create/Delete User privilege (ESS_PRIV_USERCREATE) for the logged in server.

**See Also**

- EssGetGroupInfoEx
- EssListGroups
- EssSetGroup

**EssGetGroupInfoEx**

Gets a group information structure, which contains security information for the group. Similar to `EssGetGroup`, but can accept a user directory specification or unique identity attribute for `GroupId`.

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Syntax

ESS_FUNC_M EssGetGroupInfoEx (hCtx, GroupId, bIsIdentity, ppGroupInfo);

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hCtx</td>
<td>ESS_HCTX_T</td>
<td>API context handle (input).</td>
</tr>
<tr>
<td>GroupId</td>
<td>ESS_STR_T</td>
<td>Group name (input). Can be specified as groupname@provider or as a unique identity attribute.</td>
</tr>
<tr>
<td>bIsIdentity</td>
<td>ESS_BOOL_T</td>
<td>Input. Indicates if GroupId is a name or an identity. If TRUE, GroupId is an identity.</td>
</tr>
<tr>
<td>ppGroupInfo</td>
<td>ESS_PGROUPINFOID_T</td>
<td>Address of pointer to receive allocated group info structure (output). The group list structure can include user directories and unique identity attributes.</td>
</tr>
</tbody>
</table>

Notes

The memory allocated for ppGroupInfo should be freed using EssFree.

Return Value

If successful, returns the group information structure in ppGroupInfo.

Access

This function requires the caller to have Create/Delete User privilege (ESS_PRIV_USERCREATE) for the logged in server.

Example

```c
void DisplayGroupsInfoEx(ESS_GROUPINFOID_T groupInfo)
{
    ESS_STS_T sts = ESS_STS_NOERR;
    ESS_BOOL_T isDefined = ESS_TRUE;

    printf("\tUser Name: %s\n", groupInfo.Name);
    printf("\tProvider Name: %s\n", groupInfo.ProviderName);
    printf("\tIdentity: %s\n", groupInfo.connparam);
    printf("\tDescription: %s\n", groupInfo.Description);
    printf("\tEMail Identification: %s\n", groupInfo.EMailID);

    if (groupInfo.LockedOut)
        printf("\tLocked out: Yes\n");
    else
        printf("\tLocked out: No\n");

    if (groupInfo.PwdChgNow)
        printf("\tChange the password now: Yes\n");
    else
        printf("\tChange the password now: No\n");

    printf("\tPassword: %s\n", groupInfo.Password);
    printf("\tApplication: %s\n", groupInfo.AppName);
    printf("\tDatabase: %s\n", groupInfo.DbName);
```
if (groupInfo.Login)
    printf("\tLogged in: Yes\n");
else
    printf("\tLogged in: No\n");

switch(groupInfo.Access)
{
    case ESS_ACCESS_ADMIN:
        printf("\tAccess: %d - ESS_ACCESS_ADMIN\n", groupInfo.Access);
        break;
    case ESS_ACCESS_APPALL:
        printf("\tAccess: %d - ESS_ACCESS_APPALL\n", groupInfo.Access);
        break;
    case ESS_ACCESS_DBALL:
        printf("\tAccess: %d - ESS_ACCESS_DBALL\n", groupInfo.Access);
        break;
    case ESS_ACCESS_APPCREATE:
        printf("\tAccess: %d - ESS_ACCESS_APPCREATE\n", groupInfo.Access);
        break;
    case ESS_ACCESS_APPMANAGE:
        printf("\tAccess: %d - ESS_ACCESS_APPMANAGE\n", groupInfo.Access);
        break;
    case ESS_ACCESS_DBCREATE:
        printf("\tAccess: %d - ESS_ACCESS_DBCREATE\n", groupInfo.Access);
        break;
    case ESS_ACCESS_DBMANAGE:
        printf("\tAccess: %d - ESS_ACCESS_DBMANAGE\n", groupInfo.Access);
        break;
    case ESS_ACCESS_CALC:
        printf("\tAccess: %d - ESS_ACCESS_CALC\n", groupInfo.Access);
        break;
    case ESS_ACCESS_WRITE:
        printf("\tAccess: %d - ESS_ACCESS_WRITE\n", groupInfo.Access);
        break;
    case ESS_ACCESS_READ:
        printf("\tAccess: %d - ESS_ACCESS_READ\n", groupInfo.Access);
        break;
    case ESS_PRIV_USERCREATE:
        printf("\tAccess: %d - ESS_PRIV_USERCREATE\n", groupInfo.Access);
        break;
    case ESS_PRIV_APPCREATE:
        printf("\tAccess: %d - ESS_PRIV_APPCREATE\n", groupInfo.Access);
        break;
    case ESS_PRIV_APPMANAGE:
        printf("\tAccess: %d - ESS_PRIV_APPMANAGE\n", groupInfo.Access);
        break;
    case ESS_PRIV_APPLOAD:
        printf("\tAccess: %d - ESS_PRIV_APPLOAD\n", groupInfo.Access);
        break;
    case ESS_PRIV_DBCREATE:
        printf("\tAccess: %d - ESS_PRIV_DBCREATE\n", groupInfo.Access);
        break;
    case ESS_PRIV_DBMANAGE:
        printf("\tAccess: %d - ESS_PRIV_DBMANAGE\n", groupInfo.Access);
        break;
    case ESS_PRIV_DBLOAD:
        printf("\tAccess: %d - ESS_PRIV_DBLOAD\n", groupInfo.Access);
break;
case ESS_PRIV_CALC:
    printf("\tAccess: %d - ESS_ACCESS_DBALL\n", groupInfo.Access);
    break;
case ESS_PRIV_WRITE:
    printf("\tAccess: %d - ESS_PRIV_WRITE\n", groupInfo.Access);
    break;
case ESS_PRIV_READ:
    printf("\tAccess: %d - ESS_PRIV_READ\n", groupInfo.Access);
    break;
case ESS_PRIV_NONE:
    printf("\tAccess: %d - ESS_PRIV_NONE\n", groupInfo.Access);
    break;
default:
    printf("\tAccess: Unknown\n");
}

switch(groupInfo.MaxAccess)
{
case ESS_ACCESS_ADMIN:
    printf("\tMax Access: %d - ESS_ACCESS_ADMIN\n", groupInfo.MaxAccess);
    break;
case ESS_ACCESS_APPALL:
    printf("\tMax Access: %d - ESS_ACCESS_APPALL\n", groupInfo.MaxAccess);
    break;
case ESS_ACCESS_DBALL:
    printf("\tMax Access: %d - ESS_ACCESS_DBALL\n", groupInfo.MaxAccess);
    break;
case ESS_ACCESS_APPCREATE:
    printf("\tMax Access: %d - ESS_ACCESS_DBALL\n", groupInfo.MaxAccess);
    break;
case ESS_ACCESS_APPMANAGE:
    printf("\tMax Access: %d - ESS_ACCESS_APPMANAGE\n", groupInfo.MaxAccess);
    break;
case ESS_ACCESS_DBCREATE:
    printf("\tMax Access: %d - ESS_ACCESS_DBCREATE\n", groupInfo.MaxAccess);
    break;
case ESS_ACCESS_DBMANAGE:
    printf("\tMax Access: %d - ESS_ACCESS_DBMANAGE\n", groupInfo.MaxAccess);
    break;
case ESS_ACCESS_CALC:
    printf("\tMax Access: %d - ESS_ACCESS_CALC\n", groupInfo.MaxAccess);
    break;
case ESS_ACCESS_WRITE:
    printf("\tMax Access: %d - ESS_ACCESS_WRITE\n", groupInfo.MaxAccess);
    break;
case ESS_ACCESS_READ:
    printf("\tMax Access: %d - ESS_ACCESS_READ\n", groupInfo.MaxAccess);
    break;
case ESS_PRIV_USERCREATE:
    printf("\tMax Access: %d - ESS_PRIV_USERCREATE\n", groupInfo.MaxAccess);
    break;
case ESS_PRIV_APPCREATE:
    printf("\tMax Access: %d - ESS_PRIV_APPCREATE\n", groupInfo.MaxAccess);
    break;
case ESS_PRIV_APPMANAGE:
    printf("\tMax Access: %d - ESS_PRIV_APPMANAGE\n", groupInfo.MaxAccess);
    break;
break;
case ESS_PRIV_APPLOAD:
    printf("\tMax Access: %d - ESS_PRIV_APPLOAD\n", groupInfo.MaxAccess);
    break;
case ESS_PRIV_DBCREATE:
    printf("\tMax Access: %d - ESS_PRIV_DBCREATE\n", groupInfo.MaxAccess);
    break;
case ESS_PRIV_DBMANAGE:
    printf("\tMax Access: %d - ESS_PRIV_DBMANAGE\n", groupInfo.MaxAccess);
    break;
case ESS_PRIV_DLOAD:
    printf("\tMax Access: %d - ESS_PRIV_DLOAD\n", groupInfo.MaxAccess);
    break;
case ESS_PRIV_CALC:
    printf("\tMax Access: %d - ESS_ACCESS_DBALL\n", groupInfo.MaxAccess);
    break;
case ESS_PRIV_WRITE:
    printf("\tMax Access: %d - ESS_PRIV_WRITE\n", groupInfo.MaxAccess);
    break;
case ESS_PRIV_READ:
    printf("\tMax Access: %d - ESS_PRIV_READ\n", groupInfo.MaxAccess);
    break;
case ESS_PRIV_NONE:
    printf("\tMax Access: %d - ESS_PRIV_NONE\n", groupInfo.MaxAccess);
    break;
default:
    printf("\tMax Access: Unknown\n");
}

printf("\tPassword Expiration in Dates: %d\n",groupInfo.Expiration);
printf("\tFailed Login Attempts Since Then: %d\n", groupInfo.FailCount);
printf("\tLogin ID: %d\n", groupInfo.LoginId);
printf("\tProtocol: %s\n", groupInfo.protocol);
printf("\tConnection Parameter: %s\n", groupInfo.connparam);
printf( "\n");

tests = ESS_STS_NOERR;
EES стрТ groupId;
ESSBOOL_T bisIdentity;
ESS_PGROUPINFOID_T groupInfo;

groupId = "IDAdminGroup@ldap";
bisIdentity = ESS_TRUE;
sts = EssGetGroupInfoEx(hCtx, groupId, bisIdentity, &groupInfo);
printf("EssGetGroupInfoEx sts: %ld\n", sts);
if(!sts && groupInfo)
{
    DisplayGroupsInfoEx(*groupInfo);
}
return (sts);
EssGetGroupList

Gets the list of users who are members of a group (or the list of groups to which a user belongs).

Syntax

ESS_FUNC_M EssGetGroupList (hCtx, GroupName, pCount, ppUserList);

Parameter | Data Type | Description
--- | --- | ---

hCtx | ESS_HCTX_T | API context handle.
GroupName | ESS_USERNAME_T | User name or group name.
pCount | ESS_PUSHORT_T | Address of variable to receive count of user names.
ppUserList | ESS_PPUSERNAME_T | Address of pointer to receive allocated array of user name strings.

Notes

- This function can also be used to get the list of groups to which a user belongs, by using a user name as the GroupName argument.
- The memory allocated for ppUserList should be freed using EssFree.

Return Value

If successful, returns a count of user names in pCount, and a array of user name strings in ppUserList.

Access

This function requires the caller to have Create/Delete User privilege (ESS_PRIV_USERCREATE) for the logged in server, unless they are a user getting their own list of groups.

Example

ESS_FUNC_M

ESS_ListGroupUsers (ESS_HCTX_T hCtx,
                     ESS_HINST_T hInst
                 )
{
    ESS_FUNC_M        sts = ESS_STS_NOERR;
    ESS_PUSERNAME_T  UserList = NULL;
    ESS_USHORT_T     ind;
    ESS_USHORT_T     Items;
    ESS_USERNAME_T   GroupName;
    strcpy(GroupName, "PowerUsers");
    sts = EssGetGroupList (hCtx, GroupName, &Items, &UserList);
    if (!sts)
    {
        if (Items && UserList)
printf ("\r\n-------%s User List-------\r\n\n", GroupName);
for (ind = 0; ind < Items; ind++)
{
    if (UserList [ind])
        printf ("%s\r\n", UserList [ind]);
    EssFree (hInst, UserList);
} else
    printf ("\r\nUsers list is empty\r\n\n");
return (sts);
}

See Also
- EssGetGroupListEx
- EssAddToGroup
- EssDeleteFromGroup
- EssListGroups
- EssSetGroupList

EssGetGroupListEx

Gets the list of users who are members of a group or the list of groups to which the user belongs. Similar to EssGetGroupList, but can accept a user directory specification or unique identity attribute for GroupName.

Syntax

ESS_FUNC_M EssGetGroupListEx (hCtx, GroupName, bIsIdentity, entityType, pCount, bOutputInIds, ppUserList);

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hCtx</td>
<td>ESS_HCTX_T</td>
<td>API context handle (input).</td>
</tr>
<tr>
<td>GroupName</td>
<td>ESS_STR_T</td>
<td>Group name or identity (input). Can be specified as groupname@provider or as a unique identity attribute.</td>
</tr>
<tr>
<td>bIsIdentity</td>
<td>ESS_BOOL_T</td>
<td>Input. Indicates if GroupName is a name or an identity. If TRUE, GroupName is an identity.</td>
</tr>
<tr>
<td>entityType</td>
<td>ESS_USHORT_T</td>
<td>Type of entity (input). Can be one of the following:</td>
</tr>
<tr>
<td>pCount</td>
<td>ESS_PUSHORT_T</td>
<td>Address of variable to receive count of user names (output).</td>
</tr>
<tr>
<td>bOutputInIds</td>
<td>ESS_BOOL_T</td>
<td>Input. Indicates whether the output must be in identities. If TRUE, ppUserList returns an array of identities.</td>
</tr>
<tr>
<td>Parameter</td>
<td>Data Type</td>
<td>Description</td>
</tr>
<tr>
<td>--------------</td>
<td>--------------</td>
<td>-----------------------------------------------------------------------------</td>
</tr>
<tr>
<td>ppUserList</td>
<td>ESS_PSTR_T</td>
<td>Address of pointer to receive allocated array of user name strings or identities (output).</td>
</tr>
</tbody>
</table>

**Notes**

- This function can also be used to get the list of groups to which a user belongs, by using a user name as the GroupName argument.
- The memory allocated for ppUserList should be freed using EssFree.

**Return Value**

If successful, returns a count of user names in pCount, and a array of user name strings or identities in ppUserList.

**Access**

This function requires the caller to have Create/Delete User privilege (ESS_PRIV_USERCREATE) for the logged in server, unless they are a user getting their own list of groups.

**Example**

```c
void DisplayUserList(ESS_USHORT_T count, ESS_PSTR_T UserList)
{
    ESS_USHORT_T i;
    for (i = 0; i < count; i++)
    {
        if (UserList[i])
            printf("%s\n", UserList[i]);
    }
}

ESS_FUNC_M ESS_ListGroupUsers (ESS_HCTX_T hCtx, ESS_HINST_T hInst)
{
    ESS_STS_T sts = ESS_STS_NOERR;
    ESS_STR_T groupId;
    ESS_BOOL_T bisIdentity;
    ESS_USHORT_T type;
    ESS_USHORT_T count;
    ESS_BOOL_T bUsingIdentity;
    ESS_PSTR_T pUserList;

    groupId = "IDAdminGroup";
    bisIdentity = ESS_TRUE;
    type = ESS_TYPE_GROUP;
    sts = EssGetGroupListEx(hCtx, groupId, bisIdentity, type, &count, &bUsingIdentity, &pUserList);
    printf("EssGetGroupListEx sts: %ld\n", sts);
    if(!sts)
    {
        if(pUserList)
        {
```
printf ("---User/Group list for %s:\n", groupId);
  DisplayUserList(count, pUserList);
}
else
  printf ("\tUser list is empty\n");
}
return (sts);

See Also

- EssAddToGroupEx
- EssDeleteFromGroupEx
- EssListGroupsInfoEx

### EssGetIBH

Creates a local log file with all index combinations for which blocks contain invalid block headers. The database administrator can use this information to reload the datapoints that were identified as corrupted.

**Syntax**

```c
ESS_FUNC_M EssGetIBH (hCtx, destFileName);
```

**Parameter**

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hCtx</td>
<td>ESS_HCTX_T</td>
<td>API context handle.</td>
</tr>
<tr>
<td>destFileName</td>
<td>ESS_STR_T</td>
<td>Name of the file in which the IBH information is to be stored at client side.</td>
</tr>
</tbody>
</table>

**See Also**

- EssLocateIBH
- EssFixIBH

### EssGetLocalPath

Gets the full local file path for a specific object file on the client.

**Syntax**

```c
ESS_FUNC_M EssGetLocalPath (hCtx, ObjType, AppName, DbName, ObjName, Create, pPath);
```

**Parameter**

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hCtx</td>
<td>ESS_HCTX_T</td>
<td>API context handle returned by EssCreateLocalContext.</td>
</tr>
<tr>
<td>ObjType</td>
<td>ESS_OBJTYPE_T</td>
<td>Object type (must be single type). See “Bitmask Data Types (C)” on page 90 for a list of object types.</td>
</tr>
<tr>
<td>AppName</td>
<td>ESS_STR_T</td>
<td>Application name or NULL (ESS_NULL). If NULL, this function assumes a file name, and returns the ObjName in pPath as is.</td>
</tr>
<tr>
<td>Parameter</td>
<td>Data Type</td>
<td>Description</td>
</tr>
<tr>
<td>-----------</td>
<td>--------------</td>
<td>---------------------------------------------------------------------------------------------------------------------------------------------</td>
</tr>
<tr>
<td>DbName</td>
<td>ESS_STR_T</td>
<td>Database name. If NULL, uses the application subdirectory.</td>
</tr>
<tr>
<td>ObjName</td>
<td>ESS_STR_T</td>
<td>Object name or file name ifAppName is NULL ObjName is not parsed for correctness; no suffix is appended to the path.</td>
</tr>
<tr>
<td>Create</td>
<td>ESS_BOOL_T</td>
<td>Create directories flag. If TRUE, the appropriate application and database subdirectories will be created if necessary. If FALSE, and the directories do not exist, an error will be generated.</td>
</tr>
<tr>
<td>pPath</td>
<td>ESS_PSTR_T</td>
<td>Address of pointer to receive allocated local path name string.</td>
</tr>
</tbody>
</table>

**Notes**

The memory allocated for pPath should be freed using EssFree.

**Return Value**

If successful, returns the full path name of the appropriate object file in pPath.

**Access**

This function requires no special privileges.

**Example**

```c
ESS_VOID_T ESS_GetLocalPath (ESS_HINST_T hInst)
{
    ESS_FUNC_M     sts = ESS_STS_NOERR;
    ESS_HCTX_T     hLocalCtx;
    ESS_STR_T      AppName;
    ESS_STR_T      DbName;
    ESS_STR_T      ObjName;
    ESS_OBJTYPE_T  ObjType;
    ESS_BOOL_T     Create;
    ESS_STR_T      Path;

    AppName = "Sample";
    DbName  = "Basic";
    ObjName = "Basic";
    ObjType = ESS_OBJTYPE_OUTLINE;
    Create  = ESS_TRUE;
    sts = EssCreateLocalContext(hInst, NULL, NULL, &hLocalCtx);
    if(!sts && hLocalCtx)
    {
        sts = ESS_GetLocalPath(hLocalCtx, ObjType,
                                AppName, DbName, ObjName, Create, &Path);
        if(!sts)
        {
            if(*Path)
            {
                printf("Path: %s\r\n",Path);
                EssFree(hInst,Path);
            }
        }
    }
}
```
if (hLocalCtx)
    sts = EssDeleteLocalContext (hLocalCtx);
}

See Also

- EssCreateLocalContext
- EssListObjects

EssGetLocationAliasList

Returns a list of all currently-defined location aliases, together with lists of the host names, application names, database names and user names to which the location aliases are mapped.

Syntax

ESS_FUNC_M EssGetLocationAliasList (hCtx, pusListCnt, ppAliasNames, ppHostNames, ppAppNames, ppDbNames, ppUserNames);

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hCtx;</td>
<td>ESS_HCTX_T</td>
<td>API context handle.</td>
</tr>
<tr>
<td>pusListCnt;</td>
<td>ESS_PUSHORT_T</td>
<td>Number of location aliases returned.</td>
</tr>
<tr>
<td>ppAliasNames;</td>
<td>ESS_PSTR_T</td>
<td>Location alias name buffer.</td>
</tr>
<tr>
<td>ppHostNames;</td>
<td>ESS_PSTR_T</td>
<td>Host name buffer.</td>
</tr>
<tr>
<td>ppAppNames;</td>
<td>ESS_PSTR_T</td>
<td>Application name buffer.</td>
</tr>
<tr>
<td>ppDbNames;</td>
<td>ESS_PSTR_T</td>
<td>Database name buffer.</td>
</tr>
<tr>
<td>ppUserNames;</td>
<td>ESS_PSTR_T</td>
<td>User login name buffer.</td>
</tr>
</tbody>
</table>

Notes

- hCtx is the only input parameter.
- pusListCnt, ppAliasNames, ppHostNames, ppAppNames, ppDbNames and ppUserNames are output parameters; that is, values returned.
- After you call this function, you must call EssFree to free the memory used by the returned lists.

See Also

- EssCreateLocationAlias
- EssDeleteLocationAlias
EssGetLogFile

Copies all or part of an application log file (appname.log) or the Essbase Server log file (essbase.log) from the server to the client.

Syntax

ESS_FUNC_M EssGetLogFile (hCtx, AppName, TimeStamp, LocalName);

Parameter | Data Type | Description
--- | --- | ---
hCtx | ESS_HCTX_T | API context handle.
AppName | ESS_STR_T | Application name or NULL. If NULL, this function accesses the Essbase Server log file (essbase.log).
TimeStamp | ESS_TIME_T | Time stamp, indicating date and time of earliest log file entry required. If TimeStamp is set to 0 (zero), this function copies the entire log file.
LocalName | ESS_STR_T | Full path name of local destination file on client.

Notes

- **TimeStamp** represents the number of seconds elapsed since midnight (00:00:00) Greenwich Mean Time on January 1, 1970. This function copies to the client only log file entries occurring after the date & time specified by TimeStamp.

- For the locations of essbase.log and appname.log, see the *Oracle Essbase Database Administrator's Guide*.

Return Value

If successful, the file is copied to the local file specified by LocalName.

Access

This function requires the caller to have application Design privilege (ESS_PRIV_APPDESIGN), or database Design privilege (ESS_PRIV_DBDESIGN) for the specified application or any of its databases.

Example

```c
ESS_FUNC_M
ESS_GetLogFile (ESS_HCTX_T hCtx)
{
    ESS_FUNC_M    sts = ESS_STS_NOERR;
    ESS_STR_T     AppName;
    ESS_TIME_T    TimeStamp;
    ESS_STR_T     LocalName;

    AppName = "Sample";
    LocalName = "C:\Hyperion\products\Essbase\EssbaseServer\test.log";

    /* Get entire log file */
    TimeStamp = 0;

    sts = EssGetLogFile(hCtx, AppName, TimeStamp, LocalName);
}  ``
See Also

- EssDeleteLogFile
- EssLogSize
- EssWriteToFile

EssGetMemberCalc

Gets the calculation equation for a specific member in the active database outline.

Syntax

```c
ESS_FUNC_M EssGetMemberCalc (hCtx, MbrName, pCalcStr, pLastCalcStr);
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hCtx</td>
<td>ESS_HCTX_T</td>
<td>API context handle.</td>
</tr>
<tr>
<td>MbrName</td>
<td>ESS_STR_T</td>
<td>Member name.</td>
</tr>
<tr>
<td>pCalcStr</td>
<td>ESS_PSTR_T</td>
<td>Address of pointer to receive allocated member calculation string.</td>
</tr>
<tr>
<td>pLastCalcStr</td>
<td>ESS_PSTR_T</td>
<td>Address of pointer to receive allocated member last calculation string.</td>
</tr>
</tbody>
</table>

Notes

- The last calculation string is the formula used to calculate the member the last time the database was calculated. It might be left from pCalStr if a calculation script was used to calculate the database.
- This function checks whether the relational span Boolean is set and can determine if members stored in attached relational data sets have calculation strings, but returns a NULL string instead of the calculation string.
- The memory allocated for pCalcStr and pLastCalcStr should be freed using EssFree.

Return Value

If successful, this function returns the calculation string and last calculation string in pCalcStr and pLastCalcStr.

Access

This function requires the caller to have at least read access (ESS_PRIV_READ) to the database, and to have selected it as their active database using EssSetActive.

Example

```c
ESS_FUNC_M ESS_GetMbrCalc (ESS_HCTX_T  hCtx,
                          ESS_HINST_T hInst
                      )
{
    ESS_FUNC_M     sts = ESS_STS_NOERR;
```
ESS_STR_T      calcStr, lastCalcStr;

    calcStr = lastCalcStr = NULL;
sts = EssGetMemberCalc(hCtx, "Year", &calcStr, &lastCalcStr);
    if (!sts)
    {
        if (calcStr)
        {
            printf ("Outline Defined Calc Equation -- [%s]\r\n", calcStr);
        }
        else
        {
            printf ("Outline Defined Calc Equation -- [Default Rollup]\r\n");
        }

        if (lastCalcStr)
        {
            printf ("Last Calculated Calc Equation -- [%s]\r\n", lastCalcStr);
        }
        else
        {
            if (calcStr)
            {
                printf ("Last Calculated Calc Equation -- [%s]\r\n", calcStr);
            }
            else
            {
                printf ("Last Calculated Calc Equation -- [Default Rollup]\r\n");
            }
        }
    }

    if (calcStr)
        EssFree (hInst, calcStr);
    if (lastCalcStr)
        EssFree (hInst, lastCalcStr);

    return (sts);
}

See Also

● EssGetMemberInfo
● EssSetActive

**EssGetMemberInfo**

Gets a structure containing information about a specific member in the active database outline.

**Syntax**

```c
ESS_FUNC_M EssGetMemberInfo (hCtx, MbrName, ppMbrInfo);
```

**Parameter** | **Data Type** | **Description**
---|---|---
```
hCtx  ESS_HCTX_T  API context handle.
MbrName  ESS_STR_T  Member name.
```
<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ppMbrInfo</td>
<td>“ESS_MEMBERINFO_T” on page 143</td>
<td>Address of pointer to receive allocated member information structure.</td>
</tr>
</tbody>
</table>

**Notes**

- Call `EssFree` or `EssFreeStructure` to free memory dynamically allocated for `ppMbrInfo`.
  
  For an attribute member of type ESS_ATTRMBRDT_STRING, you must call `EssFreeStructure` to free memory dynamically allocated for `ppMbrInfo`. Specify ESS_DT_STRUCT_MBRINFO as the structure ID. `EssFree` will not free memory dynamically allocated for an attribute string value.

- The `ESS_MBRSTS_ATTRIBUTE` constant for the `Status` field of the “ESS_MEMBERINFO_T” on page 143 structure indicates that the dimension or member is an attribute dimension or attribute member.

- Two fields of the ESS_MEMBERINFO_T structure are for attributes only:
  - `fAttributed`
  - `Attribute`

- This function checks whether the relational span Boolean is set (set by `EssSetSpanRelationalPartition`) and can return information on members in the relational store.

- Two fields of the “ESS_MEMBERINFO_T” on page 143 structure are used only for members in relational stores:
  - `fHasRelDesc`
  - `fHasRelPartEnabled`

- Two fields of the “ESS_MBRINFO_T” on page 709 structure are used only for members in relational stores:
  - `fHasRelDesc`
  - `fHasRelPartEnabled`

**Return Value**

If successful, this function returns an allocated member information structure, `ppMbrInfo`. If a member has no parent, this function returns an empty string in the `ParentMbrName` field of the ESS_MEMBERINFO_T structure.

**Access**

This function requires the caller to have at least read access (ESS_PRIV_READ) to the database, and to have selected it as their active database using `EssSetActive`.

**Example**

```c
ESS_FUNC_M
ESS_GetMbrInfo (ESS_HCTX_T  hCtx,
               ESS_HINST_T  hInst
```

)

ESS_FUNC_M sts = ESS_STS_NOERR;
ESS_MEMBERINFO_T *pMbrInfo = NULL;
sts = EssGetMemberInfo(hCtx, "Profit", &pMbrInfo);
if (!sts)
{
    if (pMbrInfo)
    {
        EssFreeStructure(hCtx, structId, count, structPtr);
    }
}
return (sts);

See Also
- EssCheckMemberName
- EssFreeStructure
- EssGetMemberCalc
- EssQueryDatabaseMembers
- EssSetActive

**EssGetObject**

Copies an object from the server or client object system to a local file, and optionally locks it.

**Syntax**

ESS_FUNC_M EssGetObject (hCtx, ObjType, AppName, DbName, ObjName, LocalName, Lock);

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hCtx</td>
<td>ESS_HCTX_T</td>
<td>API context handle. Can be local context handle returned by EssCreateLocalContext.</td>
</tr>
<tr>
<td>ObjType</td>
<td>ESS_OBJTYPE_T</td>
<td>Object type (must be single type). Refer to “Bitmask Data Types (C)” on page 90 for a list of possible values.</td>
</tr>
<tr>
<td>AppName</td>
<td>ESS_STR_T</td>
<td>Application name.</td>
</tr>
<tr>
<td>DbName</td>
<td>ESS_STR_T</td>
<td>Database name. If NULL, uses the application subdirectory.</td>
</tr>
<tr>
<td>ObjName</td>
<td>ESS_STR_T</td>
<td>Name of object to get.</td>
</tr>
<tr>
<td>LocalName</td>
<td>ESS_STR_T</td>
<td>Full path name of local destination file on client.</td>
</tr>
<tr>
<td>Lock</td>
<td>ESS_BOOL_T</td>
<td>Flag to control object locking. If TRUE, the server object is locked to prevent updates by other users.</td>
</tr>
</tbody>
</table>

**Notes**

To lock an object, it must already exist on the server and not be locked by another user. Locking is not supported on the client.
Return Value

If successful, the object is copied to the local file specified by LocalName.

Access

This function requires the caller to have the appropriate level of access to the specified application and/or database containing the object (depending on the object type). To lock the object (lock flag is TRUE), the caller must have application or Database Designer privilege (ESS_PRIV_APPDESIGN or ESS_PRIV_DBDESIGN) for the specified application or database containing the object.

Example

```c
ESS_FUNC_M
ESS_GetObject (ESS_HCTX_T hCtx)
{
    ESS_FUNC_M         sts = ESS_STS_NOERR;
    ESS_STR_T         AppName;
    ESS_STR_T         DbName;
    ESS_STR_T         ObjName;
    ESS_OBJTYPE_T     ObjType;
    ESS_STR_T         LocalName;
    ESS_BOOL_T        Lock;

    AppName = "Sample";
    DbName  = "Basic";
    ObjName = "Basic";
    ObjType = ESS_OBJTYPE_OUTLINE;
    LocalName = "C:\\Hyperion\\products\\Essbase\\EssbaseClient\\client\\Basic.otl";
    Lock    = ESS_TRUE;

    sts = EssGetObject (hCtx, ObjType, AppName,
                        DbName, ObjName, LocalName, Lock);
    return (sts);
}
```

See Also

- EssGetObjectInfo
- EssListObjects
- EssLockObject
- EssPutObject
- EssUnlockObject

**EssGetObjectInfo**

Gets information about a specific object on the server or locally on the client.

Syntax

```c
ESS_FUNC_M EssGetObjectInfo (hCtx, ObjType, AppName, DbName, ObjName, ppObject);
```
### EssGetObjectInfo

Gets information about a particular object.

#### Parameters

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hCtx</td>
<td>ESS_HCTX_T</td>
<td>API context handle. Can be local context handle returned by <code>EssCreateLocalContext</code>.</td>
</tr>
<tr>
<td>ObjType</td>
<td>ESS_OBJTYPE_T</td>
<td>Object type (must be single type). Refer to &quot;Bitmask Data Types (C)&quot; on page 90 for a list of possible values.</td>
</tr>
<tr>
<td>AppName</td>
<td>ESS_STR_T</td>
<td>Application name.</td>
</tr>
<tr>
<td>DbName</td>
<td>ESS_STR_T</td>
<td>Database name. If NULL, uses the application subdirectory.</td>
</tr>
<tr>
<td>ObjName</td>
<td>ESS_STR_T</td>
<td>Object name.</td>
</tr>
<tr>
<td>ppObject</td>
<td>ESS_PPOBJINFO_T</td>
<td>Address of pointer to receive allocated object info structure.</td>
</tr>
</tbody>
</table>

#### Notes

- Outline time stamp information differs depending on whether the call to `EssGetObjectInfo` is to a block storage or aggregate storage application:
  - Block storage application: Returns the time stamp of the outline file that was last updated.
  - Aggregate storage application: Returns the system time of the outline file that was updated by the operating system.
- The memory allocated for `ppObject` should be freed using `EssFree`.

#### Return Value

If successful, returns an object structure containing information about the appropriate object in `ppObject`.

#### Access

This function requires the caller to have the appropriate level of access to the specified application and/or database containing the object (depending on the object type).

#### See Also

- `EssGetObject`
- `EssListObjects`

### EssGetProcessState

Gets the current state of an asynchronous process, such as a calculate or a data import.

#### Syntax

```c
ESS_FUNC_M EssGetProcessState (hCtx, pProcState);
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hCtx</td>
<td>ESS_HCTX_T</td>
<td>API context handle.</td>
</tr>
</tbody>
</table>

413
Parameter | Data Type | Description
--- | --- | ---
pProcState | “ESS_PROCSTATE_T” on page 172 | Pointer to process state structure.

Notes
- Your program should call this function at regular intervals (between 5-10 seconds) until it returns ESS_STATE_DONE in pProcState.
- Calling this function except after initiating a successful asynchronous database operation, for example, a calculation, generates an error.
- The memory allocated for pProcState should be freed using EssFree.

Return Value
If this function is unable to get the process state, an error is returned. If the process terminates because of an error, then its error code is returned. Otherwise, this function returns ESS_STS_NOERR, and the current process state is given in the state structure pProcState. Values for pProcState:
- ESS_STATE_DONE—0 = Done
- ESS_STATE_INPROGRESS—1 = In progress
- ESS_STATE_FINALSTAGE—5 = In final stage; cannot be canceled

Access
This function requires no special privilege.

Example
```c
ESS_FUNC_M
ESS_RunCalc (ESS_HCTX_T  hCtx)
{
    ESS_FUNC_M      sts = ESS_STS_NOERR;
    ESS_SHORT_T    isResponse;
    ESS_HCTX_T    hSrcCtx;
    ESS_BOOL_T    isObject = ESS_FALSE;
    ESS_STR_T    AppName;
    ESS_STR_T    DbName;
    ESS_STR_T    FileName;
    ESS_PROCSTATE_T pState;

    hSrcCtx  = hCtx;
    AppName  = "Sample";
    DbName   = "Basic";
    FileName = "Test";

    sts = EssCalcFile (hCtx, hSrcCtx, AppName,
                      DbName, FileName, ESS_TRUE);
    if (!sts)
    {
        sts = EssGetProcessState (hCtx, &pState);
        while(!sts && (pState.State !=
                      ESS_STATE_DONE))
        {
            sts = EssGetProcessState (hCtx, &pState);
        }
```
See Also

- EssBeginCalc
- EssCalc
- EssCancelProcess
- EssImport

**EssGetRuntimeSubVars**

This function is implemented as an interface to a client in which a calculation script is run. This function retrieves all of the information (name, value, and description) that is specified in the runtime substitution variable declarations in the SET RUNTIMESUBVARS calculation command for a specified calculation script. If a runtime substitution variable declaration includes the `<RTSV_HINT>rtsv_description</RTSV_HINT>` tag, in which `rtsv_description` is a string that describes the data type and data input limit for the runtime substitution variable, this string can then be used to prompt a user to input a value at runtime or validate input data before passing the value to the calculation script.

**Syntax**

```c
ESS_FUNC_M EssGetRuntimeSubVars (hCtx, hSrcCtx AppName, DbName, FileName, pulRtSVCount, pRtSVList);
```

**Parameter** | **Data Type** | **Description**
--- | --- | ---
`hCtx` | ESS_HCTX_T | API context handle.
`hSrcCtx` | ESS_HCTX_T | API context handle for the location of the calculation script file. The calculation script file can be located on the client computer or on the same Essbase Server as the target database.
`AppName` | ESS_STR_T | Name of the application.
`DbName` | ESS_STR_T | Name of the database in the application.
`CalcScript` | ESS_STR_T | Name of the calculation script file or a calculation string. This argument is used with the `bClientCalcFile` argument.
`bClientCalcFile` | ESS_BOOL_T | Flag indicating whether the `CalcScript` argument references a client-side calculation script file (TRUE) or calculation string (FALSE). This argument is ignored if the calculation script file is located on Essbase Server.
`pulRtSVCount` | ESS ULONG_T | Address of the variable to receive the count of runtime substitution variable structures (key/value pairs) in the calculation script.
<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>pRtSVList</td>
<td>ESS_RUNTIMESUBVARS_DESC_T</td>
<td>A list (array) of runtime substitution variable structures in the calculation script. Each structure contains a runtime substitution variable key/value pair. Optionally, each structure can specify a string in the /&lt;RTSV_HINT&gt; rtsv_description &lt;/RTSV_HINT&gt; tag that describes the runtime substitution variable data type and data input limit (for example, an integer not greater than 100). The API internally allocates the array, and the API caller has the responsibility to free the memory.</td>
</tr>
</tbody>
</table>

**Return Value**

None.

**Access**

A call to this function requires read privileges (ESS_PRIV_READ) for the active database.

**Example**

```c
void Ess_GetRuntimeSubVars(ESS_HINST_T hInst, ESS_HCTX_T hCtx)
{
    ESS_STS_T       sts;
    ESS_STR_T       AppName = "Sample";
    ESS_STR_T       DbName = "Basic";
    ESS_STR_T       FileName = "D:\temp\testrt.csc"; //Client side calc file
    //ESS_STR_T FileName = "SET RUNTIMESUBVARS { myCOGS; myProduct = 333; myMarket = "myMarket is an initialized Runtime Substitution Variables </RTSV_HINT>; myCity= "Sunnyvale", "Santa Clara", "San Jose" <RTSV_HINT> list of non-numeric values </RTSV_HINT>; myCOGS; myProduct = 333; product = 100 <RTSV_HINT> initialize to string 100 </RTSV_HINT>; baseProduct = @LEVMBRS("Product",0) <RTSV_HINT> list of members</RTSV_HINT>; myCOGS; myProduct = 333; mySales = 777 <RTSV_HINT> uninitialized; mySales should be specified during runtime if there is no substitution variable mySales set at Essbase level</RTSV_HINT>; myCOGS; myProduct = 333; mySal;};FIX ("100-10", "New York") COGS=&mySV; Sales = &mySales; ENDFIX;" ; // Client side calc string
    //ESS_STR_T FileName = "testrt"; // server side calc file
    ESS_BOOL_T      Calculate = TRUE;
    ESS_ULONGLONG_T i;
    ESS_ULONGLONG_T* pulRTParamsCount = NULL;
    ESS_RUNTIMESUBVARS_DESC_T* pRTParamList = NULL;
    ESS_RUNTIMESUBVARS_DESC_T** ppRTParamList = NULL;

    ESS_RUNTIMESUBVARS_DESC_T* pRTParams = NULL;

    ESS_STS_T       status;
    ESS_PROCSTATE_T pState;

    ESS_HCTX_T      hLocalCtx = ESS_INVALID_HCTX;
    sts = EssCreateLocalContext (hInst, ESS_NULL, ESS_NULL, &hLocalCtx);

    status = EssAlloc(hInst, sizeof(ESS_ULONGLONG_T), (ESS_PPVOID_T)&pulRTParamsCount);
    memset(pulRTParamsCount, 0, sizeof(ESS_ULONGLONG_T));
    ppRTParamList = &pRTParamList;
}
```

416
//For server side calc file
sts = EssGetRuntimeSubVars(hCtx, hCtx, AppName, DbName, FileName, FALSE,
pulRTParamsCount, ppRTParamList);

//For client side calc file
sts = EssGetRuntimeSubVars(hCtx, hLocalCtx, NULL, NULL, FileName, TRUE,
pulRTParamsCount, ppRTParamList);

//For client side calc strings
sts = EssGetRuntimeSubVars(hCtx, hLocalCtx, NULL, NULL, FileName, FALSE,
pulRTParamsCount, ppRTParamList);
pRTParams = &pRTParamList[0];

for (i=0; i < *pulRTParamsCount; i++)
{
    printf("***** information for Runtime Parameter - %d *****\n", i+1);

    printf("  Param Name  -   %s \n", (pRTParams+i)->rtsvName);
    printf("  Param Value -   %s \n", (pRTParams+i)->rtsvVal);
    printf("  RTP_HINT    -   %s \n", (pRTParams+i)->rtsvDesc);

    printf("\n");
}

if (sts)
    printf("API could not be executed.");

if (pulRTParamsCount)
    EssFree(hInst, pulRTParamsCount);

return(status);

See Also

- ESS_RUNTIMESUBVARS_DESC_T
- EssCalcWithRuntimeSubVars
- EssCalcFileWithRuntimeSubVars

EssGetServerLocaleString

Gets the server locale description; for example, English_UnitedStates.US-ASCII@Default.

Syntax

ESS_FUNC_M EssGetServerLocaleString (hCtx, localeString);

Parameter | Data Type      | Description
-----------|----------------|----------------------------------
    hCtx;   | ESS_HCTX_T    | API context handle.
localeString: ESS_PSTR_T  Address of pointer to receive allocated string of server locale description.
Notes
The memory allocated for localeString should be freed using EssFree.

Return Value
If successful, returns the name of the server locale description in localeString.

Access
This function requires no special privileges.

Example
ESS_FUNC_M
ESS_GetServerLocaleString (ESS_HCTX_T hCtx)
{
    ESS_FUNC_M sts = ESS_STS_NOERR;
    ESS_STR_T localeStr= NULL;

    sts = EssGetServerLocaleString(hCtx, &localeStr);

    if (localeStr)
    {
        printf("server locale: %s\r\n",localeStr);
        EssFree(hInst,localeStr);
    }
    return sts;
}

EssGetServerMode
Returns a value indicating whether the Essbase Server is in Unicode mode or non-Unicode mode.

Syntax
ESS_FUNC_M EssGetServerMode(hCtx, *bUnicode);

Parameter  Data Type  Description
hCtx       ESS_HCTX_T  API context handle (logged in).

bUnicode   ESS_BOOL_T  The returned value, bUnicode, where bUnicode can be:

- ESS_TRUE—Essbase Server is in Unicode mode. Essbase Server allows creation of Unicode mode applications or migration of non-Unicode mode applications to Unicode mode.
- ESS_FALSE—Essbase Server is in non-Unicode mode. Essbase Server does not allow creation of Unicode mode applications or migration of non-Unicode mode applications to Unicode mode.

Return Value
None.

Access
This function does not require the caller to have a special privilege.
See Also

- EssSetServerMode

**EssGetSpoolFile**

Returns a specific trigger log file for a database.

**Syntax**

```c
ESS_FUNC_M EssGetSpoolFile (hCtx, AppName, DbName, SplName, LocalName);
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hCtx</td>
<td>ESS_HCTX_T</td>
<td>API context handle.</td>
</tr>
<tr>
<td>AppName</td>
<td>ESS_STR_T</td>
<td>Application name.</td>
</tr>
<tr>
<td>DbName</td>
<td>ESS_STR_T</td>
<td>Database name.</td>
</tr>
<tr>
<td>SplName</td>
<td>ESS_STR_T</td>
<td>The name of a specific spool file to return.</td>
</tr>
<tr>
<td>LocalName</td>
<td>ESS_STR_T</td>
<td>The new name of the spool file on the server.</td>
</tr>
</tbody>
</table>

**Return Value**

If successful, returns a specific trigger spool file for a database.

**Access**

This function requires the caller to have database designer privilege (ESS_PRV_DBDESIGN) for the specified database.

See Also

- EssDisplayTriggers
- EssListSpoolFiles
- EssDeleteAllSplFiles
- EssDeleteSplFile
- EssMdxTrig

**EssGetSrvOutlineInfo**

Gets outline information stored on the Essbase Server. There is no requirement to open the outline in query mode before using this function.

**Syntax**

```c
ESS_FUNC_M EssGetSrvOutlineInfo (hCtx, AppName, DbName, pSvrOutlineInfo);
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hCtx</td>
<td>ESS_HCTX_T</td>
<td>API context handle.</td>
</tr>
<tr>
<td>Parameter</td>
<td>Data Type</td>
<td>Description</td>
</tr>
<tr>
<td>--------------</td>
<td>------------</td>
<td>-----------------------------------------------------------------------------</td>
</tr>
<tr>
<td>AppName</td>
<td>ESS_STR_T</td>
<td>Application name.</td>
</tr>
<tr>
<td>DbName</td>
<td>ESS_STR_T</td>
<td>Database name.</td>
</tr>
<tr>
<td>pSvrOutlineInfo</td>
<td>“ESS_SVROTLINFO_T” on page 720</td>
<td>Pointer to structure containing outline information stored on the Essbase Server.</td>
</tr>
</tbody>
</table>

**Return Value**

Returns 0 if successful; otherwise, returns an error.

**Example**

```c
ESS_FUNC_M ESS_GetSrvOutlineInfo()
{
    ESS_STS_T    sts = 0;
    ESS_INT_T    i;
    ESS_OBJDEF_T  Object;
    ESS_APPNAME_T szAppName;
    ESS_DBNAME_T  szDbName;
    ESS_OBJNAME_T szFileName;
    ESS_SVROTLINFO_T SvrOutlineInfo;

    memset(&Object, '\0', sizeof(Object));
    Object.hCtx =   hCtx;
    Object.ObjType =  ESS_OBJTYPE_OUTLINE;
    strcpy(szAppName, "Sample");
    strcpy(szDbName, "Basic");
    strcpy(szFileName, "Basic");
    Object.AppName =  szAppName;
    Object.DbName =   szDbName;
    Object.FileName =  szFileName;

    sts = EssGetSrvOutlineInfo (hCtx, szAppName, szDbName, &SvrOutlineInfo);

    if (!sts)
    {
        printf("\nCase sensitivity is set to: %d", (SvrOutlineInfo).fCaseSensitive);
        printf("\nOutline type is set to: %d", (SvrOutlineInfo).usOutlineType);
        printf("\nOutline allows duplicate names is set to: %d",
(SvrOutlineInfo).fNonUniqueName);
        printf("\nNumber of alias tables is: %d", (SvrOutlineInfo).usNumAliasTables);
        printf("\nNames of the alias tables are:");

        for (i = 0; i < (SvrOutlineInfo).usNumAliasTables; ++i)
            printf("\n %s", (SvrOutlineInfo).pAliasTables[i]);
    }

    return sts;
}
```

The output of the above example is:

420
EssGetStatBufSize

Returns a pointer to the size of the buffer needed for the performance statistics tables retrieved by EssDumpPerfStats.

Syntax

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hCtx;</td>
<td>ESS_HCTX_T</td>
<td>API context handle.</td>
</tr>
<tr>
<td>pBufSize;</td>
<td>ESS_PULONG_T</td>
<td>Pointer to the size of the buffer needed for the character array that will hold the performance statistics tables.</td>
</tr>
</tbody>
</table>

Notes

- Before you call EssDumpPerfStats, call this function to ascertain how much memory to allocate for the performance statistics tables at the address pointed to by pStatBuf.
- The buffer size pointed to by pBufSize is 0 if performance statistics have never been enabled; that is, if persistence in EssResetPerfStats has never been set to 4.

Return Value

- If successful,
  - This function returns 0.
  - pBufSize contains a pointer to the size of the buffer needed for the character array that will hold the performance statistics tables retrieved by EssDumpPerfStats.
- For more information on performance statistics tables, see the topic “Performance Statistics in MaxL”, in the Oracle Essbase Technical Reference.

Access

The caller of this function must have supervisor access.

Example

For a code example that calls EssGetStatBufSize, see the example in EssDumpPerfStats.

See Also

- EssDumpPerfStats
EssResetPerfStats

EssGetString

Gets a string of data from the active database. This function should be called after EssReport or EssEndReport if data is returned.

Syntax

ESS_FUNC_M EssGetString (hCtx, pString);

Parameter | Data Type | Description
--- | --- | ---
hCtx | ESS_HCTX_T | API context handle.
pString | ESS_PSTR_T | Address of pointer to receive allocated returned data string.

Notes

- Calling this function other than after successfully executing a report will generate an error.
- The returned string will be less than 64 KB long.
- Always include the carriage return/line feed with this command or errors will result.
- You must call this function until it returns a NULL string.
- The memory allocated for pString should be freed using EssFree.

Return Value

An allocated pointer to the data string is returned in pString. This pointer will be NULL if there is no more data to be returned.

Access

This function requires no special privileges.

Example

```c
ESS_FUNC_M
ESS_Report (ESS_HCTX_T hCtx,
             ESS_HINST_T hInst
    )
{
    ESS_FUNC_M     sts     = ESS_STS_NOERR;
    ESS_STR_T      rString = NULL;
    sts = EssBeginReport (hCtx, ESS_TRUE, ESS_FALSE);
    if (!sts)
        sts = EssSendString (hCtx, "<Desc Year !");
    if (!sts)
        sts = EssEndReport (hCtx);
    /**************
    * Get report *
    **************/

    if (!sts)
        sts = EssGetString (hCtx, &rString);
```
while (!sts) && (rString != NULL))
{
    printf("%s", rString);
    EssFree(hInst, rString);
    sts = EssGetString(hCtx, &rString);
}
printf("\r\n");
return(sts);
}

See Also

- EssEndReport
- EssReport
- EssQueryDatabaseMembers

### EssGetUser

Gets a user information structure, which contains security information for the user.

#### Syntax

```c
ESS_FUNC_M EssGetUser (hCtx, UserName, ppUserInfo);
```

#### Parameter Data Type Description

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hCtx</td>
<td>ESS_HCTX_T</td>
<td>API context handle.</td>
</tr>
<tr>
<td>UserName</td>
<td>ESS_STR_T</td>
<td>User name.</td>
</tr>
<tr>
<td>ppUserInfo</td>
<td>“ESS_USERINFO_T, ESS_GROUPINFO_T” on page 186</td>
<td>Address of pointer to receive allocated user info structure.</td>
</tr>
</tbody>
</table>

#### Notes

The memory allocated for `ppUserInfo` should be freed using `EssFree`.

#### Return Value

If successful, returns the user information structure in `ppUserInfo`.

#### Access

This function requires the caller to have Create/Delete User privilege (ESS_PRIV_USERCREATE) for the logged in server, unless they are getting their own user information.

#### Example

```c
ESS_FUNC_M
ESS_GetUserInfo (ESS_HCTX_T  hCtx,
                 ESS_HINST_T hInst
)
{
    ESS_FUNC_M     sts  = ESS_STS_NOERR;
    ESS_PUSERINFO_T User = NULL;
```
sts = EssGetUser (hCtx, "Jim Smith", &User);
if (!sts)
{
    if (User)
        EssFree (hInst, User);
}
return (sts);

See Also

- EssGetUserInfoEx
- EssGetApplicationAccess
- EssListUsers
- EssSetUser

EssGetUserEx

Gets a user information structure, which contains security information for the user.

Syntax

ESS_FUNC_M EssGetUserEx (hCtx, UserName, ppUserInfo);

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hCtx</td>
<td>ESS_HCTX_T</td>
<td>API context handle.</td>
</tr>
<tr>
<td>UserName</td>
<td>ESS_STR_T</td>
<td>User name.</td>
</tr>
<tr>
<td>ppUserInfoEx</td>
<td>&quot;ESS_USERINFOEX_T&quot; on page 189</td>
<td>Address of pointer to receive info structure of externally authenticated user.</td>
</tr>
</tbody>
</table>

Notes

The memory allocated for ppUserInfo should be freed using EssFree.

Return Value

If successful, returns the user information structure in ppUserInfo.

Access

This function requires the caller to have Create/Delete User privilege (ESS_PRIV_USERCREATE) for the logged in server, unless they are getting their own user information.

Example

ESS_FUNC_M
ESS_GetUserInfo (ESS_HCTX_T hCtx,
                 ESS_HINST_T hInst
)
{
    ESS_FUNC_M        sts  = ESS_STS_NOERR;

ESS_USERINFO_T User = NULL;

sts = EssGetUserEx (hCtx, "Jim Smith", &User);
if (!sts)
{
    if (User)
        EssFree (hInst, User);
}
return (sts);

See Also
● EssGetApplicationAccess
● EssCreateExtUser
● EssListUsers
● EssSetUser
● EssSetUserEx
● “ESS_USERINFOEX_T” on page 189

EssGetUserInfoEx

Gets a user information structure, which contains security information for the user. Similar to EssGetUser, but can accept a user directory specification or unique identity attribute for UserID.

Syntax
ESS_FUNC_M EssGetUserInfoEx (hCtx, UserID, bIsIdentity, ppUserInfo);

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hCtx</td>
<td>ESS_HCTX_T</td>
<td>API context handle (input).</td>
</tr>
<tr>
<td>UserName</td>
<td>ESS_STR_T</td>
<td>User name (input). Can be specified as username@provider or as a unique identity attribute.</td>
</tr>
<tr>
<td>bIsIdentity</td>
<td>ESS_BOOL_T</td>
<td>Input. Indicates if UserID is a name or an identity. If TRUE, UserID is an identity.</td>
</tr>
<tr>
<td>ppUserInfo</td>
<td>ESS_USERINFOID_T</td>
<td>Address of pointer to receive allocated user info structure (output). The user list structure can include user directories and unique identity attributes.</td>
</tr>
</tbody>
</table>

Notes
The memory allocated for ppUserInfo should be freed using EssFree.

Return Value
If successful, returns the user information structure in ppUserInfo.

Access
This function requires the caller to have Create/Delete User privilege (ESS_PRIV_USERCREATE) for the logged in server.
Example

```c
void DisplayUserInfoID(ESS_USERINFOID_T userInfo)
{
    ESS_STS_T sts = ESS_STS_NOERR;
    ESS_BOOL_T isDefined = ESS_TRUE;

    printf("tUser Name: %s\n", userInfo->Name);
    printf("tProvider Name: %s\n", userInfo->ProviderName);
    printf("tConnparam: %s\n", userInfo->connparam);
    printf("tDescription: %s\n", userInfo->Description);
    printf("tEMail Identification: %s\n", userInfo->EMailID);

    if (userInfo->LockedOut)
        printf("tLocked out: Yes\n");
    else
        printf("tLocked out: No\n");

    if (userInfo->PwdChgNow)
        printf("tChange the password now: Yes\n");
    else
        printf("tChange the password now: No\n");

    printf("tConnected Application: %s\n", userInfo->AppName);
    printf("tConnected Database: %s\n", userInfo->DbName);

    if (userInfo->Login)
        printf("tLogged in: Yes\n");
    else
        printf("tLogged in: No\n");

    switch(userInfo->Access)
    {
    case ESS_ACCESS_ADMIN:
        printf("tAccess: %d - ESS_ACCESS_ADMIN\n", userInfo->Access);
        break;
    case ESS_ACCESS_APPALL:
        printf("tAccess: %d - ESS_ACCESS_APPALL\n", userInfo->Access);
        break;
    case ESS_ACCESS_DBALL:
        printf("tAccess: %d - ESS_ACCESS_DBALL\n", userInfo->Access);
        break;
    case ESS_ACCESS_APPCREATE:
        printf("tAccess: %d - ESS_ACCESS_APPCREATE\n", userInfo->Access);
        break;
    case ESS_ACCESS_APPMANAGE:
        printf("tAccess: %d - ESS_ACCESS_APPMANAGE\n", userInfo->Access);
        break;
    case ESS_ACCESS_DBCREATE:
        printf("tAccess: %d - ESS_ACCESS_DBCREATE\n", userInfo->Access);
        break;
    case ESS_ACCESS_DBMANAGE:
        printf("tAccess: %d - ESS_ACCESS_DBMANAGE\n", userInfo->Access);
        break;
    case ESS_ACCESS_CALC:
        printf("tAccess: %d - ESS_ACCESS_CALC\n", userInfo->Access);
        break;
    }
}
```
case ESS_ACCESS_WRITE:
    printf("\tAccess: %d - ESS_ACCESS_WRITE
", userInfo->Access);
    break;

case ESS_ACCESS_READ:
    printf("\tAccess: %d - ESS_ACCESS_READ\n", userInfo->Access);
    break;

case ESS_PRIV_USERCREATE:
    printf("\tAccess: %d - ESS_PRIV_USERCREATE\n", userInfo->Access);
    break;

case ESS_PRIV_APPCREATE:
    printf("\tAccess: %d - ESS_PRIV_APPCREATE\n", userInfo->Access);
    break;

case ESS_PRIV_APPMANAGE:
    printf("\tAccess: %d - ESS_PRIV_APPMANAGE\n", userInfo->Access);
    break;

case ESS_PRIV_APPLOAD:
    printf("\tAccess: %d - ESS_PRIV_APPLOAD\n", userInfo->Access);
    break;

case ESS_PRIV_DBCREATE:
    printf("\tAccess: %d - ESS_PRIV_DBCREATE\n", userInfo->Access);
    break;

case ESS_PRIV_DBMANAGE:
    printf("\tAccess: %d - ESS_PRIV_DBMANAGE\n", userInfo->Access);
    break;

case ESS_PRIV_DBLOAD:
    printf("\tAccess: %d - ESS_PRIV_DBLOAD\n", userInfo->Access);
    break;

case ESS_PRIV_CALC:
    printf("\tAccess: %d - ESS_ACCESS_DBALL\n", userInfo->Access);
    break;

case ESS_PRIV_WRITE:
    printf("\tAccess: %d - ESS_PRIV_WRITE\n", userInfo->Access);
    break;

case ESS_PRIV_READ:
    printf("\tAccess: %d - ESS_PRIV_READ\n", userInfo->Access);
    break;

case ESS_PRIV_NONE:
    printf("\tAccess: %d - ESS_PRIV_NONE\n", userInfo->Access);
    break;

default:
    printf("\tAccess: Unknown\n");
}

switch(userInfo->MaxAccess)
{
    case ESS_ACCESS_ADMIN:
        printf("\tMax Access: %d - ESS_ACCESS_ADMIN\n", userInfo->MaxAccess);
        break;

    case ESS_ACCESS_APPALL:
        printf("\tMax Access: %d - ESS_ACCESS_APPALL\n", userInfo->MaxAccess);
        break;

    case ESS_ACCESS_DBALL:
        printf("\tMax Access: %d - ESS_ACCESS_DBALL\n", userInfo->MaxAccess);
        break;

    case ESS_ACCESS_APPCREATE:
        printf("\tMax Access: %d - ESS_ACCESS_DBALL\n", userInfo->MaxAccess);
        break;

    case ESS_ACCESS_DBMANAGE:
        printf("\tMax Access: %d - ESS_ACCESS_DBALL\n", userInfo->MaxAccess);
        break;

    case ESS_ACCESS_APPMANAGE:
        printf("\tMax Access: %d - ESS_ACCESS_DBALL\n", userInfo->MaxAccess);
        break;

    case ESS_ACCESS_APPLOAD:
        printf("\tMax Access: %d - ESS_ACCESS_DBALL\n", userInfo->MaxAccess);
        break;

    case ESS_ACCESS_DBCREATE:
        printf("\tMax Access: %d - ESS_ACCESS_DBALL\n", userInfo->MaxAccess);
        break;

    case ESS_ACCESS_ADMIN:
        printf("\tMax Access: %d - ESS_ACCESS_ADMIN\n", userInfo->MaxAccess);
        break;

    case ESS_ACCESS_APPALL:
        printf("\tMax Access: %d - ESS_ACCESS_APPALL\n", userInfo->MaxAccess);
        break;

    case ESS_ACCESS_DBALL:
        printf("\tMax Access: %d - ESS_ACCESS_DBALL\n", userInfo->MaxAccess);
        break;

    case ESS_ACCESS_APPCREATE:
        printf("\tMax Access: %d - ESS_ACCESS_DBALL\n", userInfo->MaxAccess);
        break;

    case ESS_ACCESS_DBMANAGE:
        printf("\tMax Access: %d - ESS_ACCESS_DBALL\n", userInfo->MaxAccess);
        break;

    case ESS_ACCESS_APPMANAGE:
        printf("\tMax Access: %d - ESS_ACCESS_DBALL\n", userInfo->MaxAccess);
        break;

    case ESS_ACCESS_APPLOAD:
        printf("\tMax Access: %d - ESS_ACCESS_DBALL\n", userInfo->MaxAccess);
        break;

    case ESS_ACCESS_DBCREATE:
        printf("\tMax Access: %d - ESS_ACCESS_DBALL\n", userInfo->MaxAccess);
        break;

    case ESS_ACCESS_CALC:
        printf("\tMax Access: %d - ESS_ACCESS_DBALL\n", userInfo->MaxAccess);
        break;

    default:
        printf("\tMax Access: Unknown\n");
}
case ESS_ACCESS_APPMANAGE:
    printf("\tMax Access: %d - ESS_ACCESS_APPMANAGE\n", userInfo->MaxAccess);
    break;

case ESS_ACCESS_DBCREATE:
    printf("\tMax Access: %d - ESS_ACCESS_DBCREATE\n", userInfo->MaxAccess);
    break;

case ESS_ACCESS_DBMANAGE:
    printf("\tMax Access: %d - ESS_ACCESS_DBMANAGE\n", userInfo->MaxAccess);
    break;

case ESS_ACCESS_CALC:
    printf("\tMax Access: %d - ESS_ACCESS_CALC\n", userInfo->MaxAccess);
    break;

case ESS_ACCESS_WRITE:
    printf("\tMax Access: %d - ESS_ACCESS_WRITE\n", userInfo->MaxAccess);
    break;

case ESS_ACCESS_READ:
    printf("\tMax Access: %d - ESS_ACCESS_READ\n", userInfo->MaxAccess);
    break;

case ESS_PRIV_USERCREATE:
    printf("\tMax Access: %d - ESS_PRIV_USERCREATE\n", userInfo->MaxAccess);
    break;

case ESS_PRIV_APPCREATE:
    printf("\tMax Access: %d - ESS_PRIV_APPCREATE\n", userInfo->MaxAccess);
    break;

case ESS_PRIV_APPMANAGE:
    printf("\tMax Access: %d - ESS_PRIV_APPMANAGE\n", userInfo->MaxAccess);
    break;

case ESS_PRIV_APPLOAD:
    printf("\tMax Access: %d - ESS_PRIV_APPLOAD\n", userInfo->MaxAccess);
    break;

case ESS_PRIV_DBCREATE:
    printf("\tMax Access: %d - ESS_PRIV_DBCREATE\n", userInfo->MaxAccess);
    break;

case ESS_PRIV_DBMANAGE:
    printf("\tMax Access: %d - ESS_PRIV_DBMANAGE\n", userInfo->MaxAccess);
    break;

case ESS_PRIV_DBLOAD:
    printf("\tMax Access: %d - ESS_PRIV_DBLOAD\n", userInfo->MaxAccess);
    break;

case ESS_PRIV_CALC:
    printf("\tMax Access: %d - ESS_PASSWORD_DBALL\n", userInfo->MaxAccess);
    break;

case ESS_PRIV_WRITE:
    printf("\tMax Access: %d - ESS_PRIV_WRITE\n", userInfo->MaxAccess);
    break;

case ESS_PRIV_READ:
    printf("\tMax Access: %d - ESS_PRIV_READ\n", userInfo->MaxAccess);
    break;

case ESS_PRIV_NONE:
    printf("\tMax Access: %d - ESS_PRIV_NONE\n", userInfo->MaxAccess);
    break;
default:
    printf("\tMax Access: Unknown\n");
}

printf("\tPassword Expiration in Dates: %d\n",userInfo->Expiration);
//EssSdCTime(NULL, userInfo->LastLogin, sizeof(time_string), time_string);
ESS_FUNC_M ESS_GetUserInfoEx (ESS_HCTX_T hCtx)
{
    ESS_STS_T sts = ESS_STS_NOERR;
    ESS_STR_T userId;
    ESS_BOOL_T bUsingIdentity;
    ESS_PUSERINFOID_T userInfo = NULL;

    bUsingIdentity = ESS_TRUE;
    sts = EssGetUserInfoEx (hCtx, userId, bUsingIdentity, &userInfo);
    printf("EssGetUserInfoEx sts: %ld\n", sts);
    if (userInfo)
    {
        DisplayUserInfoID(userInfo);
    }

    return (sts);
}

See Also
● ESS_ListUserInfoEx

**EssGetUserType**

Enables you to find the application access type for a user.

**Syntax**

ESS_FUNC_M EssGetUserType (ctx, UserName, UserType)

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hCtx</td>
<td>ESS_HCTX_T</td>
<td>API context handle.</td>
</tr>
<tr>
<td>UserName</td>
<td>ESS_STR_T</td>
<td>Name of user.</td>
</tr>
<tr>
<td>UserType</td>
<td>ESS_PUSER_TYPE_T</td>
<td>Application access type defined for the <em>UserName</em> specified.</td>
</tr>
</tbody>
</table>

**Return Value**

Returns the status of the API.

**Example**

ESS_FUNC_M
EssGetUserType (ESS_HCTX_T hCtx)
{
    ESS_FUNC_M
    sts = ESS_STS_NOERR;

429
ESS_STR_T UserName="jsmith";

ESS_USER_TYPE_T UserType;

sts = EssGetUserType (hCtx, UserName, UserType);
printf("user type for the user %s is %d\n", UserName, *UserType);

return (sts);
}

See Also

- EssSetUserType

**EssGetVariable**

Retrieves the value of a substitution variable.

**Syntax**

```c
ESS_FUNC_M EssGetVariable (hCtx, pVariable);
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hCtx</td>
<td>ESS_HCTX_T</td>
<td>API context handle.</td>
</tr>
<tr>
<td>pVariable</td>
<td>&quot;ESS_VARIABLE_T&quot;</td>
<td>The pointer to the structure containing the description of the specified substitution variable.</td>
</tr>
</tbody>
</table>

**Return Value**

If successful, this function returns the value of the substitution variable in the VarValue field of structure ESS_VARIABLE_T.

**Example**

```c
/*
** ESS_GetVariable() gets the substitution variable value using
** the API function EssGetVariable.
*/

ESS_FUNC_M

ESS_GetVariable (ESS_HCTX_T hCtx)
{
    ESS_FUNC_M      sts = ESS_STS_NOERR;
    ESS_VARIABLE_T Variable;
    printf("\n ********************************************");
    printf("\n **** An example of using EssGetVariable*");
    printf("\n ********************************************");

    /*********************************************/
    /* Get the Value of QuarterName */
    /*************************************/
    strcpy(Variable.VarName, "QuarterName");
    strcpy(Variable.Server, "Local");
    strcpy(Variable.AppName, "Sample");
    strcpy(Variable.DbName, "Basic");
    sts = EssGetVariable(hCtx, &Variable);
    if (sts == ESS_STS_NOERR)
printf("\n------- Substitution Variable 'QuarterName' Information \n");
printf("Variable name : %s\n",   Variable.VarName);
printf("Server name    : %s\n",   Variable.Server);
printf("Application name : %s\n",   Variable.AppName);
printf("Database name  : %s\n",   Variable.DbName);
printf("Variable value : %s\n\n", Variable.VarValue);
}

/***************************************************************/
/* Get the Value of MarketName at the level of the Server/App */
/***************************************************************/
if (sts == ESS_STS_NOERR)
{
    strcpy(Variable.VarName, "MarketName");
    strcpy(Variable.Server, "Local");
    strcpy(Variable.AppName, "Sample");
    strcpy(Variable.DbName, "");
    sts = EssGetVariable(hCtx, &Variable);
    if (sts == ESS_STS_NOERR)
    {
        printf("\n------- Substitution Variable 'MarketName' Information \n");
        printf("Variable name : %s\n",   Variable.VarName);
        printf("Server name    : %s\n",   Variable.Server);
        printf("Application name : %s\n",   Variable.AppName);
        printf("Database name  : %s\n",   Variable.DbName);
        printf("Variable value : %s\n\n", Variable.VarValue);
    }
}

/***************************************************************/
/* Get the Value of MarketName at the level of the Server */
/***************************************************************/
if (sts == ESS_STS_NOERR)
{
    strcpy(Variable.VarName, "MarketName");
    strcpy(Variable.Server, "Local");
    strcpy(Variable.AppName, "");
    strcpy(Variable.DbName, "");
    sts = EssGetVariable(hCtx, &Variable);
    if (sts == ESS_STS_NOERR)
    {
        printf("\n------- Substitution Variable 'MarketName' Information \n");
        printf("Variable name : %s\n",   Variable.VarName);
        printf("Server name    : %s\n",   Variable.Server);
        printf("Application name : %s\n",   Variable.AppName);
        printf("Database name  : %s\n",   Variable.DbName);
        printf("Variable value : %s\n\n", Variable.VarValue);
    }
}

if (sts == ESS_STS_NOERR)
    printf("\n --> No Errors in EssGetVariable\n\n\n");
else
    printf("\n --> Error in EssGetVariable number: %d\n\n\n", sts);
return (sts);
} /* End ESS_GetVariable */
Output

*******************************************************************
**** An example of using EssGetVariable
*******************************************************************
------ Substitution Variable 'QuarterName' Information
Variable name : QuarterName
Server name : Local
Application name : Sample
Database name : Basic
Variable value : Qtr2

------ Substitution Variable 'MarketName' Information
Variable name : MarketName
Server name : Local
Application name : Sample
Database name :
Variable value : East

------ Substitution Variable 'MarketName' Information
Variable name : MarketName
Server name : Local
Application name :
Database name :
Variable value : Market
  --> No Errors in EssGetVariable

See Also

- “ESS_VARIABLE_T” on page 191
- EssCreateVariable
- EssDeleteVariable
- EssListVariables

EssGetVersion

Gets the full version number of the connected Essbase Server, in the form
_Release.Version.Revision_, e.g. 11.1.2.

Syntax

ESS_FUNC_M EssGetVersion (hCtx, pRelease, pVersion, pRevision);

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hCtx</td>
<td>ESS_HCTX_T</td>
<td>API context handle.</td>
</tr>
<tr>
<td>pRelease</td>
<td>ESS_PUSHORT_T</td>
<td>Address of variable to receive release number.</td>
</tr>
<tr>
<td>pVersion</td>
<td>ESS_PUSHORT_T</td>
<td>Address of variable to receive version number.</td>
</tr>
<tr>
<td>pRevision</td>
<td>ESS_PUSHORT_T</td>
<td>Address of variable to receive revision number.</td>
</tr>
</tbody>
</table>
Notes
You can call this function after connecting to a server, to ensure that the Essbase Server version supports all the features used by your program.

Return Value
If successful, returns the full incremental Essbase version number in pRelease, pVersion and pRevision.

Access
This function requires no special privileges.

Example
ESS_FUNC_M
ESS_GetVersion (ESS_HCTX_T hCtx)
{
    ESS_FUNC_M     sts = ESS_STS_NOERR;
    ESS_USHORT_T  Release;
    ESS_USHORT_T  Version;
    ESS_USHORT_T  Revision;

    sts = EssGetVersion (hCtx, &Release, &Version, &Revision);
    if (!sts)
    {
        printf ("\n\nEssbase Application Server - Version %d.%d.%d\n", Release, Version, Revision);
    }
    return (sts);
}

See Also
● EssInit
● EssGetAPIVersion

EssImport
Allows importing data from different sources to the Essbase Server.

Syntax
ESS_FUNC_M EssImport (hCtx, pRules, pData, ppMbrError, pMbrUser, abortOnError);

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hCtx</td>
<td>ESS_HCTX_T</td>
<td>API context handle.</td>
</tr>
<tr>
<td>pRules</td>
<td>“ESS_OBJDEF_T” on page 145</td>
<td>Pointer to the rules file object definition structure.</td>
</tr>
<tr>
<td>pData</td>
<td>“ESS_OBJDEF_T” on page 145</td>
<td>Pointer to the data file object definition structure.</td>
</tr>
<tr>
<td>Parameter</td>
<td>Data Type</td>
<td>Description</td>
</tr>
<tr>
<td>--------------</td>
<td>------------------</td>
<td>-------------------------------------------------------------------------------------------------------------------------------------------</td>
</tr>
<tr>
<td>ppMbrError</td>
<td>ESS_PPMBERR_T</td>
<td>Pointer to linked list of errors contained in ESS_MBRERR_T. Possible errors are:</td>
</tr>
<tr>
<td></td>
<td></td>
<td>• ESS_MBRERR_BADDIM</td>
</tr>
<tr>
<td></td>
<td></td>
<td>• ESS_MBRERR_BADGEN</td>
</tr>
<tr>
<td></td>
<td></td>
<td>• ESS_MBRERR_UNKNOWN</td>
</tr>
<tr>
<td></td>
<td></td>
<td>• ESS_MBRERR_BADACCESS</td>
</tr>
<tr>
<td></td>
<td></td>
<td>• ESS_MBRERR_BADSYNTAX</td>
</tr>
<tr>
<td>pMbrUser</td>
<td>“ESS_MBRUSER_T”</td>
<td>Pointer to the SQL user structure (if data source is a SQL database). A NULL SQL user structure indicates a non SQL data source.</td>
</tr>
<tr>
<td></td>
<td>on page 142</td>
<td></td>
</tr>
<tr>
<td>abortOnError</td>
<td>ESS_USHORT_T</td>
<td>If TRUE, import stops on the first error. Otherwise, it continues.</td>
</tr>
</tbody>
</table>

**Notes**

- For a non SQL source, if the `AppName` and `DbName` fields in ESS_OBJDEF_T structures for `pRules` and `pData` are NULL, `hCtx` must be a local context handle, and the ESS_OBJDEF_T `FileName` field must contain the fully qualified path to the file.
- If a local object is used, `EssCreateLocalContext` must be called first.
- The memory allocated for `ppMbrError` must be freed using `EssFreeMbrErr`.

**Return Value**

Returns zero if successful. Otherwise, returns an error code.

**Access**

This function requires the caller to have database designer privilege for the specified database (ESS_PRIV_DBDESIGN).

**Example**

```c
ESS_FUNC_M
ESS_Import(ESS_HCTX_T hCtx)
{
    ESS_FUNC_M     sts = ESS_STS_NOERR;
    ESS_SHORT_T    isAbortOnError;
    ESS_OBJDEF_T    Rules;
    ESS_OBJDEF_T    Data;
    ESS_MBRUSER_T   User;
    ESS_PMBRERR_T   pMbrError = NULL;

    Data.hCtx      = hCtx;
    Data.AppName   = "Olap";
    Data.DbName    = "Demo";
    Data.ObjType   = ESS_OBJTYPE_TEXT;
    Data.FileName  = "Actuals";

    Rules.hCtx     = hCtx;
    Rules.AppName  = "Olap";
    Rules.DbName   = "Demo";
    Rules.ObjType  = ESS_OBJTYPE_RULES;
```
Rules.FileName = "Actmap";
/**********************/
/* Running conditions */
/**********************/
isAbortOnError = ESS_TRUE;

sts = EssImport (hCtx, &Rules, &Data, &pMbrError, NULL, isAbortOnError);
if(pMbrError)
    EssFreeMbrErr(hCtx, pMbrError);

See Also
- EssExport
- EssBuildDimension
- EssFreeMbrErr

EssImportASO

Allows importing data from different sources to an Essbase aggregate storage database.

Syntax

ESS_FUNC_M EssImportASO (hCtx, pRules, pData, ppMbrError, pUser, usabortOnError, ulBufferId);

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hCtx</td>
<td>ESS_HCTX_T</td>
<td>API context handle.</td>
</tr>
</tbody>
</table>
Parameter | Data Type | Description
---|---|---
pRules | "ESS_OBJDEF_T" on page 145 | Pointer to the rules file object definition structure.
pData | "ESS_OBJDEF_T" on page 145 | Pointer to the data file object definition structure.
ppMbrError | ESS_PPMBRERR_T | Pointer to linked list of errors contained in ESS_MBRERR_T. Possible errors are:
  - ESS_MBRERR_BADDIM
  - ESS_MBRERR_BADGEN
  - ESS_MBRERR_UNKNOWN
  - ESS_MBRERR_BADACCESS
  - ESS_MBRERR_BADSYNTAX
pUser | "ESS_MBRUSER_T" on page 142 | Pointer to the SQL user structure (if data source is a SQL database). A NULL SQL user structure indicates a non SQL data source.
usabortOnError | ESS_USHORT_T | If TRUE, import stops on the first error. Otherwise, it continues.
ulBufferId | ESS_ULONG_T | ID of a data load buffer (a number between 1 and 999,999). To destroy a buffer before a data load is complete, you must use the same ulBufferId number that was used to initialize the buffer.

Notes
- For a non SQL source, if the AppName and DbName fields in ESS_OBJDEF_T structures for pRules and pData are NULL, hCtx must be a local context handle, and the ESS_OBJDEF_T FileName field must contain the fully qualified path to the file.
- If a local object is used, EssCreateLocalContext must be called first.
- The memory allocated for ppMbrError must be freed using EssFreeMbrErr.

Return Value
Returns zero if successful; otherwise, returns an error code.

Access
This function requires the caller to have database designer privilege for the specified database (ESS_PRIV_DBDESIGN).

Example
```c
void TestImportASO(ESS_HCTX_T hCtx, ESS_STR_T AppName, ESS_STR_T DbName)
{
    ESS_STS_T       sts = ESS_STS_NOERR;
    ESS_SHORT_T     isAbortOnError;
    ESS_OBJDEF_T    Rules;
    ESS_OBJDEF_T    Data;
    ESS_PMBRERR_T   pMbrErr = NULL;
    ESS_PMBRUSER_T  pMbrUser = NULL;
    ESS_ULONG_T     ulBufferId;
    ESS_ULONG_T     ulDuplicateAggregationMethod;
    ESS_ULONG_T     ulOptionsFlags;
```
ESS_ULONG_T ulSize;
ESS_ULONG_T ulBufferCnt;
ESS_ULONG_T ulCommitType;
ESS_ULONG_T ulActionType;
ESS_ULONG_T ulOptions;
ESS_ULONG_T ulBufferIdAry[1];

ulDuplicateAggregationMethod = ESS_ASO_DATA_LOAD_BUFFER_DUPLICATES_ADD;
ulOptionsFlags = ESS_ASO_DATA_LOAD_BUFFER_IGNORE_MISSING_VALUES;
ulSize = 100;
ulBufferId = 10;
sts = EssLoadBufferInit(hCtx, AppName, DbName, ulBufferId,
ulDuplicateAggregationMethod, ulOptionsFlags, ulSize);
printf("EssLoadBufferInit sts: %ld
", sts);

/* Server object */
Rules.hCtx = hCtx;
Rules.AppName = AppName;
Rules.DbName = DbName;
Rules.ObjType = ESS_OBJTYPE_RULES;
Rules.FileName = "Dataload";
Data.hCtx = hCtx;
Data.AppName = AppName;
Data.DbName = DbName;
Data.ObjType = ESS_OBJTYPE_TEXT;
Data.FileName = "Dataload";
isAbortOnError = ESS_TRUE;

sts = EssImportASO (hCtx, &Rules, &Data, &pMbrErr, pMbrUser,
isAbortOnError, ulBufferId);
printf("EssImportASO sts: %ld
", sts);
if(pMbrErr)
   EssFreeMbrErr(hCtx, pMbrErr);

/* Commit and delete the buffer */
ulBufferCnt = 1;
ulBufferIdAry[0] = ulBufferId;
ulCommitType = ESS_ASO_DATA_LOAD_BUFFER_STORE_DATA;
ulActionType = ESS_ASO_DATA_LOAD_BUFFER_COMMIT;
printf("\nCommit data to the main slice:\n");
ulOptions = ESS_ASO_DATA_LOAD_INCR_TO_MAIN_SLICE;
sts = EssLoadBufferTerm(hCtx, AppName, DbName, ulBufferCnt,
ulBufferIdAry, ulCommitType, ulActionType, ulOptions);
printf("EssLoadBufferTerm sts: %ld
", sts);
}

See Also
- EssLoadBufferInit
- EssBeginDataloadASO
- EssSendString
- EssEndDataload
- EssLoadBufferTerm
- EssUpdateFileASO
- EssUpdateFileUTF8ASO
- EssListExistingLoadBuffers
EssIncrementalBuildDim

Builds dimensions with the specified rules file and data source. Can be called multiple times within the incremental dimension build protocol.

EssBeginIncrementalBuildDim must be called before this function gets called.

Syntax

ESS_FUNC_M EssIncrementalBuildDim(hCtx, RulesObj, DataObj, MbrUser, ErrorName, bOverwrite, usBuildOption, szTmpOtlFile)

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hCtx</td>
<td>ESS_HCTX_T</td>
<td>API context handle.</td>
</tr>
<tr>
<td>RulesObj</td>
<td>ESS_POBJDEF_T</td>
<td>Pointer to rules file object definition structure.</td>
</tr>
<tr>
<td>DataObj</td>
<td>ESS_POBJDEF_T</td>
<td>Pointer to data file object definition structure.</td>
</tr>
<tr>
<td>MbrUser</td>
<td>ESS_PMBRUSER_T</td>
<td>SQL user structure (if data source is SQL database).</td>
</tr>
<tr>
<td></td>
<td></td>
<td>A NULL SQL user structure indicates a non SQL data source.</td>
</tr>
<tr>
<td>ErrorName</td>
<td>ESS_STR_T</td>
<td>Name of error output file on client.</td>
</tr>
<tr>
<td>bOverwrite</td>
<td>ESS_BOOL_T</td>
<td>Boolean. Values:</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- ESS_TRUE—Overwrite existing error file.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- ESS_FALSE—Do not overwrite. Append to existing error file.</td>
</tr>
<tr>
<td>usBuildOption</td>
<td>ESS_USHORT_T</td>
<td>Valid values:</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- ESS_INCDIMBUILD_BUILD</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Build members only.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- ESS_INCDIMBUILD_VERIFY</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Build members and verify the outline.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- ESS_INCDIMBUILD_SAVEOTL</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Build members and save the outline to a temp outline file.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- ESS_INCDIMBUILD_ALL</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Build members, verify the outline, and restructure.</td>
</tr>
<tr>
<td>szTmpOtlFile</td>
<td>ESS_STR_T</td>
<td>The temp outline file name. Essbase creates a temporary outline file with extension .otb if the resulting outline in this round of dimension build has outline verification errors.</td>
</tr>
</tbody>
</table>

Return Value

Returns zero if successful; error code if unsuccessful.

Example

See EssBeginIncrementalBuildDim.
**EssInit**

Initializes the API and message database.

**Syntax**

```c
ESS_FUNC_M EssInit (pInitStruct, phInstance);
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>pInitStruct</td>
<td>&quot;ESS_INIT_T&quot; on page 135</td>
<td>Pointer to API initialization structure.</td>
</tr>
<tr>
<td>phInstance</td>
<td>ESS_PHINST_T</td>
<td>Pointer to Essbase API instance handle.</td>
</tr>
</tbody>
</table>

**Notes**

- You *must* call this function before any other Essbase API functions.
- If any field in the initialization structure is NULL or zero (as appropriate), the API uses a default value for those parameters.

**Return Value**

The ESS_INIT_T structure passed to this function includes a number of initialization parameters, including the name of the message database, the maximum size of client buffer that can be allocated, pointers to the user-defined memory free allocation, error callback functions, the name and location of your help file, and version number.

This function returns the `phInstance` instance handle that allows multiple applications to access the API independently (for DLLs only). The instance handle should be preserved and passed to `EssLogin`, `EssTerm`, and the memory allocation functions.

**Access**

This function requires no special privileges.

**Example**

```c
ESS_VOID_T ESS_Init()
{
    ESS_HINST_T   hInst;
    ESS_INIT_T InitStruct =        /* Define init */
        /* structure */
        {
        ESS_API_VERSION,       /* Version of API */
        USER,      /* user-defined message context */
        0,         /* max handles */
        0L,        /* max buffer size */
```
"C:\\Essbase", /* local path */
/* The following parameters use defaults */
NULL,      /* message db path */
NULL,      /* allocation function pointer */
NULL,      /* reallocation function pointer */
NULL,      /* free function pointer */
NULL,      /* error handling function pointer */
NULL,      /* path name of user-defined */
    /* Application help file */
NULL,      /* Reserved for internal use. */
    /* Set to NULL */
};

// Initialize the API */
if ((sts = EssInit (&InitStruct, &hInst)) != ESS_STS_NOERR)
{
    /* error initializing API */
    exit ((ESS_USHORT_T) sts);
}

See Also

- EssLogin
- EssAutoLogin
- EssTerm

EssKillRequest

Terminates specific Essbase user sessions or requests.

Syntax

ESS_FUNC_M EssKillRequest (hCtx, pRequestInfoStruct);

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hCtx</td>
<td>ESS_HCTX_T</td>
<td>API context handle.</td>
</tr>
<tr>
<td>pRequestInfoStruct</td>
<td>ESS_PREQUESTINFO_T</td>
<td>Pointer to the Request Information structure.</td>
</tr>
</tbody>
</table>

Notes

This function uses the information in “NESS_REQUESTINFO_T” on page 173 regarding current sessions and requests to terminate a specific user session. This function can also be used to terminate (without logging out the user) any active requests being made to an application, a database, or the system during a user session.

A session is the time in seconds between an Essbase user's login and logout.

A request is a query sent to Essbase by a user or by another process; for example, starting an application, or restructuring a database outline. Each session can process only one request at a time; therefore, sessions and requests have a one-to-one relationship.

This function terminates the sessions/requests specified by the UserName, AppName, and DbName specified in the ESS_REQUESTINFO_T structure. If those fields are null, this function
terminates all sessions/requests initiated by this process (user). The application program is responsible for allocating and freeing the memory used by ESS_REQUESTINFO_T.

To disconnect your own active request (query cancellation), set up a custom callback function as described in the topic for the Essbase initialization structure. See ESS_INIT_T.

**Return Value**

Returns zero if successful; error code if unsuccessful.

**Example**

```c
#include

ESS_FUNC_M ESS_ListRequest ()
{
    ESS_FUNC_M     sts     = ESS_STS_NOERR;
    ESS_STR_T      rString = NULL;
    ESS_HCTX_T     hCtx;
    ESS_USHORT_T   Items;
    ESS_PAPPDB_T   pAppsDbs = NULL;
    ESS_HINST_T    hInst ;
    ESS_ACCESS_T   Access;
    ESS_USHORT_T   numRequest;
    ESS_PREQUESTINFO_T  requestInfo;

    ESS_INIT_T InitStruct =        /* Define init */
        /* structure */
    {
        ESS_API_VERSION,       /* Version of API */
        NULL,      /* user-defined message context */
        0,         /* max handles */
        0L,        /* max buffer size */
        NULL,     /* local path */
        /* The following parameters use defaults */
        NULL,      /* message db path */
        NULL,      /* allocation function pointer */
        NULL,      /* reallocation function pointer */
        NULL,      /* free function pointer */
        NULL,      /* error handling function pointer */
        NULL,      /* path name of user-defined */
        /* Application help file */
        NULL,      /* Reserved for internal use. */
        /* Set to NULL */
    };

    EssInit (&InitStruct, &hInst);

    sts = EssLogin (hInst, "local", "admin", "password", &Items, &pAppsDbs, &hCtx);

    sts = EssSetActive ( hCtx, "sample", "basic", &Access );

    sts = EssListRequests( hCtx, NULL, NULL, NULL, &numRequest, &requestInfo);

    printf ( "Total requests on the server %d\n", numRequest );

    if ( !sts && requestInfo )
}
```

441
{  
  ESS_USHORT_T index = 0;

  while ( index < numRequest )  
  {  
    printf ( "login ID = %ul\n", requestInfo[index].LoginId );
    printf ( "user name = %s\n", requestInfo[index].UserName );
    printf ( "login machine = %s\n", requestInfo[index].LoginSourceMachine );
    printf ( "AppName = %s\n", requestInfo[index].AppName );
    printf ( "DbName = %s\n", requestInfo[index].DbName );
    printf ( "DbRequestCode = %u\n", requestInfo[index].DbRequestCode );
    printf ( "RequestString = %s\n", requestInfo[index].RequestString );
    printf ( "TimeStarted = %ul\n", requestInfo[index].TimeStarted );
    printf ( "State = %d\n", requestInfo[index].State );
    printf ( "\n\n--------------------------------------\n
  requestInfo[index].State );

    sts = EssKillRequest (hCtx, &requestInfo[index] );

    index++;  
  }  

  EssFree ( hInst, requestInfo );
  
}  

EssLogout (hCtx);
EssTerm (hInst);
return(sts);

void main()  
{  
  ESS_ListRequest ();
  
}  

See Also  
- EssKillRequestEx
- EssListRequests
- “ESS_REQUESTINFO_T” on page 173
- “ESS_REQ_STATE_T” on page 179

**EssKillRequestEx**

Terminates specific Essbase user sessions or requests. Similar to EssKillRequest, except the input structure can include user directories and unique identity attributes.

**Syntax**

`ESS_FUNC_M EssKillRequestEx (hCtx, pRequestInfoStruct);`

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hCtx</td>
<td>ESS_HCTX_T</td>
<td>API context handle (input).</td>
</tr>
</tbody>
</table>
**Parameter** | **Data Type** | **Description**
--- | --- | ---
pRequestInfoStruct | ESS_REQUESTINFOEX_T | Pointer to the Request Information structure (input).

**Notes**
This function uses the information in ESS_REQUESTINFOEX_T regarding current sessions and requests to terminate a specific user session. This function can also be used to terminate (without logging out the user) any active requests being made to an application, a database, or the system during a user session.

A session is the time in seconds between an Essbase user's login and logout.

A request is a query sent to Essbase by a user or by another process; for example, starting an application, or restructuring a database outline. Each session can process only one request at a time; therefore, sessions and requests have a one-to-one relationship.

This function terminates the sessions/requests specified by the **UserName**, **AppName**, and **DbName** specified in the ESS_REQUESTINFOEX_T structure. If those fields are null, this function terminates all sessions/requests initiated by this process (user). The application program is responsible for allocating and freeing the memory used by ESS_REQUESTINFOEX_T.

To disconnect your own active request (query cancellation), set up a custom callback function as described in the topic for the Essbase initialization structure. See ESS_INIT_T.

**Return Value**
Returns zero if successful; error code if unsuccessful.

**Example**

```c
void ListRequestsEx ()
{
    ESS_STS_T sts = ESS_STS_NOERR;
    ESS_STR_T userId;
    ESS_BOOL_T bIsIdentity;
    ESS_USHORT_T numRequest;
    ESS_PREQUESTINFOEX_T requestInfo;
    ESS_USHORT_T index = 0;

    userId = "admin";
    bIsIdentity = ESS_FALSE;
    sts = EssListRequestsEx(hCtx, userId, bIsIdentity, "Sample", "Sample1", &numRequest, &requestInfo);
    printf("\nEssListRequestsEx sts: %ld\n", sts);
    printf ( "Total requests on the server: %d\n", numRequest );
    if ( !sts && requestInfo )
    {
        while ( index < numRequest )
        {
            printf ( "login ID = %ul\n", requestInfo[index].LoginId );
            printf ( "user name = %s\n", requestInfo[index].UserName );
            printf ( "login machine = %s\n", requestInfo[index].LoginSourceMachine );
            printf ( "AppName = %s\n", requestInfo[index].AppName );
            printf ( "DbName = %s\n", requestInfo[index].DbName );
        }
    }
}
```
printf ( "DbRequestCode = %u\n", requestInfo[index].DbRequestCode );
printf ( "RequestString = %s\n", requestInfo[index].RequestString );
printf ( "TimeStarted = %ul\n", requestInfo[index].TimeStarted );
printf ( "State = %d\n", requestInfo[index].State );
printf ( "\n\n--------------------------------------\n\n", requestInfo[index].State );

sts = EssKillRequestEx (hCtx, &requestInfo[index] );

index++;

EssFree ( hInst, requestInfo );
}

userId = " native://nvid=f0ed2a6d7fbb07688:5a342200:1265973105c:-7f46?USER ";
bIsIdentity = ESS_TRUE;
sts = EssListRequestsEx(hCtx, userId, bIsIdentity, "Sample", "Sample1", &numRequest, &requestInfo);
printf("\nEssListRequestsEx sts: %ld\n", sts);
printf ( "Total requests on the server: %d\n", numRequest );
if ( !sts &amp; requestInfo ) {
  while ( index &lt; numRequest ) {
    printf ( "login ID = %ul\n", requestInfo[index].LoginId );
    printf ( "user name = %s\n", requestInfo[index].UserName );
    printf ( "login machine = %s\n", requestInfo[index].LoginSourceMachine );
    printf ( "AppName = %s\n", requestInfo[index].AppName );
    printf ( "DbName = %s\n", requestInfo[index].DbName );
    printf ( "DbRequestCode = %u\n", requestInfo[index].DbRequestCode );
    printf ( "RequestString = %s\n", requestInfo[index].RequestString );
    printf ( "TimeStarted = %ul\n", requestInfo[index].TimeStarted );
    printf ( "State = %d\n", requestInfo[index].State );
    printf ( "\n\n--------------------------------------\n\n", requestInfo[index].State );
    sts = EssKillRequestEx (hCtx, &requestInfo[index] );
    index++;
  }
  EssFree ( hInst, requestInfo );
}

See Also

- **EssListRequestsEx**

**EssListAliases**

Lists all the alias tables in the active database.

**Syntax**

```markdown
ESS_FUNC_M EssListAliases (hCtx, pCount ppAliasList);
```
### Parameter Data Type Description

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hCtx</td>
<td>ESS_HCTX_T</td>
<td>API context handle.</td>
</tr>
<tr>
<td>pCount</td>
<td>ESS_PUSHORT_T</td>
<td>Address of variable to receive count of alias tables.</td>
</tr>
<tr>
<td>ppAliasList</td>
<td>ESS_PPALIASNAME_T</td>
<td>Address of pointer to receive an allocated array of alias table names.</td>
</tr>
</tbody>
</table>

#### Notes

The memory allocated for `ppAliasList` should be freed using `EssFree`.

#### Return Value

If successful, this function returns a count of alias tables in `pCount`, and an allocated array of alias table names in `ppAliasList`.

#### Access

This function requires the caller to have at least read access (ESS_PRIV_READ) to the database, and to have selected it as the active database using `EssSetActive`.

#### Example

```c
ESS_FUNC_M
ESS_ListAliases (ESS_HCTX_T hCtx,
                 ESS_HINST_T hInst)
{
    ESS_FUNC_M        sts = ESS_STS_NOERR;
    ESS_USHORT_T      Count;
    ESS_USHORT_T      ind;
    ESS_PALIASNAME_T  Altlist = NULL;

    sts = EssListAliases (hCtx, &Count, &Altlist);
    if (!sts)
    {
        if (Count & Altlist)
        {
            printf ("\r\n-----List of Aliases-----\r\n\r\n");

            for (ind = 0; ind < Count; ind++)
            {
                if (Altlist [ind] != NULL)
                    printf ("%s\r\n", Altlist[ind]);
            }
            EssFree (hInst, Altlist);
        }
        else
            printf ("\r\nAlias List is Empty\r\n\r\n");
    }
    return (sts);
}
```

#### See Also

- `EssDisplayAlias`
EssListApplications

Lists all applications which are accessible to the caller.

Syntax

ESS_FUNC_M EssListApplications (hCtx, pCount, ppAppList);

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hCtx</td>
<td>ESS_HCTX_T</td>
<td>API context handle.</td>
</tr>
<tr>
<td>pCount</td>
<td>ESS_PUSHORT_T</td>
<td>Address of variable to receive count of returned applications.</td>
</tr>
<tr>
<td>ppAppList</td>
<td>ESS_PPAPPNAME_T</td>
<td>Address of pointer to receive allocated array of application name strings.</td>
</tr>
</tbody>
</table>

Notes

The memory allocated for ppAppList must be freed using EssFree.

Return Value

If successful, this function returns a count of the number of accessible applications in pCount, and an array of application name strings in ppAppList. There are 'count' number of items in the array.

Access

This function requires no special privileges; note however that server applications will only be listed if the caller has access to them.

Example

ESS_FUNC_M

ESS_ListApps (ESS_HCTX_T hCtx,
               ESS_HINST_T hInst
               )
{
    ESS_FUNC_M      sts = ESS_STS_NOERR;
    ESS_PPAPPNAME_T strp = NULL;
    ESS_USHORT_T   Items;
    ESS_USHORT_T   ind;

    sts = EssListApplications (hCtx, &Items, &strp);
    if (!sts)
    {
        if (Items && strp)
        {
            printf("Applications availables\r\n");
            for (ind = 0; ind < Items; ind++)
            {
                if (strp [ind] != NULL)
                    printf("%s\r\n", strp [ind]);
            }
        }
    }
EssFree (hInst, strp);
}
else
    printf ("\r\nApplication List is Empty\r\n\r\n");
printf ("\r\n");
return (sts);
}

See Also

- EssListDatabases
- EssListObjects

**EssListCalcFunctions**

Lists all calculator functions available in the active application. The list of available functions includes all native functions and all custom-defined functions (CDFs) and custom-defined macros (CDMs).

**Syntax**

```
ESS_FUNC_M EssListCalcFunctions (hCtx, pCalcFunc);
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hCtx</td>
<td>ESS_HCTX_T</td>
<td>API context handle.</td>
</tr>
<tr>
<td>pCalcFunc</td>
<td>ESS_PSTR_T</td>
<td>Pointer to the string containing the available calculator functions. The string is in the form of XML.</td>
</tr>
</tbody>
</table>

**Notes**

This function requires supervisor privilege (usually granted to the administrator). The user must also have database access to receive this list. To avoid an error, the user must have both supervisor privilege and access to the database to run a program that calls this function.

The contents of the string returned by `EssGetCalcList` is formatted as XML and must be either rendered in an XML utility or parsed to display only the actual text. All XML tags are enclosed in angle brackets (for example, `<xml_tag>`).

Here is a pared-down example of a typical XML output file:

```
ESSBASE API v.62000
1051034: Logging in user admin
1051035: Last login on Tuesday, May 22, 2001 10:31:19 AM
<list>
<group name="Boolean">
  <function>
    <name><![CDATA[@ISACCTYPE]]></name>
    <syntax><![CDATA[@ISACCTYPE(tag)]]]></syntax>
    <comment><![CDATA[returns TRUE if the current member has the associated accounts tag]]></comment>
  </function>
</group>
```

447
<group name="Relationship Functions">
<function>
  <name><![CDATA[@ANCESTVAL]]></name>
  <syntax><![CDATA[@ANCESTVAL (dimName, genLevNum [, mbrName])]]></syntax>
  <comment><![CDATA[returns the ancestor values of a specified member combination]]></comment>
</function>
</group>
<group name="Custom">
</group>
</list>

Return Value

Returns zero if successful; error code if unsuccessful.

Example

#include <iostream.h>
#include <fstream.h>
#include "windows.h"
#include "essbase.h"
#include "essapi.h"
#include "essotl.h"
#include "stdio.h"

/* globals - handles to different ESS objects */

ESS_HINST_T     hInst = 0;
ESS_HCTX_T      hCtx = 0;

ESS_APPNAME_T      szAppName;
ESS_DBNAME_T       szDbName;

ESS_HOUTLINE_T  hOutline = 0;

/* end globals */

/* forward declarations of functions */
void apiInit();
void apiTerm();

ESS_STS_T apiAutoLogin();
ESS_STS_T apiLogout();

/* end forward declarations */

ESS_FUNC_M      MessageHandler (ESS_PVOID_T     UserContext,      /* user context pointer */
                               ESS_LONG_T      MessageNumber,     /* Essbase message number */
                               ESS_USHORT_T    Level,            /* message level */
                               ESS_STR_T       LogString,        /* message log string */
ESS_STR_T MessageString /* message string */
{
    printf("%d: %s\n", MessageNumber, MessageString);
    return 0;
}

void apiInit()
{
    ESS_STS_T sts;
    ESS_INIT_T InitStruct = {
        ESS_API_VERSION,
        NULL,
        0L,
        255,
        NULL,
        NULL,
        NULL,
        NULL,
        NULL,
        NULL,
        NULL,
        (ESS_PFUNC_T)MessageHandler,
        NULL,
        0L
    };

    printf("ESSBASE API v.%x\n", ESS_API_VERSION);

    if ((sts = EssInit(&InitStruct, &hInst)) != ESS_STS_NOERR)
    {
        printf("API init failure: %d\n", sts);
        exit(1);
    }
}

ESS_STS_T apiAutoLogin ()
{
    ESS_CHAR_T SvrName[ESS_SVRNAMELEN];
    ESS_CHAR_T UserName[ESS_USERNAMELEN];
    ESS_CHAR_T Password[ESS_PASSWORDLEN];
    ESS_USHORT_T Option;
    ESS_ACCESS_T Access;

    /* Initialize parameters */
    strcpy(SvrName, "localhost");
    strcpy(UserName, "");
    strcpy(Password, "");
    strcpy(szAppName, "");
    strcpy(szDbName, "");

    Option = AUTO_DEFAULT;

    /* Login to Essbase Server */
    return EssAutoLogin (hInst, SvrName, UserName, Password,
                        szAppName, szDbName, Option, &Access, &hCtx);
void apiTerm()
{
    ESS_STS_T sts = ESS_STS_NOERR;

    if ( hCtx )
        sts = apiLogout();

    if ( !sts && hInst )
        sts = EssTerm(hInst);

    if ( sts )
    {
        printf( "API shutdown failure: %d\n", sts );
        exit(1);
    }
}

ESS_STS_T apiLogout()
{
    return EssLogout(hCtx);
}

int main(int argc, char **argv)
{
    ESS_STS_T status;
    ESS_STR_T pszCalcFunctionList;

    apiInit();

    status = apiAutoLogin();
    if ( status )
        return 1;

    status = EssListCalcFunctions( hCtx, &pszCalcFunctionList );
    if ( status )
        return 1;

    printf( "%s\n", pszCalcFunctionList );

    apiTerm();

    return 0;
}

See Also

- EssGetFilterList

**EssListConnections**

Lists all users who are connected to the currently logged in server or application.

**Syntax**

```
ESS_FUNC_M EssListConnections (hCtx, pCount, ppUserList);
```
### Parameter Table

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hCtx</td>
<td>ESS_HCTX_T</td>
<td>API context handle.</td>
</tr>
<tr>
<td>pCount</td>
<td>ESS_PUSHORT_T</td>
<td>Variable to receive count of users.</td>
</tr>
<tr>
<td>ppUserList</td>
<td>&quot;ESS_USERINFO_T,</td>
<td>Pointer to an array of user information structures. This array is</td>
</tr>
<tr>
<td></td>
<td>ESS_GROUPINFO_T&quot; on page 186</td>
<td>allocated by the API.</td>
</tr>
</tbody>
</table>

### Notes
- `pCount` contains the number of elements in the `ppUserList` array.
- If `hCtx` is a Supervisor, `ppUserList` is a list of users logged in to the server. If `hCtx` is an Application Designer, `ppUserList` is a list of users connected to any application for which `hCtx` is an Application Designer.
- Use `EssFree` to free the buffer allocated for `ppUserList`.

### Return Value
Returns 0 if successful.

### Access
This function requires the caller to have Supervisor or Application Designer privilege.

### Example
```c
ESS_FUNC_M ESS_ListUserConnections (ESS_HCTX_T hCtx, ESS_HINST_T hInst)
{
    ESS_FUNC_M         sts = ESS_STS_NOERR;
    ESS_USHORT_T      usrcnt;
    ESS_PUSERINFO_T   users;
    sts = EssListConnections(hCtx, &usrcnt, &users);
    if(!sts)
        EssFree(hInst, users);
    return(sts);
}
```

### See Also
- `EssListConnectionsEx`  

### EssListConnectionsEx

Lists all users who are connected to the currently logged in server or application. Similar to `EssListConnections`, but includes users hosted in a user directory.

### Syntax
```c
ESS_FUNC_M EssListConnectionsEx (hCtx, pCount, ppUserList);
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hCtx</td>
<td>ESS_HCTX_T</td>
<td>API context handle (input).</td>
</tr>
</tbody>
</table>
Parameter                      Data Type      Description
---                            -------         -------------------------------
pCount                        ESS_PUSHORT_T Address of variable to receive count of users (output).
ppUserList                    ESS_PPUSERINFOID_T Pointer to an array of user information structures (output). The information structures can include user directories and unique identity attributes.

Notes
- pCount contains the number of elements in the ppUserList array.
- If hCtx is a Supervisor, ppUserList is a list of users logged in to the server. If hCtx is an Application Designer, ppUserList is a list of users connected to any application for which hCtx is an Application Designer.
- Use EssFree to free the buffer allocated for ppUserList.

Return Value
Returns 0 if successful.

Access
This function requires the caller to have Supervisor or Application Designer privilege.

Example

```c
void DisplayUserInfoID2(ESS_USERINFOID_T userInfo)
{
    ESS_STS_T sts  = ESS_STS_NOERR;
    ESS_BOOL_T       isDefined = ESS_TRUE;

    printf("User Name: %s\n", userInfo.Name);
    printf("Provider Name: %s\n", userInfo.ProviderName);
    printf("Connparam: %s\n", userInfo.connparam);
    printf("Description: %s\n", userInfo.Description);
    printf("EMail Identification: %s\n", userInfo.EMailID);

    if (userInfo.LockedOut)
        printf("Locked out: Yes\n");
    else
        printf("Locked out: No\n");

    if (userInfo.PwdChgNow)
        printf("Change the password now: Yes\n");
    else
        printf("Change the password now: No\n");

    printf("Connected Application: %s\n", userInfo.AppName);
    printf("Connected Database: %s\n", userInfo.DbName);

    if (userInfo.Login)
        printf("Logged in: Yes\n");
    else
        printf("Logged in: No\n");

    switch(userInfo.Access)
```
{  
    case ESS_ACCESS_ADMIN:
        printf("\tAccess: %d - ESS_ACCESS_ADMIN\n", userInfo.Access);
        break;
    case ESS_ACCESS_APPALL:
        printf("\tAccess: %d - ESS_ACCESS_APPALL\n", userInfo.Access);
        break;
    case ESS_ACCESS_DBALL:
        printf("\tAccess: %d - ESS_ACCESS_DBALL\n", userInfo.Access);
        break;
    case ESS_ACCESS_APPCREATE:
        printf("\tAccess: %d - ESS_ACCESS_APPCREATE\n", userInfo.Access);
        break;
    case ESS_ACCESS_APPMANAGE:
        printf("\tAccess: %d - ESS_ACCESS_APPMANAGE\n", userInfo.Access);
        break;
    case ESS_ACCESS_DBCREATE:
        printf("\tAccess: %d - ESS_ACCESS_DBCREATE\n", userInfo.Access);
        break;
    case ESS_ACCESS,DBMANAGE:
        printf("\tAccess: %d - ESS_ACCESS_DBMANAGE\n", userInfo.Access);
        break;
    case ESS_ACCESS_CALC:
        printf("\tAccess: %d - ESS_ACCESS_CALC\n", userInfo.Access);
        break;
    case ESS_ACCESS_WRITE:
        printf("\tAccess: %d - ESS_ACCESS_WRITE\n", userInfo.Access);
        break;
    case ESS_ACCESS_READ:
        printf("\tAccess: %d - ESS_ACCESS_READ\n", userInfo.Access);
        break;
    case ESS_PRIV_USERCREATE:
        printf("\tAccess: %d - ESS_PRIV_USERCREATE\n", userInfo.Access);
        break;
    case ESS_PRIV_APPCREATE:
        printf("\tAccess: %d - ESS_PRIV_APPCREATE\n", userInfo.Access);
        break;
    case ESS_PRIV_APPMANAGE:
        printf("\tAccess: %d - ESS_PRIV_APPMANAGE\n", userInfo.Access);
        break;
    case ESS_PRIV_APPLOAD:
        printf("\tAccess: %d - ESS_PRIV_APPLOAD\n", userInfo.Access);
        break;
    case ESS_PRIV_DBCREATE:
        printf("\tAccess: %d - ESS_PRIV_DBCREATE\n", userInfo.Access);
        break;
    case ESS_PRIV_DBMANAGE:
        printf("\tAccess: %d - ESS_PRIV_DBMANAGE\n", userInfo.Access);
        break;
    case ESS_PRIV_DBLOAD:
        printf("\tAccess: %d - ESS_PRIV_DBLOAD\n", userInfo.Access);
        break;
    case ESS_PRIV_CALC:
        printf("\tAccess: %d - ESS_ACCESS_DBALL\n", userInfo.Access);
        break;
    case ESS_PRIV_WRITE:
        printf("\tAccess: %d - ESS_PRIV_WRITE\n", userInfo.Access);
break;
case ESS_PRIV_READ:
    printf("\tAccess: %d - ESS_PRIV_READ\n", userInfo.Access);
    break;
case ESS_PRIV_NONE:
    printf("\tAccess: %d - ESS_PRIV_NONE\n", userInfo.Access);
    break;
default:
    printf("\tAccess: Unknown\n");
}

switch(userInfo.MaxAccess)
{
    case ESS_ACCESS_ADMIN:
        printf("\tMax Access: %d - ESS_ACCESS_ADMIN\n", userInfo.MaxAccess);
        break;
    case ESS_ACCESS_APPALL:
        printf("\tMax Access: %d - ESS_ACCESS_APPALL\n", userInfo.MaxAccess);
        break;
    case ESS_ACCESS_DBALL:
        printf("\tMax Access: %d - ESS_ACCESS_DBALL\n", userInfo.MaxAccess);
        break;
    case ESS_ACCESS_APPCREATE:
        printf("\tMax Access: %d - ESS_ACCESS_APPCREATE\n", userInfo.MaxAccess);
        break;
    case ESS_ACCESS_APPMANAGE:
        printf("\tMax Access: %d - ESS_ACCESS_APPMANAGE\n", userInfo.MaxAccess);
        break;
    case ESS_ACCESS_DBCREATE:
        printf("\tMax Access: %d - ESS_ACCESS_DBCREATE\n", userInfo.MaxAccess);
        break;
    case ESS_ACCESS_DBMANAGE:
        printf("\tMax Access: %d - ESS_ACCESS_DBMANAGE\n", userInfo.MaxAccess);
        break;
    case ESS_ACCESS_CALC:
        printf("\tMax Access: %d - ESS_ACCESS_CALC\n", userInfo.MaxAccess);
        break;
    case ESS_ACCESS_WRITE:
        printf("\tMax Access: %d - ESS_ACCESS_WRITE\n", userInfo.MaxAccess);
        break;
    case ESS_ACCESS_READ:
        printf("\tMax Access: %d - ESS_ACCESS_READ\n", userInfo.MaxAccess);
        break;
    case ESS_PRIV_USERCREATE:
        printf("\tMax Access: %d - ESS_PRIV_USERCREATE\n", userInfo.MaxAccess);
        break;
    case ESS_PRIV_APPCREATE:
        printf("\tMax Access: %d - ESS_PRIV_APPCREATE\n", userInfo.MaxAccess);
        break;
    case ESS_PRIV_APPMANAGE:
        printf("\tMax Access: %d - ESS_PRIV_APPMANAGE\n", userInfo.MaxAccess);
        break;
    case ESS_PRIV_APPLOAD:
        printf("\tMax Access: %d - ESS_PRIV_APPLOAD\n", userInfo.MaxAccess);
        break;
    case ESS_PRIV_DBCREATE:
        printf("\tMax Access: %d - ESS_PRIV_DBCREATE\n", userInfo.MaxAccess);
        break;
break;
case ESS_PRIV_DBMANAGE:
    printf("\tMax Access: %d - ESS_PRIV_DBMANAGE\n", userInfo.MaxAccess);
    break;
case ESS_PRIV_DBLOAD:
    printf("\tMax Access: %d - ESS_PRIV_DBLOAD\n", userInfo.MaxAccess);
    break;
case ESS_PRIV_CALC:
    printf("\tMax Access: %d - ESS_ACCESS_DBALL\n", userInfo.MaxAccess);
    break;
case ESS_PRIV_WRITE:
    printf("\tMax Access: %d - ESS_PRIV_WRITE\n", userInfo.MaxAccess);
    break;
case ESS_PRIV_READ:
    printf("\tMax Access: %d - ESS_PRIV_READ\n", userInfo.MaxAccess);
    break;
case ESS_PRIV_NONE:
    printf("\tMax Access: %d - ESS_PRIV_NONE\n", userInfo.MaxAccess);
    break;
default:
    printf("\tMax Access: Unknown\n");
}

printf("\tPassword Expiration in Dates: %d\n",userInfo.Expiration);
//EssSdCTime(NULL, userInfo.LastLogin, sizeof(time_string), time_string);
//printf("\tLast Successful Login:            %s\n", time_string);
printf("\tFailed Login Attempts Since Then: %d\n", userInfo.FailCount);
printf("\tLogin ID: %ld\n", userInfo.LoginId);


ESS_FUNC_M ESS_ListUserConnectionsEx (ESS_HCTX_T hCtx, ESS_HINST_T hInst)
{
    ESS_STS_T sts = ESS_STS_NOERR;
    ESS_HCTX_T hLocalCtx1;
    ESS_HCTX_T hLocalCtx2;
    ESS_USHORT_T usercount, i = 0;
    ESS_PUSERINFOID_T userInfo = ESS_NULL;
    ESS_USHORT_T Items;
    ESS_PAPPDB_T pAppsDbs = ESS_NULL;

    usercount = 0;
    memset(&userInfo, '\0', sizeof(userInfo));
    sts = EssListConnectionsEx(hCtx, &usercount, &userInfo);
    printf("EssListConnectionsEx sts: %ld\n", sts);
    if(!sts)
    {
        printf("\nConnection count(s): %d\n", usercount);
        for(i = 0; i < usercount; i++)
        {
            DisplayUserInfoID2(userInfo[i]);
        }
        ..
return(sts);
}

**EssListCurrencyDatabases**

Lists all currency databases within a specific application which are accessible to the caller.

**Syntax**

ESS_FUNC_M EssListCurrencyDatabases (hCtx, AppName, pCount, ppDbList);

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hCtx</td>
<td>ESS_HCTX_T</td>
<td>API context handle.</td>
</tr>
<tr>
<td>AppName</td>
<td>ESS_STR_T</td>
<td>Application name.</td>
</tr>
<tr>
<td>pCount</td>
<td>ESS_PUSHORT_T</td>
<td>Address of variable to receive count of currency databases.</td>
</tr>
<tr>
<td>ppDbList</td>
<td>”ESS_APPDB_T” on page 108</td>
<td>Address of pointer to receive allocated array of application/database structures.</td>
</tr>
</tbody>
</table>

**Notes**

- This function can only be used to list currency databases within an application on the server, not the client.
- The ppDbList argument returns an array of structures containing matching pairs of application and database name strings.
- The memory allocated for ppDbList should be freed using EssFree.

**Return Value**

If successful, this function returns a count of the number of accessible currency databases in pCount, and a list of applications/currency database names in ppDbList.

**Access**

This function requires no special privileges; note, however, that server currency databases will only be listed if the caller has access to them.

**Example**

ESS_FUNC_M
ESS_ListCurrencyDatabases (ESS_HCTX_T hCtx, ESS_HINST_T hInst)
{
    ESS_FUNC_M st = ESS_STS_NOERR;
    ESS_USHORT_T Items;
    ESS_USHORT_T ind;
    ESS_STR_T AppName;
    ESS_PAPPDB_T pDbsList = NULL;
    AppName = "Sample";
    st = EssListCurrencyDatabases(hCtx, AppName,
        &Items, &pDbsList);

    return(st);
}
if(!sts)
{
    if(Items & pDbsList)
    {
        printf("\r\n---- Currency Databases ----\r\n\r\n");
        for (ind = 0; ind<Items; ind++)
        {
            if((pDbsList+ind) !=NULL)
            {
                if(pDbsList[ind].DbName != NULL)
                {
                    printf("%s",AppName);
                    printf(" ==> ");
                    printf("%s",pDbsList[ind].DbName);
                    printf("\n\r");
                }
            }
        }
        EssFree(hInst, pDbsList);
    }
    else
    {
        printf("\r\nCurrency Database List is Empty\r\n\r\n");
    }
    return (sts);
}

See Also

EssGetDatabaseInfo
EssGetDatabaseState
EssListApplications
EssListDatabases
EssListObjects

**EssListDatabases**

Lists all databases which are accessible to the caller, either within a specific application, or on an entire server.

**Syntax**

ESS_FUNC_M EssListDatabases (hCtx, AppName, pCount, ppDbList);

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hCtx</td>
<td>ESS_HCTX_T</td>
<td>API context handle.</td>
</tr>
<tr>
<td>AppName</td>
<td>ESS_STR_T</td>
<td>Application name.</td>
</tr>
<tr>
<td>pCount</td>
<td>ESS_PUSHORT_T</td>
<td>Address of variable to receive count of applications and databases.</td>
</tr>
<tr>
<td>ppDbList</td>
<td>“ESS_APPDB_T” on page 108</td>
<td>Address of pointer to receive allocated array of application/database name structures.</td>
</tr>
</tbody>
</table>
Notes

- If the `AppName` argument is NULL, this function lists all the accessible applications and databases on the server.
- The `ppDbList` argument returns an array of structures containing matching pairs of application and database name strings.
- The memory allocated for `ppDbList` must be freed using `EssFree`.

Return Value

If successful, this function returns a count of the number of accessible databases in `pCount`, and a list of the application and database names in `ppDbList`.

Access

This function requires no special privileges; note however that server databases will only be listed if the caller has access to them.

Example

```c
ESS_FUNC_M
ESS_ListDbs (ESS_HCTX_T  hCtx,
             ESS_HINST_T   hInst
         )
{
    ESS_FUNC_M     sts = ESS_STS_NOERR;
    ESS_USHORT_T  Items;
    ESS_USHORT_T  ind;
    ESS_PAPPDB_T  pAppsDbs = NULL;
    sts = EssListDatabases (hCtx, NULL, &Items,
                            &pAppsDbs);
    if (!sts)
    {
        if (Items && pAppsDbs)
        {
            printf ("-----Applications/databases available-----\n"");
            for (ind = 0; ind < Items; ind++)
            {
                if ((pAppsDbs+ind) != NULL)
                {
                    if ((pAppsDbs[ind].AppName != NULL) &&
                        (pAppsDbs[ind].DbName  != NULL))
                    {
                        printf ("%s", pAppsDbs[ind].AppName);
                        printf (" ==> ");
                        printf ("%s", pAppsDbs[ind].DbName);
                        printf ("\n\r");
                    }
                }
            }
            EssFree (hInst, pAppsDbs);
        }
        else
            printf ("databaseList is Empty\n\r\n\r\n");
    }
}
```

458
return(sts);
}

See Also

- EssGetDatabaseInfo
- EssGetDatabaseState
- EssListApplications
- EssListCurrencyDatabases
- EssListObjects

**EssListExistingLoadBuffers**

Returns the list of structures that describe existing data load buffers for an aggregate storage database.

This function returns the count of existing buffers and an array of descriptor structures. The memory for the array must be freed using EssFree.

**Syntax**

```c
ESS_FUNC_M EssListExistingLoadBuffers (hCtx, AppName, DbName, pCount, paLoadBuffers);
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hCtx</td>
<td>ESS_HCTX_T</td>
<td>API context handle.</td>
</tr>
<tr>
<td>AppName</td>
<td>ESS_STR_T</td>
<td>Use NULL. Function always applies to the currently selected database.</td>
</tr>
<tr>
<td>DbName</td>
<td>ESS_STR_T</td>
<td>Use NULL. Function always applies to the currently selected database.</td>
</tr>
<tr>
<td>pCount</td>
<td>ESS_PULONG_T</td>
<td>Address of variable to receive count of load buffers.</td>
</tr>
<tr>
<td>paLoadBuffers</td>
<td>&quot;ESS_LOAD_BUFFER_T&quot;</td>
<td>Pointer to load buffer information structure.</td>
</tr>
</tbody>
</table>

**Return Value**

Returns zero if successful; otherwise, returns an error code.

**Example**

```c
void TestListExistingLoadBuffers(ESS_HCTX_T hCtx, ESS_STR_T AppName, ESS_STR_T DbName)
{
    ESS_STS_T       sts = ESS_STS_NOERR;
    ESS_LOAD_BUFFER_T *LoadBuffers;
    ESS ULONG_T i;
    ESS ULONG_T     Count;

    /* EssListExistingLoadBuffers */
    sts = EssListExistingLoadBuffers(hCtx, AppName, DbName, &Count, &LoadBuffers);
    printf("EssListExistingLoadBuffers sts: %ld\n",sts);
    printf("\tNumber of buffers: %d", Count);
    if(Count > 0)
for(i = 0; i < Count; i++)
{
    printf("\n	Buffer Id: %d", LoadBuffers[i].ulBufferId);
    printf("\n	Duplicate Agg Method: %d", LoadBuffers[i].ulDuplicateAggregationMethod);
    printf("\n	Option Flags: %d", LoadBuffers[i].ulOptionFlags);
    printf("\n	Size (1-100): %d", LoadBuffers[i].ulSize);
    printf("\n	Internal: %d", LoadBuffers[i].bInternal);
    printf("\n	Active: %d", LoadBuffers[i].bActive);
    printf("\n");
}

See Also

- EssLoadBufferInit
- EssBeginDataloadASO
- EssSendString
- EssEndDataload
- EssLoadBufferTerm
- EssImportASO
- EssUpdateFileASO
- EssUpdateFileUTF8ASO
- EssMergeDatabaseData

**EssListDbFiles**

Retrieves information on specified index and data files.

**Syntax**

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hCtx;</td>
<td>ESS_HCTX_T</td>
<td>API context handle.</td>
</tr>
<tr>
<td>szAppName;</td>
<td>ESS_STR_T</td>
<td>Application name.</td>
</tr>
<tr>
<td>szDbName;</td>
<td>ESS_STR_T</td>
<td>Database name.</td>
</tr>
<tr>
<td>usFileType;</td>
<td>ESS_USHORT_T</td>
<td>One of the following file types to be returned:</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- ESS_FILETYPE_INDEX</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- ESS_FILETYPE_DATA</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- ESS_FILETYPE_INDEX</td>
</tr>
<tr>
<td>pNmbrOfFiles;</td>
<td>ESS_PUSHORT_T</td>
<td>Pointer to the number of index and data files returned.</td>
</tr>
<tr>
<td>ppDbInfoArray;</td>
<td>&quot;ESS_DBFILEINFO_T&quot; on page 117</td>
<td>Pointer to an array of database file information structures returned.</td>
</tr>
</tbody>
</table>
Return Value

- If successful,
- This function returns 0
- \textit{pNmbrOfFiles} contains a pointer to the number of index and data files returned
- \textit{ppDbInfoArray} contains a pointer to an array of database file information structures returned

Example

\begin{verbatim}
ESS_STS_T ListDbFiles( ESS_HCTX_T hCtx )
{
    ESS_STS_T         sts         = ESS_STS_NOERR;
    ESS_APPNAME_T     pszAppName;
    ESS_DBNAME_T      pszDbName;
    ESS_PDBFILEINFO_T aDbFileInfo = NULL;
    ESS_PDBFILEINFO_T pDbFileInfo = NULL;
    ESS_USHORT_T      usFileType  = ( ESS_FILETYPE_INDEX | ESS_FILETYPE_DATA );
    ESS_USHORT_T      usFileCount = 0;
    ESS_USHORT_T      usFileIx;

    /***********************************************************/
    * Prompt for the type of files to list: index, data or both, *
    * and assign the user's file type choice to usFileType        *
    /***********************************************************/
    .
    .
    .

    /***********************************************************/
    * Prompt for application and database names, and assign the *
    * user's choices to pszAppName and pszDbName, respectively *
    /***********************************************************/
    .
    .
    .

    /***********************************************************/
    * Get an array of persistent database file information from Essbase *
    * for the selected file type, application and database        *
    /***********************************************************/
    sts = EssListDbFiles( hCtx, pszAppName, pszDbName, usFileType,
                           &usFileCount, &aDbFileInfo );

    if ( sts )
    {
        goto exit;
    }

    /***********************************************************/
    * Format and display the information in the *
    * persistent database file information array *
\end{verbatim}
if ( ( usFileCount ) && ( aDbFileInfo ) )
{
    printf( "Application Name:      %s\n",
            aDbFileInfo[ 0 ].AppName );

    printf( "Database Name:         %s\n",
            aDbFileInfo[ 0 ].DbName );

    for ( ( usFileIx = 0, usFileType = 0 );
         usFileIx < usFileCount;
         usFileIx++ )
    {
        /**********************************************/
        /* Format and display the information in the current */
        /* persistent database file information array element */
        **********************************************/

        pDbFileInfo = &( aDbFileInfo[ usFileIx ] );

        printf( "\nFile %lu:\n",
                pDbFileInfo->FileSequenceNum );

        printf( "   File Name:          %s",
                pDbFileInfo->FilePath );

        printf( "   File Type:          ");

        if ( pDbFileInfo->FileType == ESS_FILETYPE_INDEX )
        {
            printf( "INDEX\n" );
        }
        else
        {
            printf( "DATA\n" );
        }

        printf( "   File Number:        %lu of %lu",
                pDbFileInfo->FileSequenceNum, pDbFileInfo->FileCount );

        printf( "   File Size:          %lu",
                pDbFileInfo->FileSize );

        printf( "   File Opened:        %c",
                ( pDbFileInfo->FileOpen ) ? 'Y' : 'N' );
} /* FOR usFileIx */

/*****************************************************/
/* Free the memory allocated for the persistent */
/* database file information array */
/*****************************************************/
free( aDbFileInfo );
}
else
{
    printf( "Application Name:      %s",
           AppName );
}
printf("Database Name: %s\n", DbName);

switch (usFileType)
{
    case ESS_FILETYPE_INDEX:
        printf("\nNo existing INDEX files.\n");
        break;
    case ESS_FILETYPE_DATA:
        printf("\nNo existing DATA files.\n");
        break;
    case (ESS_FILETYPE_INDEX | ESS_FILETYPE_DATA):
        printf("\nNo existing INDEX or DATA files.\n");
        break;
    default:
        printf("\nNo existing database files of the selected type.\n");
        break;
} /* SWITCH usFileType */

printf("\n");

exit:

    return (sts);
}

See Also

- "ESS_DBFILEINFO_T" on page 117

**EssListDrillThruURLs**

Lists the drill-through URL names within the active database outline.

See “Drill-through URL Limits” on page 1257.

**Syntax**

```c
ESS_FUNC_M EssListDrillThruURLs (hCtx, &pCountOfUrls, &pUrls);
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hCtx</td>
<td>ESS_HCTX_T</td>
<td>API context handle.</td>
</tr>
<tr>
<td>pCountOfUrls</td>
<td>ESS_PUSHORT_T</td>
<td>Count of drill-through URLs.</td>
</tr>
<tr>
<td>pUrls</td>
<td>ESS_PPDURLINFO_T</td>
<td>List of URLs.</td>
</tr>
</tbody>
</table>

**Notes**

The ESS_DURLINFO_T structure array must be deallocated by the caller using `EssFreeStructure` with the ESS_DT_STRUCT_URLINFO option.
Return Value

- If successful, lists drill-through URLs in the active database outline.
- If unsuccessful, returns an error code.

Access

- Caller must have database Read privilege (ESS_PRIV_READ) for the specified database.
- Caller must have selected the specified database as the active database using `EssSetActive`.

Example

```c
static void DisplayUrlDefn (ESS_PDURLINFO_T pUrls )
{
    ESS_UINT_T i;

    printf("Urlname        : %s\n", pUrls->cpURLName);
    if (pUrls->bIsLevel0)
        printf("Url Is Level-0 slice : Yes\n");
    else
        printf("Url Is Level-0 slice : No\n");

    printf("UrlXmlsize    : %i\n", pUrls->iURLXmlSize);
    printf("UrlXml       : %s\n", (ESS_STR_T) pUrls->cpURLXml);
    printf("Number of drill region(s): %d\n", pUrls->iCountOfDrillRegions);
    for ( i = 0; i < pUrls->iCountOfDrillRegions; i++ )
    {
        printf("DrillRegion[%d]: %s\n", i, pUrls->cppDrillRegions[i] );
    }
    printf("\n");
}

ESS_STS_T sts = ESS_STS_NOERR;
ESS_USHORT_T usCountOfURLs, i;
ESS_PDURLINFO_T listOfURLs;
ESS_DURLINFO_T url;

/* Valid case*/
sts = EssListDrillThruURLs(hCtx, &usCountOfURLs, &listOfURLs);
printf("EssListDrillThruURLs sts: %ld\n",sts);
if(!sts)
{
    printf("Count of URL: %d\n", usCountOfURLs);
    printf("List of URL(s):\n");
    for(i = 0; i < usCountOfURLs; i++)
    {
        DisplayUrlDefn (&listOfURLs[i]);
    }
}
EssFreeStructure (hInst, ESS_DT_STRUCT_URLINFO, usCountOfURLs, listOfURLs);
```
**EssListExtUsers**

Lists users who are externally authenticated through Shared Services.

**Syntax**

```c
ESS_FUNC_M EssListExtUsers (hCtx,AppName,DbName,Protocol,Count,ppUserList);
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hCtx</td>
<td>ESS_HCTX_T</td>
<td>API context handle.</td>
</tr>
<tr>
<td>AppName</td>
<td>ESS_STR_T</td>
<td>Application name. If NULL, lists all users.</td>
</tr>
<tr>
<td>DbName</td>
<td>ESS_STR_T</td>
<td>Database name. If NULL, lists users for all databases within application.</td>
</tr>
<tr>
<td>Protocol</td>
<td>ESS_STR_T</td>
<td>External authentication protocol: CSS, for Shared Services mode. Even if the protocol is not specified, this function returns a list of users who are externally authenticated through Shared Services.</td>
</tr>
<tr>
<td>Count</td>
<td>ESS_PUSHORT_T</td>
<td>Address of variable to receive count of users.</td>
</tr>
<tr>
<td>ppUserList</td>
<td>&quot;ESS_USERINFOEX_T&quot;</td>
<td>Address of pointer to receive an allocated array of user info structures. The AppName and DbName fields of the returned user info structures contain NULL values.</td>
</tr>
</tbody>
</table>

**Notes**

- If both AppName and DbName are not NULL, only users with access to the specified application and database are listed. If DbName is NULL, only users with access to the specified application are listed. If AppName is NULL, all users that exist on the server are listed.
- The AppName and DbName fields of the returned ESS_USERINFO_T structures contain NULL values.
- The memory allocated for ppUserList should be freed using EssFree.

**Return Value**

If successful, returns a count of the number of users in pCount, and list of users with access to the specified application and database in ppUserList.

**Access**

This function requires no special privileges.

**See Also**

- EssSetExtUser
- EssCreateExtUser
- EssGetExtUser

**EssListFilters**

Lists all filters for a database.
Syntax

```c
ESS_FUNC_M EssListFilters (hCtx, AppName, DbName, Count, ppFilterList);
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hCtx</td>
<td>ESS_HCTX_T</td>
<td>API context handle.</td>
</tr>
<tr>
<td>AppName</td>
<td>ESS_STR_T</td>
<td>Application name.</td>
</tr>
<tr>
<td>DbName</td>
<td>ESS_STR_T</td>
<td>Database name.</td>
</tr>
<tr>
<td>pCount</td>
<td>ESS_PUSHORT_T</td>
<td>Address of variable to receive count of filter names.</td>
</tr>
<tr>
<td>ppFilterList</td>
<td>ESS_PPFTRNAME_T</td>
<td>Address of pointer to receive an allocated array of filter name strings.</td>
</tr>
</tbody>
</table>

Notes

The memory allocated for `ppFilterList` should be freed using `EssFree`.

Return Value

If successful, returns the count of filters in the database in `pCount`, and an array of filter names in `ppFilterList`.

Access

This function requires the caller to have database designer privilege (ESS_PRIV_DBDESIGN) for the specified database.

Example

```c
ESS_FUNC_M
ESS_ListFilters (ESS_HCTX_T hCtx, ESS_HINST_T hInst)
{
    ESS_FUNC_M       sts = ESS_STS_NOERR;
    ESS_STR_T       AppName;
    ESS_STR_T       DbName;
    ESS_USHORT_T    Count = 0;
    ESS_USHORT_T    ind;
    ESS_PPFTRNAME_T pFilterList = NULL;

    AppName = "Sample";
    DbName  = "Basic";

    sts = EssListFilters(hCtx, AppName, DbName,
                &Count, &pFilterList);

    if(!sts)
    {
        if(Count &amp; pFilterList)
        {
            printf ("\r\n-------Filter List-------\r\n\n");
            for (ind = 0; ind &lt; Count; ind++)
                printf("\%s\r\n",pFilterList[ind]);
            EssFree (hInst, pFilterList);
        }
        else
```
See Also
- EssGetFilter
- EssSetFilter

**EssListFilterUsers**

Lists all users using a filter.

**Syntax**

```c
ESS_FUNC_M EssListFilterUsers (hCtx, dbName, AppName, UserCount, ppUserInfo);
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hCtx</td>
<td>ESS_HCTX_T</td>
<td>API context handle.</td>
</tr>
<tr>
<td>dbName</td>
<td>ESS_STR_T</td>
<td>Database name.</td>
</tr>
<tr>
<td>AppName</td>
<td>ESS_STR_T</td>
<td>Application name.</td>
</tr>
<tr>
<td>UserCount</td>
<td>ESS_PUSHORT_T</td>
<td>Count of users using the filter.</td>
</tr>
<tr>
<td>ppUserInfo</td>
<td>ESS_PPUSERINFO_T (see “ESS_USERINFO_T, ESS_GROUPINFO_T” on page 186)</td>
<td>Pointer to array of user information structures.</td>
</tr>
</tbody>
</table>

**Return Value**

Returns zero if successful; error code if unsuccessful.

See Also
- EssListFilters

**EssListGroups**

Lists all groups who have access to a particular Essbase Server, application or database.

**Syntax**

```c
ESS_FUNC_M EssListGroups (hCtx, AppName, DbName, pCount, ppGroupList);
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hCtx</td>
<td>ESS_HCTX_T</td>
<td>API context handle.</td>
</tr>
<tr>
<td>AppName</td>
<td>ESS_STR_T</td>
<td>Application name. If NULL, lists all groups.</td>
</tr>
<tr>
<td>Parameter</td>
<td>Data Type</td>
<td>Description</td>
</tr>
<tr>
<td>-----------</td>
<td>-------------------</td>
<td>------------------------------------------------------------------------------</td>
</tr>
<tr>
<td>DbName</td>
<td>ESS_STR_T</td>
<td>Database name. If NULL, lists groups for all databases within application.</td>
</tr>
<tr>
<td>pCount</td>
<td>ESS_PUSHORT_T</td>
<td>Address of variable to receive count of groups.</td>
</tr>
<tr>
<td>ppGroupList</td>
<td>&quot;ESS_USERINFO_T, ESS_GROUPINFO_T&quot; on page 186</td>
<td>Address of pointer to receive an allocated array of group info structures.</td>
</tr>
</tbody>
</table>

**Notes**
- If both **AppName** and **DbName** are not NULL, only groups with access to the specified application and database will be listed. If **DbName** is NULL, only groups with access to the specified application will be listed. If **AppName** is NULL, all groups on the logged in server will be listed.
- The memory allocated for **ppGroupList** should be freed using **EssFree**.

**Return Value**
If successful, returns a count of the number of groups in **pCount**, and list of groups with access to the specified application and database in **ppGroupList**.

**Access**
This function requires no special privileges.

**Example**

```c
ESS_FUNC_M
ESS_ListGroups (ESS_HCTX_T hCtx, ESS_HINST_T hInst)
{
    ESS_FUNC_M sts = ESS_STS_NOERR;
    ESS_USHORT_T Count;
    ESS_PGROUPINFO_T Groups = NULL;
    ESS_USHORT_T ind;
    sts = EssListGroups (hCtx, NULL, NULL, &Count, &Groups);
    if (!sts) {
        if (Count && Groups) {
            printf ("\n\n-----Group List-----\n\n\n");
            for (ind = 0; ind < Count; ind++)
                printf ("Name->%s\n", Groups [ind].Name);
            EssFree (hInst, Groups);
        }
        else
            printf ("\n\nGroup List is Empty\n\n\n");
    }
    return (sts);
}
```

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See Also

- EssListGroupsInfoEx
- EssGetGroup
- EssListUsers

**EssListGroupsInfoEx**

Lists all groups who have access to a particular Essbase Server, application or database. Similar to EssListGroups, but the group list structure can include user directories and unique identity attributes.

**Syntax**

```
ESS_FUNC_M EssListGroupsInfoEx (hCtx, AppName, DbName, pCount, ppGroupList);
```

**Parameter** | **Data Type** | **Description**
--- | --- | ---

- **hCtx** | ESS_HCTX_T | API context handle (input).
- **AppName** | ESS_STR_T | Application name (input). If NULL, lists all groups.
- **DbName** | ESS_STR_T | Database name (input). If NULL, lists groups for all databases within the application.
- **pCount** | ESS_PUSHORT_T | Address of variable to receive count of groups (output).
- **ppGroupList** | ESS_PPGROUPINFOID_T | Address of pointer to receive an allocated array of group info structures (output). The group list structure can include user directories and unique identity attributes.

**Notes**

- If both **AppName** and **DbName** are not NULL, only groups with access to the specified application and database will be listed. If **DbName** is NULL, only groups with access to the specified application will be listed. If **AppName** is NULL, all groups on the logged in server will be listed.

- The memory allocated for **ppGroupList** should be freed using **EssFree**.

**Return Value**

If successful, returns a count of the number of groups in **pCount**, and list of groups with access to the specified application and database in **ppGroupList**.

**Access**

This function requires no special privileges.

**Example**

```c
void DisplayGroupsInfoEx(ESS_GROUPINFOID_T groupInfo)
{
    ESS_STS_T sts  = ESS_STS_NOERR;
    ESS_BOOL_T isDefined = ESS_TRUE;
```
printf("User Name: %s\n", groupInfo.Name);
printf("Provider Name: %s\n", groupInfo.ProviderName);
printf("Identity: %s\n", groupInfo.connparam);
printf("Description: %s\n", groupInfo.Description);
printf("EMail Identification: %s\n", groupInfo.EMailID);

if (groupInfo.LockedOut)
    printf("Locked out: Yes\n");
else
    printf("Locked out: No\n");

if (groupInfo.PwdChgNow)
    printf("Change the password now: Yes\n");
else
    printf("Change the password now: No\n");

printf("Password: %s\n", groupInfo.Password);
printf("Application: %s\n", groupInfo.AppName);
printf("Database: %s\n", groupInfo.DbName);

if (groupInfo.Login)
    printf("Logged in: Yes\n");
else
    printf("Logged in: No\n");

switch(groupInfo.Access)
{
    case ESS_ACCESS_ADMIN:
        printf("Access: %d - ESS_ACCESS_ADMIN\n", groupInfo.Access);
        break;
    case ESS_ACCESS_APPALL:
        printf("Access: %d - ESS_ACCESS_APPALL\n", groupInfo.Access);
        break;
    case ESS_ACCESS_DBALL:
        printf("Access: %d - ESS_ACCESS_DBALL\n", groupInfo.Access);
        break;
    case ESS_ACCESS_APPCREATE:
        printf("Access: %d - ESS_ACCESS_APPCREATE\n", groupInfo.Access);
        break;
    case ESS_ACCESS_APPMANAGE:
        printf("Access: %d - ESS_ACCESS_APPMANAGE\n", groupInfo.Access);
        break;
    case ESS_ACCESS_DBCREATE:
        printf("Access: %d - ESS_ACCESS_DBCREATE\n", groupInfo.Access);
        break;
    case ESS_ACCESS_DBMANAGE:
        printf("Access: %d - ESS_ACCESS_DBMANAGE\n", groupInfo.Access);
        break;
    case ESS_ACCESS_CALC:
        printf("Access: %d - ESS_ACCESS_CALC\n", groupInfo.Access);
        break;
    case ESS_ACCESS_WRITE:
        printf("Access: %d - ESS_ACCESS_WRITE\n", groupInfo.Access);
        break;
    case ESS_ACCESS_READ:
        printf("Access: %d - ESS_ACCESS_READ\n", groupInfo.Access);
}
break;
case ESS_PRIV_USERCREATE:
    printf("\tAccess: %d - ESS_PRIV_USERCREATE\n", groupInfo.Access);
    break;
case ESS_PRIV_APPCREATE:
    printf("\tAccess: %d - ESS_PRIV_APPCREATE\n", groupInfo.Access);
    break;
case ESS_PRIV_APPMANAGE:
    printf("\tAccess: %d - ESS_PRIV_APPMANAGE\n", groupInfo.Access);
    break;
case ESS_PRIV_APPLOAD:
    printf("\tAccess: %d - ESS_PRIV_APPLOAD\n", groupInfo.Access);
    break;
case ESS_PRIV_DBCREATE:
    printf("\tAccess: %d - ESS_PRIV_DBCREATE\n", groupInfo.Access);
    break;
case ESS_PRIV_DBMANAGE:
    printf("\tAccess: %d - ESS_PRIV_DBMANAGE\n", groupInfo.Access);
    break;
case ESS_PRIV_DBLOAD:
    printf("\tAccess: %d - ESS_PRIV_DBLOAD\n", groupInfo.Access);
    break;
case ESS_PRIV_CALC:
    printf("\tAccess: %d - ESS_ACCESS_DBALL\n", groupInfo.Access);
    break;
case ESS_PRIV_WRITE:
    printf("\tAccess: %d - ESS_PRIV_WRITE\n", groupInfo.Access);
    break;
case ESS_PRIV_READ:
    printf("\tAccess: %d - ESS_PRIV_READ\n", groupInfo.Access);
    break;
case ESS_PRIV_NONE:
    printf("\tAccess: %d - ESS_PRIV_NONE\n", groupInfo.Access);
    break;
default:
    printf("\tAccess: Unknown\n");
}

switch(groupInfo.MaxAccess)
{
    case ESS_ACCESS_ADMIN:
        printf("\tMax Access: %d - ESS_ACCESS_ADMIN\n", groupInfo.MaxAccess);
        break;
    case ESS_ACCESS_APPALL:
        printf("\tMax Access: %d - ESS_ACCESS_APPALL\n", groupInfo.MaxAccess);
        break;
    case ESS_ACCESS_DBALL:
        printf("\tMax Access: %d - ESS_ACCESS_DBALL\n", groupInfo.MaxAccess);
        break;
    case ESS_ACCESS_APPCREATE:
        printf("\tMax Access: %d - ESS_ACCESS_APPCREATE\n", groupInfo.MaxAccess);
        break;
    case ESS_ACCESS_APPMANAGE:
        printf("\tMax Access: %d - ESS_ACCESS_APPMANAGE\n", groupInfo.MaxAccess);
        break;
    case ESS_ACCESS_DBCREATE:
        printf("\tMax Access: %d - ESS_ACCESS_DBCREATE\n", groupInfo.MaxAccess);
        break;
    case ESS_ACCESS_DBMANAGE:
        printf("\tMax Access: %d - ESS_ACCESS_DBMANAGE\n", groupInfo.MaxAccess);
        break;
    case ESS_ACCESS_DBLOAD:
        printf("\tMax Access: %d - ESS_ACCESS_DBLOAD\n", groupInfo.MaxAccess);
        break;
    case ESS_ACCESS_CALC:
        printf("\tMax Access: %d - ESS_ACCESS_MISC\n", groupInfo.MaxAccess);
        break;
    case ESS_ACCESS_WRITE:
        printf("\tMax Access: %d - ESS_ACCESS_WRITE\n", groupInfo.MaxAccess);
        break;
    case ESS_ACCESS_READ:
        printf("\tMax Access: %d - ESS_ACCESS_READ\n", groupInfo.MaxAccess);
        break;
    case ESS_ACCESS_NONE:
        printf("\tMax Access: %d - ESS_ACCESS_NONE\n", groupInfo.MaxAccess);
        break;
    default:
        printf("\tMax Access: Unknown\n");
}
break;
case ESS_ACCESS_DBMANAGE:
    printf("\tMax Access: %d - ESS_ACCESS_DBMANAGE\n", groupInfo.MaxAccess);
    break;
case ESS_ACCESS_CALC:
    printf("\tMax Access: %d - ESS_ACCESS_CALC\n", groupInfo.MaxAccess);
    break;
case ESS_ACCESS_WRITE:
    printf("\tMax Access: %d - ESS_ACCESS_WRITE\n", groupInfo.MaxAccess);
    break;
case ESS_ACCESS_READ:
    printf("\tMax Access: %d - ESS_ACCESS_READ\n", groupInfo.MaxAccess);
    break;
case ESS_PRIV_USERCREATE:
    printf("\tMax Access: %d - ESS_PRIV_USERCREATE\n", groupInfo.MaxAccess);
    break;
case ESS_PRIV_APPCREATE:
    printf("\tMax Access: %d - ESS_PRIV_APPCREATE\n", groupInfo.MaxAccess);
    break;
case ESS_PRIV_APPMANAGE:
    printf("\tMax Access: %d - ESS_PRIV_APPMANAGE\n", groupInfo.MaxAccess);
    break;
case ESS_PRIV_APPLOAD:
    printf("\tMax Access: %d - ESS_PRIV_APPLOAD\n", groupInfo.MaxAccess);
    break;
case ESS_PRIV_DBCREATE:
    printf("\tMax Access: %d - ESS_PRIV_DBCREATE\n", groupInfo.MaxAccess);
    break;
case ESS_PRIV_DBMANAGE:
    printf("\tMax Access: %d - ESS_PRIV_DBMANAGE\n", groupInfo.MaxAccess);
    break;
case ESS_PRIV_DBLOAD:
    printf("\tMax Access: %d - ESS_PRIV_DBLOAD\n", groupInfo.MaxAccess);
    break;
case ESS_PRIV_WRITE:
    printf("\tMax Access: %d - ESS_ACCESS_DBALL\n", groupInfo.MaxAccess);
    break;
case ESS_PRIV_READ:
    printf("\tMax Access: %d - ESS_PRIV_READ\n", groupInfo.MaxAccess);
    break;
case ESS_PRIV_NONE:
    printf("\tMax Access: %d - ESS_PRIV_NONE\n", groupInfo.MaxAccess);
    break;
default:
    printf("\tMax Access: Unknown\n");
}

printf("\tPassword Expiration in Dates: %d\n",groupInfo.Expiration);
printf("\tFailed Login Attempts Since Then: %d\n", groupInfo.FailCount);
printf("\tLogin ID: %d\n", groupInfo.LoginId);
printf("\tProtocol: %s\n", groupInfo.protocol);
printf("\tConnection Parameter: %s\n", groupInfo.connparam);
printf("\n");
ESS_FUNC_M ESS_ListGroupsInfoEx (ESS_HCTX_T hCtx, ESS_HINST_T hInst)
{
    ESS_STS_T sts = ESS_STS_NOERR;
    ESS_USHORT_T count, i;
    ESS_PGROUPINFOID_T pGroupList = ESS_NULL;

    sts = EssListGroupsInfoEx(hCtx, AppName, DbName, &count, &pGroupList);
    printf("EssListGroupsInfoEx sts: %ld\n", sts);
    if(!sts)
    {
        printf("Number of group(s): %d\n", count);
        for(i = 0; i < count; i++)
        {
            DisplayGroupsInfoEx(pGroupList[i]);
        }
    }

    return (sts);
}

See Also

- EssGetGroupInfoEx
- EssListUsersInfoEx

EssListLocks

Lists all users who are connected to a specific application and database, together with a count of
data blocks which they currently have locked.

Syntax

ESS_FUNC_M ESS_ListLocks (hCtx, AppName, DbName, pCount, ppLockList);

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hCtx</td>
<td>ESS_HCTX_T</td>
<td>API context handle.</td>
</tr>
<tr>
<td>AppName</td>
<td>ESS_STR_T</td>
<td>Application name.</td>
</tr>
<tr>
<td>DbName</td>
<td>ESS_STR_T</td>
<td>Database name.</td>
</tr>
<tr>
<td>pCount</td>
<td>ESS_PUSHORT_T</td>
<td>Address of variable to receive count of users.</td>
</tr>
<tr>
<td>ppLockList</td>
<td>&quot;ESS_LOCKINFO_T&quot;</td>
<td>Address of pointer to receive an allocated array of user lock info structures.</td>
</tr>
</tbody>
</table>

Notes

- This function is a "snapshot," in that only those users who are connected to the server when
  this function is called will be listed.
- The memory allocated for ppLockList should be freed using EssFree.
Return Value

If successful, returns a count of the number of connected users in \textit{pCount}, and list of user lock structures in \textit{ppLockList}.

Access

This function requires the caller to have database Design privilege (ESS_PRIV_DBDESIGN) for the specified database.

Example

\begin{verbatim}
ESS_FUNC_M
ESS_ListLocks (ESS_HCTX_T hCtx,
               ESS_HINST_T hInst
                )
{
    ESS_FUNC_M     sts;
    ESS_USHORT_T   Count;
    ESS_PLOCKINFO_T plockinfo = NULL;
    ESS_STR_T      AppName;
    ESS_STR_T      DbName;
    AppName = "Sample";
    DbName  = "Basic";
    sts = EssListLocks (hCtx, AppName, DbName,
                         &Count, &plockinfo);
    if (!sts)
    {
        if (Count && plockinfo)
            EssFree (hInst, plockinfo);
        else
            printf ("\n\nExclusive Lock List on %s:%s is empty\n", AppName, DbName);
    }
    return (sts);
}
\end{verbatim}

See Also

- \texttt{EssListLocksEx}
- \texttt{EssListConnections}
- \texttt{EssListUsers}
- \texttt{EssRemoveLocks}

\textbf{EssListLocksEx}

Lists all users who are connected to a specific application and database, together with a count of data blocks which they currently have locked. Similar to \texttt{EssListLocks}, but includes users hosted in a user directory.

Syntax

\begin{verbatim}
ESS_FUNC_M EssListLocksEx (hCtx, AppName, DbName, pCount, ppLockList);
\end{verbatim}
<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hCtx</td>
<td>ESS_HCTX_T</td>
<td>API context handle (input).</td>
</tr>
<tr>
<td>AppName</td>
<td>ESS_STR_T</td>
<td>Application name (input).</td>
</tr>
<tr>
<td>DbName</td>
<td>ESS_STR_T</td>
<td>Database name (input).</td>
</tr>
<tr>
<td>pCount</td>
<td>ESS_PUSHORT_T</td>
<td>Address of variable to receive the user count (output).</td>
</tr>
<tr>
<td>ppLockList</td>
<td>ESS_PLOCKINFOEX_T</td>
<td>Address of pointer to receive an allocated array of user lock information structures (output). The information structures can include user directories and unique identity attributes.</td>
</tr>
</tbody>
</table>

**Notes**
- This function is a "snapshot," in that only those users who are connected to the server when this function is called will be listed.
- The memory allocated for `ppLockList` should be freed using `EssFree`.

**Return Value**
If successful, returns a count of the number of connected users in `pCount`, and list of user lock structures in `ppLockList`.

**Access**
This function requires the caller to have database Design privilege (ESS_PRIV_DBDESIGN) for the specified database.

**Example**

```c
void DisplayLock(ESS_LOCKINFOEX_T lockinfo)
{
    ESS_STS_T sts = ESS_STS_NOERR;
    printf("\tUser Name: %s\n", lockinfo.UserName);
    printf("\tProvider Name: %s\n", lockinfo.ProviderName);
    printf("\tConnection Parameter: %s\n", lockinfo.connparam);
    printf("\tNumber of Locks: %d\n", lockinfo.nLocks);
    printf("\tTime: %ld\n", lockinfo.Time);
    printf("\tLoginId: %ld\n", lockinfo.LoginId);
    printf("\n");
}

ESS_FUNC_M ESS_ListLocksEx (ESS_HCTX_T hCtx, ESS_HINST_T hInst)
{
    ESS_STS_T sts;
    ESS_USHORT_T count, i;
    ESS_PLOCKINFOEX_T plockinfo = NULL;
    ESS_ACCESS_T Access;

    sts = EssSetActive(hCtx, AppName, DbName, &Access);
```
printf("EssSetActive sts: %ld\n",sts);

sts = EssListLocksEx (hCtx, AppName, DbName, &count, &plockinfo);
printf("EssListLocksEx sts: %ld\n", sts);
if(!sts)
{
    printf("\nNumber of lock info returned: %d\n", count);
    for(i = 0; i < count; i++)
    {
        DisplayLock(plockinfo[i]);
    }
    return (sts);
}

See Also

- EssListConnectionsEx
- EssListUsersInfoEx

**EssListLogins**

Returns the list of login instances in the current session.

**Syntax**

```c
ESS_FUNC_M EssListLogins (hCtx, count, logins);
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hCtx</td>
<td>ESS_HCTX_T</td>
<td>API context handle.</td>
</tr>
<tr>
<td>count</td>
<td>ESS_PUSHORT_T</td>
<td>Pointer to the number of logins returned from the server.</td>
</tr>
<tr>
<td>logins</td>
<td>ESS_PPCONNECTINFO_T</td>
<td>Pointer to an array of a ESS_CONNECTINFO_T structure containing connection information.</td>
</tr>
</tbody>
</table>

**Notes**

You can call this function more than once for the same user name and server. The API returns a unique context handle for each login to the server.

**Return Value**

If successful, returns login information and a count of current logins.

**Access**

Before calling this function, you must first initialize the API and obtain a valid instance handle by calling **EssInit**.

**See Also**

- EssListLoginsEx
- EssAutoLogin
- EssInit
EssListDatabases
EssLogout
EssSetActive

EssListLoginsEx

Returns the list of log in instances in the current session. Similar to EssListLogins, but includes users hosted in a user directory.

Syntax

ESS_FUNC_M EssListLoginsEx (hCtx, count, logins);

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hCtx</td>
<td>ESS_HCTX_T</td>
<td>API context handle (input).</td>
</tr>
<tr>
<td>count</td>
<td>ESS_PUSHORT_T</td>
<td>Pointer to the number of log ins returned from the server (output).</td>
</tr>
<tr>
<td>logins</td>
<td>ESS_PPCONNECTINFOEX_T</td>
<td>Pointer to an array of an ESS_CONNECTINFOEX_T structure containing connection information (output). The information structure can include user directories and unique identity attributes.</td>
</tr>
</tbody>
</table>

Notes

You can call this function more than once for the same user name and server. The API returns a unique context handle for each login to the server.

Return Value

If successful, returns login information and a count of current logins.

Access

Before calling this function, you must first initialize the API and obtain a valid instance handle by calling EssInit.

Example

void DisplayLoginInfo(ESS_CONNECTINFOEX_T login)
{
    ESS_STS_T sts = ESS_STS_NOERR;
    printf("\tName: %s\n", login.Name);
    printf("\tApp Name: %s\n", login.AppName);
    printf("\tDb Name: %s\n", login.DbName);
    printf("\tLogin MachineName: %s\n", login.LoginMachine);
    printf("\tLogin Ip: %ld\n", login.LoginIP);
    printf("\tLast login time: %ld\n", login.LastLogin);
    printf("\n");
}

ESS_FUNC_M ESS_ListLoginsEx (ESS_HCTX_T hCtx, ESS_HINST_T hInst)
{  
    ESS_STS_T sts = ESS_STS_NOERR;
    ESS_HCTX_T hLocalCtx1;
    ESS_HCTX_T hLocalCtx2;
    ESS_USHORT_T count, i;
    ESS_PCONNECTINFOEX_T logins;
    ESS_USHORT_T Items;
    ESS_PAPPDB_T pAppsDbs = ESS_NULL;
    ESS_ACCESS_T Access;

    sts = EssListLoginsEx(hCtx, &count, &logins);
    printf("EssListLogins sts: %ld\n", sts);
    if(!sts)
    {
      printf("\nConnection count(s): %d\n", count);
      for(i = 0; i < count; i++)
      {
        DisplayLoginInfo(logins[i]);
      }

      sts = EssFree (hInst, logins);
      printf("EssFree sts: %ld\n", sts);
    }

    return(sts);
  }

See Also

- EssAutoLogin
- EssInit
- EssListDatabases
- EssLogout
- EssSetActive

**EssListObjects**

Lists all objects of the specified types on the server or locally on the client.

**Syntax**

```c
ESS_FUNC_M EssListObjects (hCtx, ObjType,AppName, DbName, pCount, ppObjList);
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hCtx</td>
<td>ESS_HCTX_T</td>
<td>API context handle. Can be local context handle returned by EssCreateLocalContext.</td>
</tr>
<tr>
<td>ObjType</td>
<td>ESS_OBJTYPE_T</td>
<td>Object type (may be multiple types joined by bitwise OR (</td>
</tr>
<tr>
<td>AppName</td>
<td>ESS_STR_T</td>
<td>Application name.</td>
</tr>
</tbody>
</table>
### Parameter | Data Type | Description
---|---|---
DbName | ESS_STR_T | Database name. If NULL, lists objects in the application subdirectory.
pCount | ESS_PUSHORT_T | Address of variable to receive the count of objects of the appropriate type(s).
ppObjList | “ESS_OBJINFO_T” on page 146 | Address of pointer to receive allocated array of object info structures.

#### Notes
- The memory allocated for ppObjList should be freed using EssFree.
- This function does not guarantee a consistent order of the returned objects, as this may vary by operating system.

#### Return Value
If successful, returns a count of the number of objects of the appropriate type(s) in pCount, and an array of matching object structures in ppObjList.

#### Access
This function requires no special privileges; note however that server objects will only be listed if the caller has the appropriate level of access to the application and/or database (depending on the object type).

#### Example
```c
ESS_FUNC_M
ESS_ListObjects (ESS_HCTX_T hCtx,
                 ESS_HINST_T hInst
                 )
{
    ESS_FUNC_M         sts = ESS_STS_NOERR;
    ESS_POBJINFO_T    pObject, pNextObject = NULL;
    ESS_SHORT_T       objType = 0;
    ESS_USHORT_T      objCnt;
    ESS_USHORT_T      objInd;
    ESS_STR_T         AppName;
    ESS_STR_T         DbName;
    Appname = "Sample";
    DbName  = "Basic";
    objType = ESS_OBJTYPE_OUTLINE;
    sts = EssListObjects (hCtx, objType, AppName,
                             DbName, &objCnt, &pObject);
    if (!sts)
    {
        if (objCnt && pObject)
        {
            pNextObject = pObject;
            for (objInd = 0; objInd < objCnt; objInd++)
            {
                if (pNextObject)
                {
                    printf ("Name: %s \r\nUser: %s\r\nTime Stamp: %ld\r\n",
                             pNextObject->Name,
                             pNextObject->User,
```
pNextObject->TimeStamp);
    pNextObject = pNextObject + 1;
  }
  EssFree (hInst, pObject);
}
else
  printf ("\n\nObject List is Empty\n\n\n");
return(sts);
}

See Also

- EssGetObject
- EssGetObjectInfo

**EssListRequests**

Returns information about active sessions and requests.

**Syntax**

```c
ESS_FUNC_M EssListRequests (hCtx, UserName, AppName, DbName, RequestCount, pRequestInfo);
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hCtx</td>
<td>ESS_HCTX_T</td>
<td>API context handle.</td>
</tr>
<tr>
<td>UserName</td>
<td>ESS_STR_T</td>
<td>User name.</td>
</tr>
<tr>
<td>AppName</td>
<td>ESS_STR_T</td>
<td>Application name.</td>
</tr>
<tr>
<td>DbName</td>
<td>ESS_STR_T</td>
<td>Database name.</td>
</tr>
<tr>
<td>RequestCount</td>
<td>ESS_PUSHORT_T</td>
<td>Number of requests (output).</td>
</tr>
<tr>
<td>ppRequestInfoStruct</td>
<td>ESS_PPREQUESTINFO_T</td>
<td>Request type (output).</td>
</tr>
</tbody>
</table>

**Notes**

- A session is the time in seconds between a user’s login and logout.
- A request is a query sent to Essbase by a user or by another process; for example, starting an application or restructuring a database outline. Each session can process only one request at a time; therefore, sessions and requests have a one-to-one relationship.
- Some of the listed requests may have been recently terminated, but are still listed as active due to network delay.
- This function returns information on requests/sessions initiated by the process specified by the `UserName`, `AppName`, and `DbName`. If these parameters are null or empty, then all the processes in the system are listed. This function returns the number of current requests and one ESS_REQUESTINFO_T structure for each request.
- The returned `ppRequestInfoStruct` needs to be freed by calling `EssFree`. 480
Return Value

Returns zero if successful; error code if unsuccessful.

Example

```c
#include <stdio.h>
#include <essapi.h>

ESS_FUNC_M ESS_ListRequest ()
{
    ESS_FUNC_M       sts     = ESS_STS_NOERR;
    ESS_STR_T     rString = NULL;
    ESS_HCTX_T   hCtx;
    ESS_USHORT_T Items;
    ESS_PAPPDB_T pAppsDbs = NULL;
    ESS_HINST_T hInst;
    ESS_ACCESS_T Access;
    ESS_USHORT_T numRequest;
    ESS_PREQUESTINFO_T requestInfo;

    ESS_INIT_T InitStruct =        /* Define init */
    /* structure */
    {
        ESS_API_VERSION,       /* Version of API */
        NULL,      /* user-defined message context */
        0,         /* max handles */
        0L,        /* max buffer size */
        NULL, /* local path */
        /* The following parameters use defaults */
        NULL, /* message db path */
        NULL, /* allocation function pointer */
        NULL, /* reallocation function pointer */
        NULL, /* free function pointer */
        NULL, /* error handling function pointer */
        NULL, /* path name of user-defined */
        /* Application help file */
        NULL, /* Reserved for internal use. */
        /* Set to NULL */
    };

    EssInit (&InitStruct, &hInst);

    sts = EssLogin (hInst, "local", "admin", "password", &Items, &pAppsDbs, &hCtx);

    sts = ESSListRequests( hCtx, NULL, NULL, NULL, &numRequest, &requestInfo);

    printf ( "Total requests on the server %d\n", numRequest );

    if ( !sts && requestInfo )
    {
        ESS_USHORT_T index = 0;

        while ( index < numRequest )
        {
            printf ( "login ID = %ul\n", requestInfo[index].LoginId );
            printf ( "user name = %s\n", requestInfo[index].UserName );
            printf ( "login machine = %s\n", requestInfo[index].LoginSourceMachine );
        }
    }
}```
printf ( "AppName = %s\n", requestInfo[index].AppName );
printf ( "DbName = %s\n", requestInfo[index].DbName );
printf ( "DbRequestCode = %u\n", requestInfo[index].DbRequestCode );
printf ( "RequestString = %s\n", requestInfo[index].RequestString );
printf ( "TimeStarted = %ul\n", requestInfo[index].TimeStarted );
printf ( "State = %d\n", requestInfo[index].State );
printf ( "\n\n--------------------------------------\n\n", requestInfo[index].State );

sts = EssKillRequest (hCtx, &requestInfo[index] );

index++;
}

EssFree ( hInst, requestInfo );

EssLogout (hCtx);
EssTerm (hInst);
return(sts);

void main()
{
    ESS_ListRequest ();
}

See Also
● EssListRequestsEx
● EssKillRequest
● “ESS_REQUESTINFO_T” on page 173
● “ESS_REQ_STATE_T” on page 179

EssListRequestsEx

Returns information about active sessions and requests. Similar to EssListRequests, but includes users hosted in a user directory.

Syntax

ESS_FUNC_M EssListRequestsEx (hCtx, UserId, bIsIdentity, AppName, DbName, RequestCount, pRequestInfo);

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hCtx</td>
<td>ESS_HCTX_T</td>
<td>API context handle (input).</td>
</tr>
<tr>
<td>UserId</td>
<td>ESS_STR_T</td>
<td>User name or identity (input). If an identity, includes a unique identity string identifying the user in a user directory.</td>
</tr>
<tr>
<td>bIsIdentity</td>
<td>ESS_BOOL_T</td>
<td>Indicates if a user identity or name is used (input). If TRUE, indicates that UserId is a unique identity attribute. If FALSE, UserId is a user name.</td>
</tr>
<tr>
<td>AppName</td>
<td>ESS_STR_T</td>
<td>Application name (input).</td>
</tr>
<tr>
<td>Parameter</td>
<td>Data Type</td>
<td>Description</td>
</tr>
<tr>
<td>--------------</td>
<td>--------------------</td>
<td>-----------------------------------------------</td>
</tr>
<tr>
<td>DbName</td>
<td>ESS_STR_T</td>
<td>Database name (input).</td>
</tr>
<tr>
<td>RequestCount</td>
<td>ESS_PUSHORT_T</td>
<td>Number of requests (output).</td>
</tr>
<tr>
<td>pRequestInfo</td>
<td>ESS_REQUESTINFOEX_T</td>
<td>Request type (output).</td>
</tr>
</tbody>
</table>

**Notes**

- A session is the time in seconds between a user's login and logout.
- A request is a query sent to Essbase by a user or by another process; for example, starting an application or restructuring a database outline. Each session can process only one request at a time; therefore, sessions and requests have a one-to-one relationship.
- Some of the listed requests may have been recently terminated, but are still listed as active due to network delay.
- This function returns information on requests/sessions initiated by the process specified by the *UserID*, *AppName*, and *DbName*. If these parameters are null or empty, then all the processes in the system are listed. This function returns the number of current requests and one ESS_REQUESTINFOEX_T structure for each request.
- The returned *ppRequestInfoStruct* needs to be freed by calling *EssFree*.

**Return Value**

Returns zero if successful; error code if unsuccessful.

**Access**

This function requires the caller to have database designer privilege (ESS_PRIV_DBDESIGN) for the specified database.

**Example**

```c
void ListRequestsEx ()
{
    ESS_STS_T sts = ESS_STS_NOERR;
    ESS_STR_T userId;
    ESS_BOOL_T bIsIdentity;
    ESS_USHORT_T numRequest;
    ESS_REQUESTINFOEX_T requestInfo;
    ESS_USHORT_T index = 0;

    userId = "admin";
    bIsIdentity = ESS_FALSE;
    sts = EssListRequestsEx(hCtx, userId, bIsIdentity, "Sample", "Sample1", &numRequest, &requestInfo);
    printf("\nEssListRequestsEx sts: %ld\n", sts);
    printf ( "Total requests on the server: %d\n", numRequest );
    if ( !sts && requestInfo )
    {
        while ( index < numRequest )
        {
            printf ( "login ID = %ul\n", requestInfo[index].LoginId );
        }
    }
}  
```

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printf ( "user name = %s\n", requestInfo[index].UserName );
printf ( "login machine = %s\n", requestInfo[index].LoginSourceMachine );
printf ( "AppName = %s\n", requestInfo[index].AppName );
printf ( "DbName = %s\n", requestInfo[index].DbName );
printf ( "DbRequestCode = %u\n", requestInfo[index].DbRequestCode );
printf ( "RequestString = %s\n", requestInfo[index].RequestString );
printf ( "TimeStarted = %ul\n", requestInfo[index].TimeStarted );
printf ( "State = %d\n", requestInfo[index].State );
printf ( "\n\n--------------------------------------\n\n", requestInfo[index].State );

sts = EssKillRequestEx (hCtx, &requestInfo[index] );

index++;
}

EssFree ( hInst, requestInfo );
}

userId = " native://nvid=f0ed2a6d7fb07688:5a342200:1265973105c:-7f46?USER ";
bIsIdentity = ESS_TRUE;
sts = EssListRequestsEx(hCtx, userId, bIsIdentity, "Sample", "Sample1", &numRequest, &requestInfo);
printf("\nEssListRequestsEx sts: %ld\n", sts);
printf ( "Total requests on the server: %d\n", numRequest );
if ( !sts && requestInfo )
{
    while ( index < numRequest )
    {
        printf ( "login ID = %ul\n", requestInfo[index].LoginId );
        printf ( "user name = %s\n", requestInfo[index].UserName );
        printf ( "login machine = %s\n", requestInfo[index].LoginSourceMachine );
        printf ( "AppName = %s\n", requestInfo[index].AppName );
        printf ( "DbName = %s\n", requestInfo[index].DbName );
        printf ( "DbRequestCode = %u\n", requestInfo[index].DbRequestCode );
        printf ( "RequestString = %s\n", requestInfo[index].RequestString );
        printf ( "TimeStarted = %ul\n", requestInfo[index].TimeStarted );
        printf ( "State = %d\n", requestInfo[index].State );
        printf ( "\n\n--------------------------------------\n\n", requestInfo[index].State );

        sts = EssKillRequestEx (hCtx, &requestInfo[index] );

        index++;
    }

    EssFree ( hInst, requestInfo );
}

See Also

* EssKillRequestEx
### EssListSpoolFiles

Lists all trigger log files for a database.

**Syntax**

```
ESS_FUNC_M EssListSpoolFiles (hCtx,AppName,DbName,pCount,ppFileList);
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hCtx</td>
<td>ESS_HCTX_T</td>
<td>API context handle.</td>
</tr>
<tr>
<td>AppName</td>
<td>ESS_STR_T</td>
<td>Application name.</td>
</tr>
<tr>
<td>DbName</td>
<td>ESS_STR_T</td>
<td>Database name.</td>
</tr>
<tr>
<td>pCount</td>
<td>ESS_PUSHORT_T</td>
<td>Address of variable to receive count of spool file names.</td>
</tr>
<tr>
<td>ppFileList</td>
<td>ESS_PPOBJINFO_T</td>
<td>Address of pointer to receive an allocated array of spool file name objects.</td>
</tr>
</tbody>
</table>

**Notes**

The memory allocated for this function should be freed by calling `EssFree`.

**Return Value**

If successful, returns the count of spool files in the database in `pCount`, and an array of spool file names in `ppFileList`.

**Access**

This function requires the caller to have database designer privilege (ESS_PRIV_DBDESIGN) for the specified database.

**See Also**

- `EssDisplayTriggers`
- `EssGetSpoolFile`
- `EssDeleteAllSplFiles`
- `EssDeleteSplFile`
- `EssMdxTrig`

### EssListSSMigrFailedGroups

Displays groups that did not successfully migrate to Shared Services.

**Syntax**

```
ESS_FUNC_M EssListSSMigrFailedGroups (hCtx, count, pNativeUserList);
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hCtx</td>
<td>ESS_HCTX_T</td>
<td>API context handle.</td>
</tr>
<tr>
<td>Parameter</td>
<td>Data Type</td>
<td>Description</td>
</tr>
<tr>
<td>---------------</td>
<td>----------------------</td>
<td>-----------------------------------------------------------------------------</td>
</tr>
<tr>
<td>count</td>
<td>ESS_PUSHORT_T</td>
<td>Address of variable to receive count of migration failed groups.</td>
</tr>
<tr>
<td>pNativeUserList</td>
<td>ESS_PPUSERNAME_T</td>
<td>Address of pointer to receive an allocated array of migration failed groups.</td>
</tr>
</tbody>
</table>

**Notes**

If Essbase has not been migrated to Shared Services, this function is not supported and returns an error.

**Return Value**

Returns 0 if successful; otherwise, returns an error.

**Example**

```c
ESS_FUNC_M ESS_SS_ListSSMigrFailedGroups(ESS_HCTX_T hCtx, ESS_HINST_T hInst)
{
    ESS_STS_T         sts = ESS_STS_NOERR;
    ESS_PUSERNAME_T   pNativeUserList = NULL;
    ESS_USHORT_T      Count = 0,
                      index;

    sts = EssListSSMigrFailedGroups(hCtx, &Count, &pNativeUserList);

    if (!sts)
    {
        if (Count && pNativeUserList)
        {
            printf ("\n------- Group List -------\n\n");

            for (index = 0; index < Count; index++)
            {
                if (pNativeUserList[index])
                    printf ("%s\n", pNativeUserList[index]);
            }

            EssFree(hInst, pNativeUserList);
        }
        else
            printf("\nGroup list is empty\n\n");
    }
    else
        printf("Failed to get Shared Services migration failed Groups list.\n");

    return (sts);
}
```

See also an extended Appendix B

**See Also**

- EssListSSMigrFailedUsers
EssListSSMigrFailedUsers

Displays users that did not successfully migrate to Shared Services.

Syntax

\[
\text{ESS\_FUNC\_M } \text{EssListSSMigrFailedUsers}(\text{hCtx, count, pNativeUserList});
\]

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hCtx</td>
<td>ESS_HCTX_T</td>
<td>API context handle.</td>
</tr>
<tr>
<td>count</td>
<td>ESS_USHORT_T</td>
<td>Address of variable to receive count of migration failed users.</td>
</tr>
<tr>
<td>pNativeUserList</td>
<td>ESS_PPUSERNAME_T</td>
<td>Address of pointer to receive an allocated array of migration failed users.</td>
</tr>
</tbody>
</table>

Return Value

Returns 0 if successful; otherwise, returns an error.

Example

\[
\text{ESS\_FUNC\_M } \text{ESS\_SS\_ListSSMigrFailedUsers}(\text{ESS\_HCTX\_T } \text{hCtx, ESS\_HINST\_T } \text{hInst})
\]

\[
\{ \text{ESS\_STS\_T } \text{sts = ESS\_STS\_NOERR;} \text{;} \text{ESS\_USERNAME\_T } \text{pNativeUserList = NULL;} \text{;} \text{ESS\_USHORT\_T } \text{Count = 0;} \text{;} \text{index;} \text{;} \\
\text{sts = EssListSSMigrFailedUsers(hCtx, &Count, &pNativeUserList);} \text{;} \\
\text{if (!sts)} \text{;} \text{;} \\
\text{if (Count && pNativeUserList)} \text{;} \text{;} \\
\text{printf ("\n------- User List -------\n\n")}; \text{;} \\
\text{for (index = 0; index < Count; index++)} \text{;} \text{;} \\
\text{if (pNativeUserList[index])} \text{;} \text{;} \\
\text{printf ("%s\n", pNativeUserList[index]);} \text{;} \\
\text{EssFree(hInst, pNativeUserList);} \text{;} \text{;} \\
\text{else} \text{;} \text{;} \\
\text{printf("\nUser list is empty\n");} \text{;} \text{;} \\
\text{else} \text{;} \text{;} \\
\text{printf("Failed to get Shared Services migration failed Users list.\n");} \text{;} \text{;} \\
\text{return (sts);} \text{;} \text{;} \\
\]

See also an extended Appendix B
See Also

- EssListSSMigrFailedGroups

## EssListTransactions

Returns transaction messages to a client buffer or to a comma-separated file. You can export comma-separated files to relational databases for processing with third-party tools.

### Syntax

```c
ESS_FUNC_M EssListTransactions(hCtx, TimeSrc, InpTime,
                                ListOption, FileName, pCount, ppResults);
```

### Parameter Data Type Description

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hCtx</td>
<td>ESS_HCTX_T</td>
<td>Login context must be set active before calling this API.</td>
</tr>
<tr>
<td>TimeSrc</td>
<td>ESS_USHORT_T</td>
<td>The option that specifies where to get the start time for display transactions.</td>
</tr>
<tr>
<td>InpTime</td>
<td>ESS_TIME32_T</td>
<td>Input the time if <code>TimeSrc</code> is ESS_TRLOG_TIMESPECIFIED. The time is a ULONG representing the number of seconds elapsed since January 1, 1970.</td>
</tr>
<tr>
<td>ListOption</td>
<td>ESS_USHORT_T</td>
<td>The option that specifies the destination of the output. See &quot;List Option Constants (C)&quot; on page 99</td>
</tr>
<tr>
<td>FileName</td>
<td>ESS_STR_T</td>
<td>If <code>ListOption</code> is either of the LIST_TRANSACTIONS_* options, then the content is written to this file on the server machine:</td>
</tr>
<tr>
<td></td>
<td></td>
<td>• You can enter a full path.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>• Default: $ARBORPATH/app</td>
</tr>
<tr>
<td>pCount</td>
<td>ESS_PULONG_T</td>
<td>Number of entries returned</td>
</tr>
<tr>
<td>ppResults</td>
<td>ESS_PPTRANSACTION_ENTRY_T</td>
<td>The entries returned if <code>ListOption</code> is ESS_LIST_TRANSACTIONS_TOCLIENT</td>
</tr>
</tbody>
</table>

### Return Value

- 0—If successful
  - pCount contains the number of returned entries
  - ppResults contains the returned entries if ListOptions is ESS_LIST_TRANSACTIONS_TOCLIENT
- Error number—If unsuccessful

### Access

You must have an active database using set active before calling list transactions.

The caller must have Essbase Administrator access to the database.
Example

```c
void ListAndReplayTransactions()
{
    ESS_FUNC_M                sts = ESS_STS_NOERR;
    ESS_USHORT_T                TimeSrc;
    ESS_TIME32_T                timestamp = 0;
    ESS_USHORT_T                listOption;
    ESS_STR_T                    FileName = ESS_NULL;
    ESS_ULONG_T                Count = 0;
    ESS_PTRANSACTION_ENTRY_T    pResults;
    ESS_CHAR_T                listTime[ESS_TIMESIZE];
    ESS_TRANSACTION_REPLAY_INP_T    ReplayInp;
    ESS_PSEQID_T                pSeqIds = ESS_NULL;
    ESS_OBJDEF_T                Data;
    ESS_STR_T                    Script;
    ESS_SHORT_T                isAbortOnError;
    ESS_PMBRERR_T            pMbrErr = NULL;
    ESS_PROCSTATE_T        pState;

    /* Load data from server */
    Data.hCtx      = hCtx;
    Data.AppName   = AppName;
    Data.DbName    = DbName;
    Data.ObjType   = ESS_OBJTYPE_TEXT;
    Data.FileName  = "Calcdat";
    isAbortOnError = ESS_TRUE;
    sts = EssImport (hCtx, ESS_NULL, &Data,
                        &pMbrErr, NULL, isAbortOnError);
    printf("EssImport sts: %ld\n",sts);

    /* List and replay with a specified time */
    TimeSrc = 1;
    strcpy(listTime, "09/18/2007:00:00:00");
    /* mm/dd/yyyy:hh:mm:ss */
    timestamp = adtGenericGetTime(listTime);
    listOption = ESS_LIST_TRANSACTIONS_TOCLIENT;
    sts = EssListTransactions(hCtx, TimeSrc,
                                     timestamp, listOption,
                                     FileName, &Count, &pResults);

    /* This function converts listTime to the number of
     seconds since January 1, 1970. */
    printf("EssListTransactions sts: %ld\n",sts);
    if (Count && pResults)
        PrintTransactionLog(Count, pResults);
    memset(&ReplayInp, 0, sizeof (ESS_TRANSACTION_REPLAY_INP_T));
    ReplayInp.InpType = ESS_REPLAY_BASED_GIVENTIME;
    ReplayInp.value.InpTime = timestamp;
    sts = EssReplayTransactions (hCtx, AppName, DbName,
                                      ReplayInp, pSeqIds);
    printf("EssReplayTransactions sts: %ld\n",sts);
    printf("\n\n");

    /* Run a calc*/
```

Script = "CALC ALL;"
sts = EssCalc(hCtx, ESS_TRUE, Script);
printf("EssCalc sts: %ld\r\n",sts);
if (!sts)
  
    sts = EssGetProcessState (hCtx, &pState);
    while (!(sts && (pState.State != ESS_STATE_DONE)))
        sts = EssGetProcessState (hCtx, &pState);
  
/* List and replay with last replay time */
TimeSrc = 2;
timestamp = 0;
sts = EssListTransactions(hCtx, TimeSrc,
    timestamp, listOption,
    FileName, &Count, &pResults);

    /* This function converts listTime to the number of
    seconds since January 1, 1970. */
printf("EssListTransactions sts: %ld\r\n",sts);
if (Count && pResults)
    PrintTransactionLog(Count, pResults);
memset(&ReplayInp, 0, sizeof
    (ESS_TRANSACTION_REPLAY_INP_T));
ReplayInp.InpType = ESS_REPLAY_BASED_LASTREPLAYTIME;
sts = EssReplayTransactions (hCtx, AppName,
    DbName, ReplayInp, pSeqIds);
printf("EssReplayTransactions sts: %ld\r\n",sts);
if(pSeqIds)
    EssFree(hInst, pSeqIds);
if(pResults)
    EssFree(hInst, pResults);
if(pMbrErr)
    EssFree(hInst, pMbrErr);
}

See Also

- “ESS_SEQID_T” on page 180
- “ESS_DISKVOLUME_REPLACE_T” on page 131
- “ESS_TRANSACTION_ENTRY_T” on page 181
- “ESS_TRANSACTION_REPLAY_INP_T” on page 182
- “ESS_TRANSACTION_REQSPECIFIC_T” on page 182
- EssReplayTransactions

**EssListUsers**

Lists all users who have access to a particular Essbase Server, application or database.

**Syntax**

ESS_FUNC_M EssListUsers (hCtx, AppName, DbName, pCount, ppUserList);
Parameter | Data Type | Description
--- | --- | ---
hCtx | ESS_HCTX_T | API context handle.
AppName | ESS_STR_T | Application name. If NULL, lists all users.
DbName | ESS_STR_T | Database name. If NULL, lists users for all databases within the application.
pCount | ESS_PUSHORT_T | Address of variable to receive count of users.
ppUserList | “ESS_USERINFO_T, ESS_GROUPINFO_T” on page 186 | Address of pointer to receive an allocated array of user info structures. The `AppName` and `DbName` fields of the returned user info structures contain NULL values.

Notes
- If both `AppName` and `DbName` are not NULL, only users with access to the specified application and database are listed. If `DbName` is NULL, only users with access to the specified application are listed. If `AppName` is NULL, all users that exist on the server are listed.
- The `AppName` and `DbName` fields of the returned `ESS_USERINFO_T` structures contain NULL values.
- The memory allocated for `ppUserList` should be freed using `EssFree`.

Return Value
If successful, returns a count of the number of users in `pCount`, and list of users with access to the specified application and database in `ppUserList`.

Access
This function requires no special privileges.

Example
```c
ESS_STS_T
ESS_ListUsers (ESS_HCTX_T  hCtx,
               ESS_HINST_T hInst
             )
{
    ESS_STS_T        sts;
    ESS_USHORT_T     Count;
    ESS_PUSERINFO_T  Users = NULL;
    ESS_USHORT_T     ind;

    sts = EssListUsers (hCtx, NULL, NULL, &Count, &Users);
    if (!sts)
    {
        if (Count && Users)
        {
            printf ("\r\n-------User List-------\n\r\n");
            for (ind = 0; ind < Count; ind++)
            {
                printf ("Name->%s Application->%s database->%s\r\n",...
EssFree (hInst, Users);
}

else
    printf ("\r\nUsers list is empty\r\n\r\n");

return (sts);
}

See Also

- EssListUsersInfoEx
- EssGetUser
- EssListConnections
- EssListGroups
- EssListLocks

EssListUsersEx

Lists all users who have access to a particular Essbase Server, application or database.

Syntax

ESS_FUNC_M EssListUsersEx (hCtx, AppName, DbName, SecurityProvider, pCount, ppUserList);

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hCtx</td>
<td>ESS_HCTX_T</td>
<td>API context handle.</td>
</tr>
<tr>
<td>AppName</td>
<td>ESS_STR_T</td>
<td>Application name. If NULL, lists all users.</td>
</tr>
<tr>
<td>DbName</td>
<td>ESS_STR_T</td>
<td>Database name. If NULL, lists users for all databases within application.</td>
</tr>
<tr>
<td>SecurityProvider</td>
<td>ESS_STR_T</td>
<td>Name of the external authentication mechanism.</td>
</tr>
<tr>
<td>pCount</td>
<td>ESS_PUSHORT_T</td>
<td>Address of variable to receive count of users.</td>
</tr>
<tr>
<td>ppUserList</td>
<td>&quot;ESS_USERINFOEX_T&quot; on page 189</td>
<td>Address of pointer to receive an allocated array of user info structures. The AppName and DbName fields of the returned user info structures contain NULL values.</td>
</tr>
</tbody>
</table>

Notes

- If both AppName and DbName are not NULL, only users with access to the specified application and database are listed. If DbName is NULL, only users with access to the specified application are listed. If AppName is NULL, all users that exist on the server are listed.
- The AppName and DbName fields of the returned ESS_USERINFO_T structures contain NULL values.
- The memory allocated for ppUserList should be freed using EssFree.
**Return Value**

If successful, returns a count of the number of users in `pCount`, and list of users with access to the specified application and database in `ppUserList`.

**Access**

This function requires no special privileges.

**Example**

```c
ESS_STS_T
ESS_ListUsers (ESS_HCTX_T  hCtx,
                   ESS_HINST_T hInst
               )
{
    ESS_STS_T        sts;
    ESS_USHORT_T     Count;
    ESS_PUSERINFO_T  Users = NULL;
    ESS_USHORT_T     ind;

    sts = EssListUsersEx (hCtx, NULL, NULL, &Count, &Users);
    if (!sts)
    {
        if (Count && Users)
        {
            printf ("-------User List-------
                    \n                    ");
            for (ind = 0; ind < Count; ind++)
            {
                printf ("Name->%s Application->%s database->%s \n",
                        Users[ind].Name, Users[ind].AppName,
                        Users[ind].DbName);
            }
            EssFree (hInst, Users);
        }
        else
            printf ("Users list is empty\n           ");
    }
    return (sts);
}
```

**See Also**

- `EssGetUser`
- `EssListConnections`
- `EssListGroups`
- `EssListLocks`
- `EssCreateExtUser`
- `EssGetUserEx`
- `EssSetUserEx`

“`ESS_USERINFOEX_T`” on page 189
EssListUsersInfoEx

Lists all users who have access to a particular Essbase Server, application or database. Similar to 
EssListUsers, but the user list structure can include user directories and unique identity 
attributes.

**Syntax**

```
ESS_FUNC_M EssListUsersInfoEx (hCtx, AppName, DbName, pCount, ppUserList);
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hCtx</td>
<td>ESS_HCTX_T</td>
<td>API context handle (input).</td>
</tr>
<tr>
<td>AppName</td>
<td>ESS_STR_T</td>
<td>Application name (input). If NULL, lists all users.</td>
</tr>
<tr>
<td>DbName</td>
<td>ESS_STR_T</td>
<td>Database name (input). If NULL, lists users for all databases within the</td>
</tr>
<tr>
<td>pCount</td>
<td>ESS_PUSHORT_T</td>
<td>Address of variable to receive count of users (output).</td>
</tr>
<tr>
<td>ppUserList</td>
<td>ESS_PPUSERINFOID_T</td>
<td>Address of pointer to receive an allocated array of user info structures (output).</td>
</tr>
</tbody>
</table>

**Return Value**

If successful, returns a count of the number of users in `pCount`, and a list of users with access to 
the specified application and database in `ppUserList`.

**Access**

This function requires no special privileges.

**Example**

```c
void DisplayUserInfoID2(ESS_USERINFOID_T userInfo)
{
    ESS_STS_T sts  = ESS_STS_NOERR;
    ESS_BOOL_T       isDefined = ESS_TRUE;

    printf("\tUser Name: %s\n", userInfo.Name);
    printf("\tProvider Name: %s\n", userInfo.ProviderName);
    printf("\tConnparam: %s\n", userInfo.connparam);
    printf("\tDescription: %s\n", userInfo.Description);
    printf("\tEMail Identification: %s\n", userInfo.EMailID);

    if (userInfo.LockedOut)
        printf("\tLocked out: Yes\n");
    else
        printf("\tLocked out: No\n");

    if (userInfo.PwdChgNow)
        printf("\tChange the password now: Yes\n");
    else
        printf("\tChange the password now: No\n");

    printf( "\tConnected Application: %s\n", userInfo.AppName);
}
```
printf("\tConnected Database: %s\n", userInfo.DbName);

if (userInfo.Login)
    printf("\tLogged in: Yes\n");
else
    printf("\tLogged in: No\n");

switch(userInfo.Access)
{
    case ESS_ACCESS_ADMIN:
        printf("\tAccess: %d - ESS_ACCESS_ADMIN\n", userInfo.Access);
        break;
    case ESS_ACCESS_APPALL:
        printf("\tAccess: %d - ESS_ACCESS_APPALL\n", userInfo.Access);
        break;
    case ESS_ACCESS_DBALL:
        printf("\tAccess: %d - ESS_ACCESS_DBALL\n", userInfo.Access);
        break;
    case ESS_ACCESS_APPCREATE:
        printf("\tAccess: %d - ESS_ACCESS_APPCREATE\n", userInfo.Access);
        break;
    case ESS_ACCESS_APPMANAGE:
        printf("\tAccess: %d - ESS_ACCESS_APPMANAGE\n", userInfo.Access);
        break;
    case ESS_ACCESS_DBCREATE:
        printf("\tAccess: %d - ESS_ACCESS_DBCREATE\n", userInfo.Access);
        break;
    case ESS_ACCESS_DBMANAGE:
        printf("\tAccess: %d - ESS_ACCESS_DBMANAGE\n", userInfo.Access);
        break;
    case ESS_ACCESS_CALC:
        printf("\tAccess: %d - ESS_ACCESS_CALC\n", userInfo.Access);
        break;
    case ESS_ACCESS_WRITE:
        printf("\tAccess: %d - ESS_ACCESS_WRITE\n", userInfo.Access);
        break;
    case ESS_ACCESS_READ:
        printf("\tAccess: %d - ESS_ACCESS_READ\n", userInfo.Access);
        break;
    case ESS_PRIV_USERCREATE:
        printf("\tAccess: %d - ESS_PRIV_USERCREATE\n", userInfo.Access);
        break;
    case ESS_PRIV_APPCREATE:
        printf("\tAccess: %d - ESS_PRIV_APPCREATE\n", userInfo.Access);
        break;
    case ESS_PRIV_APPMANAGE:
        printf("\tAccess: %d - ESS_PRIV_APPMANAGE\n", userInfo.Access);
        break;
    case ESS_PRIV_APPLOAD:
        printf("\tAccess: %d - ESS_PRIV_APPLOAD\n", userInfo.Access);
        break;
    case ESS_PRIV_DBCREATE:
        printf("\tAccess: %d - ESS_PRIV_DBCREATE\n", userInfo.Access);
        break;
    case ESS_PRIV_DBMANAGE:
        printf("\tAccess: %d - ESS_PRIV_DBMANAGE\n", userInfo.Access);
        break;
}
case ESS_PRIV_DBLOAD:
    printf("\tAccess: %d - ESS_PRIV_DBLOAD\n", userInfo.Access);
    break;
case ESS_PRIV_CALC:
    printf("\tAccess: %d - ESS_ACCESS_DBALL\n", userInfo.Access);
    break;
case ESS_PRIV_WRITE:
    printf("\tAccess: %d - ESS_PRIV_WRITE\n", userInfo.Access);
    break;
case ESS_PRIV_READ:
    printf("\tAccess: %d - ESS_PRIV_NONE\n", userInfo.Access);
    break;
case ESS_PRIV_NONE:
    printf("\tAccess: Unknown\n");
    break;
default:
    printf("\tAccess: Unknown\n");
}

switch(userInfo.MaxAccess)
{
    case ESS_ACCESS_ADMIN:
        printf("\tMax Access: %d - ESS_ACCESS_ADMIN\n", userInfo.MaxAccess);
        break;
case ESS_ACCESS_APPALL:
        printf("\tMax Access: %d - ESS_ACCESS_APPALL\n", userInfo.MaxAccess);
        break;
case ESS_ACCESS_DBALL:
        printf("\tMax Access: %d - ESS_ACCESS_DBALL\n", userInfo.MaxAccess);
        break;
case ESS_ACCESS_APPCREATE:
        printf("\tMax Access: %d - ESS_ACCESS_DBALL\n", userInfo.MaxAccess);
        break;
case ESS_ACCESS_APPMANAGE:
        printf("\tMax Access: %d - ESS_ACCESS_APPMANAGE\n", userInfo.MaxAccess);
        break;
case ESS_ACCESS_DBCREATE:
        printf("\tMax Access: %d - ESS_ACCESS_DBCREATE\n", userInfo.MaxAccess);
        break;
case ESS_ACCESS_DBMANAGE:
        printf("\tMax Access: %d - ESS_ACCESS_DBMANAGE\n", userInfo.MaxAccess);
        break;
case ESS_ACCESS_CALC:
        printf("\tMax Access: %d - ESS_ACCESS_CALC\n", userInfo.MaxAccess);
        break;
case ESS_ACCESS_WRITE:
        printf("\tMax Access: %d - ESS_ACCESS_WRITE\n", userInfo.MaxAccess);
        break;
case ESS_ACCESS_READ:
        printf("\tMax Access: %d - ESS_ACCESS_READ\n", userInfo.MaxAccess);
        break;
case ESS_PRIV_USERCREATE:
        printf("\tMax Access: %d - ESS_PRIV_USERCREATE\n", userInfo.MaxAccess);
        break;
case ESS_PRIV_APPCREATE:
        printf("\tMax Access: %d - ESS_PRIV_APPCREATE\n", userInfo.MaxAccess);
        break;
}
case ESS_PRIV_APPMANAGE:
    printf("\tMax Access: %d - ESS_PRIV_APPMANAGE\n", userInfo.MaxAccess);
    break;

case ESS_PRIV_APPLOAD:
    printf("\tMax Access: %d - ESS_PRIV_APPLOAD\n", userInfo.MaxAccess);
    break;

case ESS_PRIV_DBCREATE:
    printf("\tMax Access: %d - ESS_PRIV_DBCREATE\n", userInfo.MaxAccess);
    break;

case ESS_PRIV_DBMANAGE:
    printf("\tMax Access: %d - ESS_PRIV_DBMANAGE\n", userInfo.MaxAccess);
    break;

case ESS_PRIV_DLOAD:
    printf("\tMax Access: %d - ESS_PRIV_DLOAD\n", userInfo.MaxAccess);
    break;

case ESS_PRIV_CALC:
    printf("\tMax Access: %d - ESS_ACCESS_DBALL\n", userInfo.MaxAccess);
    break;

case ESS_PRIV_WRITE:
    printf("\tMax Access: %d - ESS_PRIV_WRITE\n", userInfo.MaxAccess);
    break;

case ESS_PRIV_READ:
    printf("\tMax Access: %d - ESS_PRIV_READ\n", userInfo.MaxAccess);
    break;

case ESS_PRIV_NONE:
    printf("\tMax Access: %d - ESS_PRIV_NONE\n", userInfo.MaxAccess);
    break;
default:
    printf("\tMax Access: Unknown\n");
}

printf("\tPassword Expiration in Dates: %d\n", userInfo.Expiration);
//EssSdCTime(NULL, userInfo.LastLogin, sizeof(time_string), time_string);
//printf("\tLast Successful Login:            %s\n", time_string);
printf("\tFailed Login Attempts Since Then: %d\n", userInfo.FailCount);
printf("\tLogin ID: %ld\n", userInfo.LoginId);

ESS_STS_T ESS_ListUsersInfo (ESS_HCTX_T hCtx, ESS_HINST_T hInst)
{
    ESS_STS_T sts = ESS_STS_NOERR;
    ESS_USHORT_T count, i;
    ESS_PUSERINFOID_T pUserList;

    sts = EssListUsersInfoEx(hCtx, AppName, "", &count, &pUserList);
    printf("EssListUsersInfoEx sts: %ld\n", sts);
    if(!sts)
    {
        printf("\tNumber of users: %d\n", count);
        for(i = 0; i < count; i++)
        {
            DisplayUserInfoID2(pUserList[i]);
        }
    }
}
Lists substitution variables at the server, application, and database levels, according to the input criteria.

**Syntax**

```c
ESS_FUNC_M EssListVariables (hCtx, pCriteria, pNumVars, ppVarList);
```

**Parameter**

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hCtx</td>
<td>ESS_HCTX_T</td>
<td>API context handle.</td>
</tr>
<tr>
<td>pCriteria</td>
<td>“ESS_VARIABLE_T” on page 191</td>
<td>The pointer to the structure containing the description of the substitution variables being listed.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- The members VarName and VarValue are ignored.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- If the Server member is given but AppName and DbName are empty, then the function will list substitution variables at the server level only.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- If the Server and AppName members are given but DbName is empty, it lists all variables at both the given server and application levels.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- If all three of Server, AppName, and DbName members are given, it lists variables from all three specified levels.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- If a field is empty, then that field is treated as a &quot;don't care.&quot;</td>
</tr>
<tr>
<td>pNumVars</td>
<td>ESS_PULONG_T</td>
<td>The pointer to an unsigned long value indicating the number of variables being returned in the ppVarList parameter.</td>
</tr>
<tr>
<td>ppVarList</td>
<td>“ESS_VARIABLE_T” on page 191</td>
<td>The pointer to an array of substitution variable structures. It is the responsibility of the caller to free this array by calling EssFree.</td>
</tr>
</tbody>
</table>

**Return Value**

If successful, returns zero.

**Example**

```c
/*
** EssListVariables() lists the substitution variables using
** the API EssListVariables.
*/

ESS_FUNC_M
EssListVariables (ESS_HCTX_T hCtx)
{
    ESS_FUNC_M         sts = ESS_STS_NOERR;
    ESS_PVARIABLE_T   pVariables;
    ESSULONG_T ulCount, i;
```
ESS_VARIABLE_T Variable;
printf("\n *****************************************");  
printf("\n **** An example of using EssListVariables");  
printf("\n *****************************************");
/* List Variables at the level of the Server/App/Db */
/* Variables under that specific server will be listed */
/* Variables under that specific server/App will be listed */
/* Variables under that specific server/App/DB will be listed */
/*********************************************************************************/
strcpy(Variable.VarName,  "");  // ignored by EssListVariables
strcpy(Variable.Server,  "local");
strcpy(Variable.AppName, "Sample");
strcpy(Variable.DbName,  "Basic");
sts = EssListVariables(hCtx, &Variable, &ulCount, &pVariables);
if (sts == ESS_STS_NOERR)
{
    printf("\n--- Number of Substitution Variables at the Server, App and Db level is: \%ld\n", ulCount);
    for (i = 0; i < ulCount; i++)
    {
        printf("Variable name : \%s\n", pVariables[i].VarName);
        printf("Server name : \%s\n", pVariables[i].Server);
        printf("Application name : \%s\n", pVariables[i].AppName);
        printf("Database name : \%s\n", pVariables[i].DbName);
        printf("Variable value : \%s\n\n", pVariables[i].VarValue);
    }
}
/******************************************************************************/
/* Variables under that specific Server will be listed */
/* Variables under that specific Server/App will be listed */
/******************************************************************************/
if (sts == ESS_STS_NOERR)
{
    strcpy(Variable.VarName,  "");  // ignored by EssListVariables
    strcpy(Variable.Server,  "local");
    strcpy(Variable.AppName, "Sample");
    strcpy(Variable.DbName,  "");
sts = EssListVariables(hCtx, &Variable, &ulCount, &pVariables);
if (sts == ESS_STS_NOERR)
{
    printf("\n--- Number of Substitution Variables at the Server and App level is: \%ld\n", ulCount);
    for (i = 0; i < ulCount; i++)
    {
        printf("Variable name : \%s\n", pVariables[i].VarName);
        printf("Server name : \%s\n", pVariables[i].Server);
        printf("Application name : \%s\n", pVariables[i].AppName);
        printf("Database name : \%s\n", pVariables[i].DbName);
        printf("Variable value : \%s\n\n", pVariables[i].VarValue);
    }
}
/******************************************************************************/
/* List Variables at the level of the Server */
/******************************************************************************/
if (sts == ESS_STS_NOERR)
{
    strcpy(Variable.VarName, "");  // ignored by EssListVariables
    strcpy(Variable.Server,  "local");
    strcpy(Variable.AppName, "");
    strcpy(Variable.DbName,  "");
    if (sts == ESS_STS_NOERR)
        sts = EssListVariables(hCtx, &Variable, &ulCount, &pVariables);
    if (sts == ESS_STS_NOERR)
    {
        printf("--- Number of Substitution Variables at the Server level is:
               %ld\n", ulCount);
        for (i = 0; i < ulCount; i++)
        {
            printf("Variable name    : %s\n", pVariables[i].VarName);
            printf("Server name      : %s\n", pVariables[i].Server);
            printf("Application name : %s\n", pVariables[i].AppName);
            printf("Database name    : %s\n", pVariables[i].DbName);
            printf("Variable value   : %s\n\n", pVariables[i].VarValue);
        }
    }
    else
        printf("--- Error in EssListVariables number: %d\n\n", sts);
    return (sts);
} /* end ESS_ListVariables */

Output

***********************
**** An example of using EssListVariables
***********************
--- Number of Substitution Variables at the Server, App and Db level is: 3
  Variable name    : QuarterName
  Server name      : local
  Application name : Sample
  Database name    : Basic
  Variable value   : Qtr2
  Variable name    : MarketName
  Server name      : local
  Application name : Sample
  Database name    :
  Variable value   :
--- Number of Substitution Variables at the Server and App level is: 2
  Variable name    : MarketName
  Server name      : local
  Application name : Sample
  Database name    :

500
Variable value : East
Variable name : MarketName
Server name : local
Application name :
Database name :
Variable value : Market

--- Number of Substitution Variables at the Server level is: 1
Variable name : MarketName
Server name : local
Application name :
Database name :
Variable value : Market

--> No Errors in EssListVariables

See Also

- “ESS_VARIABLE_T” on page 191
- EssCreateVariable
- EssDeleteVariable
- EssGetVariable

**EssLoadAlias**

Creates and permanently loads an alias table for the active database from a structured text file.

**Syntax**

`ESS_FUNC_M EssLoadAlias (hCtx, AliasName, FileName);`

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hCtx</td>
<td>ESS_HCTX_T</td>
<td>API context handle.</td>
</tr>
<tr>
<td>AliasName</td>
<td>ESS_STR_T</td>
<td>Name of alias table to load.</td>
</tr>
<tr>
<td>FileName</td>
<td>ESS_STR_T</td>
<td>Full path name of structured alias names file on the server.</td>
</tr>
</tbody>
</table>

**Notes**

- This function cannot complete successfully if `AliasName` already exists. Before you can load an alias table with the same name as an existing table, you must delete the existing alias table.
- The alias table file format is described in the *Oracle Essbase Database Administrator’s Guide*.

**Return Value**

None.

**Access**

This function requires the caller to have at least read access (ESS_PRIV_READ) to the database, and to have selected it as their active database using `EssSetActive`. 
Example

ESS_FUNC_M
ESS_LoadAlias (ESS_HCTX_T hCtx)
{
    ESS_FUNC_M     sts = ESS_STS_NOERR;
    ESS_STR_T     TableName;
    ESS_STR_T     FileName;
    TableName = "NewAlias";
    FileName  = "NEW.ALT";
    sts = EssLoadAlias (hCtx, TableName, FileName);

    return (sts);
}

See Also

- EssListAliases
- EssSetActive

EssLoadApplication

Starts an application on the server.

Syntax

ESS_FUNC_M EssLoadApplication (hCtx, AppName);

Parameter | Data Type | Description
-----------|-----------|-------------
hCtx  | ESS_HCTX_T | API context handle.
AppName | ESS_STR_T | Name of application to load.

Notes

To load an application, the connected user must have load access to the application.

Return Value

None.

Access

This function requires the caller to have Application Load/Unload privilege (ESS_PRIV_APPLOAD) for the specified application.

Example

ESS_FUNC_M
ESS_LoadApp (ESS_HCTX_T hCtx)
{
    ESS_FUNC_M     sts = ESS_STS_NOERR;
    ESS_STR_T     AppName;
    AppName = "Sample";
    sts = EssLoadApplication (hCtx, AppName);
return (sts);
}

See Also

- EssLoadDatabase
- EssUnloadApplication

### EssLoadBufferInit

Creates a temporary data load buffer, which provides temporary storage for tuples during a data load into an aggregate storage database. Applies only to aggregate storage databases.

**Syntax**

```c
ESS_FUNC_M EssLoadBufferInit (hCtx, AppName, DbName, ulBufferId,
ulDuplicateAggregationMethod,
ulOptionFlags, ulSize);
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hCtx</td>
<td>ESS_HCTX_T</td>
<td>API context handle.</td>
</tr>
<tr>
<td>AppName</td>
<td>ESS_STR_T</td>
<td>Name of the application for which to create the load buffer.</td>
</tr>
<tr>
<td>DbName</td>
<td>ESS_STR_T</td>
<td>Name of the database for which to create the load buffer.</td>
</tr>
<tr>
<td>ulBufferId</td>
<td>ESS ULONG_T</td>
<td>ID number for the data load buffer (a number between 1 and 999,999, inclusive). If the ID is already in use, the operation fails.</td>
</tr>
<tr>
<td>Parameter</td>
<td>Data Type</td>
<td>Description</td>
</tr>
<tr>
<td>-----------------------------------------------</td>
<td>--------------</td>
<td>---------------------------------------------------------------------------------------------------------------------------------------------</td>
</tr>
<tr>
<td>ulDuplicateAggregationMethod</td>
<td>ESS ULONG T</td>
<td>One of the following constants for combining multiple values for the same cell within the buffer:</td>
</tr>
<tr>
<td></td>
<td></td>
<td>* ESS ASO DATA LOAD BUFFER_DUPLICATES_ADD: Add values when the buffer contains multiple values for the same cell.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>#define ESS ASO DATA LOAD BUFFER_DUPLICATES_ADD 0</td>
</tr>
<tr>
<td></td>
<td></td>
<td>* ESS ASO DATA LOAD BUFFER_DUPLICATES_ASSUME_EQUAL: Verify that multiple values for the same cells are identical; if they are, ignore</td>
</tr>
<tr>
<td></td>
<td></td>
<td>the duplicate values. If the values for the same cell differ, stop the data load with an error message.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>#define ESS ASO DATA LOAD BUFFER_DUPLICATES_ASSUME_EQUAL 1</td>
</tr>
<tr>
<td></td>
<td></td>
<td>* ESS ASO DATA LOAD BUFFER_DUPLICATES_USE_LAST: Combines duplicate cells by using the value of the cell that was loaded last</td>
</tr>
<tr>
<td></td>
<td></td>
<td>into the load buffer. This option is intended for relatively small data loads of up to 10,000s of cells.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>#define ESS ASO DATA LOAD BUFFER_DUPLICATES_USE_LAST 2</td>
</tr>
<tr>
<td></td>
<td></td>
<td>When using data load buffers with the use_last option, data loads are significantly slower, even if there are not any duplicate values.</td>
</tr>
</tbody>
</table>

**Caution!** The use_last method has significant performance impact, and is not intended for large data loads. If your data load is larger than one million cells, consider separating the numeric data into a separate data load process (from any typed measure data). The separate data load can use the add method instead.
<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ulOptionFlags</td>
<td>ESSULONG_T</td>
<td>One or more of the following load buffer options:</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- ESS_ASO_DATA_LOAD_BUFFER_IGNORE_MISSING_VALUES: Ignores #MISSING values in the incoming data stream.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>#define ESS_ASO_DATA_LOAD_BUFFER_IGNORE_MISSING_VALUES 0x00000001</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- ESS_ASO_DATA_LOAD_BUFFER_IGNORE_ZERO_VALUES: Ignores zeros in the incoming data stream.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>#define ESS_ASO_DATA_LOAD_BUFFER_IGNORE_ZERO_VALUES 0x00000002</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- ESS_ASO_DATA_LOAD_BUFFER_WAIT_FOR_RESOURCES: Tells Essbase to wait up to the amount of time specified by the ASOLOADBUFFERWAIT configuration setting in essbase.cfg for resources to become available in order to process load buffer operations.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>#define ESS_ASO_DATA_LOAD_BUFFER_WAIT_FOR_RESOURCES 0x00000004</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Use bitwise OR (</td>
</tr>
<tr>
<td></td>
<td></td>
<td>ESS_ASO_DATA_LOAD_BUFFER_IGNORE_MISSING_VALUES</td>
</tr>
<tr>
<td>ulSize</td>
<td>ESSULONG_T</td>
<td>Percentage of total load buffer resources this load buffer may use. Possible values: 0 to 100.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>For a value of 0, Essbase uses a self-determined, default load buffer size.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>If the total size of all load buffers exceeds 100, the operation fails.</td>
</tr>
</tbody>
</table>

Notes

Multiple buffers can exist on a single aggregate storage database; however, only one data load may use a given load buffer at a time.

Return Value

Returns zero if successful; otherwise, returns an error code.

Example

```c
void TestBeginDataloadASO(ESS_HCTX_T hCtx, ESS_STR_T AppName, ESS_STR_T DbName)
{
    ESS_STS_T       sts = ESS_STS_NOERR;
    ESS_BOOL_T      Store;
    ESS_BOOL_T      Unlock;
    ESS_BOOL_T      abortOnError;
    ESS_STR_T       loadString;
    ESS_OBJDEF_T    rulesFile;
    ESS_PMBRERR_T   pMbrErr;
    ESS_ULONG_T     ulBufferId;
    ESS_ULONG_T     ulDuplicateAggregationMethod;
    ESS_ULONG_T     ulOptionsFlags;
```
typedef struct 
{
    ESS_ULONG_T     ulSize;
    ESS_ULONG_T     ulBufferCnt;
    ESS_ULONG_T     ulCommitType ;
    ESS_ULONG_T     ulActionType;
    ESS_ULONG_T     ulOptions;
    ESS_ULONG_T     ulBufferIdAry[1];
} ESS_LoadBuffer;

/* EssLoadBufferInit */
ulDuplicateAggregationMethod = ESS_ASO_DATA_LOAD_BUFFER_DUPLICATES_ADD;
ulOptionsFlags = ESS_ASO_DATA_LOAD_BUFFER_IGNORE_MISSING_VALUES;
ulSize = 100;
ulBufferId = 201;
sts = EssLoadBufferInit(hCtx, AppName, DbName, ulBufferId,
ulDuplicateAggregationMethod,
    ulOptionsFlags, ulSize);
    printf("EssLoadBufferInit sts: %ld\n", sts);

    /* EssBeginDataloadASO, EssSendString, EssEndDataload */
    Store = ESS_TRUE;
    Unlock = ESS_FALSE;
    abortOnError = ESS_FALSE;
    loadString = "Mar Sale \"Curr Year\" \"Original Price\" \"017589\" \"13668\"
    Cash \"No Promotion\" \"1 to 13 Years\" \"Under 20,000\" \"Digital Cameras\" 111;"
    sts = EssBeginDataloadASO (hCtx, Store, Unlock, abortOnError, ESS_NULL, ulBufferId);
    printf("EssBeginDataloadASO sts: %ld\n",sts);
    sts = EssSendString(hCtx, loadString);
    printf("EssSendString sts: %ld\n",sts);
    sts = EssEndDataload(hCtx, &pMbrErr);
    printf("EssEndDataload sts: %ld\n",sts);

    /* EssLoadBufferTerm */
    ulBufferCnt = 1;
    ulBufferIdAry[0] = ulBufferId;
    ulCommitType = ESS_ASO_DATA_LOAD_BUFFER_STORE_DATA;
    ulActionType = ESS_ASO_DATA_LOAD_BUFFER_COMMIT;
    printf("\Commit data to main slice and destroy buffer:\n");
    ulOptions = ESS_ASO_DATA_LOAD_INCR_TO_MAIN_SLICE;
    sts = EssLoadBufferTerm(hCtx, AppName, DbName, ulBufferCnt, ulBufferIdAry,
ulCommitType,
            ulActionType, ulOptions);
    printf("EssLoadBufferTerm sts: %ld\n",sts);
}

See Also

- EssBeginDataloadASO
- EssSendString
- EssEndDataload
- EssLoadBufferTerm
- EssImportASO
- EssUpdateFileASO
- EssUpdateFileUTF8ASO
- EssListExistingLoadBuffers
EssLoadBufferTerm

Destroys the temporary data-load memory buffer(s) allocated by `EssLoadBufferInit` for loading data into an aggregate storage database. Optionally, the data can be committed first.

Applies only to aggregate storage databases.

**Syntax**

```c
ESS_FUNC_M EssLoadBufferTerm (hCtx,AppName,DbName,ulBufferCnt,*ulBufferIdAry,ulCommitType,ulActionType,ulOptions);
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hCtx</td>
<td>ESS_HCTX_T</td>
<td>API context handle.</td>
</tr>
<tr>
<td>AppName</td>
<td>ESS_STR_T</td>
<td>Name of the application.</td>
</tr>
<tr>
<td>DbName</td>
<td>ESS_STR_T</td>
<td>Name of the database.</td>
</tr>
<tr>
<td>ulBufferCnt</td>
<td>ESS_ULONG_T</td>
<td>Number of buffers in the list.</td>
</tr>
<tr>
<td>*ulBufferIdAry</td>
<td>ESS_ULONG_T</td>
<td>Array of buffer IDs that will be affected by this operation.</td>
</tr>
<tr>
<td>Parameter</td>
<td>Data Type</td>
<td>Description</td>
</tr>
<tr>
<td>------------------</td>
<td>-------------</td>
<td>---------------------------------------------------------------------------------------------------------------------------------------------</td>
</tr>
<tr>
<td>ulCommitType</td>
<td>ESS_ULONG_T</td>
<td>One of the following constants for combining the values stored in the buffer with the values already stored in the database:</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- ESS_ASO_DATA_LOAD_BUFFER_STORE_DATA: Replace existing cell values in the database with the new values from the load buffer. Cells in the database that do not have corresponding values in the buffer are not updated.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>#define ESS_ASO_DATA_LOAD_BUFFER_STORE_DATA 0</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- ESS_ASO_DATA_LOAD_BUFFER_ADD_DATA: Add new values to the existing ones.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>#define ESS_ASO_DATA_LOAD_BUFFER_ADD_DATA 1</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- ESS_ASO_DATA_LOAD_BUFFER_SUBTRACT_DATA: Subtract new values from the existing ones.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>#define ESS_ASO_DATA_LOAD_BUFFER_SUBTRACT_DATA 2</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- ESS_ASO_DATA_LOAD_BUFFER_OVERRIDE_ALL_DATA: Atomically destroy all existing data cells in the database (even cells in the database that do not have corresponding values in the load buffer) and load the contents of the load buffer in one operation.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>#define ESS_ASO_DATA_LOAD_BUFFER_OVERRIDE_ALL_DATA 3</td>
</tr>
<tr>
<td></td>
<td></td>
<td>When using the override all data option, the ulOptions setting is ignored. Essbase always writes the data currently stored in the buffer to the main slice in the database.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- ESS_ASO_DATA_LOAD_BUFFER_OVERRIDE_INCREMENTAL_DATA: Atomically destroy all data cells currently stored in any incremental slice and load the contents of the load buffer.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>#define ESS_ASO_DATA_LOAD_BUFFER_OVERRIDE_INCREMENTAL_DATA 4</td>
</tr>
<tr>
<td></td>
<td></td>
<td>When using the override incremental data option and the ulOptions setting is main slice, Essbase ignores the ulOptions setting and writes the data currently stored in the buffer to a new slice in the database.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>When committing multiple buffers, the values from different buffers are always combined using the add operation, regardless of this ulCommitType setting or how the buffers themselves are configured.</td>
</tr>
<tr>
<td>Note:</td>
<td></td>
<td>If the ulActionType setting is abort, the ulCommitType setting is ignored.</td>
</tr>
<tr>
<td>ulActionType</td>
<td>ESS_ULONG_T</td>
<td>One of the following constants:</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- ESS_ASO_DATA_LOAD_BUFFER_COMMIT: Load the data from the load buffer to the database; then destroy the buffer.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>#define ESS_ASO_DATA_LOAD_BUFFER_COMMIT 1</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- ESS_ASO_DATA_LOAD_BUFFER_ABORT: Destroy the load buffer. All data in the buffer is lost.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>#define ESS_ASO_DATA_LOAD_BUFFER_ABORT 2</td>
</tr>
<tr>
<td></td>
<td></td>
<td>When using the abort option, the ulCommitType and ulOptions settings are ignored.</td>
</tr>
<tr>
<td>Parameter</td>
<td>Data Type</td>
<td>Description</td>
</tr>
<tr>
<td>---------------</td>
<td>-------------</td>
<td>-------------</td>
</tr>
<tr>
<td>ulOptions</td>
<td>ESS_ULONG_T</td>
<td>One of the following constants:</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- ESS_ASO_DATA_LOAD_INCR_TO_MAIN_SLICE: Write the data currently stored in the buffer to the main slice in the database.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>#define ESS_ASO_DATA_LOAD_INCR_TO_MAIN_SLICE \ 0</td>
</tr>
<tr>
<td></td>
<td></td>
<td>When using the incremental to main slice option, and the <code>ulCommitType</code> setting is override incremental data, Essbase ignores the <code>ulOptions</code> setting and writes the data currently stored in the buffer to a new slice in the database.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- ESS_ASO_DATA_LOAD_INCR_TO_NEW_SLICE: Write the data currently stored in the buffer to a new slice in the database. This operation speeds up the data load.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>#define ESS_ASO_DATA_LOAD_INCR_TO_NEW_SLICE \ 1</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- ESS_ASO_DATA_LOAD_INCR_TO_NEW_SLICE_LIGHTWEIGHT: Write the data currently stored in the buffer to a new slice in the database, as a lightweight operation. This option is intended only for very small data loads of up to 1,000s of cells that occur concurrently (for example, grid client data-update operations).</td>
</tr>
<tr>
<td></td>
<td></td>
<td>#define ESS_ASO_DATA_LOAD_INCR_TO_NEW_SLICE_LIGHTWEIGHT \ 2</td>
</tr>
</tbody>
</table>

**Note:** If the `ulCommitType` setting is override all data, the `ulOptions` setting is ignored. Essbase always writes the data currently stored in the buffer to the main slice in the database. If the `ulActionType` setting is abort, the `ulOptions` setting is ignored.

**Notes**

This function destroys the specified set of load buffers (usually a single load buffer). If the specified action type is "commit," data currently stored in the buffer is applied to the database before the buffers are destroyed.

**Return Value**

Returns zero if successful; otherwise, returns an error code.

**Example**

```c
void TestBeginDataloadASO(ESS_HCTX_T hCtx, ESS_STR_T AppName, ESS_STR_T DbName)
{
    ESS_STS_T       sts = ESS_STS_NOERR;
    ESS_BOOL_T      Store;
    ESS_BOOL_T      Unlock;
    ESS_BOOL_T      abortOnError;
    ESS_STR_T       loadString;
    ESS_OBJDEF_T    rulesFile;
    ESS_PMBRERR_T   pMbrErr;
    ESS_ULONG_T     ulBufferId;
    ESS_ULONG_T     ulDuplicateAggregationMethod;
    ESS_ULONG_T     ulOptionsFlags;
    ESS_ULONG_T     ulSize;
    ESS_ULONG_T     ulBufferCnt;
    ESS_ULONG_T     ulCommitType ;
    ESS_ULONG_T     ulActionType;
```
ESS_U东海长ulOptions;
ESS_U东海长ulBufferIdAry[1];

/* EssLoadBufferInit */
ulDuplicateAggregationMethod = ESS_ASO_DATA_LOAD_BUFFER_DUPLICATES_ADD;
ulOptionsFlags = ESS_ASO_DATA_LOAD_BUFFER_IGNORE_MISSING_VALUES;
ulSize = 100;
ulBufferId = 201;
sts = EssLoadBufferInit(hCtx, AppName, DbName, ulBufferId,
ulDuplicateAggregationMethod,
ulOptionsFlags, ulSize);
printf("EssLoadBufferInit sts: %ld\n", sts);

/* EssBeginDataloadASO, EssSendString, EssEndDataload */
Store = ESS_TRUE;
Unlock = ESS_FALSE;
abortOnError = ESS_FALSE;
loadString = "Mar Sale \"Curr Year\" \"Original Price\" \"017589\" \"13668\"
Cash \"No Promotion\" \"1 to 13 Years\" \"Under 20,000\" \"Digital Cameras\" 111; 
sts = EssBeginDataloadASO (hCtx, Store, Unlock, abortOnError, ESS_NULL,
ulBufferId);
printf("EssBeginDataloadASO sts: %ld\n",sts);
sts = EssSendString(hCtx, loadString);
printf("EssSendString sts: %ld\n",sts);
sts = EssEndDataload(hCtx, &pMbrErr);
printf("EssEndDataload sts: %ld\n",sts);

/* EssLoadBufferTerm */
ulBufferCnt = 1;
ulBufferIdAry[0] = ulBufferId;
ulCommitType = ESS_ASO_DATA_LOAD_BUFFER_STORE_DATA;
ulActionType = ESS_ASO_DATA_LOAD_BUFFER_COMMIT;
printf("\Commit data to main slice and destroy buffer: \n\n");
ulOptions = ESS_ASO_DATA_LOAD_BUFFER_INCR_TO_MAIN_SLICE;
sts = EssLoadBufferTerm(hCtx, AppName, DbName, ulBufferCnt, ulBufferIdAry,
ulCommitType,
ulActionType, ulOptions);
printf("EssLoadBufferTerm sts: %ld\n",sts);
}

See Also
- EssLoadBufferInit
- EssBeginDataloadASO
- EssSendString
- EssEndDataload
- EssImportASO
- EssUpdateFileASO
- EssUpdateFileUTF8ASO
- EssListExistingLoadBuffers
- EssMergeDatabaseData
**EssLoadDatabase**

Starts a database within an application on the server.

**Syntax**

```c
ESS_FUNC_M EssLoadDatabase (hCtx,AppName,DbName);
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hCtx</td>
<td>ESS_HCTX_T</td>
<td>API context handle.</td>
</tr>
<tr>
<td>AppName</td>
<td>ESS_STR_T</td>
<td>Application name.</td>
</tr>
<tr>
<td>DbName</td>
<td>ESS_STR_T</td>
<td>Name of database to load.</td>
</tr>
</tbody>
</table>

**Return Value**

None.

**Access**

This function requires the caller to have database load/unload privilege (ESS_PRIV_APPLOAD).

**Example**

```c
ESS_FUNC_M
ESS_LoadDb (ESS_HCTX_T hCtx)
{
    ESS_FUNC_M    sts;
    ESS_STR_T     AppName;
    ESS_STR_T     DbName;

    AppName = "Sample";
    DbName  = "Basic";
    sts = EssLoadDatabase(hCtx,AppName,DbName);

    return (sts);
}
```

**See Also**

- EssLoadApplication
- EssUnloadDatabase

**EssLocateIBH**

Locates invalid block headers within the database. At the end of the locate process, a server-based IBH log file is created that can be used later in EssFixIBH to fix the errors.

**Syntax**

```c
ESS_FUNC_M EssLocateIBH (hCtx,DbName);
```
<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hCtx;</td>
<td>ESS_HCTX_T</td>
<td>API context handle. Can be local context handle returned by ESSCreateLocalContext.</td>
</tr>
<tr>
<td>dbName;</td>
<td>ESS_STR_T</td>
<td>Name of the database.</td>
</tr>
</tbody>
</table>

**See Also**
- EssFixIBH
- EssGetIBH

### EssLockObject

Locks an object on the server or the client object system to prevent other users from updating it.

#### Syntax

```c
ESS_FUNC_M EssLockObject (hCtx, ObjType, AppName, DbName, ObjName);
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hCtx</td>
<td>ESS_HCTX_T</td>
<td>API context handle.</td>
</tr>
<tr>
<td>ObjType</td>
<td>ESS_OBJTYPE_T</td>
<td>Object type (must be single type). Refer to “Bitmask Data Types (C)” on page 90 for a list of possible values.</td>
</tr>
<tr>
<td>AppName</td>
<td>ESS_STR_T</td>
<td>Application name.</td>
</tr>
<tr>
<td>DbName</td>
<td>ESS_STR_T</td>
<td>Database name. If NULL, uses the application subdirectory.</td>
</tr>
<tr>
<td>ObjName</td>
<td>ESS_STR_T</td>
<td>Name of object to lock.</td>
</tr>
</tbody>
</table>

#### Notes

- To lock an object, the object must already exist and not be locked by another user.
- This function does not retrieve the object. Use EssGetObject to retrieve the object.

#### Return Value

None.

#### Access

This function requires the caller to have application or database design privilege (ESS_PRIV_APPDESIGN or ESS_PRIV_DBDESIGN) for the specified application or database containing the object.

#### Example

```c
ESS_FUNC_M
ESS_LockObject (ESS_HCTX_T hCtx)
{
    ESS_FUNC_M         sts = ESS_STS_NOERR;
    ESS_STR_T         AppName;
}
```
AppName = "Sample";
DbName  = "Basic";
ObjName = "Basic";
ObjType = ESS_OBJTYPE_OUTLINE;

sts = EssLockObject (hCtx, ObjType, AppName, DbName,ObjName);
if(!sts)
    printf("The Object "%s" is locked\r\n", ObjName);
return (sts);
}

See Also

- EssGetObject
- EssGetObjectInfo
- EssListObjects
- EssPutObject
- EssUnlockObject

### EssLogin

Logs a user in to an Essbase Server. This function should normally be called after executing a successful call to EssInit, and prior to making any other API calls which require a context handle argument.

**Syntax**

ESS_FUNC_M EssLogin (hInstance, Server, UserName, Password, pDbCount, ppDbList, phCtx);

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hInstance</td>
<td>ESS_HINST_T</td>
<td>API instance handle.</td>
</tr>
</tbody>
</table>
| Server      | ESS_STR_T     | Network server name string. The server name can be expressed as hostname, hostname:port, or as a URL representing the APS servlet endpoint with the Essbase failover cluster name; for example: http://myhost:13080/aps/Essbase?clustername=Essbase-Cluster1
|             |               | For secure mode (SSL), the URL syntax is http[s]://host:port/aps/Essbase?
|             |               | ClusterName=logicalName&SecureMODE=yesORno
|             |               | For example, https://myhost:13080/aps/Essbase?clustername=Essbase-Cluster1&SecureMODE=Yes |
Parameter | Data Type | Description
---|---|---
UserName | ESS_STR_T | User name string.
Password | ESS_STR_T | Password string.
pDbCount | ESS_PUSHORT_T | Address of variable to receive count of accessible applications/databases.
ppDbList | “ESS_APPDB_T” on page 108 | Address of pointer to receive allocated array of application/database name structures.
phCtx | ESS_PHCTX_T | Pointer to an Essbase Server context handle.

Notes
- If you are programming in Microsoft Windows, you should consider using the EssAutoLogin function instead of EssLogin.
- Memory allocated for ppDbList must be freed using EssFree.
- You can call this function more than once for the same user name and server. The API returns a unique context handle for each login to the specified server.

Return Value
If successful, returns an Essbase Server context handle in phCtx, which can be used as an argument in subsequent calls to other API functions. Also returns a count of databases accessible to the specified user in pCount, and a list of accessible applications and databases in ppDbList.

Access
Before calling this function, you must first initialize the API and obtain a valid instance handle by calling EssInit.

Example
ESS_FUNC_M
ESS_Login (ESS_HINST_T hInst)
{
    ESS_FUNC_M sts = ESS_STS_NOERR;
    ESS_HCTX_T hCtx;
    ESS_U short_T Items;
    ESS_U short_T ind;
    ESS_PAPPDB_T pAppsDbs = NULL;
    ESS_STR_T SvrName;
    ESS_STR_T User;
    ESS_STR_T Password;

    SvrName = "POPLAR";
    User = "Joseph";
    Password = "Password";

    sts = EssLogin (hInst, SvrName, User, Password,
                   &Items, &pAppsDbs, &hCtx);
    if (!sts)
    {
        for (ind = 0; ind < Items; ind++)
        {

514
if ((pAppsDbs+ind) != NULL)
{
    if ((pAppsDbs[ind].AppName != NULL) &&
        (pAppsDbs[ind].DbName  != NULL))
    {
        printf ("%s\r\n", pAppsDbs[ind].AppName);
        printf ("%s\r\n", pAppsDbs[ind].DbName);
    }
}
return(sts);

See Also

- EssAutoLogin
- EssLoginAs
- EssLoginEx
- EssLoginExAs
- EssInit
- EssListDatabases
- EssLogout
- EssSetActive

EssLoginAs

Logs in to Essbase Server as another user. Logging in as another user can help administrators create scheduled reports with user-appropriate permissions.

This function should normally be called after executing a successful call to EssInit, and prior to making any other API calls which require a context handle argument.

Syntax

\\n\texttt{ESS\_FUNC\_M EssLoginAs (hInstance, Server, UserName, Password, UserNameAs, pDbCount, ppDbList, phCtx);}\\n
<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hInstance</td>
<td>ESS_HINST_T</td>
<td>API instance handle.</td>
</tr>
</tbody>
</table>
Parameter | Data Type  | Description
--- | --- | ---
Server | ESS_STR_T | Network server name string.
The server name can be expressed as hostname, hostname:port, or as a URL representing the APS servlet endpoint with the Essbase failover cluster name; for example:
http://myhost:13080/aps/Essbase?clustername=Essbase-Cluster1
For secure mode (SSL), the URL syntax is
http[s]://host:port/aps/Essbase?ClusterName=logicalName&SecureMODE=yesOrno
For example,

UserName | ESS_STR_T | User name string.
Password | ESS_STR_T | Password string.
UserNameAs | ESS_STR_T | User name string for the user you want to impersonate.
pDbCount | ESS_PUSHORT_T | Address of variable to receive count of accessible applications/databases.

ppDbList | “ESS_APPDB_T” on page 108 | Address of pointer to receive allocated array of application/database name structures.

phCtx | ESS_PHCTX_T | Pointer to an Essbase Server context handle.

Notes
- Memory allocated for ppDbList must be freed using EssFree.
- You can call this function more than once for the same user name and server. The API returns a unique context handle for each login to the specified server.

Return Value
If successful, returns an Essbase Server context handle in phCtx, which can be used as an argument in subsequent calls to other API functions. Also returns a count of databases accessible to the specified user in pCount, and a list of accessible applications and databases in ppDbList.

Access
You must be an administrator to log in as another user.

Before calling this function, you must first initialize the API and obtain a valid instance handle by calling EssInit.

See Also
- EssAutoLogin
- EssLoginExAs
- EssInit
- EssListDatabases
EssLogout

EssSetActive

EssLoginEx

Logs in a user to an Essbase Server using a user authentication token rather than a username and password. This function should normally be called after executing a successful call to EssInit, and prior to making any other API calls which require a context handle argument.

Syntax

ESS_FUNC_M EssLoginEx (hInstance, Server, Token, pDbCount, ppDbList, phCtx);

Parameter | Data Type | Description
--- | --- | ---
hInstance | ESS_HINST_T | API instance handle.
Server | ESS_STR_T | Network server name string.
The server name can be expressed as hostname, hostname:port, or as a URL representing the APS servlet endpoint with the Essbase failover cluster name; for example:
http://myhost:13080/aps/Essbase?clustername=Essbase-Cluster1
For secure mode (SSL), the URL syntax is
http[s]://host:port/aps/Essbase?
ClusterName=logicalName&SecureMODE=yesORno
For example,
https://myhost:13080/aps/Essbase?clustername=Essbase-
Cluster1&SecureMODE=Yes
Token | ESS_STR_T | The token representing the username and password of an authenticated user.
pDbCount | ESS_PUSHORT_T | Address of variable to receive count of accessible applications/databases.
ppDbList | “ESS_APPDB_T” on page 108 | Address of pointer to receive allocated array of application/database name structures.
phCtx | ESS_PHCTX_T | Pointer to an Essbase Server context handle.

Notes

- If this function fails, the corresponding EssLogin function is automatically called in order to try to verify a username and password for the user.
- Memory allocated for ppDbList must be freed using EssFree.

Return Value

If successful, returns an Essbase Server context handle in phCtx, which can be used as an argument in subsequent calls to other API functions. Also returns a count of databases accessible to the specified user in pCount, and a list of accessible applications and databases in ppDbList.
Access

Before calling this function, you must first initialize the API and obtain a valid instance handle by calling **EssInit**.

See Also

- **EssLogin**
- **EssLoginAs**
- **EssLoginExAs**
- **EssAutoLogin**
- **EssInit**
- **EssListDatabases**
- **EssLogout**
- **EssSetActive**

## EssLoginExAs

Logs in an administrator to an Essbase Server as another user, and using a user authentication token rather than the administrator username and password. This function should normally be called after executing a successful call to **EssInit**, and prior to making any other API calls which require a context handle argument.

Logging in as another user can help administrators create scheduled reports with user-appropriate permissions.

### Syntax

```c
ESS_FUNC_M EssLoginExAs (hInstance, Server, Token, UserNameAs, pDbCount, ppDbList, phCtx);
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hInstance</td>
<td>ESS_HINST_T</td>
<td>API instance handle.</td>
</tr>
</tbody>
</table>
| Server      | ESS_STR_T     | Network server name string. The server name can be expressed as `hostname, hostname:port`, or as a URL representing the APS servlet endpoint with the Essbase failover cluster name; for example:  
http://myhost:13080/aps/Essbase?clustername=Essbase-Cluster1  
For secure mode (SSL), the URL syntax is  
http[s]://host:port/aps/Essbase?ClusterName=logicalName&SecureMODE=yesORno  
For example,  
<p>| Token       | ESS_STR_T     | The token representing the user name and password of an authenticated user. |
| UserNameAs  | ESS_STR_T     | User name string for the user you want to impersonate. |</p>
<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>pDbCount</td>
<td>ESS_PUSHORT_T</td>
<td>Address of variable to receive count of accessible applications/databases.</td>
</tr>
<tr>
<td>ppDbList</td>
<td>“ESS_APPDB_T” on page 108</td>
<td>Address of pointer to receive allocated array of application/database name structures.</td>
</tr>
<tr>
<td>phCtx</td>
<td>ESS_PHCTX_T</td>
<td>Pointer to an Essbase Server context handle.</td>
</tr>
</tbody>
</table>

**Notes**

- If this function fails, the corresponding *EssLoginAs* function is automatically called in order to try to verify a username and password for the user.
- Memory allocated for *ppDbList* must be freed using *EssFree*.

**Return Value**

If successful, returns an Essbase Server context handle in *phCtx*, which can be used as an argument in subsequent calls to other API functions. Also returns a count of databases accessible to the specified user in *pCount*, and a list of accessible applications and databases in *ppDbList*.

**Access**

You must be an administrator to log in as another user.

Before calling this function, you must first initialize the API and obtain a valid instance handle by calling *EssInit*.

**See Also**

- *EssLogin*
- *EssLoginAs*
- *EssAutoLogin*
- *EssInit*
- *EssListDatabases*
- *EssLogout*
- *EssSetActive*

### EssLoginSetPassword

Logs in a user, and changes the password. Use this function if the password expires, or must be changed at the next login.

**Syntax**

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>HInstance</td>
<td>ESS_HINST_T</td>
<td>API instance handle.</td>
</tr>
<tr>
<td>Parameter</td>
<td>Data Type</td>
<td>Description</td>
</tr>
<tr>
<td>-----------</td>
<td>-----------</td>
<td>-------------</td>
</tr>
<tr>
<td>Server</td>
<td>ESS_STR_T</td>
<td>Network server name string. The server name can be expressed as hostname, hostname:port, or as a URL representing the APS servlet endpoint with the Essbase failover cluster name; for example: <a href="http://myhost:13080/aps/Essbase?clusternname=Essbase-Cluster1">http://myhost:13080/aps/Essbase?clusternname=Essbase-Cluster1</a> For secure mode (SSL), the URL syntax is http[s]://host:port/aps/Essbase?ClusterName=logicalName&amp;SecureMODE=yesORno For example, <a href="https://myhost:13080/aps/Essbase?clusternname=Essbase-Cluster1&amp;SecureMODE=Yes">https://myhost:13080/aps/Essbase?clusternname=Essbase-Cluster1&amp;SecureMODE=Yes</a></td>
</tr>
<tr>
<td>UserName</td>
<td>ESS_STR_T</td>
<td>User name.</td>
</tr>
<tr>
<td>Password</td>
<td>ESS_STR_T</td>
<td>Old password.</td>
</tr>
<tr>
<td>NewPassword</td>
<td>ESS_STR_T</td>
<td>New password.</td>
</tr>
<tr>
<td>pDbCount</td>
<td>ESS_PUSHORT_T</td>
<td>Number of accessible databases.</td>
</tr>
<tr>
<td>ppDbList</td>
<td>ESS_PPAPPDB_T</td>
<td>Address of the pointer to an array of accessible application-database structures.</td>
</tr>
<tr>
<td>phCtx</td>
<td>ESS_PHCTX_T</td>
<td>Pointer to the context handle.</td>
</tr>
</tbody>
</table>

Notes
- Call this function after you call EssLogin, and after you receive status code 1051090 (Password has expired), or 1051093 (Change password now).
- In Microsoft Windows, consider using EssAutoLogin, instead of EssLoginSetPassword.
- Free memory allocated for ppDbList using EssFree.

Return Value
If successful, this function returns:
- In hCtx, the context handle.
- In pDbCount, the number of databases accessible to the user.
- In ppDbList, the pointer to an array of accessible application-database structures.

Access
Before you call this function, call EssInit to initialize the API, and obtain a valid instance handle.

Example
ESS_FUNC_M
ESS_LoginSetPassword (ESS_HINST_T hInst) {
ESS_FUNC_M  sts = ESS_STS_NOERR;
ESS_HCTX_T   hCtx;
ESS_USHORT_T  Items;
ESS_USHORT_T   ind;
ESS_PAPPDB_T  pAppsDbs = NULL;
ESS_STR_T    SvrName;
ESS_STR_T    User;
ESS_STR_T    Password;
ESS_STR_T    NewPassword;

SvrName     = "POPLAR";
User        = "Joseph";
Password    = "Password";
NewPassword = "NewPassword";

sts = EssLoginSetPassword (hInst, SvrName, User, Password, NewPassword
   &Items, &pAppsDbs, &hCtx);
if (!sts)
{
   for (ind = 0; ind < Items; ind++)
   {
      if (((pAppsDbs+ind) != NULL)
      {
         if ( ((pAppsDbs[ind].AppName != NULL) &&
             (pAppsDbs[ind].DbName != NULL))
         {
            printf ("%s\n", pAppsDbs[ind].AppName);
            printf ("%s\n", pAppsDbs[ind].DbName);
         }
      }
   }
   if (pAppsDbs)
      EssFree(hInst,pAppsDbs);
   return(sts);
}

See Also

- EssAutoLogin
- EssInit
- EssListDatabases
- EssLogout
- EssSetActive

**EssLogout**

Logs out a user from an Essbase Server.

**Syntax**

```c
ESS_FUNC_M EssLogout (hCtx);
```
**Parameter** | **Data Type** | **Description**
---|---|---

hCtx | ESS_HCTX_T | API context handle to logout.

**Notes**
- This function logs out only the login represented by the specified context handle. No other logins or contexts are affected, even if using the same user name.
- This function should only be used for login contexts. For local contexts, use the `EssDeleteLocalContext` function.

**Return Value**
None.

**Access**
To call this function, the caller must have previously logged in successfully using either the `EssLogin` or `EssAutoLogin` functions.

**Example**
```c
ESS_FUNC_M
ESS_Logout (ESS_HCTX_T hCtx)
{
    ESS_FUNC_M      sts = ESS_STS_NOERR;
    sts = EssLogout (hCtx);
    return(sts);
}
```

**See Also**
- `EssAutoLogin`
- `EssDeleteLocalContext`
- `EssGetActive`
- `EssLogin`
- `EssLogoutUser`

---

**EssLogoutUser**

Allows a Supervisor or an Application Designer to disconnect another user from an Essbase Server.

**Syntax**

```c
ESS_FUNC_M EssLogoutUser (hCtx, LoginId);
```

**Parameter** | **Data Type** | **Description**
---|---|---

hCtx | ESS_HCTX_T | API context handle of user forcing the log out.

LoginId | ESS_LOGINID_T | Login ID of user to be logged out.
Notes

- *LoginId* can be obtained from the user information structure returned by the `EssListConnections` function.
- This function logs out only the login represented by the specified *LoginId*. No other logins or contexts are affected.
- A Supervisor can log out anyone logged in to the server to which *hCtx* is logged in. An Application Designer can log out only those users connected to an application for which *hCtx* is an Application Designer. You cannot log yourself out.

Return Value

None.

Access

To call this function, you must have Supervisor or Application Designer privilege.

Example

```c
ESS_FUNC_M ESS_LogoutUser (ESS_HCTX_T hCtx,
ESS_HINST_T hInst)
{
    ESS_FUNC_M sts = ESS_STS_NOERR;
    ESS_USHORT_T usrcnt;
    ESS_PUSERINFO_T users;
    sts = EssListConnections(hCtx, &usrcnt,
    &users);
    if(!sts)
    {
        if(usrcnt > 0)
        {
            /***************************************
            * Log out first user from the list *
            ***************************************/
            sts = EssLogoutUser(hCtx, users[0].LoginId);
            if(!sts)
                EssFree(hInst, users);
        }
        return(sts);
    }
}
```

See Also

- `EssListConnections`
- `EssLogout`

**EssLogSize**

Returns the size of the Essbase Server log file (*essbase.log*), or of the application log file (*appname.log*).
Syntax

    ESS_FUNC_M EssLogSize (hCtx, AgentLog, pszAppName, pulLogSize);

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hCtx</td>
<td>ESS_HCTX_T</td>
<td>API context handle.</td>
</tr>
<tr>
<td>AgentLog</td>
<td>ESS_BOOL_T</td>
<td>If TRUE, the size of the Essbase Server log file (essbase.log) is returned. If FALSE, the size of the application log file (appname.log) is returned.</td>
</tr>
<tr>
<td>pszAppName</td>
<td>ESS_STR_T</td>
<td>Application name.</td>
</tr>
<tr>
<td>pulLogSize</td>
<td>ESS_PULONG_T</td>
<td>Size of log file returned.</td>
</tr>
</tbody>
</table>

Notes

- Use `EssGetLogFile` to view message logs.
- For the locations of `essbase.log` and `appname.log`, see the Oracle Essbase Database Administrator's Guide.

Return Value

Returns a zero if successful.

Access

This function does not require the caller to have access privileges.

Example

    ESS_FUNC_M ESS_LogSize (ESS_HCTX_T hCtx)
    {
        ESS_STR_T     pszAppName = NULL;
        ESS_ULONG_T   ulLogSize = 0;
        ESS_FUNC_M    sts = ESS_STS_NOERR;

        pszAppName = "Sample";

        /*
         * Get the log file size for the "Sample" application.
         */
        sts = EssLogSize(hCtx, ESS_FALSE, pszAppName, &ulLogSize);

        return(sts);
    }

See Also

- EssDeleteLogFile
- EssGetLogFile
- EssWriteToLogFile

**EssLROAddObject**

Links reporting objects to a data cell in an Essbase database.
Syntax

```c
ESS_FUNC_M EssLROAddObject (hCtx, memCount, pMemComb, usOption, pLRODesc);
```

Parameter | Data Type | Description
--- | --- | ---
| hCtx | ESS_HCTX_T | API context handle.
| memCount | ESS_ULONG_T | The number of members specified in `pMemComb`.
| pMemComb | ESS_PVOID_T | Array of the member names that define the data cell to be linked.
| usOption | ESS_USHORT_T | Option specifying where to store the object. Use one of these values:
  - ESS_STORE_OBJECT_API to store an object on the server.
  - ESS_NOSTORE_OBJECT_API to not store the object on a server.
| pLRODesc | “ESS_LRODESC_API_T” | Pointer to object's description structure.

Notes

- The linked object can be any of the following types:
  - A flat file, such as a Word document, Excel spreadsheet, or bitmap image.
  - A cell note containing up to 599 characters of text.
  - A link to a URL.
  - A link to another Essbase database (a linked partitions feature).
- If you elect not to store the object on the server (`usOption`), your application is responsible for all file management tasks for the object (that is, because the object is not being stored with the Essbase database, some other program must take responsibility for it).
- The `usOption` parameter is ignored for cell notes, which are always stored on the server.
- The `usOption` parameter for a URL linked object should always be ESS_NOSTORE_OBJECT_API.
- EssLROAddObject uses the currently logged in user name as the “created by” user name for the object and ignores any user name specified in the `pLRODesc` object description structure.

Return Value

If successful, returns ESS_STS_NOERR. Otherwise, returns an error code.

Access

A call to this function requires write privileges (ESS_PRIV_WRITE) to the active database.

Example

```c
ES1_STS_T  ESS_LROAddObject (ESS_HCTX_T hCtx, ESS_HINST_T hInst) {
    ESS_STS_T                       sts = ESS_STS_NOERR;
    ESS_PMBRNAME_NONUNI_T   pMemComb = NULL;
    ESS_LRODESC_API_T               lroDesc;
    ESS_USHORT_T            usOption = 0;
```
ESS ULONG_T memCount;

memset (&lroDesc, 0 , sizeof(ESS_LRODESC_API_T));

lroDesc.usObjType = 0; /* Creating a cell note */
strcpy(lroDesc.lro.note, "The profit for Colas in the East based on actuals");
usOption = ESS_NOSTORE_OBJECT_API;
strcpy(lroDesc.userName, "user1");
memCount = 5;

sts = EssAlloc(hInst, memCount*sizeof(ESS_MBRNAME_NONUNI_T),
(ESS_PPVOID_T)&pMemComb);
if (sts)
{
    printf("could not allocate memory\n");
    return sts;
}

memset(pMemComb, 0, memCount*sizeof(ESS_MBRNAME_NONUNI_T));
strcpy( pMemComb[0], "Profit");
strcpy( pMemComb[1], "East");
strcpy( pMemComb[2], "Actual");
strcpy( pMemComb[3], "Colas");
strcpy( pMemComb[4], "Year");

sts = EssLROAddObject( hCtx, memCount, pMemComb, usOption, &lroDesc);
if (sts)
{
    printf( "Could not attach LRO\n");
    EssFree(hInst, pMemComb);
    return sts;
}

See Also

- “LRO Constant and Structure Definitions (C)” on page 101
- EssLROGetObject
- EssLROUpdateObject
- EssLRODeleteObject

**EssLRODeleteCellObjects**

Deletes all objects linked to a given data cell in an Essbase database. To delete a specific object linked to a cell, use EssLRODeleteObject.

**Syntax**

```c
ESS_FUNC_M EssLRODeleteCellObjects (hCtx, memCount, pMemComb, pulLROCount, pLRODescList);
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hCtx</td>
<td>ESS_HCTX_T</td>
<td>API context handle.</td>
</tr>
</tbody>
</table>

526
<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>memCount</td>
<td>ESS_ULONG_T</td>
<td>Number of members specified in pMemComb.</td>
</tr>
<tr>
<td>pMemComb</td>
<td>ESS_PVOID_T</td>
<td>Array of member names.</td>
</tr>
<tr>
<td>pulLROCount</td>
<td>ESS_ULONG_T</td>
<td>Number of LRO catalog entries deleted.</td>
</tr>
<tr>
<td>pLRODescList</td>
<td>“ESS_LRODESC_API_T” on page 102</td>
<td>List of LRO catalog entries deleted.</td>
</tr>
</tbody>
</table>

**Notes**
- This function deletes all objects linked to the specified cell along with their catalog entries.
- If the object is not stored on the server, only the cell link is destroyed; the file is not deleted.
- The caller is responsible for freeing memory allocated for pLRODescList.

**Return Value**
If successful, returns ESS_STS_NOERR. Otherwise, returns an error code.

**Access**
A call to this function requires write privileges (ESS_PRIV_WRITE) to the active database.

**Example**

```c
ESS_FUNC_M ESS_LRO DeleteCellObjects (ESS_HCTX_T hCtx, ESS_HINST_T hInst)
{
    ESS_LRODESC_API_T         plroDescList=NULL;
    ESS_PMBRNAME_NONUNI_T     pMemComb = NULL;
    ESS_ULONG_T               memCount;
    ESS_FUNC_M                sts = ESS_STS_NOERR;
    ESS_ULONG_T               ulLroCount;
    memCount = 5;
    sts = EssAlloc(hInst, memCount*sizeof(ESS_MBRNAME_NONUNI_T),
                   (ESS_PPVOID_T)&pMemComb);
    if(sts)
        {
            printf("Could not allocate memory \n");
            return sts;
        }
    memset(pMemComb, 0, memCount*sizeof(ESS_MBRNAME_NONUNI_T));
    strcpy( pMemComb[0], "Profit");
    strcpy( pMemComb[1], "East");
    strcpy( pMemComb[2], "Actual");
    strcpy( pMemComb[3], "Colas");
    strcpy( pMemComb[4], "Year");
    sts = EssLRODeleteCellObjects(hCtx, memCount, pMemComb, &ulLroCount,
                                  &plroDescList);
    if (sts)
        {
            printf ("Could not delete cell objects. \n");
        }
    EssFree( hInst, pMemComb);
    if (plroDescList)
        EssFree(hInst, plroDescList);
}```
return sts;
}

See Also
- "LRO Constant and Structure Definitions (C)" on page 101
- EssLROAddObject
- EssLRODeleteObject
- EssLROPurgeObjects

**EssLRODeleteObject**

Deletes a specific object linked to a data cell in an Essbase database. To delete all objects linked to a cell, use **EssLRODeleteCellObjects**.

**Syntax**

```c
ESS_FUNC_M EssLRODeleteObject (hCtx, plinkId);
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hCtx</td>
<td>ESS_HCTX_T</td>
<td>API context handle.</td>
</tr>
<tr>
<td>plinkId</td>
<td>“ESS_LROHANDLE_API_T” on page 103</td>
<td>Pointer to object identification structure.</td>
</tr>
</tbody>
</table>

**Notes**

- The specified object is deleted and also removed from the Catalog list.
- If the object is not stored on the server, only the cell link is destroyed; the file is not deleted.

**Return Value**

If successful, returns ESS_STS_NOERR. Otherwise, returns an error code.

**Access**

A call to this function requires write privileges (ESS_PRIV_WRITE) to the active database.

**Example**

```c
ESS_FUNC_M Ess_LRO DeleteObject (ESS_HCTX_T hCtx)
{
    ESS_FUNC_M   sts = ESS_STS_NOERR;
    ESS_LROHANDLE_API_T linkId;
    memset(&linkId, 0, sizeof(ESS_LROHANDLE_API_T));
    linkId.hObject = 26;
    linkId.cellKey.cellOffset = 282;
    linkId.cellKey.blkOffset = 113;
    linkId.cellKey.segment = 0;
    sts = EssLRODeleteObject(hCtx, &linkId);
    if (sts)
    {
        printf("Could not delete object\n");
    }
    return sts;
}
```
EssLROGetCatalog

Retrieves a list of LRO catalog entries for a given data cell in an Essbase database.

**Syntax**

```c
ESS_FUNC_M EssLROGetCatalog (hCtx, memCount, pMemComb, pulLROCount, ppLRODescList)
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hCtx</td>
<td>ESS_HCTX_T</td>
<td>API context handle.</td>
</tr>
<tr>
<td>memCount</td>
<td>ESS_ULONG_T</td>
<td>Number of members specified in <code>pMemComb</code>.</td>
</tr>
<tr>
<td>pMemComb</td>
<td>ESS_PMBRNAMECOMB_T</td>
<td>Array of member names.</td>
</tr>
<tr>
<td>pulLROCount</td>
<td>ESS_ULONG_T *</td>
<td>Number of LRO catalog entries returned to caller.</td>
</tr>
<tr>
<td>pLRODescList</td>
<td>“ESS_LRODESC_API_T” on page 102</td>
<td>Address of pointer to the list of LRO catalog entries returned to caller.</td>
</tr>
</tbody>
</table>

**Return Value**

If successful, returns ESS_STS_NOERR. Otherwise, returns an error code.

**Access**

A call to this function requires read privileges (ESS_PRIV_READ) for the active database.

**Example**

```c
ESS_FUNC_M ESS_LRO GetCatalog (ESS_HCTX_T hCtx, ESS_HINST_T hInst)
{
    ESS_PMBRNAME_NONUNI_T pMemComb = NULL;
    ESS_LRODESC_API_T plroDescList=NULL;
    ESS_USHORT_T usOption = 0;
    ESS_ULONG_T memCount;
    ESS_FUNC_M sts = ESS_STS_NOERR;
    ESS_ULONG_T ulLroCount;
    memCount = 5;
    sts = EssAlloc(hInst, memCount*sizeof(ESS_MBRNAME_NONUNI_T),
                   (ESS_PPVOID_T)&pMemComb);
    if(sts)
    {
        printf("Could not allocate memory \n");
        return sts;
    }
    memset(pMemComb, 0, memCount*sizeof(ESS_MBRNAME_NONUNI_T));
    strcpy( pMemComb[0], "Profit");
    strcpy( pMemComb[1], "East");
    ...
strcpy( pMemComb[2], "Actual");
strcpy( pMemComb[3], "Colas");
strcpy( pMemComb[4], "Year");
sts = EssLROGetCatalog(hCtx, memCount, pMemComb, &ulLroCount, &plroDescList);
if (sts)
{
    printf ("Could not get the catalog \n");
}
EssFree(hInst, pMemComb);
if(plroDescList)
{
    EssFree(hInst, pMemComb);
}
return sts;

See Also
● “LRO Constant and Structure Definitions (C)” on page 101
● EssLROGetCatalogBatch
● EssLROAddObject
● EssLROUpdateObject
● EssLROGetObject
● EssLROReduceObject

EssLROGetCatalogBatch

Retrieves a list of LRO catalog entries for multiple data cells in an Essbase database.

Syntax

ESS_FUNC_M EssLROGetCatalogBatch (hCtx, memCount, pMemComb, cellCount, pulLROCount, ppLRODescList)

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hCtx</td>
<td>ESS_HCTX_T</td>
<td>API context handle.</td>
</tr>
<tr>
<td>memCount</td>
<td>ESS ULONG_T *</td>
<td>Array of 'Number of members' specified in pMemComb, , one for each cell.</td>
</tr>
<tr>
<td>pMemComb</td>
<td>ESS_PMBRNAMECOMB_T *</td>
<td>Array of 'member name' combination. Each element of array itself is an array of member names, one for each cell.</td>
</tr>
<tr>
<td>cellCount</td>
<td>ESS ULONG_T</td>
<td>Count of LRO cells.</td>
</tr>
<tr>
<td>pulLROCount</td>
<td>ESS ULONG_T *</td>
<td>Array of 'Number of LRO' catalog entries returned to caller. Each element in array corresponds to the number of LRO catalog entries for an input cell.</td>
</tr>
<tr>
<td>pLRODescList</td>
<td>“ESS_LRODESC_API_T” on page 102</td>
<td>Address of pointer to the list of LRO catalog entries returned to caller.</td>
</tr>
</tbody>
</table>
Notes

To use this function, initialize the program with the MaxBuffer field of the initialization structure ESS_INIT_T set to 0xFFFFFFFF bytes.

Return Value

If successful, returns ESS_STS_NOERR. Otherwise, returns an error code.

Access

A call to this function requires read privileges (ESS_PRIV_READ) for the active database.

Example

```c
/*
 * ESS_GetLinkedObjectCatalogBatch() -- Gets a list of LRO description for a list of
 * given data cell
 * From the Database Sample.Basic, it will fetch LROs for the following Cells.
 * 1) "Jan", "Sales", "100-10", "New York", "Actual"
 * 2) "Feb", "COGS", "200-10", "Utah", "Budget"
 * 3) "Mar", "Payroll", "300-10", "Texas", "Variance"
 */
ESS_STS_T ESS_GetLinkedObjectCatalogBatch(ESS_HINST_T hInst, ESS_HCTX_T hCtx)
{
    ESS_STS_T               status = 0;
    ESS_UINT_T              memberLength = ESS_MBRNAMELEN_NONUNI;
    ESS_PMBRNAME_NONUNI_T  *ppMemComb=NULL;
    ESS_PMBRNAME_NONUNI_T   pMemComb = NULL;
    ESS_ULONG_T            *pulLroCount= NULL;
    ESS_PLRODESC_API_T      pLroDescList = NULL;
    ESS_PLRODESC_API_T     *ppLroDescList = NULL;
    ESS_ULONG_T             cellCount = 3;            /* Number of cells for which to
    retrieve LROs */
    ESS_ULONG_T             mbrsCount[3] = {5, 5, 5}; /* Number of members in
    combinations for each cell */
    ESS_ULONG_T             i,j,k,offset;
    ESS_CHAR_T              response;

    status = EssAlloc(hInst, cellCount * sizeof(ESS_PMBRNAMECOMB_T),
                      (ESS_PPVOID_T)&ppMemComb);
    if (status)
        goto exit;

    /* Member combination for Cell # 1 */
    status = EssAlloc(hInst, mbrsCount[0] * memberLength, (ESS_PPVOID_T)&(ppMemComb[0]));
    if (status)
        goto exit;
    pMemComb = ppMemComb[0];
    memset(pMemComb, 0, mbrsCount[0]* memberLength);
    strcpy((pMemComb)[0], "Jan");
    strcpy((pMemComb)[1], "Sales");
    strcpy((pMemComb)[2], "100-10");
    strcpy((pMemComb)[3], "New York");
    strcpy((pMemComb)[4], "Actual");
```
/* Member combination for Cell # 2 */
status = EssAlloc(hInst, mbrsCount[1] * memberLength, (ESS_PPVOID_T)&(ppMemComb[1]));
if (status)
    goto exit;
pMemComb = ppMemComb[1];
memset(pMemComb, 0, mbrsCount[1] * memberLength);
strcpy((pMemComb)[0], "Feb");
strcpy((pMemComb)[1], "COGS");
strcpy((pMemComb)[2], "200-10");
strcpy((pMemComb)[3], "Utah");
strcpy((pMemComb)[4], "Budget");

/* Member combination for Cell # 3 */
status = EssAlloc(hInst, mbrsCount[2] * memberLength, (ESS_PPVOID_T)&(ppMemComb[2]));
if (status)
    goto exit;
pMemComb = ppMemComb[2];
memset(pMemComb, 0, mbrsCount[2] * memberLength);
strcpy((pMemComb)[0], "Mar");
strcpy((pMemComb)[1], "Payroll");
strcpy((pMemComb)[2], "300-10");
strcpy((pMemComb)[3], "Texas");
strcpy((pMemComb)[4], "Variance");

/* Will hold information about how many LROs fetched for each Cell */
status = EssAlloc(hInst, cellCount * sizeof(ESS_ULONG_T),
                 (ESS_PPVOID_T)&pulLroCount);
if (status)
    goto exit;
memset(pulLroCount, 0, cellCount * sizeof(ESS_ULONG_T));

ppLroDescList = &pLroDescList;

status = EssLROGetCatalogBatch(hCtx, mbrsCount, ppMemComb, cellCount, pulLroCount, 
                                ppLroDescList);
if (status)
    goto exit;

for (k=0, offset=0; k<cellCount; k++)
{
    ESS_LRODESC_API_T *pLroDesc = &pLroDescList[offset];
    for (i=0; i<pulLroCount[k]; i++, offset++)
    {
        printf("***** information for linked object ********\n");
        printf("Object type - %2d\n", (pLroDesc+i)->usObjType);
        printf("Link Id : \
");
        printf(" Object handle - %d \n", (pLroDesc+i)->linkId.hObject);
        printf(" Cell offset - %d \n", (pLroDesc+i)->linkId.cellKey.cellOffset);
        printf(" Block offset - %lf \n", (pLroDesc+i)->linkId.cellKey.blkOffset);
        printf(" Segment - %lf \n", (pLroDesc+i)->linkId.cellKey.segment);
        if ((pLroDesc+i)->usObjType > 0)
        {
            printf("Object name - %s\n", (pLroDesc+i)->lro.lroInfo.objName);
            printf("Object description - %s\n", (pLroDesc+i)->lro.lroInfo.objDesc);
        }
        else
            532
printf("Cell notes - %s\n", (pLroDesc+i)->lro.note);
}
printf("User name - %s\n", (pLroDesc+i)->userName);
printf("Security Access Level - %d\n", (pLroDesc+i)->accessLevel);
if ((pLroDesc+i)->pMemComb)
{
    printf("Member Name : \n");
    pMember = (ESS_CHAR_T *) (pLroDesc+i)->pMemComb;
    for (j=0; j < (pLroDesc+i)->memCount; j++)
    {
        printf("    %s\n", pMember);
        pMember += memberLength;
    }
    EssFree(hInst, (pLroDesc+i)->pMemComb);
}
printf("\n");
}
printf("********* complete **********\n");

exit:
if (status)
    printf("Fail Getting Catalog Information.\n");
if (ppMemComb)
{
    for (i=0; i<cellCount; i++)
    {
        EssFree(hInst, ppMemComb[i]);
    }
    EssFree(hInst, ppMemComb);
}
if (pLroDescList)
    EssFree(hInst, pLroDescList);
if (pulLroCount)
    EssFree(hInst, pulLroCount);
return(status);
}

See Also

- “LRO Constant and Structure Definitions (C)” on page 101
- EssLROGetCatalog
- EssLROAddObject
- EssLROUpdateObject
- EssLROGetObject
- EssLRODeleteObject
EssLROGetObject

Retrieves an object linked to a data cell in an Essbase database.

Syntax

```c
ESS_FUNC_M EssLROGetObject (hCtx, plinkId, targetFile, usOption, pRetLRODesc);
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hCtx</td>
<td>ESS_HCTX_T</td>
<td>API context handle.</td>
</tr>
<tr>
<td>plinkId</td>
<td>“ESS_LROHANDLE_API_T” on page 103</td>
<td>Pointer to object identification structure.</td>
</tr>
<tr>
<td>targetFile</td>
<td>ESS_STR_T</td>
<td>The name of the target file into which the object is retrieved.</td>
</tr>
</tbody>
</table>
| usOption  | ESS_USHORT_T         | Option specifying whether to retrieve the object, its catalog entry, or both. Use one of the following:
|            |                      | - ESS_LRO_OBJ_API retrieves only the object.                              |
|            |                      | - ESS_LRO_CATALOG_API retrieves only the catalog entry.                    |
|            |                      | - ESS_LRO_BOTH_API retrieves object and catalog entry.                     |
| pRetLRODesc | “ESS_LRODESC_API_T” on page 102 | Pointer to object’s description structure.                                 |

Notes

Cell notes are part of the catalog entry for an object. To retrieve a cell note, use ESS_LRO_CATALOG_API for the `usOption` parameter. The linked note is contained in structure "ESS_LRODESC_API_T" on page 102.

Return Value

If successful, returns ESS_STS_NOERR. Otherwise, returns an error code.

Access

A call to this function requires read privileges (ESS_PRIV_READ) for the active database.

Example

```c
ESS_FUNC_M ESS_LRO GetObject (ESS_HCTX_T hCtx)
{
    ESS_FUNC_M st斯 = ESS_STS_NOERR;
    ESS_LROHANDLE_API_T linkId;
    ESS_LRODESC_API_T lroDesc;
    ESS_USHORT_T usOption = 2; /* Default is catalog */
    ESS_CHAR_T targetFile[ESS_ONAMELEN_API];
    memset(&lroDesc, 0, sizeof(ESS_LRODESC_API_T));
    memset(&linkId, 0, sizeof(ESS_LROHANDLE_API_T));
    /* Linked object is a LRO. (Windows Application) */
    linkId.hObject = 4;
    linkId.cellKey.cellOffset = 136;
    linkId.cellKey.blkOffset = 113.0;
    linkId.cellKey.segment = 0.0;
}```
usOption = ESS_LRO_BOTH_API; /* Get the catalog and the object */
strcpy ( targetFile, "c:\\temp\\lrofile"");
sts = EssLROGetObject(hCtx, &linkId, targetFile, usOption, &lroDesc);
if (sts)
{
    printf("Could not get object\n");
}
return sts;

See Also

- “LRO Constant and Structure Definitions (C)” on page 101
- EssLROAddObject
- EssLROUpdateObject
- EssLRODeleteObject

**EssLROListObjects**

Retrieves a list of all objects linked to cells in the active database for a given user name and/or modification date.

**Syntax**

```
ESS_FUNC_M EssLROListObjects (hCtx, userName, listDate, pulLROCount, pLRODescList);
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hCtx</td>
<td>ESS_HCTX_T</td>
<td>API context handle.</td>
</tr>
<tr>
<td>userName</td>
<td>ESS_CHAR_T</td>
<td>A user name. If specified, returns a list of all objects last modified by the given user.</td>
</tr>
<tr>
<td>listDate</td>
<td>ESS_TIME_T</td>
<td>A modification date. If specified, returns a list of all objects modified before the given date. The time is a ULONG representing the number of seconds since January 1, 1970.</td>
</tr>
<tr>
<td>pulLROCount</td>
<td>ESS_ULONG_T *</td>
<td>Number of LRO catalog entries returned.</td>
</tr>
<tr>
<td>pLRODescList;</td>
<td>“ESS_LRODESC_API_T” on page 102</td>
<td>Address of pointer to the list of LRO catalog entries returned.</td>
</tr>
</tbody>
</table>

**Notes**

- If you specify both the `userName` and `listDate` parameters, objects meeting both criteria are listed.
- The caller is responsible for freeing memory allocated for `pLRODescList`.

**Return Value**

If successful, returns ESS_STS_NOERR. Otherwise, returns an error code.

**Access**

A call to this function requires read privileges (ESS_PRIV_READ) to the active database.
Example

ESS_FUNC_M ESS_LRO ListObjects (ESS_HCTX_T hCtx, ESS_HINST_T hInst) {
    ESS_FUNC_M    sts = ESS_STS_NOERR;
    ESS_LRODESC_API_T       plroDescList=NULL;
    ESS_ULONG_T             ulLroCount;
    ESS_CHAR_T              userName[ESS_USERNAMELEN];
    ESS_CHAR_T              listDate[ESS_DATESIZE];
    ESS_CHAR_T              buf[ESS_DATESIZE];
    ESS_TIME_T              timestamp;
    struct tm               *pTmStruct, time_str;
    strcpy( userName, "user1");
    strcpy( listDate, "09/05/1997");
    time(&timestamp);
    pTmStruct = localtime((ESS_PLONG_T)&timestamp);
    memset(&time_str, 0, sizeof(struct tm));
    strncpy (buf, (const char *)&listDate[8], 2);
    time_str.tm_year = atoi(buf);
    strncpy(buf, listDate, 2);
    time_str.tm_mon = atoi(buf)-1;
    strncpy(buf, (const char *)&listDate[3], 2);
    time_str.tm_mday = atoi(buf);
    time_str.tm_hour = 0;
    time_str.tm_min = 0;
    time_str.tm_sec = 1;
    time_str.tm_isdst = -1;
    if ((time_str.tm_mon != pTmStruct->tm_mon) ||
        (time_str.tm_year != pTmStruct->tm_year) ||
        (time_str.tm_mday != pTmStruct->tm_mday))
    {
        time_str.tm_mday++;
        timestamp = mktime(&time_str);
    }
    sts = EssLROListObjects(hCtx, userName, timestamp, &ulLroCount, &plroDescList);
    if(sts)
    {
        printf("Could not list linked objects. \n");
    }
    if (plroDescList)
        EssFree(hInst, plroDescList);
    return sts;
}

See Also

- "LRO Constant and Structure Definitions (C)" on page 101
- EssLROGetCatalog
- EssLROPurgeObjects

EssLROPurgeObjects

Deletes all objects linked to cells in the active database for a given user name and/or modification date.
## Syntax

```c
ESS_FUNC_M EssLROPurgeObjects (hCtx, userName, purgeDate, pulLROCount, pLRODescList);
```

### Parameter | Data Type | Description
--- | --- | ---
| hCtx | ESS_HCTX_T | API context handle.
| userName | ESS_STR_T | Pointer to a user name. If specified, deletes all objects last modified by the given user.
| purgeDate | ESS_TIME_T | A modification date. If specified, returns a list of all objects modified before the given date. The date is a ULONG representing the number of seconds elapsed since January 1, 1970.
| pulLROCount | ESS_ULONG_T | Number of LRO catalog entries purged.
| pLRODescList | “ESS_LRODESC_API_T” on page 102 | Address of pointer to the list of LRO catalog entries purged.

### Notes
- If you specify both the `userName` and `purgeDate` parameters, objects meeting both criteria are deleted.
- The caller is responsible for freeing memory allocated for `pLRODescList`.

### Return Value
If successful, returns ESS_STS_NOERR. Otherwise, returns an error code.

### Access
A call to this function requires design privileges (ESS_PRIV_DBDESIGN) for the active database.

### Example
```c
ESS_FUNC_M ESS_LRO PurgeObjects (ESS_HCTX_T hCtx, ESS_HINST_T hInst) {
    ESS_FUNC_M st rs = ESS_STS_NOERR;
    ESS_LRODESC_API_T pLRODescList=NULL;
    ESS_ULONG_T ullLroCount;
    ESS_CHAR_T userName[ESS_USERNAMELEN];
    ESS_CHAR_T purgeDate[ESS_DATESIZE];
    ESS_CHAR_T buf[ESS_DATESIZE];
    ESS_TIME_T timestamp;
    struct tm *pTmStruct, time_str;

    strcpy( userName, "user1");
    strcpy( purgeDate, "09/05/1997");
    time(&timestamp);
    pTmStruct = localtime((ESS_PLONG_T)&timestamp);
    memset(&time_str, 0, sizeof(struct tm));
    strncpy (buf, (const char *)&purgeDate[8], 2);
    time_str.tm_year = atoi(buf);
    strncpy(buf, listDate, 2);
    time_str.tm_mon = atoi(buf)-1;
    strncpy(buf, (const char *)&purgeDate[3], 2);
    time_str.tm_mday = atoi(buf);
    time_str.tm_hour = 0;
    ...}
```
time_str.tm_min = 0;
time_str.tm_sec = 1;
time_str.tm_isdst = -1;
if ((time_str.tm_mon != pTmStruct->tm_mon) ||
    (time_str.tm_year != pTmStruct->tm_year) ||
    (time_str.tm_mday != pTmStruct->tm_mday))
{
    time_str.tm_mday++;
timestamp = mktime(&time_str);
}
sts = EssLRORemoveFromUser(hCtx, userName, timestamp, &ulLroCount, &plroDescList);
if(!sts)
{
    printf("Could not remove linked objects. \n");
}
if (plroDescList)
    EssFree(hInst, plroDescList);
return sts;

See Also

- “LRO Constant and Structure Definitions (C)” on page 101
- EssLROGetCatalog
- EssLRODeleteObject
- EssLRODeleteCellObjects

EssLROUpdateObject

Stores an updated version of an LRO on the server.

Syntax

ESS_FUNC_M EssLROUpdateObject (hCtx, plinkId, usOption, pLRODesc);

Parameter  Data Type  Description

hCtx      ESS_HCTX_T   API context handle.

plinkId  “ESS_LROHANDLE_API_T” on page 103  Pointer to object identification structure.

usOption  ESS_USHORT_T  Option specifying whether to store the object, its catalog entry, or both. Use one of the following:
- ESS_LRO_OBJ_API stores only the object.
- ESS_LRO_CATALOG_API stores only the catalog entry.
- ESS_LRO_BOTH_API stores the object and the catalog entry.

pLRODesc  “ESS_LRODESC_API_T” on page 102  Pointer to object’s description structure.

Notes

- The linked object can be any of the following types:
A flat file, such as a Word document, Excel spreadsheet, or bitmap image.

A cell note containing up to 599 characters of text.

A link to another Essbase database (Linked Partitions feature).

- Cell notes are part of the catalog entry for an object. To store a cell note, use ESS_LRO_CATALOG_API for the usOption parameter. The linked note is contained in structure “ESS_LRODESC_API_T” on page 102.

- The name of the last user to modify the object and the modification date are also updated.

Return Value

If successful, returns ESS_STS_NOERR. Otherwise, returns an error code.

Access

A call to this function requires write privileges (ESS_PRIV_WRITE) to the active database.

Example

```c
ESS_STS_T ESS_LRO UpdateObject (ESS_HCTX_T hCtx)
{
    ESS_STS_T               sts = ESS_STS_NOERR;
    ESS_LROHANDLE_API_T     linkId;
    ESS_LRODESC_API_T       lroDesc;
    ESS_USHORT_T            usOption = 2;   /* Default is catalog */

    memset (&linkId, 0, sizeof(ESS_LROHANDLE_API_T));
    memset (&lroDesc, 0, sizeof(ESS_LRODESC_API_T));

    linkId.hObject = 25;
    linkId.cellKey.cellOffset = 149;
    linkId.cellKey.blkOffset = 113.0;
    linkId.cellKey.segment = 0.0;

    /* Linked object is a LRO. (Windows Application) */
    lroDesc.usObjType = 1;
    lroDesc.usOption = ESS_LRO_BOTH_API;
    lroDesc.lro.lroInfo.objName = "e:\lro\lroex.c";
    lroDesc.lro.lroInfo.objDesc = "My C file";
    lroDesc.userName = "user1";
    lroDesc.linkId.hObject = linkId.hObject;

    sts = EssLROUpdateObject(hCtx, &linkId, usOption, &lroDesc);
    if (sts)
    {
        printf("Could not update linked object.\n");
    }
    return sts;
}
```

See Also

- “LRO Constant and Structure Definitions (C)” on page 101
EssMdxTrig

Manipulates triggers based on the operations specified in an MDX statement. The MDX can create, replace, delete, enable, or disable a specific trigger.

Syntax

```
ESS_FUNC_M EssMdxTrig (hCtx, AppName, DbName, mdxStatement);
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hCtx</td>
<td>ESS_HCTX_T</td>
<td>API context handle.</td>
</tr>
<tr>
<td>AppName</td>
<td>ESS_STR_T</td>
<td>Application name.</td>
</tr>
<tr>
<td>DbName</td>
<td>ESS_STR_T</td>
<td>Database name.</td>
</tr>
<tr>
<td>mdxStatement</td>
<td>ESS_STR_T</td>
<td>An MDX statement that specifies whether to create, replace, delete, enable, or disable a specific trigger.</td>
</tr>
</tbody>
</table>

Access

This function requires the caller to have database Design privilege (ESS_PRIV_DBDESIGN) for the specified database.

See Also

- EssDisplayTriggers
- EssListSpoolFiles
- EssGetSpoolFile
- EssDeleteSpoolFile
- EssDeleteAllSpoolFiles

EssMergeDatabaseData

Merges two or more data slices into a single data slice. Optionally, the primary database slice can be excluded.

This function applies only to aggregate storage databases.

Syntax

```
ESS_FUNC_M EssMergeDatabaseData (hCtx, AppName, DbName, ulOptions);
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hCtx</td>
<td>ESS_HCTX_T</td>
<td>API context handle.</td>
</tr>
<tr>
<td>AppName</td>
<td>ESS_STR_T</td>
<td>Use NULL. Function always applies to the currently selected database.</td>
</tr>
</tbody>
</table>
## Parameter

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>DbName</td>
<td>ESS_STR_T</td>
<td>Use NULL. Function always applies to the currently selected database.</td>
</tr>
<tr>
<td>ulOptions</td>
<td>ESS_ULONG_T</td>
<td>One of the following constants:</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- #define ESS_MERGE_DATABASE_DATA_ALL 1: Merges all data slices into one.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- #define ESS_MERGE_DATABASE_DATA_INCREMENTAL 2: Merges all incremental slices into one slice, but does not merge this slice with the primary slice. Afterwards, there will be two slices.</td>
</tr>
</tbody>
</table>

## Return Value

Returns zero if successful; otherwise, returns an error code.

## Example

```c
void TestMergeDatabaseData(ESS_HCTX_T hCtx, ESS_STR_T AppName, ESS_STR_T DbName)
{
    ESS_STS_T               sts = ESS_STS_NOERR;
    ESS_SHORT_T             isAbortOnError;
    ESS_OBJDEF_T    Rules;
    ESS_OBJDEF_T    Data;
    ESS_PMBRERR_T   pMbrErr = NULL;
    ESS_PMBRUSER_T  pMbrUser = NULL;
    ESS_ULONG_T             ulBufferId;
    ESS_ULONG_T             ulDuplicateAggregationMethod;
    ESS_ULONG_T             ulOptionsFlags;
    ESS_ULONG_T             ulSize;
    ESS_ULONG_T             ulBufferCnt;
    ESS_ULONG_T             ulCommitType ;
    ESS_ULONG_T             ulActionType;
    ESS_ULONG_T             ulOptions;
    ESS_ULONG_T             ulBufferIdAry[1];
    ESS_ULONG_T             options;

    printf("\nCreate the buffer:\n\n");
    ulDuplicateAggregationMethod = ESS_ASO_DATA_LOAD_BUFFER_DUPLICATES_ADD;
    ulOptionsFlags = ESS_ASO_DATA_LOAD_BUFFER_IGNORE_MISSING_VALUES;
    ulSize = 100;
    ulBufferId = 1;
    sts = EssLoadBufferInit(hCtx, AppName, DbName, ulBufferId,
                           ulDuplicateAggregationMethod,
                           ulOptionsFlags, ulSize);
    ulOptions =
    ulOptionsFlags,
    ulSize);
    printf("EssLoadBufferInit sts: %ld\n", sts);

    /* Server object */
    Rules.hCtx     = hCtx;
    Rules.AppName  = AppName;
    Rules.DbName   = DbName;
    Rules.ObjType  = ESS_OBJTYPE_RULES;
    Rules.FileName = "ddldinaq";
    Data.hCtx      = hCtx;
    Data.AppName   = AppName;
    Data.DbName    = DbName;
    Data.ObjType   = ESS_OBJTYPE_TEXT;
    Data.FileName  = "ddldinaq_slice1a";
```
isAbortOnError = ESS_TRUE;

printf("\nLoad into buffer:\n");
sts = EssImportASO (hCtx, &Rules, &Data, &pMbrErr, pMbrUser, isAbortOnError,
ulBufferId);
printf("EssImportASO sts: %ld\n",sts);
if(pMbrErr)
    EssFreeMbrErr(hCtx, pMbrErr);

ulBufferCnt = 1;
ulBufferIdAry[0] = ulBufferId;
ulCommitType = ESS_ASO_DATA_LOAD_BUFFER_STORE_DATA;
ulActionType = ESS_ASO_DATA_LOAD_BUFFER_COMMIT;
printf("\nCreate a new slice:\n");
ulOptions = ESS_ASO_DATA_LOAD_INCR_TO_NEW_SLICE;
sts = EssLoadBufferTerm(hCtx, AppName, DbName, ulBufferCnt, ulBufferIdAry,
ulCommitType,
    ulActionType, ulOptions);
printf("EssLoadBufferTerm sts: %ld\n",sts);

options = ESS_MERGE_DATABASE_DATA_ALL;
printf("\nMerge all data into one slice:\n");
sts = EssMergeDatabaseData(hCtx, AppName, DbName, options);
printf("EssMergeDatabaseData sts: %ld\n",sts);
}

See Also
- EssLoadBufferInit
- EssBeginDataloadASO
- EssSendString
- EssEndDataload
- EssLoadBufferTerm
- EssImportASO
- EssUpdateFileASO
- EssUpdateFileUTF8ASO
- EssListExistingLoadBuffers

EssPartialDataClear

Clears the data specified in a well-defined, symmetrical region in the active aggregate storage database. There are two methods for selectively clearing data from a region:

- Physical, in which the input cells in the specified region are physically removed from the aggregate storage database. The process for physically clearing data completes in a length of time that is proportional to the size of the input data, not the size of the data being cleared.

- Logical, in which the input cells in the specified region are written to a new data slice with negative, compensating values that result in a value of zero for the cells you want to clear. The process for logically clearing data completes in a length of time that is proportional to the size of the data being cleared.
Syntax

ESS_FUNC_M EssPartialDataClear (hCtx, RegionSpec, bPhysical);

Parameter | Data Type     | Description                                                                 |
-----------|---------------|------------------------------------------------------------------------------|
            |               | **hCtx** ESS_HCTX_T API context handle (logged in)                           |
            |               | **RegionSpec** ESS_STR_T Region specification (a valid MDX set expression)    |
            |               | - The region must be symmetrical. Members in any dimension in the region must |
            |               | be stored members. When physically clearing data, members in the region can  |
            |               | be upper-level members from primary and alternate hierarchies. (If the      |
            |               | region contains upper-level members from alternate hierarchies, you may   |
            |               | experience a decrease in performance.)                                   |
            |               | - When logically clearing data, members in the region can be upper level   |
            |               | members from the primary hierarchy only. Members cannot be dynamic members |
            |               | (members with implicit or explicit MDX formulas), nor can they be from an  |
            |               | attribute dimension.                                                      |
            |               | **bPhysical** ESS_BOOL_T If TRUE, specifies clearing the data in the region |
            |               | using the physical clear region operation. If FALSE or not specified, data |
            |               | is cleared using the logical clear region operation.                      |

Notes

The caller must have Database Manager or Administrator permission to clear data.

Return Value

Return value for this function is zero upon successful completion; otherwise, an error code is returned.

Access

This function applies to aggregate storage databases only.

Example

ESS_FUNC_M
TestPartialDataClear(ESS_HCTX_T hCtx)
{
    ESS_STS_T    sts;
    ESS_STR_T    regionSpec="(Feb)";

    /* Perform a logical clear of February data */
    sts = EssPartialDataClear(hCtx, regionSpec, ESS_FALSE);
    return(sts);
}

EssPartitionApplyOtlChangeFile

Replaced by EssPartitionApplyOtlChangeFileEx, but this format is maintained for backward compatibility. For complete information, see EssPartitionApplyOtlChangeFileEx.

Syntax

ESS_FUNC_M EssPartitionApplyOtlChangeFile (hCtx, usFileName, ppszFileName);
### EssPartitionApplyOtlChangeFileEx

Applies outline change files (*.CHG) on the source to a target outline. This function is designed to be used in batch with `EssPartitionGetOtlChanges` and can specify a list of change files. This function can be used with filters.

Use this function instead of `EssPartitionApplyOtlChangeFile` whenever there exists more then one partition of the same type and the same metadata direction between the application/database pair.

**Syntax**

```c
ESS_FUNC_M EssPartitionApplyOtlChangeFileEx (hCtx, usFileName, ppszFileName, usDataDirectionType);
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hCtx</td>
<td>ESS_HCTX_T</td>
<td>API context handle.</td>
</tr>
<tr>
<td>usFileName</td>
<td>ESS_USHORT_T</td>
<td>Number of outline change files.</td>
</tr>
<tr>
<td>ppszFileName</td>
<td>ESS_PSTR_T</td>
<td>Array of file names; array size is defined by <code>usFileName</code>.</td>
</tr>
<tr>
<td>usDataDirectionType</td>
<td>ESS_USHORT_T</td>
<td>One of the following Direction Type constants:</td>
</tr>
<tr>
<td></td>
<td></td>
<td>#define ESS_PARTITION_DATA_SOURCE 0x0001</td>
</tr>
<tr>
<td></td>
<td></td>
<td>#define ESS_PARTITION_DATA_TARGET 0x0002</td>
</tr>
</tbody>
</table>

**Notes**

`EssPartitionGetOtlChanges` returns the name of the change file.

**Return Value**

Returns zero if successful; error code if unsuccessful.

**Access**

A call to this function requires database designer permission.

**Example**

```c
ESS_FUNC_M ESS_PartitionApplyOtlChangeFileEx (ESS_HCTX_T hCtx, ESS_HINST_T hInst) {
    ESS_FUNC_M          sts;
    ESS_STR_T          hostname, appname, dbname;
    ESS_USHORT_T       usType, uscnt, dataFlowDir, *dataFlowDirs = ESS_NULL;
    ESS_ULONGLONG_T    uldimfilter=0, ulmbrfilter=0, ulmbrattrfilter=0;
    ESS_PARTOTL_QUERY_T MetaQuery;
```
ESS_PARTOTL_CHG_FILE_T MetaChangeFile;
ESS_PPART_INFO_T partitionp = NULL;

memset(&MetaQuery, 0, sizeof(ESS_PARTOTL_QUERY_T));

hostname = "local";
appname = "app1";
dbname = "src1";
usType = ESS_PARTITION_OP_LINKED;
dataFlowDir = ESS_PARTITION_DATA_SOURCE;
uldimfilter = ESS_DIMCHG_ALL;
ulmbrfilter = ESS_PARTITION_OTLMBR_ALL;
ulmbrattrfilter = ESS_PARTITION_OTL_PARTITION_OTLMBRATTR_ALL;

MetaQuery.HostDatabase.pszHostName = hostname;
MetaQuery.HostDatabase.pszAppName = appname;
MetaQuery.HostDatabase.pszDbName = dbname;
MetaQuery.usOperationType = usType;
MetaQuery.usDataDirectionType = dataFlowDir;
MetaQuery.MetaFilter.TimeStamp = 0;
MetaQuery.MetaFilter.ulDimFilter = uldimfilter;
MetaQuery.MetaFilter.ulMbrFilter = ulmbrfilter;
MetaQuery.MetaFilter.ulMbrAttrFilter = ulmbrattrfilter;

sts = EssPartitionGetOtlChanges(hCtx, &MetaQuery, &MetaChangeFile);

if (!sts)
sts = EssAlloc(hInst, MetaChangeFile.usFileNum *sizeof(ESS_USHORT_T),
&dataFlowDirs);

if (!sts)
for (uscnt=0;uscnt< MetaChangeFile.usFileNum;uscnt++)
dataFlowDirs[uscnt] = dataFlowDir;

if (!sts)
{
sts = EssPartitionApplyOtlChangeFile
(hCtx, MetaChangeFile.usFileNum, MetaChangeFile.ppszFileName);

printf("EssPartitionApplyOtlChangeFile  sts: %ld\n",sts);
}
if(&MetaChangeFile) EssFree(hInst,&MetaChangeFile);
if(&dataFlowDirs) EssFree(hInst, &dataFlowDirs);
return(sts);

See Also

- “Constant and Structure Definitions for Partitions (C)” on page 103
- EssPartitionApplyOtlChangeRecs
- EssPartitionCloseDefFile
- EssPartitionFreeDefCtx
### EssPartitionApplyOtlChangeRecs

Applies outline changes to a target outline. This function is designed to be used interactively with `EssPartitionReadOtlChangeFile` after a call to `EssPartitionGetOtlChanges`. The change file returned by `EssPartitionReadOtlChangeFile` can be edited to set the reject flags. The reject flags are set in “ESS_PARTOTL_MBR_RSRVD_API_T” on page 157, which is referenced from ESS_PARTOTL_SELECT_APPLY_T.

**Syntax**

```c
ESS_FUNC_M EssPartitionApplyOtlChangeRecs (hCtx, pApplyRecords);
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hCtx</td>
<td>ESS_HCTX_T</td>
<td>API context handle.</td>
</tr>
<tr>
<td>pApplyRecords</td>
<td>“ESS_PARTOTL_SELECT_APPLY_T” on page 165</td>
<td>Records to apply.</td>
</tr>
</tbody>
</table>

**Notes**

- There may be dependencies among change records.
- Rejecting a record may cause a failure when applying another record. For example, you have two records "add A" and "add AA as a child of A". Rejecting the first record and accepting the second causes an apply failure.

**Return Value**

Returns zero if successful; error code if unsuccessful.

**Access**

A call to this function requires database designer access privileges.
Example

```c
ESS_FUNC_M Ess_PartitionApplyOtlChangeRecs (ESS_HCTX_T hCtx)
{
    ESS_FUNC_M                   sts = ESS_STS_NOERR;
    ESS_PARTOTL_SELECT_APPLY_T   ApplyRecords;
    ESS_STR_T                    chgfilename;
    ESS_TIME_T                   time = 0;
    ESS_PARTOTL_CHANGE_API_T     OtlChg;
    ESS_ULONG_T                  uldimfilter=0,ulmbrfilter=0,ulmbrattrfilter=0;
    ESS_PARTOTL_SELECT_CHG_T     SelectMetaRecords;
    ESS_PARTOTL_READ_T           MetaChangeRead;

    memset(&ApplyRecords,      0, sizeof(ESS_PARTOTL_SELECT_APPLY_T));
    memset(&SelectMetaRecords, 0, sizeof(ESS_PARTOTL_SELECT_CHG_T));
    memset(&MetaChangeRead,    0, sizeof(ESS_PARTOTL_READ_T));

    chgfilename = "C:\Hyperion\products\Essbase\EssbaseServer\app\appl\trl1\ess00001.chg";
    uldimfilter      = ESS_DIMCHG_ALL;
    ulmbrfilter      = ESS_PARTITION_OTLMBR_ALL;
    ulmbrattrfilter  = ESS_PARTITION_OTLPARTITION_OTLMBRATTR_ALL;

    SelectMetaRecords.pszFileName                 = chgfilename;
    SelectMetaRecords.QueryFilter.TimeStamp       = time;
    SelectMetaRecords.QueryFilter.ulDimFilter     = uldimfilter;
    SelectMetaRecords.QueryFilter.ulMbrFilter     = ulmbrfilter;
    SelectMetaRecords.QueryFilter.ulMbrAttrFilter = ulmbrattrfilter;
    MetaChangeRead.pOtlChg = &OtlChg;
    sts = EssPartitionReadOtlChangeFile (hCtx, &SelectMetaRecords, &MetaChangeRead);
    printf("\tEssPartitionReadOtlChangeFile  sts: %ld\n",sts);
    if (!sts)
    {
        ApplyRecords.pszFileName = chgfilename;
        ApplyRecords.pOtlChg = MetaChangeRead.pOtlChg;
        ApplyRecords.SourceTime = MetaChangeRead.SourceTime;
        sts = EssPartitionApplyOtlChangeRecs(hCtx, &ApplyRecords);
        printf("EssPartitionApplyOtlChangeRecs(hCtx, &ApplyRecords)\n");       
    }

    sts = EssPartitionFreeOtlChanges(hCtx);
    return(sts);
}
```

See Also

- “Constant and Structure Definitions for Partitions (C)” on page 103
- EssPartitionApplyOtlChangeFile
- EssPartitionCloseDefFile
- EssPartitionFreeDefCtx
- EssPartitionFreeOtlChanges
- EssPartitionGetAreaCellCount
- EssPartitionGetList
- EssPartitionGetOtlChanges
EssPartitionCloseDefFile

Closes the shared partition definition file.

Syntax

ESS_FUNC_M EssPartitionCloseDefFile (hCtx, iFileHandle);

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hCtx</td>
<td>ESS_HCTX_T</td>
<td>Net context.</td>
</tr>
<tr>
<td>iFileHandle</td>
<td>ESS_INT_T</td>
<td>File handle to close.</td>
</tr>
</tbody>
</table>

Notes

Use this function as part of a sequence of definition operations.

1. Use EssPartitionOpenDefFile to open existing definition files.
2. Use EssPartitionNewDefFile to create and open a new definition file.
3. Use EssPartitionReadDefFile or EssPartitionWriteDefFile to read or write a definition file.
5. Free the memory with EssPartitionFreeDefCtx.

Return Value

Returns zero if successful; error code if unsuccessful.

Example

For an example, see EssPartitionNewDefFile

See Also

- "Constant and Structure Definitions for Partitions (C)" on page 103
- EssPartitionApplyOtlChangeFile
- EssPartitionApplyOtlChangeRecs
- EssPartitionFreeDefCtx
EssPartitionFreeDefCtx

Frees memory dynamically allocated under shared-partition context structures.

**Syntax**

```c
ESS_FUNC_M EssPartitionFreeDefCtx (hCtx, pDdbCtx);
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hCtx</td>
<td>ESS_HCTX_T</td>
<td>API context handle.</td>
</tr>
<tr>
<td>pDdbCtx</td>
<td>“ESS_PART_T” on page 146</td>
<td>Pointer to shared-partition context.</td>
</tr>
</tbody>
</table>

**Return Value**

Returns zero if successful, error code if unsuccessful.

**Example**

For an example, see EssPartitionNewDefFile.

**See Also**

- “Constant and Structure Definitions for Partitions (C)” on page 103
- EssPartitionApplyOtlChangeFile
- EssPartitionApplyOtlChangeRecs
- EssPartitionFreeDefCtx
- EssPartitionFreeOtlChanges
- EssPartitionGetAreaCellCount
- EssPartitionGetList
- EssPartitionGetOtlChanges
- EssPartitionGetReplCells
- EssPartitionNewDefFile
EssPartitionFreeOtlChanges

Frees memory allocated by the EssPartitionReadOtlChangeFile routine. Call this routine after processing outline change records.

Syntax

```c
ESS_FUNC_M EssPartitionFreeOtlChanges (hCtx);
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hCtx</td>
<td>ESS_HCTX_T</td>
<td>API context handle.</td>
</tr>
</tbody>
</table>

Return Value

Returns zero if successful; error code if unsuccessful.

Example

For an example, see EssPartitionReadOtlChangeFile.

See Also

- “Constant and Structure Definitions for Partitions (C)” on page 103
- EssPartitionApplyOtlChangeFile
- EssPartitionApplyOtlChangeRecs
- EssPartitionCloseDefFile
- EssPartitionFreeDefCtx
- EssPartitionGetAreaCellCount
- EssPartitionGetList
- EssPartitionGetOtlChanges
- EssPartitionGetRep1Cells
- EssPartitionNewDefFile
- EssPartitionOpenDefFile
- EssPartitionPurgeOtlChangeFile
- EssPartitionPutRep1Cells
- EssPartitionReadDefFile
- EssPartitionReadOtlChangeFile
- EssPartitionReplaceDefFile
- EssPartitionResetOtlChangeTime
- EssPartitionValidateDefinition
- EssPartitionValidateLocal
- EssPartitionWriteDefFile
EssPartitionValidateDefinition
EssPartitionWriteDefFile

**EssPartitionGetAreaCellCount**

Returns the number of cells in the specified slice string.

**Syntax**

```c
ESS_FUNC_M EssPartitionGetAreaCellCount (hCtx, pszSlice, pdCount);
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hCtx</td>
<td>ESS_HCTX_T</td>
<td>API context handle.</td>
</tr>
<tr>
<td>pszSlice</td>
<td>ESS_STR_T</td>
<td>Input slice definition to be checked.</td>
</tr>
<tr>
<td>pdCount</td>
<td>ESS_PDOUBLE_T</td>
<td>Returns number of cells here.</td>
</tr>
</tbody>
</table>

**Return Value**

Returns zero if successful; error code if unsuccessful.

**Example**

```c
ESS_FUNC_M ESS_PartitionGetAreaCellCount(ESS_HCTX_T hCtx) {
    ESS_FUNC_M    sts = ESS_STS_NOERR;
    ESSDOUBLE_T   pdCount;
    ESS_STR_T     pszSlice;

    pszSlice = "@IDESC(East)";

    sts = EssPartitionGetAreaCellCount(hCtx, pszSlice, &pdCount);
    if (!sts) {
        printf("EssPartitionGetAreaCellCount  sts: %ld\n",sts);
        printf("\tArea cell count = %g \n",pdCount);
    }
    return(sts);
}
```

**See Also**

- “Constant and Structure Definitions for Partitions (C)” on page 103
- EssPartitionApplyOtlChangeFile
- EssPartitionApplyOtlChangeRecs
- EssPartitionCloseDefFile
- EssPartitionFreeDefCtx
- EssPartitionFreeOtlChanges
- EssPartitionGetList
- EssPartitionGetOtlChanges
- EssPartitionGetReplCells
- EssPartitionNewDefFile
- EssPartitionOpenDefFile
EssPartitionGetAreaLev0CellCount

Returns the number of cells which are level 0 combinations of dimensions in a specified slice string. This is useful if the target of replicated partition is an aggregate storage cube.

Syntax

ESS_FUNC_M EssPartitionGetAreaLev0CellCount (hCtx, pszSlice, pdCount);

Parameter | Data Type | Description
--- | --- | ---
 | ESS_HCTX_T | API context handle.
pszSlice | ESS_STR_T | Input slice definition to be checked.
pdCount | ESS_PDOUBLE_T | Returns number of cells here.

Return Value

Returns zero if successful; error code if unsuccessful.

Example

ESS_FUNC_M ESS_PartitionGetAreaLev0CellCount(ESS_HCTX_T hCtx)
{
        ESS_FUNC_M st = ESS_STS_NOERR;
        ESS_DOUBLE_T pdCount;
        ESS_STR_T pszSlice;

        pszSlice =@foreach("IDESC(East)");

        st = EssPartitionGetAreaLev0CellCount(hCtx, pszSlice, &pdCount);
        if (!st)
        {         printf("EssPartitionGetAreaLev0CellCount st: %ld\n",st);
                 printf("tArea cell count = %g \n",pdCount);
        }

        return(st);
}

See Also

- “Constant and Structure Definitions for Partitions (C)” on page 103
- EssPartitionApplyOtlChangeFile
- EssPartitionApplyOtlChangeRecs
- EssPartitionCloseDefFile
EssPartitionGetList

Returns a list of the partition definitions in which the currently selected database participates.

Syntax

ESS_FUNC_M EssPartitionGetList (hCtx, pSelectPartition, pusCount, ppPartition);

Parameter | Data Type     | Description
----------|---------------|-------------
hCtx       | ESS_HCTX_T    | API context handle.
pSelectPartition | “ESS_PARTSLCT_T” on page 165 | Criteria to select partitions.
pusCount   | ESS_PUSHORT_T | Count of partitions returned.
ppPartition | “ESS_PART_INFO_T” on page 148 | Pointer to allocated array of partition information structures.

Return Value

Returns zero if successful; error code if unsuccessful.

Example

ESS_FUNC_M ESS_PartitionGetList(ESS_HCTX_T hCtx, ESS_HINST_T hInst)
{
    ESS_FUNC_M    stst = ESS_STS_NOERR;
    ESS_USHORT_T  op_types = 0;
    ESS_USHORT_T  dir_types = 0;
    ESS_USHORT_T  meta_dir_types = 0;
    ESS_USHORT_T  count, i;
    ESS_PPART_INFO_T partitionp = NULL;
    ESS_PARTSLCT_T SelectPartition;
    memset(&SelectPartition, 0, sizeof(ESS_PARTSLCT_T));

    op_types = ESS_PARTITION_OP_REPLICATED |
              ESS_PARTITION_OP_LINKED |
              ESS_PARTITION_OP_TRANSPARENT;

    ...
dir_types = ESS_PARTITION_DATA_SOURCE | ESS_PARTITION_DATA_TARGET;

meta_dir_types = ESS_PARTITION_OTL_SOURCE | ESS_PARTITION_OTL_TARGET;

SelectPartition.usOperationTypes = op_types;
SelectPartition.usDirectionTypes = dir_types;
SelectPartition.usMetaDirectionTypes = meta_dir_types;

sts = EssPartitionGetList(hCtx, &SelectPartition, &count, &Partitionp);
printf("EssPartitionGetList  sts:  %ld\n",sts);
if (!sts)
{
    printf("\n# Partitions matching input criteria: %d\n\n", (int)count);
    for (i = 0; i < count; i++)
    {
        ESS_PART_INFO_T *info = &partitionp[i];

        printf("%2d: %s %s %s: Host=%s App=%s Db=%s\n", i+1,
            info->OperationType==ESS_PARTITION_OP_REPLICATED ? "Replication" :
            info->OperationType==ESS_PARTITION_OP_LINKED ? "Link" :
            info->OperationType==ESS_PARTITION_OP_TRANSPARENT ? "Transparent" :
            "Unknown",
            info->MetaDirection==ESS_PARTITION_OTL_SOURCE ? "Outline Change Source)" : info->MetaDirection==ESS_PARTITION_OTL_TARGET ? "Outline Change Target" : "(Unknown Outline Change Type)",
            info->SvrName, info->AppName, info->DbName);
        printf("    Outline last changed: %s\n",
            info->LastMetaUpdateTime==0 ? "Never\n" : ctime(&info->LastMetaUpdateTime));
        if (info->OperationType==ESS_PARTITION_OP_REPLICATED && info->DataDirection==ESS_PARTITION_DATA_TARGET)
        {
            printf("    Last replicated: %s %s\n",
                info->LastRefreshTime==0 ? "Never\n" : ctime(&info->LastRefreshTime),
                info->PartitionUpdatable ? "Locally updatable" : "Not locally updatable");
        }
        else if (info->OperationType==ESS_PARTITION_OP_REPLICATED && info->DataDirection==ESS_PARTITION_DATA_SOURCE)
        {
            printf("    Last updated: %s %s\n",
                info->LastUpdateTime==0 ? "Never\n" : ctime(&info->LastUpdateTime),
                info->IncrRefreshAllowed ? "Incrementally replicatable" : "Not incrementally replicatable");
        }
    }
}/* end for */
}/* end if */
if (partitionp) EssFree(hInst, partitionp);
return(sts);
EssPartitionGetOtlChanges

Reads outline changes from a .CHG file on a source server and writes them to a .CHG file on the target server. This function is designed to be used in a batch with EssPartitionApplyOtlChangeFile, or interactively with a combination of EssPartitionReadOtlChangeFile and EssPartitionApplyOtlChangeRecs.

Syntax

ESS_FUNC_M EssPartitionGetOtlChanges (hCtx, pQuery, pChangeFile);

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hCtx</td>
<td>ESS_HCTX_T</td>
<td>API context handle.</td>
</tr>
<tr>
<td>pQuery</td>
<td>“ESS_PARTOTL_QUERY_T” on page 163</td>
<td>Change query criteria.</td>
</tr>
<tr>
<td>pChangeFile</td>
<td>“ESS_PARTOTL_CHG_FILE_T” on page 154</td>
<td>Caller allocated change files information structure.</td>
</tr>
</tbody>
</table>

Notes

Call EssPartitionFreeOtlChanges to free change file name strings in pChangeFile.

Return Value

Returns zero if successful; error code if unsuccessful.

Access

A call to this function requires database designer access privileges.
Example

```c
ESS_FUNC_M Ess_PartitionGetOtlChanges(ESS_HCTX_T hCtx, ESS_HINST_T hInst)
{
    ESS_FUNC_M sts;
    ESS_STR_T hostname, appname, dbname;
    ESS_USHORT_T usType, dataFlowDir;
    ESS_ULONG_T uldimfilter=0, ulmbrfilter=0, ulmbrattrfilter=0;
    ESS_PARTOTL_QUERY_T MetaQuery;
    ESS_PARTOTL_CHG_FILE_T MetaChangeFile;
    ESS_PPART_INFO_T partitionp = NULL;

    memset(&MetaQuery, 0, sizeof(ESS_PARTOTL_QUERY_T));
    hostname = "local";
    appname = "app1";
    dbname = "src1";
    usType = ESS_PARTITION_OP_LINKED;
    dataFlowDir = ESS_PARTITION_DATA_SOURCE;
    uldimfilter = ESS_PARTITION_OTLDIM_ALL;
    ulmbrfilter = ESS_PARTITION_OTLMBR_ALL;
    ulmbrattrfilter = ESS_PARTITION_OTLMBRATTR_ALL;
    MetaQuery.HostDatabase.pszHostName   = hostname;
    MetaQuery.HostDatabase.pszAppName    = appname;
    MetaQuery.HostDatabase.pszDbName     = dbname;
    MetaQuery.usOperationType            = usType;
    MetaQuery.usDataDirectionType       = dataFlowDir;
    MetaQuery.MetaFilter.TimeStamp       = 0;
    MetaQuery.MetaFilter.ulDimFilter     = uldimfilter;
    MetaQuery.MetaFilter.ulMbrFilter     = ulmbrfilter;
    MetaQuery.MetaFilter.ulMbrAttrFilter = ulmbrattrfilter;

    sts = EssPartitionGetOtlChanges(hCtx, &MetaQuery, &MetaChangeFile);
    printf("EssPartitionGetOtlChanges   sts: %ld\n",sts);
    if (!sts) {
        printf("\tNumber of meta change file found: %d\n",MetaChangeFile.usFileNum);
        printf("\tName of meta change file found: %s\n",MetaChangeFile.ppszFileName[0]);
    }
    if(&MetaChangeFile) EssFree(hInst,&MetaChangeFile);

    return(sts);
}
```

See Also

- “Constant and Structure Definitions for Partitions (C)” on page 103
- EssPartitionApplyOtlChangeFile
- EssPartitionApplyOtlChangeRecs
- EssPartitionCloseDefFile
- EssPartitionFreeDefCtx
- EssPartitionFreeOtlChanges
- EssPartitionGetAreaCellCount
- EssPartitionGetList
- EssPartitionGetRep1Cells
- EssPartitionNewRep1Cells
- EssPartitionOpenDefFile
EssPartitionGetReplCells

Replicates all data cells that are identified in the replication partition from the source database to the selected target database.

Syntax

ESS_FUNC_M EssPartitionGetReplCells (hCtx, pReplicatePartition);

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hCtx</td>
<td>ESS_HCTX_T</td>
<td>API context handle.</td>
</tr>
<tr>
<td>pReplicatePartition</td>
<td>&quot;ESS_PART_REPL_T&quot; on page 149</td>
<td>Partition information.</td>
</tr>
</tbody>
</table>

Return Value

Returns zero if successful; error code if unsuccessful.

Access

A call to this function requires database designer access privileges.

Example

ESS_FUNC_M  Ess_PartitionGetReplCells(ESS_HCTX_T hCtx)
{
    ESS_FUNC_M  sts;
    ESS_PART_REPL_T  ReplicatePartition;
    ESS_PART_CONNECT_INFO_T  HostDatabase;

    memset(&ReplicatePartition, 0, sizeof(ESS_PART_REPL_T));
    memset(&HostDatabase, 0, sizeof(ESS_PART_CONNECT_INFO_T));

    ReplicatePartition.pHostDatabase = &HostDatabase;
    ReplicatePartition.lPartitionCount = -1;
    ReplicatePartition.bUpdatedOnly = ESS_FALSE;

    sts = EssPartitionGetReplCells(hCtx, &ReplicatePartition);
    printf("EssPartitionGetReplCells  sts: %ld\n",sts);

    return(sts);
}
EssPartitionNewDefFile

Creates and opens a new shared-partition definition file based upon input parameters supplied.

Syntax

```c
ESS_FUNC_M EssPartitionNewDefFile (hCtx, pszFileName, pHostDatabase, piFileHandle, ppDdbCtx);
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hCtx</td>
<td>ESS_HCTX_T</td>
<td>API network context.</td>
</tr>
<tr>
<td>pszFileName</td>
<td>ESS_STR_T</td>
<td>Name of file to be created (full path).</td>
</tr>
<tr>
<td>pHostDatabase</td>
<td>“ESS_PART_CONNECT_INFO_T” on page 147</td>
<td>Identifies the host database.</td>
</tr>
<tr>
<td>piFileHandle</td>
<td>ESS_PINT_T</td>
<td>Handle to created file.</td>
</tr>
<tr>
<td>ppDdbCtx</td>
<td>“ESS_PART_T” on page 146</td>
<td>An initialized distributed context.</td>
</tr>
</tbody>
</table>

Return Value

Returns zero if successful; error code if unsuccessful.

Example

```c
ESS_FUNC_M ESS_PartitionNewDefFile(ESS_HCTX_T hCtx)
{
    ESS_FUNC_M     sts = 0;
    ESS_INT_T     iFileHandle;
```
ESS_STR_T pszFileName;
ESS_PART_T *pDdbCtx;
ESS_STR_T hostname, appname, dbname;
ESS_PART_CONNECT_INFO_T HostDatabase;
pszFileName = "C:\\Hyperion\\products\\Essbase\\EssbaseServer\\app\\app1\\trg1\trg1.ddb";
hostname = "local";
appname = "app1";
dbname = "dbname";
HostDatabase.pszHostName = hostname;
HostDatabase.pszAppName = appname;
HostDatabase.pszDbName = dbname;

sts = EssPartitionNewDefFile(hCtx,pszFileName,&HostDatabase,&iFileHandle,&pDdbCtx);
printf("EssPartitionNewDefFile  sts: %ld\n",sts);

if (!sts)
{
    /* ...
       ...  process definition file information
       ...
    */
    sts = EssPartitionWriteDefFile(hCtx,iFileHandle,pDdbCtx);
    printf("\tEssPartitionWriteDefFile  sts: %ld\n",sts);
    sts = EssPartitionCloseDefFile(hCtx,iFileHandle);
    printf("\tEssPartitionCloseDefFile  sts: %ld\n",sts);
    sts = EssPartitionFreeDefCtx(hCtx,pDdbCtx);
    printf("\tEssPartitionFreeDefCtx  sts: %ld\n",sts);

    return (sts);
}

See Also
● "Constant and Structure Definitions for Partitions (C)" on page 103
● EssPartitionApplyOtlChangeFile
● EssPartitionApplyOtlChangeRecs
● EssPartitionCloseDefFile
● EssPartitionFreeDefCtx
● EssPartitionFreeOtlChanges
● EssPartitionGetAreaCellCount
● EssPartitionGetList
● EssPartitionGetOtlChanges
● EssPartitionGetReplCells
● EssPartitionOpenDefFile
● EssPartitionPurgeOtlChangeFile
● EssPartitionPutReplCells
● EssPartitionReadDefFile

559
Open an existing shared-partition definition file.

Syntax

ESS_FUNC_M EssPartitionOpenDefFile (hCtx, pszFileName, piFileHandle, ppDdbName);

Parameter | Data Type       | Description
-----------|----------------|--------------------------------------------------
hCtx       | ESS_HCTX_T     | API context handle.
pszFileName | ESS_STR_T      | Name of file to be opened (complete path).
piFileHandle | ESS_PINT_T    | Handle to created file.
ppDdbName  | “ESS_PART_T” on page 146 | An initialized distributed context.

Notes

Use this function as part of a sequence of definition operations.

1. Use EssPartitionOpenDefFile to open existing definition files.
2. Use EssPartitionNewDefFile to create and open a new definition file.
3. Use EssPartitionReadDefFile or EssPartitionWriteDefFile to read or write a definition file.
5. Free the memory with EssPartitionFreeDefCtx.

Return Value

Returns zero if successful; error code if unsuccessful.

Example

ESS_FUNC_M Ess_PartitionOpenDefFile(ESS_HCTX_T hCtx)
{
    ESS_FUNC_M    sts = 0;
    ESS_INT_T     iFileHandle;
    ESS_STR_T     pszFileName;
    ESS_PART_T    DdbName, *pDdbName;
    pszFileName = "C:\\Hyperion\\products\\Essbase\\EssbaseServer\\app\\app1\\trg1\\trg1.ddb";
    sts = EssPartitionOpenDefFile(hCtx,pszFileName,&iFileHandle,&pDdbName);
    printf("EssPartitionOpenDefFile  sts: %ld\n",sts);
}
if (!sts)
{
    sts = EssPartitionReadDefFile(hCtx, iFileHandle, &DdbCtx);
    printf("\tEssPartitionReadDefFile   sts: %ld\n",sts);

    /* ...
     ..:  process definition file information
     ...
    */
    sts = EssPartitionCloseDefFile(hCtx, iFileHandle);
    printf("\tEssPartitionCloseDefFile   sts: %ld\n",sts);
    sts = EssPartitionFreeDefCtx(hCtx, pDdbCtx);
    printf("\tEssPartitionFreeDefCtx   sts: %ld\n",sts);
}
return (sts);

See Also
- “Constant and Structure Definitions for Partitions (C)” on page 103
- EssPartitionApplyOtlChangeFile
- EssPartitionApplyOtlChangeRecs
- EssPartitionCloseDefFile
- EssPartitionFreeDefCtx
- EssPartitionGetAreaCellCount
- EssPartitionGetList
- EssPartitionGetOtlChanges
- EssPartitionPutReplCells
- EssPartitionNewDefFile
- EssPartitionPurgeOtlChangeFile
- EssPartitionPutReplCells
- EssPartitionReadDefFile
- EssPartitionReadOtlChangeFile
- EssPartitionReplaceDefFile
- EssPartitionResetOtlChangeTime
- EssPartitionValidateDefinition
- EssPartitionValidateLocal
- EssPartitionWriteDefFile

**EssPartitionPurgeOtlChangeFile**

Purges changes made previous to the time specified with the *TimeStamp* parameter.

**Syntax**

```c
ESS_FUNC_M EssPartitionPurgeOtlChangeFile (hCtx, pPartition, TimeStamp);
```
<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hCtx</td>
<td>ESS_HCTX_T</td>
<td>API context handle.</td>
</tr>
<tr>
<td>pPartition</td>
<td>&quot;ESS_PART_DEFINED_T&quot; on page 147</td>
<td>Partition specification.</td>
</tr>
<tr>
<td>TimeStamp</td>
<td>ESS_TIME_T</td>
<td>Purge all change records before this time.</td>
</tr>
</tbody>
</table>

**Return Value**

Returns zero if successful, error code if unsuccessful.

**Example**

```c
ESS_FUNC_M ESS_PartitionPurgeOtlChangeFile(ESS_HCTX_T hCtx) {
    ESS_FUNC_M sts;
    ESS_STR_T hostname, appname, dbname;
    ESS_USHORT_T usType, usdir;
    ESS_PART_DEFINED_T Partition;
    memset(&Partition, 0, sizeof(ESS_PART_DEFINED_T));

    hostname = "local";
    appname = "App1";
    dbname = "Src1";
    usType = ESS_PARTITION_OP_LINKED;
    usdir = ESS_PARTITION_DATA_TARGET;
    Partition.usType = usType;
    Partition.usDirection = usdir;
    Partition.HostDatabase.pszHostName = hostname;
    Partition.HostDatabase.pszAppName = appname;
    Partition.HostDatabase.pszDbName = dbname;
    sts = EssPartitionPurgeOtlChangeFile (hCtx, &Partition, 0);
    printf("EssPartitionPurgeOtlChangeFile   sts:  %ld\n",sts);
    return(sts);
}
```

**See Also**

- “Constant and Structure Definitions for Partitions (C)” on page 103
- EssPartitionApplyOtlChangeFile
- EssPartitionApplyOtlChangeRecs
- EssPartitionCloseDefFile
- EssPartitionFreeDefCtx
- EssPartitionFreeOtlChanges
- EssPartitionGetAreaCellCount
- EssPartitionGetList
- EssPartitionGetOtlChanges
- EssPartitionGetReplCells
- EssPartitionNewDefFile
- EssPartitionOpenDefFile
- EssPartitionPutReplCells
- EssPartitionReadDefFile
- EssPartitionReadOtlChangeFile
- EssPartitionReplaceDefFile
EssPartitionPutReplCells

Replicates all data cells that are identified in the replication partition from the selected source database to the target database.

Syntax

ESS_FUNC_M EssPartitionPutReplCells (hCtx, pReplicatePartition);

Parameter | Data Type | Description
---|---|---
hCtx | ESS_HCTX_T | API context handle.
pReplicatePartition | ESS_PPART_REPL_T | Partition information.

Notes

This routine removes the file if it is empty after purging.

Return Value

Returns zero if successful; error code if unsuccessful.

Access

A call to this function requires database designer access privileges.

Example

```c
ESS_FUNC_M  Ess_PartitionPutReplCells(ESS_HCTX_T hCtx)
{
    ESS_FUNC_M  sts;
    ESS_PART_REPL_T ReplicatePartition;
    ESS_PART_CONNECT_INFO_T        HostDatabase;

    memset(&ReplicatePartition, 0, sizeof(ESS_PART_REPL_T));
    memset(&HostDatabase, 0, sizeof(ESS_PART_CONNECT_INFO_T));

    ReplicatePartition.pHostDatabase = &HostDatabase;
    ReplicatePartition.lPartitionCount = -1;
    ReplicatePartition.bUpdatedOnly = ESS_FALSE;

    sts = EssPartitionPutReplCells(hCtx, &ReplicatePartition);
    printf("EssPartitionPutReplCells  sts: %ld\n",sts);
    return(sts);
}
```

See Also

- “Constant and Structure Definitions for Partitions (C)” on page 103
EssPartitionReadDefFile

Reads a partition definition file into memory.

Syntax

ESS_FUNC_M EssPartitionReadDefFile (hCtx, iFileHandle, pDdbCtx);

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hCtx</td>
<td>ESS_HCTX_T</td>
<td>API context handle.</td>
</tr>
<tr>
<td>iFileHandle</td>
<td>ESS_INT_T</td>
<td>Handle to partition definitions file.</td>
</tr>
<tr>
<td>pDdbCtx</td>
<td>“ESS_PART_T” on page 146</td>
<td>Distributed database context to be filled.</td>
</tr>
</tbody>
</table>

Notes

Use this function as part of a sequence of definition operations.

1. Use EssPartitionOpenDefFile to open existing definition files.
2. Use EssPartitionNewDefFile to create and open a new definition file.
3. Use this function to read, or EssPartitionWriteDefFile to write, a definition file.
5. Free the memory with EssPartitionFreeDefCtx.

Return Value

Returns zero if successful; error code if unsuccessful.
Example

For an example, see `EssPartitionOpenDefFile`.

See Also

- “Constant and Structure Definitions for Partitions (C)” on page 103
- `EssPartitionApplyOtlChangeFile`
- `EssPartitionCloseDefFile`
- `EssPartitionFreeDefCtx`
- `EssPartitionFreeOtlChanges`
- `EssPartitionGetAreaCell1Count`
- `EssPartitionGetList`
- `EssPartitionGetOtlChanges`
- `EssPartitionGetReplCells`
- `EssPartitionNewDefFile`
- `EssPartitionOpenDefFile`
- `EssPartitionPurgeOtlChangeFile`
- `EssPartitionPutReplCells`
- `EssPartitionReadOtlChangeFile`
- `EssPartitionReplaceDefFile`
- `EssPartitionResetOtlChangeTime`
- `EssPartitionValidateDefinition`
- `EssPartitionValidateLocal`
- `EssPartitionWriteDefFile`

### EssPartitionReadOtlChangeFile

Reads changes from a change file (*.CHG) on the target database into memory. This function is designed to be used interactively with `EssPartitionApplyOtlChangeRecs` after a call to `EssPartitionGetOtlChanges`. This function can be used with filters.

**Syntax**

```c
ESS_FUNC_M EssPartitionReadOtlChangeFile (hCtx, pSelectMetaRecords, pMetaChangeRead);
```

**Parameter** | **Data Type** | **Description**
--- | --- | ---
`hCtx` | ESS_HCTX_T | API context handle.
`pSelectMetaRecords` | “ESS_PARTOTL_SELECT_CHG_T” on page 165 | Criteria to select records to read.
`pMetaChangeRead` | ESS_PREAD_T | Pointer to meta change records read from the file.

**Notes**

This routine returns a time in `pMetaChangeRead`. It's the same time stamp you should pass to `EssPartitionApplyOtlChangeRecs` to update the timestamp at the target database. It's also
the same time stamp you should use for `EssPartitionPurgeOtlChangeFile` to purge applied records.

**Return Value**

Returns zero if successful; error code if unsuccessful.

**Access**

A call to this function requires database designer access privileges.

**Example**

```c
ESS_FUNC_M ESS_PartitionReadOtlChangeFile(ESS_HCTX_T hCtx, ESS_HINST_T hInst) {
    ESS_FUNC_M    sts;
    ESS_STR_T     chgfilename;
    ESS_TIME_T    time;
    ESS_PARTOTL_CHANGE_API_T   OtlChg;
    ESS_ULONG_T    uldimfilter=0,ulmbrfilter=0,ulmbrattrfilter=0;
    ESS_PARTOTL_SELECT_CHG_T   SelectMetaRecords;
    ESS_PARTOTL_READ_T         MetaChangeRead;

    memset(&OtlChg, 0, sizeof(ESS_PARTOTL_CHANGE_API_T));
    memset(&SelectMetaRecords, 0, sizeof(ESS_PARTOTL_SELECT_CHG_T));
    memset(&MetaChangeRead, 0, sizeof(ESS_PARTOTL_READ_T));

    chgfilename = "d:\\essbase\\app\\app1\\trg1\\ess00001.chg";
    time = 0;

    uldimfilter     = ESS_DIMCHG_ALL;
    ulmbrfilter     = ESS_PARTITION_OTLMBR_ALL;
    ulmbrattrfilter = ESS_PARTITION_OTLMBRATTR_ALL;
    SelectMetaRecords.pszFileName             = chgfilename;
    SelectMetaRecords.QueryFilter.TimeStamp   = time;
    SelectMetaRecords.QueryFilter.ulDimFilter = uldimfilter;
    SelectMetaRecords.QueryFilter.ulMbrFilter = ulmbrfilter;
    SelectMetaRecords.QueryFilter.ulMbrAttrFilter = ulmbrattrfilter;

    MetaChangeRead.pOtlChg = &OtlChg;

    sts = EssPartitionReadOtlChangeFile (hCtx, &SelectMetaRecords, &MetaChangeRead);
    printf("EssPartitionReadOtlChangeFile   sts:  %ld\n",sts);
    sts = EssPartitionFreeOtlChanges(hCtx);
    printf("EssPartitionFreeOtlChanges   sts:  %ld\n",sts);

    return(sts);
}
```

**See Also**

- “Constant and Structure Definitions for Partitions (C)” on page 103
- `EssPartitionApplyOtlChangeFile`
- `EssPartitionApplyOtlChangeRecs`
- `EssPartitionCloseDefFile`
- `EssPartitionFreeDefCtx`
- `EssPartitionFreeOtlChanges`
- `EssPartitionGetAreaCellCount`
EssPartitionReplaceDefFile

Tells the server that a new shared-partition file has been sent, which replaces any existing file for this database.

Syntax

`ESS_FUNC_M EssPartitionReplaceDefFile (hCtx);`

Parameter | Data Type | Description
---|---|---
hCtx | ESS_HCTX_T | API context handle.

Return Value

Returns zero if successful; error code if unsuccessful.

Access

A call to this function requires database designer access privileges.

Example

```c
ESS_FUNC_M Ess_PartitionReplaceDefFile(ESS_HCTX_T hCtx)
{
    ESS_FUNC_M sts = ESS_STS_NOERR;

    sts = EssPartitionReplaceDefFile(hCtx);
    printf("EssPartitionReplaceDefFile    sts: %ld\n",sts);
    return(sts);
}
```

See Also

- “Constant and Structure Definitions for Partitions (C)” on page 103
- EssPartitionApplyOtlChangeFile
- EssPartitionApplyOtlChangeRecs
- EssPartitionCloseDefFile
- EssPartitionFreeDefCtx
- EssPartitionFreeOtlChanges
EssPartitionResetOtlChangeTime

Takes the “last change” time from the source partition and assigns it as a “last meta change” time of a destination partition.

Syntax

ESS_FUNC_M EssPartitionResetOtlChangeTime
(hCtx, pSourcePartition, pDestinationPartition);

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hCtx</td>
<td>ESS_HCTX_T</td>
<td>API context handle.</td>
</tr>
<tr>
<td>pSourcePartition</td>
<td>&quot;ESS_PART_DEFINED_T&quot; on page 147</td>
<td>Partition for the new time.</td>
</tr>
<tr>
<td>pDestinationPartition</td>
<td>&quot;ESS_PART_DEFINED_T&quot; on page 147</td>
<td>Partition where the time is reset.</td>
</tr>
</tbody>
</table>

Notes

- The source partition refers to a partition that provides a time stamps and target partition refers to a partition which receives the time stamp.
- A source partition does not have to be either a data source partition or an outline source partition.

Return Value

Returns zero if successful; error code if unsuccessful.

Access

A call to this function requires database manager permission.

Example

ESS_FUNC_M ESS_PartitionResetOtlChangeTime(ESS_HCTX_T hCtx)
{
    ESS_FUNC_M sts;
}
ESS_PART_DEFINED_T SourcePartition, TargetPartition;
memset(&SourcePartition, 0, sizeof(ESS_PART_DEFINED_T));
memset(&TargetPartition, 0, sizeof(ESS_PART_DEFINED_T));
SourcePartition.HostDatabase.pszHostName = "local";
SourcePartition.HostDatabase.pszAppName = "App1";
SourcePartition.HostDatabase.pszDbName = "Src1";
SourcePartition.usType = ESS_PARTITION_OP_LINKED;
SourcePartition.usDirection = ESS_PARTITION_DATA_SOURCE;
TargetPartition.HostDatabase.pszHostName = "local";
TargetPartition.HostDatabase.pszAppName = "App1";
TargetPartition.HostDatabase.pszDbName = "Trg1";
TargetPartition.usType = ESS_PARTITION_OP_LINKED;
TargetPartition.usDirection = ESS_PARTITION_DATA_TARGET;

sts = EssPartitionResetOtlChangeTime (hCtx, &SourcePartition, &TargetPartition);
printf("EssPartitionResetOtlChangeTime   sts: %ld\n",sts);
return(sts);
}

See Also

- “Constant and Structure Definitions for Partitions (C)” on page 103
- EssPartitionApplyOtlChangeFile
- EssPartitionApplyOtlChangeReqs
- EssPartitionCloseDefFile
- EssPartitionFreeDefCtx
- EssPartitionFreeOtlChanges
- EssPartitionGetAreaCellCount
- EssPartitionGetList
- EssPartitionGetOtlChanges
- EssPartitionGetReplCells
- EssPartitionNewDefFile
- EssPartitionOpenDefFile
- EssPartitionPurgeOtlChangeFile
- EssPartitionPutReplCells
- EssPartitionReadDefFile
- EssPartitionReplaceDefFile
- EssPartitionResetOtlChangeTime
- EssPartitionValidateDefinition
- EssPartitionWriteDefFile

**EssPartitionValidateDefinition**

Verifies the local partition definition (specified by ESS_PPARTSLLCT_VALIDATE_T) against the corresponding partition definition in pRemoteDDBFilename on the remote server.
Syntax

```c
ESS_FUNC_M EssPartitionValidateDefinition (hCtx, pSelectVerify,
pulInvalidComponent, ppInvalidComponent, pRemoteDDBFileName);
```

### Parameter | Data Type | Description
--- | --- | ---
 hCtx | ESS_HCTX_T | API context handle.
 pSelectVerify | “ESS_PARTSLCT_VALIDATE_T” on page 166 | Description of the partition to verify.
 pulInvalidComponent | ESS_PULONG_T | Number of errors and warnings resulting from validation.
 ppInvalidComponent | “ESS_PARTDEF_INVALID_T” on page 149 | List of errors and warnings resulting from validation.
 pRemoteDDBFileName | ESS_STR_T | Remote server partition definition file name.

### Notes
- Call the function `EssFree` to free the invalid component when `pulInvalidComponent` is not 0.
- The remote partition definition file can reside locally or on the remote host. If the partition definition file is local, `pRemoteDDBFileName` must specify the full path, including the file name with extension. If the partition definition file is remote, `pRemoteDDBFileName` must specify the file name without extension (the extension is assumed to be .DDB).
- The server uses the following rule to find the partition definition file on the system:
  - If `pSelectVerify->pszFileName = DbName`, the server looks for `DbName.DDN`.
  - If `pSelectVerify->pszFileName != DbName`, the server looks for `pSelectVerify->pszFileName.DDB`.

### Return Value
Returns zero if successful; error code if unsuccessful.

### Access
A call to this function requires database designer access privileges.

### Example
```c
ESS_STS_T  ESS_PartitionValidateDefinition(ESS_HCTX_T hCtx, ESS_HINST_T hInst) {
    ESS_STS_T      sts = 0;
    ESS_PARTSLCT_VALIDATE_T   SelectVerify;
    ESS_PARTDEF_INVALID_T    *pInvalidComponent;
    ESS_ULONG_T               ulInvalidComponentCount = 0;
    ESS_STR_T                 pRemoteDDBFileName = "src";

    /* assume, logged into target database */
    memset(&SelectVerify, 0, sizeof(ESS_PARTSLCT_VALIDATE_T));
    SelectVerify.usLoc = ESS_FILE_SERVER;
```
SelectVerify.pszFileName = "trg";
SelectVerify.Part.usType = ESS_PARTITION_OP_REPLICATED;
SelectVerify.Part.usDirection = ESS_PARTITION_DATA_TARGET;
SelectVerify.Part.HostDatabase.pszHostName = "Local"
SelectVerify.Part.HostDatabase.pszAppName = "PartSrc"
SelectVerify.Part.HostDatabase.pszDbName = "Src"

sts = EssPartitionValidateDefinition (hCtx, &SelectVerify,
    &ulInvalidComponentCount, &pInvalidComponent, pRemoteDDBFileName);

if (ulInvalidComponentCount > 0)
    printf("Validation resulted in warnings and errors.\n");
else
    printf ("Partition is valid.\n");

if (pInvalidComponent)
    EssFree(hInst, pInvalidComponent);

return(sts);
}

See Also
- “Constant and StructureDefinitions for Partitions (C)” on page 103
- EssPartitionApplyOtlChangeFile
- EssPartitionApplyOtlChangeRecs
- EssPartitionCloseDefFile
- EssPartitionFreeDefCtx
- EssPartitionFreeOtlChanges
- EssPartitionGetAreaCellCount
- EssPartitionGetList
- EssPartitionGetOtlChanges
- EssPartitionGetReplCells
- EssPartitionNewDefFile
- EssPartitionOpenDefFile
- EssPartitionPurgeOtlChangeFile
- EssPartitionPutReplCells
- EssPartitionReadDefFile
- EssPartitionReadOtlChangeFile
- EssPartitionReplaceDefFile
- EssPartitionResetOtlChangeTime
- EssPartitionValidateLocal
- EssPartitionWriteDefFile

EssPartitionValidateLocal

Verifies all partition definitions associated with the database specified by ESS_HCTX_T.

Syntax

ESS_FUNC_M EssPartitionValidateLocal (hCtx, pusValidateResult);
### Parameter

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hCtx</td>
<td>ESS_HCTX_T</td>
<td>API context handle.</td>
</tr>
<tr>
<td>pusValidateResult</td>
<td>ESS_PUSHORT_T</td>
<td>Result of partition validation.</td>
</tr>
</tbody>
</table>

### Notes

`pusValidateResult` can be one of these values:

- ESS_DDB_VERIFY_ERROR (validation resulted in errors)
- ESS_DDB_VERIFY_FAIL (validation failed)
- ESS_DDB_VERIFY_NOERR (all partitions are valid)
- ESS_DDB_VERIFY_WARNING (validation resulted in warnings)

### Return Value

Returns zero if the function completes successfully; error code if the function completes unsuccessfully. Returns zero if the function operates on a database with no partition definition.

### Access

A call to this function requires database designer access privileges.

### Example

```c
ESS_FUNC_M ESS_PartitionValidateLocal(ESS_HCTX_T hCtx)
{
    ESS_FUNC_M    sts = ESS_STS_NOERR;
    ESS_USHORT_T usValidateRes = (ESS_USHORT_T)ESS_DDB_VERIFY_NOERR;

    sts = EssPartitionValidateLocal(hCtx, &usValidateRes);
    if (!sts)
    {
        switch (usValidateRes)
        {
            case ESS_DDB_VERIFY_WARNING:
                printf("Validation resulted in warning(s) - see server log for details\n");
                break;
            case ESS_DDB_VERIFY_ERROR:
                printf("Validation resulted in error(s) - see server log for details\n");
                break;
            default:
                printf("\nPartition(s) validated\n");
                break;
        }
    } else
    {
        printf("Call to EssPartitionValidateLocal() failed.\n");
    }
    return (sts);
}
```
See Also
- “Constant and Structure Definitions for Partitions (C)” on page 103
- EssPartitionApplyOtlChangeFile
- EssPartitionApplyOtlChangeRecs
- EssPartitionCloseDefFile
- EssPartitionFreeDefCtx
- EssPartitionFreeOtlChanges
- EssPartitionGetAreaCellCount
- EssPartitionGetList
- EssPartitionGetOtlChanges
- EssPartitionGetReplCells
- EssPartitionNewDefFile
- EssPartitionOpenDefFile
- EssPartitionPurgeOtlChangeFile
- EssPartitionPutReplCells
- EssPartitionReadDefFile
- EssPartitionReadOtlChangeFile
- EssPartitionReplaceDefFile
- EssPartitionResetOtlChangeTime
- EssPartitionValidateDefinition
- EssPartitionWriteDefFile

**EssPartitionWriteDefFile**

Writes the current memory version of the shared-partition definition file to disk.

**Syntax**

```c
ESS_FUNC_M EssPartitionWriteDefFile (hCtx, iFileHandle,TpDdbCtx);
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hCtx</td>
<td>ESS_HCTX_T</td>
<td>API context handle.</td>
</tr>
<tr>
<td>iFileHandle</td>
<td>ESS_INT_T</td>
<td>Handle to shared partition definition file.</td>
</tr>
<tr>
<td>pDdbCtx</td>
<td>“ESS_PART_T” on page 146</td>
<td>Values to be written out.</td>
</tr>
</tbody>
</table>

**Notes**

Use this function as part of a sequence of definition operations.

1. Use **EssPartitionOpenDefFile** to open existing definition files.
2. Use **EssPartitionNewDefFile** to create and open a new definition file.
3. Use this function to write, or **EssPartitionReadDefFile** to read, a definition file.
4. Close with **EssPartitionCloseDefFile**.
5. Free the memory with **EssPartitionFreeDefCtx**.
Return Value

Returns zero if successful, error code if unsuccessful.

Example

For an example, see `EssPartitionNewDefFile`.

See Also

- “Constant and Structure Definitions for Partitions (C)” on page 103
- `EssPartitionApplyOtlChangeFile`
- `EssPartitionApplyOtlChangeRecs`
- `EssPartitionCloseDefFile`
- `EssPartitionFreeDefCtx`
- `EssPartitionFreeOtlChanges`
- `EssPartitionGetAreaCellCount`
- `EssPartitionGetList`
- `EssPartitionGetOtlChanges`
- `EssPartitionGetReplCells`
- `EssPartitionNewDefFile`
- `EssPartitionOpenDefFile`
- `EssPartitionPurgeOtlChangeFile`
- `EssPartitionPutReplCells`
- `EssPartitionReadDefFile`
- `EssPartitionReadOtlChangeFile`
- `EssPartitionReplaceDefFile`
- `EssPartitionResetOtlChangeTime`
- `EssPartitionValidateDefinition`
- `EssPartitionValidateLocal`

**EssPerformAllocationASO**

Performs or verifies an allocation on an aggregate storage database.

Syntax

```c
ESS_FUNC_M EssPerformAllocationASO (hCtx, verifyOnly, errorList, allocStruct);
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hCtx</td>
<td>ESS_HCTX_T</td>
<td>API context handle.</td>
</tr>
<tr>
<td>verifyOnly</td>
<td>ESS_BOOL_T</td>
<td>Flag to indicate validation of allocation parameters without performing allocation. If it is set to ESS_TRUE, the allocation parameters are validated only. If it is ESS_FALSE, the allocation is verified and executed.</td>
</tr>
<tr>
<td>errorList</td>
<td>“ESS_PERF_ALLOC_ERROR_T” on page 167**</td>
<td>A pointer to the linked list of error structures that will be allocated and returned by the API function. This is so the client has more information about warning and error messages. This argument cannot be 0. The linked list must be freed by the client.</td>
</tr>
<tr>
<td>Parameter</td>
<td>Data Type</td>
<td>Description</td>
</tr>
<tr>
<td>-----------</td>
<td>-----------</td>
<td>-------------</td>
</tr>
<tr>
<td>allocStruct</td>
<td>“ESS_PERF_ALLOC_T” on page 167*</td>
<td>Structure specifying the allocation parameters.</td>
</tr>
</tbody>
</table>

**Return Value**

Returns 0 if successful; otherwise, returns an error.

**Example**

```c
void HandleErrors(ESS_HINST_T hInst, ESS_PERF_ALLOC_ERROR_T **pErrorList)
{
    if (pErrorList)
    {
        ESS_PERF_ALLOC_ERROR_T *errorList = *pErrorList;
        ESS_PERF_ALLOC_ERROR_T *nextError;

        while (errorList)
        {
            printf("Error number %ld occurred\n", errorList->messageNumber);
            if (errorList->argument != ESS_PERF_ALLOC_ARG_NA)
                printf(" in argument %d\n", errorList->argument);
            if (errorList->lineNumber)
                printf(" on line %ld\n", errorList->lineNumber);
            if (errorList->token[0] != '\0')
                printf(" on token %s\n", errorList->token);

            nextError = errorList->nextError;
            ESS_STS_T sts = EssFree (hInst, errorList);
            printf("\nEssFree sts for errorList %ld\n",sts);
            errorList = nextError;
        }

        *pErrorList = NULL;
    }
}

void ESS_GLAllocation()
{
    ESS_STS_T sts = ESS_STS_NOERR;
    ESS_BOOL_T verifyOnly;
    ESS_PERF_ALLOC_ERROR_T *errorList = ESS_NULL;
    ESS_PERF_ALLOC_T *allocStruct;

    sts = EssAlloc (hInst, sizeof(ESS_PERF_ALLOC_T), (ESS_PPVOID_T)&allocStruct);
    printf("EssAlloc sts for allocStruct: %ld\n", sts);

    verifyOnly = ESS_FALSE;
    errorList = ESS_NULL;
    allocStruct->pov = "[[Account]]@[1100]].Children";
    allocStruct->amount = "100";
    allocStruct->amountContext = "";
    allocStruct->amountTimeSpan = "";
    allocStruct->target = "{[Allocated], [041509GR PL2], [11], [[All Department Values]].[000]], [0000], [Base], [USD], [Total])";
    allocStruct->targetTimeSpan = "{(Feb-08)}";
    allocStruct->targetTimeSpanOption = ESS_ASO_ALLOCATION_TIMESPAN_DIVIDEAMT;
```
EssPerformCustomCalcASO

Performs or verifies a custom calculation on an aggregate storage database.

Syntax

ESS_FUNC_M EssPerformCustomCalcASO (hCtx, verifyOnly, errorList, calcStruct);

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hCtx</td>
<td>ESS_HCTX_T</td>
<td>API context handle.</td>
</tr>
<tr>
<td>verifyOnly</td>
<td>ESS_BOOL_T</td>
<td>Flag to indicate whether the calculation will be validated without executing it. If it is set to ESS_TRUE, the calculation is validated only. If it is ESS_FALSE, the calculation is validated and executed.</td>
</tr>
<tr>
<td>errorList</td>
<td>“ESS_PERF_ALLOC_ERROR_T” on page 167**</td>
<td>A pointer to the linked list of error structures that will be populated and returned by the API containing error information about the custom calculation. This argument cannot be 0. The linked list must be freed by the client.</td>
</tr>
<tr>
<td>calcStruct</td>
<td>“ESS_PERF_CUSTCALC_T” on page 171*</td>
<td>Pointer to a client-allocated custom calculation structure and parameters.</td>
</tr>
</tbody>
</table>
**Return Value**

Returns 0 if successful; otherwise, returns an error.

**Example**

```c
void HandleErrors(ESS_HINST_T hInst, ESS_PERF_ALLOC_ERROR_T **pErrorList)
{
    if (pErrorList)
    {
        ESS_PERF_ALLOC_ERROR_T *errorList = *pErrorList;
        ESS_PERF_ALLOC_ERROR_T *nextError;

        while (errorList)
        {
            printf("Error number %ld occurred\n", errorList->messageNumber);
            if (errorList->argument != ESS_PERF_ALLOC_ARG_NA)
                printf("  in argument %d\n", errorList->argument);
            if (errorList->lineNumber)
                printf("  on line %ld\n", errorList->lineNumber);
            if (errorList->token[0] != '\0')
                printf("  on token %s\n", errorList->token);

            nextError = errorList->nextError;
            ESS_STS_T sts = EssFree (hInst, errorList);
            printf("\nEssFree sts for errorList %ld\n",sts);
            errorList = nextError;
        }

        *pErrorList = NULL;
    }
}

void ESS_GLCustomCalc()
{
    ESS_STS_T sts = ESS_STS_NOERR;
    ESS_BOOL_T verifyOnly;
    ESS_PERF_ALLOC_ERROR_T *errorList = ESS_NULL;
    ESS_PERF_CUSTCALC_T *calcStruct;

    sts = EssAlloc (hInst, sizeof(ESS_PERF_CUSTCALC_T), (ESS_PPVOID_T)&calcStruct);
    printf("EssAlloc sts for calcStruct: %ld\n", sts);

    verifyOnly = ESS_FALSE;
    errorList = ESS_NULL;
    calcStruct->pov = "{{[1120], [1130]}";
    calcStruct->script = "[Jan-96] := ([Feb-08], [041509GR PL2], [00], [[All Department Values]].[0000]), [[All Product Values]].[0000]], [Actual], [Beginning Balance Dr], [BASE], [USD], [Total]);";
    calcStruct->target = "([041509GR PL2], [00], [[All Department Values]].[0000]), [[All Product Values]].[0000]], [Actual], [BASE], [USD], [Total])";
    calcStruct->debitMember = "[Beginning Balance Dr]";
    calcStruct->creditMember = "[Beginning Balance Cr]";
    calcStruct->offset = "";
    calcStruct->sourceRegion = "{{[Feb-08], [041509GR PL2], [00], [[All Department Values]].[0000]], [Actual], [BASE], [USD], [Total])";

    printf("calcStruct\n");
}
```
EssPutObject

Copies an object from a local file to the server or client object system, and optionally unlocks it.

Syntax

ESS_FUNC_M EssPutObject (hCtx, ObjType, AppName, DbName, ObjName, LocalName, Unlock);

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hCtx</td>
<td>ESS_HCTX_T</td>
<td>API context handle. Can be local context handle returned by</td>
</tr>
<tr>
<td></td>
<td></td>
<td>EssCreateLocalContext.</td>
</tr>
<tr>
<td>ObjType</td>
<td>ESS_OBJTYPE_T</td>
<td>Object type (must be single type). Refer to “Bitmask Data Types (C)” on page 90 for a list of possible values.</td>
</tr>
<tr>
<td>AppName</td>
<td>ESS_STR_T</td>
<td>Application name.</td>
</tr>
<tr>
<td>DbName</td>
<td>ESS_STR_T</td>
<td>Database name. If NULL, uses the application subdirectory.</td>
</tr>
<tr>
<td>ObjName</td>
<td>ESS_STR_T</td>
<td>Name of object to put.</td>
</tr>
<tr>
<td>LocalName</td>
<td>ESS_STR_T</td>
<td>Full path name of local source file on client.</td>
</tr>
<tr>
<td>Unlock</td>
<td>ESS_BOOL_T</td>
<td>Flag to control object unlocking. If TRUE, the server object is unlocked to allow updates by other users.</td>
</tr>
</tbody>
</table>

Notes

In order to put an object which already exists on the server, it must have previously been locked by the caller. If the object does not already exist on the server, it will be created.

Return Value

If successful, the object is copied to the server from the local file specified by LocalName.

Access

This function requires the caller to have the appropriate level of access to the specified application and/or database to contain the object (depending on the object type). To unlock the object
(unlock flag is TRUE), the caller must have Application or Database Design privilege (ESS_PRIV_APPDESIGN or ESS_PRIV_DBDESIGN) for the specified application or database containing the object.

Example

```c
ESS_FUNC_M
ESS_PutObject (ESS_HCTX_T hCtx)
{
    ESS_FUNC_M         sts = ESS_STS_NOERR;
    ESS_STR_T        AppName;
    ESS_STR_T        DbName;
    ESS_STR_T        ObjName;
    ESS_OBJTYPE_T    ObjType;
    ESS_STR_T        LocalName;
    ESS_BOOL_T        UnLock;

    AppName   = "Sample";
    DbName    = "Basic";
    ObjName   = "Basic1";
    ObjType   = ESS_OBJTYPE_OUTLINE;
    LocalName = "C:\Hyperion\products\Essbase\EssbaseClient\Test.otl";
    UnLock    = ESS_TRUE;

    sts = EssPutObject (hCtx, ObjType, AppName,
                       DbName, ObjName, LocalName, UnLock);
    return (sts);
}
```

See Also

- EssGetObject
- EssLockObject
- EssUnlockObject

### EssQueryDatabaseMembers

Performs a report-style query to list a selection of database member information.

**Syntax**

```c
ESS_FUNC_M EssQueryDatabaseMembers (hCtx, mbrQuery);
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hCtx</td>
<td>ESS_HCTX_T</td>
<td>API context handle.</td>
</tr>
<tr>
<td>mbrQuery</td>
<td>ESS_STR_T</td>
<td>Member query string. A query string is a command similar to a report specification. For valid query strings see the Notes.</td>
</tr>
</tbody>
</table>

**Notes**

- The member information returned by this query must be read by calling `EssGetString` until a NULL string is returned.
- This function supports an attribute member long name.
See the Oracle Essbase Technical Reference for descriptions of report specifications.

This function can return information on member stored as a relational partition if the Boolean `bSpanRelPart` has been set by `EssSetSpanRelationalPartition`. This function supports sorting of members based on member names, aliases (which are the same as member names for relational members) and dimension/generation numbers. For other options, the relational members are treated identically and displayed at the end of the list of members.

Not all member selection strings are supported in the relational store. This function can return relational information on the following member selection strings:

- `ALLINSAMEDIM`
- `DIMTOP`
- `CHILDRENOF`
- `DESCENDANTSOOF`
- `PARENTOF`
- `ANCESTORSOOF`
- `ALLSIBILINGSOOF`

The member query string consists of a selection string and an optional sorting command followed by an optional output command. The form is:

```
mbrQuery ==: <selectionstring> [<sortcommand> [<outputcommand>]]
```

The valid values for member `<selectionstring>` are:

- `<CHILDRENOF` -- returns `ICHILDRENOF`
- `<ALLINSAMEDIM`
- `<DIMTOP`
- `<OFSAMEGENERATION`
- `<ONSAMELEVELAS`
- `<ANCESTORSOOF` -- returns `IANCESTORSOOF`
- `<PARENTOF`
- `<DESCENDANTSOOF` -- returns `IDESCENDANTSOOF`
- `<ALLSIBLINGSOOF`
- `<LSIBLINGOF`

The valid values for `<sortcommand>` are:

- `<SORTASCENDING`
- `<SORTDESCENDING`
- `<SORTNONE`
- `<SORTMBRNAMES`
- `<SORTALTNAMES`
- `<SORTMBRNUMBERS`
- `<SORTDIMNUMBERS`
- `<SORTLEVELNUMBERS`
- `<SORTGENERATION`

The form for `<outputcommand>` is:

```
<outputcommand> ==: Item [separator] | FORMAT {<item> <separator>}
```

To obtain a one-item list of information on a member, use the following output commands:
To obtain a list of two or more items of information on a member, use a format specification clause. Specify the items you want listed, their order, and what character to use to separate them. The syntax for a format specification clause is:

```
<FORMAT <item> [<separator>] (<item> [<separator>])
```

The valid values for `<item>` are:

- MBRNAMES
- ALTNAMES
- MBRNUMBERS
- DIMNUMBERS
- LEVELNUMBERS
- GENERATIONS
- CALCSTRINGS
- UCALCS
- ATTRIBUTES

`ATTRIBUTES` are listed as the number of attributes followed by a tab-separated list of attribute names.

The valid values for `<separator>` are:

- TABSEPARATED
- SPACESEPARATED
- COMMASEPARATED
- NEWLINESEPARATED

If you do not specify a separator, the default is **TABSEPARATED**.

Here is a sample script:

```sql
login "local" "user1" "password" "" ""
select "attr" "attr"
GetMembers "<NEWLINESEPARATED
<FORMAT {
MBRNAMES SPACESEPARATED ALTNAMES TABSEPARATED
MBRNUMBERS SPACESEPARATED DIMNUMBERS TABSEPARATED
LEVELNUMBERS SPACESEPARATED GENERATIONS TABSEPARATED
CALCSTRINGS SPACESEPARATED UCALCS TABSEPARATED
DIMTYPES SPACESEPARATED STATUSES TABSEPARATED
ATTRIBUTES
}
<DESCENDANTS Product "
```
Return Value

None.

Access

This function requires the caller to have at least read access (ESS_PRIV_READ) to the database, and to have selected it as their active database using 

Example

ESS_STS_T

ESS_GetMembers (ESS_HCTX_T hCtx,
               ESS_HINST_T hInst
             )
{
    ESS_STS_T st = ESS_STS_NOERR;
    ESS_STR_T mString = NULL;

    st = EssQueryDatabaseMembers (hCtx,
                                "<ALLINSAMEDIM Year");

    if (!st)
        st = EssGetString (hCtx, &mString);

    while ((!st) && (mString != NULL))
    {
        printf ("%s\r\n", mString);
        EssFree (hInst, mString);
        st = EssGetString (hCtx, &mString);
    }

    return(st);
}

See Also

- EssCheckMemberName
- EssGetMemberInfo
- EssSetActive

EssRealloc

Reallocates a previously-allocated block of memory to a different size, using the defined memory allocation scheme.

Syntax

ESS_FUNC_M EssRealloc (hInstance, Size, ppBlock);

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hInstance</td>
<td>ESS_HINST_T</td>
<td>API instance handle.</td>
</tr>
<tr>
<td>Size</td>
<td>ESS_SIZE_T</td>
<td>New size of memory block to reallocate.</td>
</tr>
</tbody>
</table>
### Parameter | Data Type | Description
--- | --- | ---
ppBlock | ESS_PPVOID_T | Address of pointer to previously allocated memory block, to be updated to point to reallocated memory block.

#### Notes
- This function reallocates previously-allocated memory using the user-supplied memory management function passed to `EssInit`. If no such functions are supplied, the default memory reallocation function (dependent on the platform) will be used.
- Only memory allocated with `EssAlloc` should be reallocated using this call. Also, memory reallocated using this function should always be freed using `EssFree`.
- It is generally not advisable to reallocate a block of zero size, as the effects of such a reallocation are platform- and compiler-dependent.

#### Return Value
If successful, returns a pointer to the reallocated memory block in `ppBlock`.

#### Access
This function requires no special privileges.

#### Example
```c
ESS_VOID_T ESS_Realloc (ESS_HINST_T hInst)
{
    ESS_FUNC_M     sts = ESS_STS_NOERR;
    ESS_SIZE_T    Size;
    ESS_PVOID_T   pBlock = NULL;

    /* Allocate memory */
    Size = 10;
    sts = EssAlloc(hInst, Size, &pBlock);
    if(sts)
        printf("Cannot allocate memory\n");

    /* Reallocate memory */
    Size = 20;
    if(!sts)
    {
        sts = EssRealloc(hInst, Size, &pBlock);
        if(sts)
            printf("Cannot reallocate memory\n");
    }

    if(pBlock)
        EssFree(hInst, pBlock);
}
```

#### See Also
- `EssAlloc`
- `EssFree`
- `EssInit`
**EssRemoveAlias**

Permanently removes an alias table from the active database.

**Syntax**

ESS_FUNC_M EssRemoveAlias (hCtx, AliasName);

**Parameter** | **Data Type** | **Description**
--- | --- | ---
hCtx | ESS_HCTX_T | API context handle.
AliasName | ESS_STR_T | Name of alias table to remove.

**Notes**

- This function cannot remove the active or default alias table.
- Make sure that no one is using the database from which you plan to remove an alias table, by calling `EssListConnections`.

**Return Value**

None.

**Access**

This function requires the caller to have at least read access (ESS_PRIV_READ) to the database, and to have selected it as the active database using `EssSetActive`.

**Example**

```c
ESS_FUNC_M
ESS_RemoveAlias (ESS_HCTX_T hCtx)
{
    ESS_FUNC_M sts = ESS_STS_NOERR;
    ESS_STR_T AliasName;
    AliasName = "NewAlias";
    sts = EssRemoveAlias(hCtx, AliasName);
    if(!sts)
        printf("The %s is removed.\r\n",AliasName);

    return (sts);
}
```

**See Also**

- `EssClearAliases`
- `EssListAliases`
- `EssSetActive`
- `EssRemoveLocks`

**EssRemoveLocks**

Removes all data block locks on a database which are currently held by a user.
Syntax

`ESS_FUNC_M EssRemoveLocks (hCtx,AppName,DbName,LoginId);`

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hCtx</td>
<td>ESS_HCTX_T</td>
<td>API context handle.</td>
</tr>
<tr>
<td>AppName</td>
<td>ESS_STR_T</td>
<td>Application name.</td>
</tr>
<tr>
<td>DbName</td>
<td>ESS_STR_T</td>
<td>Database name.</td>
</tr>
<tr>
<td>LoginId</td>
<td>ESS_LOGINID_T</td>
<td>Id of user login whose locks are to be removed.</td>
</tr>
</tbody>
</table>

Notes

- The required `LoginId` can be obtained from the user lock info structure returned by the `EssListLocks` function.
- This function terminates the connection of the user specified by `LoginId` if that user is currently logged in.

Return Value

None.

Access

This function requires the caller to have database designer privilege (ESS_PRIV_DBDESIGN) for the specified database.

Example

```c
ESS_FUNC_M
ESS_RemoveLocks (ESS_HCTX_T hCtx,
                  ESS_HINST_T hInst)
{
    ESS_FUNC_M    sts = ESS_STS_NOERR;

    ESS_USHORT_T  Count;
    ESS_PLOCKINFO_T plockinfo = NULL;
    ESS_PLOCKINFO_T plinfo;
    ESS_USHORT_T  ind;
    ESS_SHORT_T   Item;
    ESS_STR_T     AppName;
    ESS_STR_T     DbName;
    AppName = "Sample";
    DbName = "Basic";
    for (ind = 0; ind < Count; ind++)
    {
        plinfo = plockinfo + ind;
        printf("%-2d %-15s %-12ld %-5d %ld\r\n",
               ind, plinfo->UserName, plinfo->LoginId,
               plinfo->nLocks, plinfo->Time);
    }
    printf("\r\n");
    /*********************************************/
    * Chooser Lock List Item to Remove *
```
Item = 1;
}
else
{
printf("\n\nExclusive Lock List on %s:%s is empty\n\n",
AppName, DbName);
goto exit;
}
if (!sts)
{
if ((Item >= 0) && (Item < Count))
{
plinfo = plockinfo + Item;
sts = EssRemoveLocks (hCtx, AppName,
DbName, plinfo->LoginId);
}
}
exit:
if (plockinfo)
EssFree (hInst, plockinfo);
return (sts);
}

See Also
● EssListLocks

EssReplayTransactions

Executes (replays) the specified transactions.

● By default, this function replays everything since the last restored backup time or last
  replayed request time—whichever is the latest.

● This function does not replay requests made after the restore, because the recommended
  way to use restore command is to replay transactions and then open up for new transactions.

● You can use the pSeqIds option to force replays.

Syntax

ESS_FUNC_M EssReplayTransactions(hCtx, AppName,
DbName, ReplayDat, pSeqIds);

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hCtx</td>
<td>ESS_HCTX_T</td>
<td>Login context.</td>
</tr>
<tr>
<td>AppName</td>
<td>ESS_STR_T</td>
<td>Application name.</td>
</tr>
<tr>
<td>DbName</td>
<td>ESS_STR_T</td>
<td>Database name.</td>
</tr>
<tr>
<td>ReplayDat</td>
<td>ESS_TRANSACTION_REPLAY_INP_T</td>
<td>Replay input parameters.</td>
</tr>
<tr>
<td>pSeqIds</td>
<td>ESS_PSEQID_T</td>
<td>Array of sequence ID ranges if input type is sequence ID</td>
</tr>
</tbody>
</table>
Return Value

- 0—If successful. `pSeqIds` contains a range of sequence IDs.
- Error number—If unsuccessful.

Access

The caller must have Administrator access to the database.

Example

```c
void ListAndReplayTransactions()
{
    ESS_FUNC_M        sts = ESS_STS_NOERR;
    ESS_USHORT_T      TimeSrc;
    ESS_TIME32_T      timestamp = 0;
    ESS_USHORT_T      listOption;
    ESS_STR_T         FileName = ESS_NULL;
    ESS_UULONG_T      Count = 0;
    ESS_PTRANSACTION_ENTRY_T    pResults;
    ESS_CHAR_T        listTime[ESS_TIMESIZE];
    ESS_TRANSACTION_REPLAY_INP_T    ReplayDat;
    ESS_PSEQID_T      pSeqIds = ESS_NULL;
    ESS_OBJDEF_T      Data;
    ESS_STR_T         Script;
    ESS_SHORT_T       isAbortOnError;
    ESS_PMBRERR_T     pMbrErr = NULL;
    ESS_PROCSTATE_T   pState;

    /* Load data from server */
    Data.hCtx      = hCtx;
    Data.AppName   = AppName;
    Data.DbName    = DbName;
    Data.ObjType   = ESS_OBJTYPE_TEXT;
    Data.FileName  = "Calcdat";
    isAbortOnError = ESS_TRUE;
    sts = EssImport (hCtx, ESS_NULL, &Data,
                    &pMbrErr, NULL, isAbortOnError);
    printf("EssImport sts: %ld\r\n",sts);

    /* List and replay with a specified time */
    TimeSrc = 1;
    strcpy(listTime, "09/18/2007:00:00:00");
    /* mm/dd/yyyy:hh:mm:ss */
    timestamp = adtGenericGetTime(listTime);
    listOption = ESS_LIST_TRANSACTIONS_TOCLIENT;
    sts = EssListTransactions(hCtx, TimeSrc,
                             timestamp, listOption,
                             FileName, &Count, &pResults);
    /* This function converts listTime to the number of
       seconds since January 1, 1970. */
    printf("EssListTransactions sts: %ld\r\n",sts);
    if (Count && pResults)
        PrintTransactionLog(Count, pResults);
    memset(&ReplayDat, 0, sizeof(ESS_TRANSACTION_REPLAY_INP_T));
    ReplayDat.InpType = ESS_REPLAY_BASED_GIVENTIME;
```
ReplayDat.value.InpTime = timestamp;
sts = EssReplayTransactions (hCtx, AppName, DbName, ReplayDat, pSeqIds);
printf("EssReplayTransactions sts: %ld\r\n",sts);
printf("\n\n");

/* Run a calc*/
Script = "CALC ALL;";
sts = EssCalc(hCtx, ESS_TRUE, Script);
printf("EssCalc sts: %ld\r\n",sts);
if (!sts)
{
    sts = EssGetProcessState (hCtx, &pState);
    while (!sts && (pState.State != ESS_STATE_DONE))
        sts = EssGetProcessState (hCtx, &pState);
}

/* List and replay with last replay time */
TimeSrc = 2;
timestamp = 0;
sts = EssListTransactions(hCtx, TimeSrc, timestamp, listOption, FileName, &Count, &pResults);

/* This function converts listTime to the number of seconds since January 1, 1970. */
printf("EssListTransactions sts: %ld\r\n",sts);
if (Count && pResults)
    PrintTransactionLog(Count, pResults);
memset(&ReplayDat, 0, sizeof (ESS_TRANSACTION_REPLAY_INP_T));
ReplayDat.InpType = ESS_REPLAY_BASED_LASTREPLAYTIME;
sts = EssReplayTransactions (hCtx, AppName, DbName, ReplayDat, pSeqIds);

printf("EssReplayTransactions sts: %ld\r\n",sts);
if(pSeqIds)
    EssFree(hInst, pSeqIds);
if(pResults)
    EssFree(hInst, pResults);
if(pMbrErr)
    EssFree(hInst, pMbrErr);
}

Using SeqIds
When you replay using the sequence id array, specify a range of sequence ids.

- Enter the range count in num_seq_id_range.
- Follow num_seq_id_range with an array of ESS_SEQID_T, and the type data structure and the number of elements in the array should be num_seq_id_range.
- The seq_id_upper_start and seq_id_upper_end fields are reserved, and should be filled with zeros.
- The seq_id_start and seq_id_end fields should be filled in with start and end values of the range.
● If you only have one sequence id, specify that id as the start and end value.

Example 1: To replay the ranges 1-5, 8-10 and 12-16 while skipping 6, 7, and 11:

```c
num_seq_id_range = 3
seqid_array[0].seq_id_start = 1
seqid_array[0].seq_id_end = 5
seqid_array[0].seq_id_start_upper = 0
seqid_array[0].seq_id_end_upper = 0
seqid_array[1].seq_id_start = 8
seqid_array[1].seq_id_end = 10
seqid_array[1].seq_id_start_upper = 0
seqid_array[1].seq_id_end_upper = 0
seqid_array[2].seq_id_start = 12
seqid_array[2].seq_id_end = 16
seqid_array[2].seq_id_start_upper = 0
seqid_array[2].seq_id_end_upper = 0
```

Example 2: To replay one range 3-7, num_seq_id_range = 1:

```c
seqid_array[0].seq_id_start = 3
seqid_array[0].seq_id_end = 7
seqid_array[0].seq_id_start_upper = 0
seqid_array[0].seq_id_end_upper = 0
```

Example 3: To replay only transaction id 5:

```c
num_seq_id_range = 1
seqid_array[0].seq_id_start = 5
seqid_array[0].seq_id_end = 5
seqid_array[0].seq_id_start_upper = 0
seqid_array[0].seq_id_end_upper = 0
```

See Also

- “ESS_SEQID_T” on page 180
- “ESS_DISKVOLUME_REPLACE_T” on page 131
- “ESS_TRANSACTION_ENTRY_T” on page 181
- “ESS_TRANSACTION_REPLAY_INP_T” on page 182
- “ESS_TRANSACTION_REQSPECIFIC_T” on page 182
- EssListTransactions

### EssRenameApplication

Renames an existing application, either on the client or the server. If the application is running on the server, it is first stopped.

**Syntax**

```c
ESS_FUNC_M EssRenameApplication (hCtx, OldName, NewName);
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hCtx</td>
<td>ESS_HCTX_T</td>
<td>API context handle.</td>
</tr>
<tr>
<td>OldName</td>
<td>ESS_STR_T</td>
<td>Name of existing application to rename.</td>
</tr>
</tbody>
</table>
### NewName

**Data Type**: ESS_STR_T

New name of application. See “Application Name Limits” on page 1255.

### Notes

Renaming a client application renames the local application directory.

### Return Value

None.

### Access

For a server application, the caller must have Application Create/Delete/Edit privilege (ESS_PRIV_APPCREATE).

### Example

```c
ESS_FUNC_M
ESS_RenameApp (ESS_HCTX_T hCtx)
{
    ESS_FUNC_M  sts = ESS_STS_NOERR;
    ESS_STR_T  OldName;
    ESS_STR_T  NewName;

    OldName = "Sample";
    NewName = "Sample2";
    sts = EssRenameApplication(hCtx, OldName, NewName);

    return (sts);
}
```

### See Also

- EssRenameDatabase
- EssRenameObject

---

### EssRenameDatabase

Renames an existing database within an application, either on the client or the server. If the database is running on the server, it is first stopped.

#### Syntax

```c
ESS_FUNC_M  EssRenameDatabase (hCtx, AppName, OldName, NewName);
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hCtx</td>
<td>ESS_HCTX_T</td>
<td>API context handle.</td>
</tr>
<tr>
<td>AppName</td>
<td>ESS_STR_T</td>
<td>Application name.</td>
</tr>
<tr>
<td>OldName</td>
<td>ESS_STR_T</td>
<td>Name of existing database to rename.</td>
</tr>
</tbody>
</table>
### NewName

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>NewName</td>
<td>ESS_STR_T</td>
<td>New name of database. See “Database Name Limits” on page 1256.</td>
</tr>
</tbody>
</table>

**Notes**

Renaming a client database renames the local database directory.

**Return Value**

None.

**Access**

For a server database, the caller must have Database Create/Delete/Edit privilege (ESS_PRIV_DBCREATE).

**Example**

```c
ESS_FUNC_M
ESS_RenameDatabase (ESS_HCTX_T hCtx)
{
    ESS_FUNC_M  sts;
    ESS_STR_T AppName;
    ESS_STR_T OldName;
    ESS_STR_T  NewName;

    AppName = "Sample";
    OldName = "Basic";
    NewName = "Basic2";

    sts = EssRenameDatabase(hCtx, AppName, OldName, NewName);

    return(sts);
}
```

**See Also**

- EssRenameApplication
- EssRenameObject

### EssRenameFilter

Renames an existing filter.

**Syntax**

```c
ESS_FUNC_M EssRenameFilter (hCtx, AppName, DbName, OldName, NewName);
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hCtx</td>
<td>ESS_HCTX_T</td>
<td>API context handle.</td>
</tr>
<tr>
<td>AppName</td>
<td>ESS_STR_T</td>
<td>Application name.</td>
</tr>
</tbody>
</table>
### Parameter | Data Type | Description
--- | --- | ---
DbName | ESS_STR_T | Database name.
OldName | ESS_STR_T | Old name of existing filter to be renamed.
NewName | ESS_STR_T | New name for the filter. See “Filter Name Limits” on page 1256.

**Notes**
The old filter name must already exist, and the destination filter name must not exist.

**Return Value**
None.

**Access**
This function requires the caller to have database Design privilege (ESS_PRIV_DBDESIGN) for the specified database.

**Example**

```c
ESS_FUNC_M
ESS_RenameFilter (ESS_HCTX_T  hCtx)
{
    ESS_FUNC_M        sts = ESS_STS_NOERR;
    ESS_STR_T        AppName;
    ESS_STR_T        DbName;
    ESS_STR_T        OldName;
    ESS_STR_T        NewName;

    AppName  = "Sample";
    DbName   = "Basic";
    OldName  = "Test";
    NewName  = "NewTest";

    sts = EssRenameFilter(hCtx, AppName, DbName, OldName, NewName);
    return (sts);
}
```

**See Also**
- EssCopyFilter
- EssDeleteFilter
- EssListFilters

### EssRenameGroup

Renames an existing group.

**Syntax**

```c
ESS_FUNC_M  EssRenameGroup (hCtx, OldName, NewName);
```
### EssRenameGroup

Renames an existing object on the server or client object system.

#### Syntax

```c
ESS_FUNC_M EssRenameObject (hCtx, ObjType, AppName, DbName, OldName, NewName);
```

#### Parameter Data Type Description

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hCtx</td>
<td>ESS_HCTX_T</td>
<td>API context handle.</td>
</tr>
<tr>
<td>OldName</td>
<td>ESS_STR_T</td>
<td>Old name of existing group to rename.</td>
</tr>
<tr>
<td>NewName</td>
<td>ESS_STR_T</td>
<td>New name for the group. See “Group Name Limits” on page 1256.</td>
</tr>
</tbody>
</table>

**Notes**

The specified new group name must not already exist.

**Return Value**

None.

**Access**

This function requires the caller to have Create/Delete User privilege (ESS_PRIV_USERCREATE) for the logged in server.

**Example**

```c
ESS_FUNC_M
ESS_RenameGroup (ESS_HCTX_T hCtx)
{
    ESS_FUNC_M     sts = ESS_STS_NOERR;
    ESS_STR_T     OldName;
    ESS_STR_T     NewName;
    OldName = "PowerUsers";
    NewName = "PowerGroup";

    sts = EssRenameGroup (hCtx, OldName, NewName);
    return (sts);
}
```

**See Also**

- EssCreateGroup
- EssDeleteGroup
- EssListGroups

---

### EssRenameObject

Renames an existing object on the server or client object system.

#### Syntax

```c
ESS_FUNC_M EssRenameObject (hCtx, ObjType, AppName, DbName, OldName, NewName);
```

#### Parameter Data Type Description

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hCtx</td>
<td>ESS_HCTX_T</td>
<td>API context handle. Can be local context handle returned by <code>EssCreateLocalContext</code>.</td>
</tr>
<tr>
<td>Parameter</td>
<td>Data Type</td>
<td>Description</td>
</tr>
<tr>
<td>------------</td>
<td>---------------</td>
<td>-----------------------------------------------------------------------------</td>
</tr>
<tr>
<td>ObjType</td>
<td>ESS_OBJCTYPE_T</td>
<td>Object type (must be single type). Refer to “Bitmask Data Types (C)” on page 90 for a list of possible values.</td>
</tr>
<tr>
<td>AppName</td>
<td>ESS_STR_T</td>
<td>Application name.</td>
</tr>
<tr>
<td>DbName</td>
<td>ESS_STR_T</td>
<td>Database name. If NULL, uses the Application subdirectory.</td>
</tr>
<tr>
<td>OldName</td>
<td>ESS_STR_T</td>
<td>Old name of object to rename.</td>
</tr>
<tr>
<td>NewName</td>
<td>ESS_STR_T</td>
<td>New name for the object. See “Object Name Limits” on page 1256.</td>
</tr>
</tbody>
</table>

**Notes**

- To rename an object, the object must not be locked, and the new object must not already exist.
- Outline objects and LRO objects cannot be renamed.
- Use `EssRenameDatabase` to rename a database, including its associated outline.
- Objects cannot be renamed across different applications or databases. Use `EssCopyObject` to copy an object to another application or database.

**Return Value**

None.

**Access**

This function requires the caller to have Application or Database Design privilege (ESS_PRIV_APPDESIGN or ESS_PRIV_DBDESIGN) for the specified application or database containing the object.

**Example**

```c
ESS_STS_T
ESS_RenameObject (ESS_HCTX_T hCtx)
{
    ESS_STS_T         sts = ESS_STS_NOERR;
    ESS_STR_T         AppName;
    ESS_STR_T         DbName;
    ESS_STR_T         OldName;
    ESS_STR_T         NewName;
    ESS_OBJTYPE_T     ObjType;

    AppName    = "Sample";
    DbName     = "Basic";
    OldName    = "Test";
    NewName    = "NewTest";
    ObjType    = ESS_OBJTYPE_TEXT;

    sts = EssRenameObject(hCtx, ObjType, AppName, DbName, OldName, NewName);

    if(!sts)
        printf("The Object is renamed.\r\n");
```
return (sts);}

See Also

- EssCopyObject
- EssCreateObject
- EssDeleteObject
- EssListObjects

EssRenameUser

Renames an existing user.

Syntax

ESS_FUNC_M EssRenameUser (hCtx, OldName, NewName);

Parameter | Data Type | Description
---|---|---
hCtx | ESS_HCTX_T | API context handle.
OldName | ESS_STR_T | Old name of existing user to rename.
NewName | ESS_STR_T | New name for the user. See “User Name Limits” on page 1256.

Notes

The specified new user name must not already exist.

Return Value

None.

Access

This function requires the caller to have Create/Delete User privilege (ESS_PRIV_USERCREATE) for the logged in server.

Example

ESS_FUNC_M
ESS_RenameUser (ESS_HCTX_T hCtx)
{
    ESS_FUNC_M    sts = ESS_STS_NOERR;
    ESS_STR_T     OldName;
    ESS_STR_T     NewName;

    OldName = "Jim Smith";
    NewName = "Tom Smith";

    sts = EssRenameUser (hCtx, OldName, NewName);
    return (sts);
}


**EssReport**

Sends a report specification to the active database as a single string. This function is equivalent to making a call to `EssBeginReport`, followed by calls to `EssSendString` and finally `EssEndReport`. The report data can either be output, or the report specification can just be verified and any errors returned. Also, the corresponding data blocks in the database can optionally be locked by this call (lock for update).

**Syntax**

```c
ESS_FUNC_M  EssReport (hCtx, Output, Lock, RptSpec);
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hCtx</td>
<td>ESS_HCTX_T</td>
<td>API context handle.</td>
</tr>
<tr>
<td>Output</td>
<td>ESS_BOOL_T</td>
<td>Controls output of data. If TRUE, data is output from the server, according to the specified report. If FALSE, no data is output.</td>
</tr>
<tr>
<td>Lock</td>
<td>ESS_BOOL_T</td>
<td>Controls block locking. If TRUE, all blocks which are accessed by the report specification are locked for update. If FALSE, no blocks are locked.</td>
</tr>
<tr>
<td>RptSpec</td>
<td>ESS_STR_T</td>
<td>The report specification, as a single string (must be less than 64 KB).</td>
</tr>
</tbody>
</table>

**Notes**

- The report specification string must be less than 64 KB long.
- If this function causes data to be output (Output flag is TRUE), the returned data must be read by calling `EssGetString` until a NULL is returned.
- If this function causes blocks to be locked (Lock flag is TRUE), the caller is responsible for unlocking the locked blocks (e.g. by calling `EssUpdate` with the Unlock flag set to TRUE).
- If both the Output and Lock flags are set to FALSE, the database performs only a syntax check of the report specification.

**Return Value**

None.

**Access**

This function requires the caller to have read privilege (ESS_PRIV_READ) to one or more members in the active database. Any members that the caller does not have access to will be returned as missing.
Example

```c
ESS_FUNC_M
ESS_ReportLine (ESS_HCTX_T hCtx,
                 ESS_HINST_T hInst
              )
{
    ESS_FUNC_M       sts = ESS_STS_NOERR;
    ESS_STR_T     rString;

    sts = EssReport (hCtx, ESS_TRUE, ESS_FALSE,
                     "<Desc Year !");
    /***************
     * Get the report *
    ***************/

    if (!sts)
        sts = EssGetString (hCtx, &rString);
    while ((!sts) && (rString != NULL))
    {
        printf ("%s", rString);
        EssFree (hInst, rString);
        sts = EssGetString (hCtx, &rString);
    }
    printf ("\r\n");

    return (sts);
}
```

See Also

- EssBeginReport
- EssEndReport
- EssGetString
- EssReportFile
- EssUpdate

**EssReportFile**

Sends a report specification to the active database from a file. The report data can either be output, or the report specification can just be verified and any errors returned. Also, the corresponding data blocks in the database can optionally be locked by this call (lock for update).

**Syntax**

```c
ESS_FUNC_M  EssReportFile (hDestCtx, hSrcCtx, AppName, DbName, FileName, Output, Lock);
```

**Parameter** | **Data Type**     | **Description**
---|---|---
hDestCtx  | ESS_HCTX_T  | API context handle of target database on the server.
hSrcCtx  | ESS_HCTX_T  | API context handle for report file location. The report file can reside on the client or on the same server as the target database. If the report file is on the client (local), the local context must be created with EssCreateLocalContext.
<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>AppName</td>
<td>ESS_STR_T</td>
<td>Application name for report file location.</td>
</tr>
<tr>
<td>DbName</td>
<td>ESS_STR_T</td>
<td>Database name for report file location.</td>
</tr>
<tr>
<td>FileName</td>
<td>ESS_STR_T</td>
<td>Name of report specification file. It is not necessary to specify the file extension; the extension is understood to be .rep.</td>
</tr>
<tr>
<td>Output</td>
<td>ESS_BOOL_T</td>
<td>Controls output of data. If TRUE, data is output from the server, according to the specified report. If FALSE, no data is output.</td>
</tr>
<tr>
<td>Lock</td>
<td>ESS_BOOL_T</td>
<td>Controls block locking. If TRUE, all blocks which are accessed by the report specification are locked for update. If FALSE, no blocks are locked.</td>
</tr>
</tbody>
</table>

**Notes**

- If this function causes data to be output (Output flag is TRUE), the returned data can be read by calling `EssGetString`.
- If this function causes blocks to be locked (Lock flag is TRUE), the caller is responsible for unlocking the locked blocks (e.g. by calling `EssUpdate` with the Unlock flag set to TRUE).
- If both the Output and Lock flags are set to FALSE, the database performs only a syntax check of the report specification.

**Return Value**

None.

**Access**

This function requires the caller to have read privilege (ESS_PRIV_READ) to one or more members in the active database.

**Example**

```c
ESS_FUNC_M ESS_ReportFile (ESS_HCTX_T hCtx, 
        ESS_HINST_T hInst
    )
{
    ESS_FUNC_M st = ESS_STS_NOERR;
    ESS_HCTX_T hSrcCtx;
    ESS_STR_T rString;
    ESS_STR_T AppName;
    ESS_STR_T DbName;
    ESS_STR_T FileName;

    hSrcCtx = hCtx;
    AppName = "Sample";
    DbName = "Basic";
    FileName = "Test";

    st = EssReportFile (hCtx, hSrcCtx, AppName, 
        DbName, FileName, ESS_TRUE, ESS_FALSE);
    /* Get the report */
    if (!st)
```
sts = EssGetString (hCtx, &rString);
while ((!sts) && (rString != NULL))
{
    printf ("%s", rString);
    EssFree (hInst, rString);
    sts = EssGetString (hCtx,&rString);
}
return(sts);
}

See Also

- EssBeginReport
- EssGetString
- EssReport
- EssUpdateFile

### EssReRegisterApplication

Re-establishes one or all Essbase applications as Shared Services applications.

**Syntax**

```c
ESS_FUNC_M EssReRegisterApplication (hCtx, AppName, AllApps);
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hCtx</td>
<td>ESS_HCTX_T</td>
<td>API context handle.</td>
</tr>
<tr>
<td>AppName</td>
<td>ESS_STR_T</td>
<td>Name of application to reregister.</td>
</tr>
<tr>
<td>AllApps</td>
<td>ESS_BOOL_T</td>
<td>If ESS_TRUE, all applications are reregistered; otherwise, only the named application is reregistered.</td>
</tr>
</tbody>
</table>

**Return Value**

Returns 0 if successful; otherwise, returns an error.

**Access**

This function requires the caller to be an Administrator, Application Manager, or Database Manager. For any applications for which the caller does not have sufficient permissions, the re-registration will be skipped with a warning.

**Example**

```c
ESS_FUNC_M ESS_SS_ReRegisterApplication(ESS_HCTX_T hCtx, ESS_HINST_T hInst)
{
    ESS_STS_T         sts = ESS_STS_NOERR;
    ESS_BOOL_T        allApps;
    ESS_STR_T         appName = ESS_NULL;

    sts = EssAlloc(hInst, sizeof(ESS_APPNAME_T), &appName);
    if(sts)
        return (sts);
    memset(appName, 0, sizeof(ESS_APPNAME_T));
```
strncpy(appName, "Sample");

/* Do you want All applications re-registered? */
* Enter ESS_TRUE for Yes
* ESS_FALSE for No */
allApps = ESS_FALSE; /* Re-registering only 1 application */

sts = EssReRegisterApplication(hCtx, appName, allApps);

if (sts)
    printf("Failed to Re-register Application %s.\n", appName);

if (appName)
    EssFree(hInst, appName);

return (sts);
}

See also an extended Appendix B

**EssResetDatabase**

Clears all loaded data and resets the outline to be empty in the active database.

**Syntax**

ESS_FUNC_M EssResetDatabase (hCtx);

**Parameter**  |  **Data Type**  |  **Description**
---|---|---

hCtx  |  ESS_HCTX_T  |  API context handle.

**Notes**

- Data deleted and outlines reset using this function cannot be restored. Use it with care!
- This function call is asynchronous. Call EssGetProcessState after making this call until it returns a status indicating that the reset database operation is complete.

**Return Value**

None.

**Access**

This function requires that the caller have Write privilege (ESS_PRIV_WRITE) for the database, and to select it as the active database using EssSetActive.

**Example**

ESS_FUNC_M
Ess_ResetDb (ESS_HCTX_T hCtx)
{
    ESS_FUNC_M sts = ESS_STS_NOERR;
    ESS_PROCSTATE_T pState;
    sts = EssResetDatabase(hCtx);
if (!sts)
{
    sts = EssGetProcessState (hCtx, &pState);
    while(!sts && (pState.State != ESS_STATE_DONE))
    
        sts = EssGetProcessState (hCtx, &pState);
    
    return (sts);
}

See Also

- EssResetPerfStats
- EssDumpPerfStats

### EssResetPerfStats

Resets values in the performance statistics tables to zero.

#### Syntax

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hCtx;</td>
<td>ESS_HCTX_T</td>
<td>API context handle.</td>
</tr>
<tr>
<td>persistence;</td>
<td>ESS_ULONG_T</td>
<td>One of the following values indicating the persistence of the set of tables to be reset:</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- 0: Reset short term tables only</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- 1: Reset short and medium term tables</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- 2: Reset short, medium and long term tables</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- 3: Disable performance statistics gathering</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- 4: Enable performance statistics gathering</td>
</tr>
<tr>
<td>scope;</td>
<td>ESS_ULONG_T</td>
<td>One of the following values indicating the scope of the set of tables to be reset:</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- 1: Reset thread-based tables only</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- 2: Reset database-based tables only</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- 4: Reset server-based tables only</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- 7: Reset all tables</td>
</tr>
</tbody>
</table>

#### Notes

- Enabling statistics gathering (persistence 4) or disabling statistics gathering (persistence 3) does not reset any statistics.
- For more information on performance statistics tables, see the topic “Performance Statistics in MaxL”, in the *Oracle Essbase Technical Reference*.

#### Return Value

If successful, returns 0.
Access

The caller of this function must have supervisor access.

Example

/* This function resets all short term tables */

    ESS_STS_T ESSResetPerfStats(ESS_HCTX_T *context)  
      {  
          ESS_STS_T     sts   = ESS_STS_NOERR;  
          ESS_ULONG_T   persistence = 0;  
          ESS_ULONG_T   scope       = 7;  
          
          sts = EssResetPerfStats(context, persistence, scope);  
          
          return sts;  
      }

See Also

- EssDumpPerfStats
- EssGetStatBufSize

EssResetUser

Resets the user's security structure to its initial state.

Syntax

    ESS_FUNC_M EssResetUser() (hCtx, UserName);

Parameter  Data Type  Description

   hCtx;          ESS_HCTX_T  API context handle.
   UserName;     ESS_STR_T    User name.

Notes

The following user security parameters are reset to their initial state:

- LockedOut
- PwdChgNow
- Failcount
- LastLogin
- LastPwdChg
- Expiration

Return Value

Returns zero (0) if successful.
**Access**

This function requires the caller to have Create/Delete User privilege (ESS_PRIV_USERCREATE) for the logged in server.

**Example**

```c
ESS_FUNC_M
ESS_ResetUser (ESS_HCTX_T  hCtx)
{
    ESS_FUNC_M      sts = ESS_STS_NOERR;
    ESS_STR_T  UserName = "William";

    sts = EssResetUser (hCtx, UserName);
    return (sts);
}
```

**See Also**

- EssInit
- EssLogin
- EssLogout

**EssRestore**

No longer in use.

This function is retained for compatibility with earlier releases of Essbase only. For current Essbase archiving, see **EssArchiveBegin** and **EssArchiveEnd**. This function now returns the error message ESS_STS_OBSOLETE.

**See Also**

- EssArchiveBegin
- EssArchiveEnd
- EssArchive
- EssSetActive

**EssRestoreDatabase**

Restores a database from a backup archive file that you specify.

**Syntax**

```c
ESS_FUNC_M EssRestoreDatabase (hCtx, AppName, DbName, BackupFileName, bForceDiffName, Count, ReplaceVol);
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hCtx</td>
<td>ESS_HCTX_T</td>
<td>Login context.</td>
</tr>
<tr>
<td>Parameter</td>
<td>Data Type</td>
<td>Description</td>
</tr>
<tr>
<td>---------------</td>
<td>----------------------</td>
<td>---------------------------------------------------------------------------------------------------</td>
</tr>
<tr>
<td>AppName</td>
<td>ESS_STR_T</td>
<td>Application name.</td>
</tr>
<tr>
<td>DbName</td>
<td>ESS_STR_T</td>
<td>Database name.</td>
</tr>
<tr>
<td>BackupFileName</td>
<td>ESS_STR_T</td>
<td>Full path to the backup file from which to read archive data. Specify the full path, for example:</td>
</tr>
<tr>
<td></td>
<td></td>
<td>c:\hyperion\Test.arc</td>
</tr>
<tr>
<td>bForceDiffName</td>
<td>ESS_BOOL_T</td>
<td>Use a different application and database names for the restore.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>• ESS_TRUE—force a different application and/or database name for the restore.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>If you use ESS_TRUE and the application and database name is same as the backup, the result is the same as ESS_FALSE</td>
</tr>
<tr>
<td></td>
<td></td>
<td>• ESS_FALSE—use application and database names stored in the backup file. Verifies that the names in backup file are same the ones to which you are restoring to.</td>
</tr>
<tr>
<td>Count</td>
<td>ESS_USHORT_T</td>
<td>Optional. Number of disk volume replacement structures that are being restored.</td>
</tr>
</tbody>
</table>

**Return Value**

Returns:

• 0—If successful

• Error number—If unsuccessful

**Access**

The caller must have Administrator access to the database.

**Example**

```c
void RestoreDB()
{
    ESS_FUNC_M        sts = ESS_STS_NOERR;
    ESS_STR_T         AppName = "Backup";
    ESS_STR_T         DbName = "Basic";
    ESS_STR_T         BackupFileName = "F:\testArea\ArchiveAndRestore\TempBackup.arc";
    ESS_STR_T         optionsFileName = "";
    ESS_BOOL_T        bOverWrite;
    ESS_BOOL_T        bForceDiffName;
    ESS_USHORT_T       count;
}
```
ESS_PDISKVOLUME_REPLACE_T  replaceVol;

printf("\nArchive DB:\n");
bOverWrite = ESS_TRUE;
sts = EssArchiveDatabase(hCtx, AppName, DbName,
BackupFileName, optionsFileName,
bOverWrite)

printf("EssArchiveDatabase stts: %ld\r\n",sts);

sts = EssUnloadApplication(hCtx, AppName);
printf("\nEssUnloadApplication stts: %ld\r\n",sts);

printf("\nCase with no volume replacement:\n");
bForceDiffName = ESS_FALSE;
count = 0;
replaceVol = ESS_NULL;
sts = EssRestoreDatabase (hCtx, AppName, DbName,
BackupFileName, bForceDiffName,
count, replaceVol);

printf("EssRestoreDatabase stts: %ld\r\n",sts);

printf("\nCase with a replacement volume (index and page files to a different volume):\n");
bForceDiffName = ESS_FALSE;
count = 1;
if (count)
{
    sts = EssAlloc(hInst, count * sizeof(ESS_PDISKVOLUME_REPLACE_T),
                  (ESS_PPVOID_T)&replaceVol);
    memset(replaceVol, 0, count * sizeof(ESS_PDISKVOLUME_REPLACE_T));
}
strcpy(replaceVol->szPartition_Src, "C");
strcpy(replaceVol->szPartition_Dest, "F");

sts = EssUnloadApplication(hCtx, AppName);
printf("\nEssUnloadApplication stts: %ld\r\n",sts);

sts = EssRestoreDatabase (hCtx, AppName, DbName,
BackUpFileName, bForceDiffName,
count, replaceVol);

printf("EssRestoreDatabase stts: %ld\r\n",sts);

if (replaceVol)
    EssFree(hInst, replaceVol);
}

See Also
●  EssArchiveDatabase

EssSendString

Sends a string of data to the active database. This function should be called after
EssBeginReport, EssBeginUpdate, or EssBeginCalc.
Syntax

```
ESS_FUNC_M EssSendString (hCtx, String);
```

Parameter | Data Type | Description
---|---|---
hCtx | ESS_HCTX_T | API context handle.
String | ESS_STR_T | Data string.

Notes

- Calling this function without first successfully executing a begin report, update or calculate function will generate an error.
- When you are using this function with EssBeginUpdate, you must end the update string with a carriage return or line feed character.

Return Value

None.

Access

This function requires no special privileges.

Example

```
ESS_FUNC_M
ESS_Report (ESS_HCTX_T   hCtx,
            ESS_HINST_T  hInst
            )
{
    ESS_FUNC_M     sts     = ESS_STS_NOERR;
    ESS_STR_T     rString = NULL;
    sts = EssBeginReport (hCtx, ESS_TRUE, ESS_FALSE);
    if (!sts)
        sts = EssSendString (hCtx, "<Desc Year !");

    if (!sts)
        sts = EssEndReport (hCtx);

    /***************
    * Get report *
    ***************/
    if (!sts)
        sts = EssGetString (hCtx, &rString);
    while (!sts) && (rString != NULL)
    {
        printf("%s", rString);
        EssFree (hInst, rString);
        sts = EssGetString (hCtx, &rString);
    }

    printf ("\r\n");

    return(sts);
}
```
Unicode clients using the C Main API to communicate with Unicode-enabled Essbase applications must use this function to send the UTF-8 encoded Unicode byte order mark (BOM) in the text stream. For an example, see “Specifying the Byte Order Encoding” on page 69.

See Also
- EssBeginCalc
- EssBeginReport
- EssBeginUpdate
- EssGetString

**EssSetActive**

Sets the caller’s active application and database.

**Syntax**

```c
ESS_FUNC_M EssSetActive (hCtx, AppName, DbName, pAccess);
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hCtx</td>
<td>ESS_HCTX_T</td>
<td>API context handle.</td>
</tr>
<tr>
<td>AppName</td>
<td>ESS_STR_T</td>
<td>Application name.</td>
</tr>
<tr>
<td>DbName</td>
<td>ESS_STR_T</td>
<td>Database name.</td>
</tr>
<tr>
<td>pAccess</td>
<td>ESS_PACCESS_T</td>
<td>Address of variable to receive the user’s access level to the selected database. See “Bitmask Data Types (C)” on page 90 for a list of possible values for this field.</td>
</tr>
</tbody>
</table>

**Notes**

- If the application and database have not been loaded, this function will load them.
- On Windows, the EssAutoLogin function can also be used to allow a user to login and set the active application and database.

**Return Value**

If successful, returns the user’s access level to the selected application and database in `pAccess`.

**Access**

This function requires no special privileges.

**Example**

```c
ESS_FUNC_M
ESSSetActive (ESS_HCTX_T hCtx)
{
    ESS_FUNC_M sts = ESS_STS_NOERR;
    ESS_ACCESS_T Access;
    ESS_STR_T    AppName;
    ESS_STR_T    DbName;

    AppName = "Sample";
    DbName  = "Basic";
}
sts = EssSetActive (hCtx,AppName,DbName,&Access);
return (sts);
}

See Also

- EssClearActive
- EssGetActive
- EssListApplications
- EssListDatabases
- EssLogin

EssSetAlias

Sets the active alias table in the active database for a user.

**Syntax**

```c
ESS_FUNC_M EssSetAlias (hCtx, AliasName);
```

**Parameter** | **Data Type** | **Description**
--- | --- | ---
hCtx | ESS_HCTX_T | API context handle.
AliasName | ESS_STR_T | Name of alias table to set active.

**Return Value**

None.

**Example**

```c
ESS_FUNC_M ESS_SetAlias (ESS_HCTX_T hCtx)
{
    ESS_FUNC_M sts = ESS_STS_NOERR;
    ESS_STR_T AliasName;
    AliasName = "TestAlias";
    sts = EssSetAlias (hCtx, AliasName);

    return (sts);
}
```

See Also

- EssGetAlias
- EssListAliases

EssSetApplicationAccess

Sets a list of user application access structures, which contain information about user access to applications.
Syntax

ESS_FUNC_M EssSetApplicationAccess (hCtx, Count, pUserApp);

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hCtx</td>
<td>ESS_HCTX_T</td>
<td>API context handle.</td>
</tr>
<tr>
<td>Count</td>
<td>ESS_USHORT_T</td>
<td>Count of user application structures.</td>
</tr>
<tr>
<td>pUserApp</td>
<td>“ESS_USERAPP_T, ESS_GROUPAPP_T” on page 183</td>
<td>Pointer to an array of user application structures.</td>
</tr>
</tbody>
</table>

Notes

The Access field of the user application structure is used to set the user’s granted access to the application. For this call the MaxAccess field is ignored.

Return Value

None.

Access

This function requires the caller to have application Design privilege (ESS_PRIV_APPDESIGN) for the specified application.

Example

ESS_FUNC_M
ESS_SetApplicationAccess (ESS_HCTX_T hCtx)
{
    ESS_FUNC_M st = ESS_STS_NOERR;
    ESS_USHORT_T Count;
    ESS_USERAPP_T UserApp;
    strcpy(UserApp.UserName,"Jim Smith");
    strcpy(UserApp.AppName,"Sample");
    UserApp.Access = ESS_PRIV_APPDESIGN;
    UserApp.MaxAccess = ESS_PRIV_APPDESIGN;
    st = EssSetApplicationAccess(hCtx, Count, &UserApp);
    return (st);
}

See Also

- EssSetApplicationAccessEx
- EssGetApplicationAccess
- EssListUsers
- EssSetDatabaseAccess
- EssSetUser

**EssSetApplicationAccessEx**

Sets a list of user application access structures, which contain information about user access to applications. Similar to *EssSetApplicationAccess*, but the input structure can include user directories and unique identity attributes.
Syntax

```c
ESS_FUNC_M EssSetApplicationAccessEx (hCtx, Count, pUserApp);
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hCtx</td>
<td>ESS_HCTX_T</td>
<td>API context handle (input).</td>
</tr>
<tr>
<td>Count</td>
<td>ESS_USHORT_T</td>
<td>Count of user application structures (input).</td>
</tr>
<tr>
<td>pUserApp</td>
<td>ESS_USERAPPEX_T</td>
<td>Pointer to an array of user application structures (input).</td>
</tr>
</tbody>
</table>

**Notes**

The `Access` field of the user application structure is used to set the user’s granted access to the application. For this call the `MaxAccess` field is ignored.

**Return Value**

None.

**Access**

This function requires the caller to have application Design privilege (ESS_PRIV_APPDESIGN) for the specified application.

**Example**

```c
void DisplayUserAppInfo(ESS_USERAPPEX_T userApp, ESS_USHORT_T count)
{
    ESS_STS_T sts = ESS_STS_NOERR;
    ESS_USHORT_T ind;

    printf ("\n-------Application Access List------\n\n");
    for (ind = 0; ind < count; ind++)
    {
        printf("User: %s\n", userApp[ind].UserName);
        printf("Provider Name: %s\n", userApp[ind].ProviderName);
        printf("Connection Param: %s\n", userApp[ind].connparam);
        printf("AppName: %s\n", userApp[ind].AppName);
        switch(userApp[ind].Access)
        {
            case ESS_PRIV_NONE:
                printf("Access: %d - ESS_PRIV_NONE\n", userApp[ind].Access);
                break;
            case ESS_PRIV_READ:
                printf("Access: %d - ESS_PRIV_READ\n", userApp[ind].Access);
                break;
            case ESS_PRIV_WRITE:
                printf("Access: %d - ESS_PRIV_WRITE\n", userApp[ind].Access);
                break;
            case ESS_PRIV_CALC:
                printf("Access: %d - ESS_PRIV_CALC\n", userApp[ind].Access);
                break;
            case ESS_PRIV_METAREAD:
                printf("Access: %d - ESS_PRIV_METAREAD\n", userApp[ind].Access);
                break;
        }
    }
}
```
break;
case ESS_PRIV_DBLLOAD:
    printf("\tAccess: %d - ESS_PRIV_DBLLOAD\n", userApp[ind].Access);
    break;
case ESS_PRIV_DBMNG:
    printf("\tAccess: %d - ESS_PRIV_DBMNG\n", userApp[ind].Access);
    break;
case ESS_PRIV_DBCRT:
    printf("\tAccess: %d - ESS_PRIV_DBCRT\n", userApp[ind].Access);
    break;
case ESS_PRIV_APPLD:
    printf("\tAccess: %d - ESS_PRIV_APPLD\n", userApp[ind].Access);
    break;
case ESS_PRIV_APPMNG:
    printf("\tAccess: %d - ESS_PRIV_APPMNG\n", userApp[ind].Access);
    break;
case ESS_PRIV_APPCRT:
    printf("\tAccess: %d - ESS_PRIV_APPCRT\n", userApp[ind].Access);
    break;
case ESS_PRIV_USRCRE:
    printf("\tAccess: %d - ESS_PRIV_USRCRE\n", userApp[ind].Access);
    break;
case ESS_ACCESS_R:
    printf("\tAccess: %d - ESS_ACCESS_R\n", userApp[ind].Access);
    break;
case ESS_ACCESS_W:
    printf("\tAccess: %d - ESS_ACCESS_W\n", userApp[ind].Access);
    break;
case ESS_ACCESS_C:
    printf("\tAccess: %d - ESS_ACCESS_C\n", userApp[ind].Access);
    break;
case ESS_ACCESS_MTRRD:
    printf("\tAccess: %d - ESS_ACCESS_MTRRD\n", userApp[ind].Access);
    break;
case ESS_ACCESS_DBMNG:
    printf("\tAccess: %d - ESS_ACCESS_DBMNG\n", userApp[ind].Access);
    break;
case ESS_ACCESS_DBCRT:
    printf("\tAccess: %d - ESS_ACCESS_DBCRT\n", userApp[ind].Access);
    break;
case ESS_ACCESS_APPMNG:
    printf("\tAccess: %d - ESS_ACCESS_APPMNG\n", userApp[ind].Access);
    break;
case ESS_ACCESS_APPCRT:
    printf("\tAccess: %d - ESS_ACCESS_APPCRT\n", userApp[ind].Access);
    break;
case ESS_ACCESS_FILT:
    printf("\tAccess: %d - ESS_ACCESS_FILT\n", userApp[ind].Access);
    break;
case ESS_ACCESS_DBBLL:
    printf("\tAccess: %d - ESS_ACCESS_DBBLL\n", userApp[ind].Access);
    break;
case ESS_ACCESS_APPBL:
    printf("\tAccess: %d - ESS_ACCESS_APPBL\n", userApp[ind].Access);
    break;
case ESS_ACCESS_ADMIN:
printf("\tAccess: %d - ESS_ACCESS_ADMIN\n", userApp[ind].Access);
break;
default:
    printf("\tAccess: Unknown\n");
}

switch(userApp[ind].MaxAccess)
{
    case ESS_PRIV_NONE:
        printf("\tMax Access: %d - ESS_PRIV_NONE\n", userApp[ind].MaxAccess);
        break;
    case ESS_PRIV_READ:
        printf("\tMax Access: %d - ESS_PRIV_READ\n", userApp[ind].MaxAccess);
        break;
    case ESS_PRIV_WRITE:
        printf("\tMax Access: %d - ESS_PRIV_WRITE\n", userApp[ind].MaxAccess);
        break;
    case ESS_PRIV_CALC:
        printf("\tMax Access: %d - ESS_PRIV_CALC\n", userApp[ind].MaxAccess);
        break;
    case ESS_PRIV_METAREAD:
        printf("\tMax Access: %d - ESS_PRIV_METAREAD\n", userApp[ind].MaxAccess);
        break;
    case ESS_PRIV_DBLOAD:
        printf("\tMax Access: %d - ESS_PRIV_DBLOAD\n", userApp[ind].MaxAccess);
        break;
    case ESS_PRIV_DBMANAGE:
        printf("\tMax Access: %d - ESS_PRIV_DBMANAGE\n", userApp[ind].MaxAccess);
        break;
    case ESS_PRIV_DBCREATE:
        printf("\tMax Access: %d - ESS_PRIV_DBCREATE\n", userApp[ind].MaxAccess);
        break;
    case ESS_PRIV_APPLOAD:
        printf("\tMax Access: %d - ESS_PRIV_APPLOAD\n", userApp[ind].MaxAccess);
        break;
    case ESS_PRIV_APPMANAGE:
        printf("\tMax Access: %d - ESS_PRIV_APPMANAGE\n", userApp[ind].MaxAccess);
        break;
    case ESS_PRIV_APPCREATE:
        printf("\tMax Access: %d - ESS_PRIV_APPCREATE\n", userApp[ind].MaxAccess);
        break;
    case ESS_PRIV_USERCREATE:
        printf("\tMax Access: %d - ESS_PRIV_USERCREATE\n", userApp[ind].MaxAccess);
        break;
    case ESS_ACCESS_READ:
        printf("\tMax Access: %d - ESS_ACCESS_READ\n", userApp[ind].MaxAccess);
        break;
    case ESS_ACCESS_WRITE:
        printf("\tMax Access: %d - ESS_ACCESS_WRITE\n", userApp[ind].MaxAccess);
        break;
    case ESS_ACCESS_CALC:
        printf("\tMax Access: %d - ESS_ACCESS_CALC\n", userApp[ind].MaxAccess);
        break;
    case ESS_ACCESS_METAREAD:
        printf("\tMax Access: %d - ESS_ACCESS_METAREAD\n", userApp[ind].MaxAccess);
        break;
}
case ESS_ACCESS_DBMANAGE:
    printf("\tMax Access: %d - ESS_ACCESS_DBMANAGE\n", userApp[ind].MaxAccess);
    break;

case ESS_ACCESS_DBCREATE:
    printf("\tMax Access: %d - ESS_ACCESS_DBCREATE\n", userApp[ind].MaxAccess);
    break;

case ESS_ACCESS_APPMANAGE:
    printf("\tMax Access: %d - ESS_ACCESS_APPMANAGE\n", userApp[ind].MaxAccess);
    break;

case ESS_ACCESS_APPCREATE:
    printf("\tMax Access: %d - ESS_ACCESS_APPCREATE\n", userApp[ind].MaxAccess);
    break;

case ESS_ACCESS_FILTER:
    printf("\tMax Access: %d - ESS_ACCESS_FILTER\n", userApp[ind].MaxAccess);
    break;

case ESS_ACCESS_DBALL:
    printf("\tMax Access: %d - ESS_ACCESS_DBALL\n", userApp[ind].MaxAccess);
    break;

case ESS_ACCESS_APPALL:
    printf("\tMax Access: %d - ESS_ACCESS_APPALL\n", userApp[ind].MaxAccess);
    break;

case ESS_ACCESS_ADMIN:
    printf("\tMax Access: %d - ESS_ACCESS_ADMIN\n", userApp[ind].MaxAccess);
    break;

default:
    printf("\tMax Access: Unknown\n");
}

printf("\n");
}

ESS_FUNC_M ESS_SetApplicationAccessEx (ESS_HCTX_T hCtx, ESS_HINST_T hInst)
{
    ESS_STS_T sts = ESS_STS_NOERR;
    ESS_STR_T userId;
    ESS_BOOL_T bIsIdentity;
    ESS_USHORT_T type;
    ESS_STR_T AppName;
    ESS_USHORT_T count;
    ESS_USERAPPEX_T userApp[2];
    ESS_USERAPPEX_T pUserApp = ESS_NULL;

    memset(&userApp, '\0', sizeof(userApp));

    userId = "IDUser1";
    AppName = "";
    type = ESS_TYPE_USER;
    bIsIdentity = ESS_FALSE;

    count = 1;
    strcpy(userApp[0].UserName, "IDUser1");
    strcpy(userApp[0].ProviderName, "LDAP");
    strcpy(userApp[0].connparam, "");
    userApp[0].type = ESS_TYPE_USER;
    strcpy(userApp[0].AppName, AppName);

    // Function implementation...
}
userApp[0].Access = ESS_PRIV_APPMANAGE;
userApp[0].MaxAccess = ESS_PRIV_APPMANAGE;
sts = EssSetApplicationAccessEx(hCtx, count, &userApp);
printf("EssSetApplicationAccessEx sts: %ld\n", sts);
if(!sts)
{
    userId = userApp[0].UserName;
    type = userApp[0].type;
    sts = EssGetApplicationAccessEx(hCtx, userId, bIsIdentity, type, AppName, &count, &pUserApp);
    printf("EssGetApplicationAccessEx sts: %ld\n", sts);
    if(!sts)
    {
        if(count && pUserApp)
        {
            DisplayUserAppInfo(pUserApp, count);
            sts = EssFree (hInst, pUserApp);
        }
        else
            printf ("\rUser Application list is empty\n\n");
    }
}

return (sts);
}

See Also
- EssGetApplicationAccessEx
- EssListUsersInfoEx
- EssSetDatabaseAccessEx

EssSetApplicationState

Sets user-configurable parameters for the application using the application’s state structure.

Syntax

ESS_FUNC_M EssSetApplicationState (hCtx,AppName, pAppState);

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hCtx</td>
<td>ESS_HCTX_T</td>
<td>API context handle.</td>
</tr>
<tr>
<td>AppName</td>
<td>ESS_STR_T</td>
<td>Application name.</td>
</tr>
<tr>
<td>pAppState</td>
<td>“ESS_APPSTATE_T”</td>
<td>Pointer to application state structure.</td>
</tr>
</tbody>
</table>

Notes
- When changing parameter values, it is advisable to call EssGetApplicationState first to get the correct values of any parameters you do not wish to change.
- The following parameters do not apply to aggregate storage databases: LockTimeout and lroSizeLimit.
Return Value
None.

Access
This function requires the caller to have application designer privilege (ESS_PRIV_APPDESIGN) for the specified application.

Example
ESS_FUNC_M
ESS_SetAppState (ESS_HCTX_T hCtx,
             ESS_HINST_T hInst
       )
{
    ESS_FUNC_M         sts = ESS_STS_NOERR;
    ESS_PAPPSTATE_T   AppState;
    ESS_STR_T         AppName;
    AppName = "Sample";

    sts = EssGetApplicationState (hCtx, AppName,
                                    &AppState);
    if (!sts)
    {
      if (AppState)
      {
        /*****************************
        * Update AppState structure *
        *****************************/
        sts = EssSetApplicationState (hCtx,
                                        AppName, AppState);
        EssFree (hInst, AppState);
      }
    return (sts);
}

See Also
● EssGetApplicationState
● EssSetDatabaseState

EssSetCalcList
Sets the list of calculation script objects which are accessible to a user.

Syntax
ESS_FUNC_M EssSetCalcList (hCtx, UserName, AppName, DbName, AllCalcs, Count, pCalcList);

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hCtx</td>
<td>ESS_HCTX_T</td>
<td>API context handle.</td>
</tr>
<tr>
<td>UserName</td>
<td>ESS_STR_T</td>
<td>User name.</td>
</tr>
</tbody>
</table>
### Parameter | Data Type | Description
---|---|---
AppName | ESS_STR_T | Application name.
DbName | ESS_STR_T | Database name. If NULL, uses Application subdirectory.
AllCalcs | ESS_BOOL_T | Allow all calcs flag. If TRUE, the user can access all calc scripts, otherwise, they can only access those specified in the CalcList argument.
Count | ESS_USHORT_T | Count of the number of accessible calc script objects.
pCalcList | ESS_OBJNAME_T | Pointer to an array of calc script object names.

### Notes
- If the AllCalcs flag is set to TRUE, the Count and pCalcList arguments will be ignored.
- In order to access any calc script objects, the user must have at least calculate access to the appropriate database.

### Return Value
None.

### Access
This function requires the caller to have database Design privilege (ESS_PRIV_DBDESIGN) for the specified database.

### Example
```c
ESS_FUNC_M
ESS_SetCalcList (ESS_HCTX_T  hCtx)
{
    ESS_FUNC_M       sts = ESS_STS_NOERR;
    ESS_STR_T       UserName;
    ESS_STR_T       AppName;
    ESS_STR_T       DbName;
    ESS_BOOL_T      AllCalcs;
    ESS_USHORT_T    Count;
    ESS_OBJNAME_T   pCalcList[3];

    UserName = "Newuser";
    AppName  = "Sample";
    DbName   = "Basic";
    AllCalcs = ESS_FALSE ;
    Count = 3;
    strcpy(pCalcList[0],"test1");
    strcpy(pCalcList[1],"test2");
    strcpy(pCalcList[2],"test3");

    sts = EssSetCalcList(hCtx, UserName, AppName,
                        DbName, AllCalcs, Count, pCalcList);

    return (sts);
}
```
See Also

- EssSetCalcListEx
- EssGetCalcList
- EssListObjects
- EssListUsers

### EssSetCalcListEx

Sets the calculation list accessible to the specified user or group. Similar to `EssSetCalcList`, but includes users and groups hosted in a user directory.

**Syntax**

```c
ESS_FUNC_M EssSetCalcListEx (hCtx, UserID, bIsIdentity, entityType, AppName, DbName, AllCalc, count, pCalcList);
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hCtx</td>
<td>ESS_HCTX_T</td>
<td>API context handle (input).</td>
</tr>
<tr>
<td>UserID</td>
<td>ESS_STR_T</td>
<td>Input. User or group for which to set the calculation list. Can be specified as name@provider or as a unique identity attribute.</td>
</tr>
<tr>
<td>bIsIdentity</td>
<td>ESS_BOOL_T</td>
<td>Input. Indicates whether UserID is a name or an identity. If TRUE, UserID is an identity.</td>
</tr>
<tr>
<td>entityType</td>
<td>ESS_SHORT_T</td>
<td>Input. Type of entity contained in UserID. Can be one of the following:</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- ESS_TYPE_USER</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- ESS_TYPE_GROUP</td>
</tr>
<tr>
<td>AppName</td>
<td>ESS_STR_T</td>
<td>Application name (input).</td>
</tr>
<tr>
<td>DbName</td>
<td>ESS_STR_T</td>
<td>Database name (input).</td>
</tr>
<tr>
<td>AllCalc</td>
<td>ESS_BOOL_T</td>
<td>Allow all calcs flag (input). If TRUE, the user or group can access all calculation scripts; otherwise, only those specified in CalcList are accessible.</td>
</tr>
<tr>
<td>Count</td>
<td>ESS_SHORT_T</td>
<td>Count of the number of accessible calculation script objects (input).</td>
</tr>
<tr>
<td>pCalcList</td>
<td>ESS_POBJNAME_T</td>
<td>Pointer to an array of accessible calculation script object names (input).</td>
</tr>
</tbody>
</table>

**Notes**

- If the `AllCalcs` flag is set to TRUE, the `Count` and `pCalcList` arguments will be ignored.
- In order to access any calculation script objects, the user must have at least calculate access to the appropriate database.

**Return Value**

None.
Access

This function requires the caller to have database design privilege (ESS_PRIV_DBDESIGN) for the specified database.

Example

```c
void GetCalcList(ESS_STR_T userName)
{
    ESS_STS_T sts = ESS_STS_NOERR;
    ESS_BOOL_T AllCalcs = ESS_FALSE;
    ESS_USHORT_T Count, ind;
    ESS_POBJNAME_T pCalcList = NULL;

    sts = EssGetCalcList(hCtx, userName, AppName, DbName, &AllCalcs, &Count, &pCalcList);
    printf("EssGetCalcList sts: %ld\n", sts);
    //sts = EssGetCalcListEx(hCtx, userName, AppName, DbName, &AllCalcs, &Count, &pCalcList);
    //printf("EssGetCalcListEx sts: %ld\n", sts);

    if(AllCalcs)
        printf("This user has access to all script on %s %s\n", AppName, DbName);
    else
    {
        if(!sts && pCalcList)
        {
            printf("-------- Get Calc List -----------\r\n");
            for (ind = 0; ind < Count; ind++)
                printf(" %s\n", pCalcList[ind]);

            EssFree(hInst, pCalcList);
        }
    }
}

ESS_FUNC_M ESS_SetCalcListEx (ESS_HCTX_T hCtx)
{
    ESS_STS_T sts = ESS_STS_NOERR;
    ESS_STR_T calcUser;
    ESS_BOOL_T AllCalcs;
    ESS_USHORT_T count;
    ESS_OBJNAME_T CalcList[2];
    ESS_PUSERINFO_T pUserInfo;
    ESS_BOOL_T bIsIdentity;
    ESS_USHORT_T type;
    ESS_USERDBEX_T userDb[1];
    ESS_PUSERDBEX_T pUserDb = ESS_NULL;

    bIsIdentity = ESS_FALSE;
    type = ESS_TYPE_USER;
    AllCalcs = ESS_FALSE;
    count = 2;
    strcpy(CalcList[0], "calc1");
    strcpy(CalcList[1], "calc2");
```

sts = EssSetCalcListEx(hCtx, calcUser, bIsIdentity, type, AppName, DbName, AllCalcs, count, CalcList);
printf("EssSetCalcListEx sts: %ld\n", sts);
if(!sts)
  GetCalcList(calcUser);

return (sts);
}

See Also

- EssGetCalcList
- EssListObjects
- EssListUsersInfoEx

EssSetDatabaseAccess

Sets a list of user database access structures, which contain information about user access to databases.

Syntax

ESS_FUNC_M EssSetDatabaseAccess (hCtx, Count, pUserDb);

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hCtx</td>
<td>ESS_HCTX_T</td>
<td>API context handle.</td>
</tr>
<tr>
<td>Count</td>
<td>ESS_USHORT_T</td>
<td>Count of user database structures.</td>
</tr>
<tr>
<td>pUserDb</td>
<td>“ESS_USERDB_T, ESS_GROUPDB_T” on page 184</td>
<td>Pointer to an array of user database structures.</td>
</tr>
</tbody>
</table>

Notes

The Access field of the user database structure is used to set the user’s granted access to the database. For this call the MaxAccess and FilterName fields are ignored.

Return Value

None.

Access

This function requires the caller to have database design privilege (ESS_PRIV_DBDESIGN) for the specified database.

Example

ESS_FUNC_M
ESS_SetDatabaseAccess (ESS_HCTX_T hCtx)
{
  ESS_FUNC_M    sts = ESS_STS_NOERR;
  ESS_USHORT_T  Count;
  ESS_USERDB_T  UserDb[2];

  Count = 2;
}
/* Initialize user database structure for user1 */
strcpy(UserDb[0].UserName,"Newuser");
strcpy(UserDb[0].AppName,"Sample");
strcpy(UserDb[0].DbName,"Basic");
UserDb[0].Access = ESS_PRIV_WRITE;

/* Initialize user database structure for user2 */
strcpy(UserDb[1].UserName,"Newuser2");
strcpy(UserDb[1].AppName,"Sample");
strcpy(UserDb[1].DbName,"Basic");
UserDb[1].Access = ESS_PRIV_READ;
sts = EssSetDatabaseAccess(hCtx, Count, UserDb);
return (sts);
}

See Also

- EssSetDatabaseAccessEx
- EssGetDatabaseAccess
- EssListUsers
- EssSetApplicationAccess
- EssSetUser

EssSetDatabaseAccessEx

Sets a list of user database access structures, which contain information about user access to databases. Similar to EssSetDatabaseAccess, but the input structure can include user directories and unique identity attributes.

Syntax

```
ESS_FUNC_M EssSetDatabaseAccessEx (hCtx, Count, pUserDb);
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hCtx</td>
<td>ESS_HCTX_T</td>
<td>API context handle (input).</td>
</tr>
<tr>
<td>Count</td>
<td>ESS_USHORT_T</td>
<td>Count of user database structures (input).</td>
</tr>
<tr>
<td>pUserDb</td>
<td>ESS_PUSERDBEX_T</td>
<td>Pointer to an array of user database structures (input).</td>
</tr>
</tbody>
</table>

Notes

The Access field of the user database structure is used to set the user's granted access to the database. For this call the MaxAccess and FilterName fields are ignored.

Return Value

None.

Access

This function requires the caller to have database design privilege (ESS_PRIV_DBDESIGN) for the specified database.
Example

```c
void DisplayUserDbInfo(ESS_USERDBEX_T userDb, ESS_USHORT_T count)
{
    ESS_STS_T sts = ESS_STS_NOERR;
    ESS_USHORT_T ind;

    printf ("\n------Database Access List----\n\n");
    for (ind = 0; ind < count; ind++)
    {
        printf("\tUser: %s\n", userDb[ind].UserName);
        printf("\tProvider Name: %s\n", userDb[ind].ProviderName);
        printf("\tConnection Param: %s\n", userDb[ind].connparam);
        printf("\tApp Name: %s\n", userDb[ind].AppName);
        printf("\tDb Name: %s\n", userDb[ind].DbName);
        switch(userDb[ind].Access)
        {
            case ESS_PRIV_NONE:
                printf("\tAccess: %d - ESS_PRIV.NONE\n", userDb[ind].Access);
                break;
            case ESS_PRIV_READ:
                printf("\tAccess: %d - ESS_PRIV.READ\n", userDb[ind].Access);
                break;
            case ESS_PRIV_WRITE:
                printf("\tAccess: %d - ESS_PRIV.WRITE\n", userDb[ind].Access);
                break;
            case ESS_PRIV_CALC:
                printf("\tAccess: %d - ESS_PRIV.CALC\n", userDb[ind].Access);
                break;
            case ESS_PRIV_METAREAD:
                printf("\tAccess: %d - ESS_PRIV.METAREAD\n", userDb[ind].Access);
                break;
            case ESS_PRIV_DBLOAD:
                printf("\tAccess: %d - ESS_PRIV.DBLOAD\n", userDb[ind].Access);
                break;
            case ESS_PRIV_DBMANAGE:
                printf("\tAccess: %d - ESS_PRIV.DBMANAGE\n", userDb[ind].Access);
                break;
            case ESS_PRIV_DBCREATE:
                printf("\tAccess: %d - ESS_PRIV.DBCREATE\n", userDb[ind].Access);
                break;
            case ESS_PRIV_APPLOAD:
                printf("\tAccess: %d - ESS_PRIV.APPLOAD\n", userDb[ind].Access);
                break;
            case ESS_PRIV_APPMANAGE:
                printf("\tAccess: %d - ESS_PRIV.APPMANAGE\n", userDb[ind].Access);
                break;
            case ESS_PRIV_APPCREATE:
                printf("\tAccess: %d - ESS_PRIV.APPCREATE\n", userDb[ind].Access);
                break;
            case ESS_PRIV_USERCREATE:
                printf("\tAccess: %d - ESS_PRIV.USERCREATE\n", userDb[ind].Access);
                break;
            case ESS_ACCESS_READ:
                printf("\tAccess: %d - ESS_ACCESS.READ\n", userDb[ind].Access);
        }
    }
}
```
break;
case ESS_ACCESS_WRITE:
    printf("\tAccess: %d - ESS_ACCESS_WRITE\n", userDb[ind].Access);
    break;
case ESS_ACCESS_CALCL:
    printf("\tAccess: %d - ESS_ACCESS_CALCL\n", userDb[ind].Access);
    break;
case ESS_ACCESS_METAREAD:
    printf("\tAccess: %d - ESS_ACCESS_METAREAD\n", userDb[ind].Access);
    break;
case ESS_ACCESS_DBMANAGE:
    printf("\tAccess: %d - ESS_ACCESS_DBMANAGE\n", userDb[ind].Access);
    break;
case ESS_ACCESS_DBCREATE:
    printf("\tAccess: %d - ESS_ACCESS_DBCREATE\n", userDb[ind].Access);
    break;
case ESS_ACCESS_APPMANAGE:
    printf("\tAccess: %d - ESS_ACCESS_APPMANAGE\n", userDb[ind].Access);
    break;
case ESS_ACCESS_APPCREATE:
    printf("\tAccess: %d - ESS_ACCESS_APPCREATE\n", userDb[ind].Access);
    break;
case ESS_ACCESS_FILTER:
    printf("\tAccess: %d - ESS_ACCESS_FILTER\n", userDb[ind].Access);
    break;
case ESS_ACCESS_DBALL:
    printf("\tAccess: %d - ESS_ACCESS_DBALL\n", userDb[ind].Access);
    break;
case ESS_ACCESS_APPALL:
    printf("\tAccess: %d - ESS_ACCESS_APPALL\n", userDb[ind].Access);
    break;
case ESS_ACCESS_ADMIN:
    printf("\tAccess: %d - ESS_ACCESS_ADMIN\n", userDb[ind].Access);
    break;
default:
    printf("\tAccess: Unknown\n");
}

switch(userDb[ind].MaxAccess)
{
    case ESS_PRIV_NONE:
        printf("\tMax Access: %d - ESS_PRIV_NONE\n", userDb[ind].MaxAccess);
        break;
    case ESS_PRIV_READ:
        printf("\tMax Access: %d - ESS_PRIV_READ\n", userDb[ind].MaxAccess);
        break;
    case ESS_PRIV_WRITE:
        printf("\tMax Access: %d - ESS_PRIV_WRITE\n", userDb[ind].MaxAccess);
        break;
    case ESS_PRIV_CALC:
        printf("\tMax Access: %d - ESS_PRIV_CALC\n", userDb[ind].MaxAccess);
        break;
    case ESS_PRIV_METAREAD:
        printf("\tMax Access: %d - ESS_PRIV_METAREAD\n", userDb[ind].MaxAccess);
        break;
    case ESS_PRIV_DBLOAD:
        printf("\tMax Access: %d - ESS_PRIV_DBLOAD\n", userDb[ind].MaxAccess);
        break;
}
break;
case ESS_PRIV_DBMANAGE:
    printf("\tMax Access: %d - ESS_PRIV_DBMANAGE\n", userDb[ind].MaxAccess);
    break;
case ESS_PRIV_DBCREATE:
    printf("\tMax Access: %d - ESS_PRIV_DBCREATE\n", userDb[ind].MaxAccess);
    break;
case ESS_PRIV_APPLOAD:
    printf("\tMax Access: %d - ESS_PRIV_APPLOAD\n", userDb[ind].MaxAccess);
    break;
case ESS_PRIV_APPMANAGE:
    printf("\tMax Access: %d - ESS_PRIV_APPMANAGE\n", userDb[ind].MaxAccess);
    break;
case ESS_PRIV_APPCREATE:
    printf("\tMax Access: %d - ESS_PRIV_APPCREATE\n", userDb[ind].MaxAccess);
    break;
case ESS_PRIV_USERCREATE:
    printf("\tMax Access: %d - ESS_PRIV_USERCREATE\n", userDb[ind].MaxAccess);
    break;
case ESS_ACCESS_READ:
    printf("\tMax Access: %d - ESS_ACCESS_READ\n", userDb[ind].MaxAccess);
    break;
case ESS_ACCESS_WRITE:
    printf("\tMax Access: %d - ESS_ACCESS_WRITE\n", userDb[ind].MaxAccess);
    break;
case ESS_ACCESS_CALC:
    printf("\tMax Access: %d - ESS_ACCESS_CALC\n", userDb[ind].MaxAccess);
    break;
case ESS_ACCESS_METAREAD:
    printf("\tMax Access: %d - ESS_ACCESS_METAREAD\n", userDb[ind].MaxAccess);
    break;
case ESS_ACCESS_DBMANAGE:
    printf("\tMax Access: %d - ESS_ACCESS_DBMANAGE\n", userDb[ind].MaxAccess);
    break;
case ESS_ACCESS_DBCREATE:
    printf("\tMax Access: %d - ESS_ACCESS_DBCREATE\n", userDb[ind].MaxAccess);
    break;
case ESS_ACCESS_APPMANAGE:
    printf("\tMax Access: %d - ESS_ACCESS_APPMANAGE\n", userDb[ind].MaxAccess);
    break;
case ESS_ACCESS_APPCREATE:
    printf("\tMax Access: %d - ESS_ACCESS_APPCREATE\n", userDb[ind].MaxAccess);
    break;
case ESS_ACCESS_FILTER:
    printf("\tMax Access: %d - ESS_ACCESS_FILTER\n", userDb[ind].MaxAccess);
    break;
case ESS_ACCESS_DBALL:
    printf("\tMax Access: %d - ESS_ACCESS_DBALL\n", userDb[ind].MaxAccess);
    break;
case ESS_ACCESS_APPALL:
    printf("\tMax Access: %d - ESS_ACCESS_APPALL\n", userDb[ind].MaxAccess);
    break;
case ESS_ACCESS_ADMIN:
    printf("\tMax Access: %d - ESS_ACCESS_ADMIN\n", userDb[ind].MaxAccess);
    break;
default:
printf("\tMax Access: Unknown\n");
}

printf("\tFilter Name: %s\n", userDb[ind].FilterName);
printf("\n");
}

ESS_FUNC_M ESS_SetDatabaseAccessEx (ESS_HCTX_T hCtx, ESS_HINST_T hInst)
{
    ESS_STS_T sts = ESS_STS_NOERR;
    ESS_STR_T userId;
    ESS.Bool_T bIsIdentity;
    ESS_USHORT_T type;
    ESS_USHORT_T count;
    ESS_USERDBEX_T userDb[2];
    ESS_USERDBEX_T pUserDb = ESS_NULL;

    memset(&userDb, '\0', sizeof(userDb));

    count = 1;
    strcpy(userDb[0].UserName, "IDUser1");
    strcpy(userDb[0].ProviderName, "");
    strcpy(userDb[0].connparam, "");
    userDb[0].type = ESS_TYPE_USER;
    strcpy(userDb[0].AppName, AppName);
    strcpy(userDb[0].DbName, DbName);
    userDb[0].Access = ESS_PRIV_READ;
    userDb[0].MaxAccess = ESS_PRIV_READ;
    sts = EssSetDatabaseAccessEx(hCtx, count, &userDb);
    printf("EssSetDatabaseAccessEx sts: %ld\n", sts);
    if(!sts)
    {
        sts = EssGetDatabaseAccessEx(hCtx, userId, bIsIdentity, type, AppName, DbName,
        &count, &pUserDb);
        printf("EssGetDatabaseAccessEx sts: %ld\n", sts);
        if(!sts)
        {
            if(count & pUserDb)
            {
                DisplayUserDbInfo(pUserDb, count);
                sts = EssFree (hInst, pUserDb);
            }
            else
                printf ("\rUser Application list is empty\n\n");
        }
    }

    return (sts);
}

See Also

- EssGetDatabaseAccessEx
- EssListUsersInfoEx

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EssSetDatabaseNote

Sets a database’s note-of-the-day message. This message may be used to display useful information about the database (whether data has been loaded, when it was last calculated, etc.) to users before they connect to the database.

Syntax

```c
ESS_FUNC_M  EssSetDatabaseNote (hCtx, AppName, DbName, DbNote);
```

Parameter  Data Type  Description

<table>
<thead>
<tr>
<th>hCtx</th>
<th>ESS_HCTX_T</th>
<th>API context handle.</th>
</tr>
</thead>
<tbody>
<tr>
<td>AppName</td>
<td>ESS_STR_T</td>
<td>Application name.</td>
</tr>
<tr>
<td>DbName</td>
<td>ESS_STR_T</td>
<td>Database name.</td>
</tr>
<tr>
<td>DbNote</td>
<td>ESS_STR_T</td>
<td>Pointer to database note string.</td>
</tr>
</tbody>
</table>

Notes

The database note string must be less than 64 KB in length.

Return Value

None.

Access

This function requires the caller to have database design privilege (ESS_PRIV_DBDESIGN) for the specified database.

Example

```c
ESS_FUNC_M
ESS_SetDatabaseNote (ESS_HCTX_T hCtx)
{
    ESS_FUNC_M      sts = ESS_STS_NOERR;
    ESS_STR_T      AppName;
    ESS_STR_T      DbName;
    ESS_STR_T      DbNote;

    AppName = "Sample";
    DbName  = "Basic";
    DbNote  = "This is a test";

    sts = EssSetDatabaseNote(hCtx, AppName, DbName, DbNote);

    return (sts);
}
```
See Also

- EssGetDatabaseState

**EssSetDatabaseState**

Sets user-configurable parameters for the database using the database’s state structure.

**Syntax**

```
ESS_FUNC_M EssSetDatabaseState (hCtx, AppName, DbName, pDbState);
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hCtx</td>
<td>ESS_HCTX_T</td>
<td>API context handle.</td>
</tr>
<tr>
<td>AppName</td>
<td>ESS_STR_T</td>
<td>Application name.</td>
</tr>
<tr>
<td>DbName</td>
<td>ESS_STR_T</td>
<td>Database name.</td>
</tr>
<tr>
<td>pDbState</td>
<td>&quot;ESS_DBSTATE_T&quot; on page 121</td>
<td>Pointer to database state structure.</td>
</tr>
</tbody>
</table>

**Notes**

- **EssGetDatabaseState** should be called to initialize the ESS_DBSTATE_T structure before this function is called.
- This function can only set user-configurable parameters for server databases.

**Return Value**

None.

**Access**

This function requires the caller to have database designer privilege (ESS_PRIV_DBDESIGN) for the specified database.

**Example**

```
ESS_FUNC_M
ESS_SetDbState (ESS_HCTX_T   hCtx,
                ESS_HINST_T  hInst
            )
        {
            ESS_FUNC_M        sts = ESS_STS_NOERR;
            ESS_PDBSTATE_T    DbState;
            ESS_STR_T        AppName;
            ESS_STR_T        DbName;
           AppName = "Sample";
            DbName  = "Basic";

            sts = EssGetDatabaseState (hCtx, AppName,
                                        DbName, &DbState);
            if (!sts)
            {
                if (DbState)
```
Sets the default calculation script for the active database.

**Syntax**

`ESS_FUNC_M  EssSetDefaultCalc (hCtx, CalcScript);`

**Parameter** | **Data Type** | **Description**
--- | --- | ---
hCtx | `ESS_HCTX_T` | API context handle.
CalcScript | `ESS_STR_T` | Default calculation script string.

**Notes**

The calculation script string must not be greater than 64 KB long.

**Return Value**

None.

**Access**

This function requires the caller to have calculation privilege (ESS_PRIV_CALC) to the active database.

**Example**

```c
ESS_FUNC_M
ESS_SetDefaultCalc (ESS_HCTX_T   hCtx)
{
    ESS_FUNC_M           sts = ESS_STS_NOERR;
    sts = EssSetDefaultCalc (hCtx, "CALC ALL;" );

    return (sts);
}
```
EssSetDefaultCalcFile

Sets the default calculation script for the active database from a calculation script file.

Syntax

ESS_FUNC_M  EssSetDefaultCalcFile (hDestCtx, hSrcCtx, AppName, DbName, FileName);

Parameter | Data Type | Description
--- | --- | ---
hDestCtx | ESS_HCTX_T | API context handle of target database on the server.
hSrcCtx | ESS_HCTX_T | API context handle for calculation script file location. The calculation script file can reside on the client or on the same server as the target database.
AppName | ESS_STR_T | Application name for calculation script file location.
DbName | ESS_STR_T | Database name for calculation script file location.
FileName | ESS_STR_T | Name of default calculation script file.

Notes

- The default calculation script must not be greater than 64 KB long.
- The server makes a copy of the text in the calculation script file when this function is called. Subsequent changes to the calculation script file have no effect on the default calculation unless this function is called again to update it.

Return Value

None.

Access

This function requires the caller to have calculation privilege (ESS_PRIV_CALC) to the active database.

Example

ESS_FUNC_M

ESS_SetDefaultCalcFile (ESS_HCTX_T  hCtx)
{
    ESS_FUNC_M  sts = ESS_STS_NOERR;
    ESS_HCTX_T  hSrcCtx;
    ESS_STR_T  AppName;
    ESS_STR_T  DbName;
    ESS_STR_T  FileName;
    AppName  = "Sample";
    DbName  = "Basic";
See Also

- EssDefaultCalc
- EssGetDefaultCalc
- EssSetDefaultCalc

**EssSetEasLocation**

Set or change the Essbase Administration Server location that will be registered with Shared Services upon application creation or migration.

**Syntax**

```c
ESS_FUNC_M EssSetEasLocation (hCtx, EasLocation);
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hCtx</td>
<td>ESS_HCTX_T</td>
<td>API context handle.</td>
</tr>
</tbody>
</table>
| EasLocation    | ESS_STR_T     | The name (or IP address) and port number of the computer on which Essbase Administration Server runs. Examples:
|                |               | Aspen:10080
|                |               | 127.0.0.1:10080

**Notes**

After changing the Essbase Administration Server location, you must use `EssReRegisterApplication` to re-register any existing applications with Shared Services.

**Return Value**

Returns 0 if successful; otherwise, returns an error.

**Access**

This function requires the caller to be an Administrator.

**Example**

```c
ESS_FUNC_M ESS_SS_SetEasLocation(ESS_HCTX_T hCtx, ESS_HINST_T hInst)
{
    ESS_STS_T     sts = ESS_STS_NOERR;
    ESS_STR_T    easLoc = ESS_NULL;

    /* Eas Location */
    sts = EssAlloc(hInst, sizeof(ESS_PATHLEN), &easLoc);
    if(sts)
        return (sts);
    memset(easLoc, 0, sizeof(ESS_PATHLEN));
```
strcpy(easLoc, "localhost:10080");

sts = EssSetEasLocation(hCtx, easLoc);

if (sts)
    printf("Failed to set EAS Location.\n");

if (easLoc)
    EssFree(hInst, easLoc);

return (sts);
}

See also an extended Appendix B

See Also

- EssReRegisterApplication

**EssSetExtUser**

Sets user information for externally authenticated users.

**Syntax**

```c
ESS_FUNC_M EssSetExtUser (hCtx, type, UserName, Password, Protocol, ConnParam);
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hCtx</td>
<td>ESS_HCTX_T</td>
<td>API context handle.</td>
</tr>
<tr>
<td>type</td>
<td>ESS_USHORT_T</td>
<td>Type of user (external).</td>
</tr>
<tr>
<td>UserName</td>
<td>ESS_STR_T</td>
<td>Name of user.</td>
</tr>
<tr>
<td>Password</td>
<td>ESS_STR_T</td>
<td>User's password.</td>
</tr>
<tr>
<td>Protocol</td>
<td>ESS_STR_T</td>
<td>External authentication protocol: CSS, for Shared Services mode.</td>
</tr>
<tr>
<td>ConnParam</td>
<td>ESS_STR_T</td>
<td>External authentication connection parameters. Null, for CSS protocol.</td>
</tr>
</tbody>
</table>

**Access**

This function requires the caller to have Create/Delete User privilege (ESS_PRIV_USERCREATE) for the logged in server, unless they are setting their own user information.

**EssSetFilter**

Creates or replaces a filter, and starts setting the contents of the filter.

**Syntax**

```c
ESS_FUNC_M EssSetFilter (hCtx, AppName, DbName, FilterName, Active, Access);
```
### Parameter | Data Type | Description
--- | --- | ---
hCtx | ESS_HCTX_T | API context handle.
AppName | ESS_STR_T | Application name.
DbName | ESS_STR_T | Database name.
FilterName | ESS_STR_T | Filter name. See "Filter Name Limits" on page 1256.
Active | ESS_BOOL_T | Filter active flag. If TRUE, the filter is set active, otherwise it is set inactive.
Access | ESS_ACCESS_T | The default filter access level.

### Notes
- If the filter does not already exist, it will first be created by this call.
- This call must be followed by successive calls to `EssSetFilterRow` to set all the rows for the filter.
- To avoid overwriting a filter that already exists, use `EssCreateFilter`. `EssCreateFilter` creates only a uniquely named filter for a particular database, but will not overwrite an existing filter of the same name on the same database.

### Return Value
None.

### Access
This function requires the caller to have database design privilege (ESS_PRIV_DBDESIGN) for the specified database.

### Example
```c
ESS_FUNC_M
ESS_SetFilter (ESS_HCTX_T hCtx)
{
    ESS_FUNC_M    sts = ESS_STS_NOERR;
    ESS_STR_T     AppName;
    ESS_STR_T     DbName;
    ESS_STR_T     FilterName;
    ESS_BOOL_T    Active;
    ESS_ACCESS_T  Access, AccessAry[3];
    ESS_STR_T     RowString[3];
    ESS_USHORT_T  ind;

    AppName     = "Sample";
    DbName      = "Basic";
    FilterName  = "NewFilter";
    Active      = ESS_TRUE;

    /***** Set Filter *****/
    sts = EssSetFilter(hCtx, AppName, DbName,
                        FilterName, Active, Access);
    if(!sts)
    {
```
RowString[0] = "@IDESCENDANTS(Scenario)";
RowString[1] = "@IDESCENDANTS(Product)";
RowString[2] = "Qtr1, @IDESCENDANTS("Colas")";

AccessAry[0] = ESS_ACCESS_READ;
AccessAry[1] = ESS_ACCESS_NONE;

/*** Set Filter Rows *****/

for(ind = 0; ind < 3; ind++)
{
    sts = EssSetFilterRow(hCtx, RowString[ind],
        AccessAry[ind]);
    if(sts)
        printf("Cannot set Filter row %s\r\n",
                RowString[ind]);
    sts = EssSetFilterRow(hCtx, "", ESS_ACCESS_NONE);
}
return (sts);

See Also

- EssCreateFilter
- EssGetFilter
- EssListFilters
- EssSetFilterRow

**EssSetFilterList**

Sets the list of groups or users that are assigned to a filter. The count parameter controls the number of groups or users assigned to the filter. A count of zero will remove all the groups or users from the list.

**Syntax**

```c
ESS_FUNC_M EssSetFilterList (hCtx,AppName,DbName,FilterName,Count,pUserList);
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hCtx</td>
<td>ESS_HCTX_T</td>
<td>API context handle.</td>
</tr>
<tr>
<td>AppName</td>
<td>ESS_STR_T</td>
<td>Application name.</td>
</tr>
<tr>
<td>DbName</td>
<td>ESS_STR_T</td>
<td>Database name.</td>
</tr>
<tr>
<td>FilterName</td>
<td>ESS_STR_T</td>
<td>Filter name.</td>
</tr>
<tr>
<td>Count</td>
<td>ESS_USHORT_T</td>
<td>Count of groups or users assigned this filter.</td>
</tr>
<tr>
<td>pUserList</td>
<td>ESS_PUSERNAME_T</td>
<td>Pointer to array of user names.</td>
</tr>
</tbody>
</table>
Return Value

None.

Access

This function requires the caller to have database design privilege (ESS_PRIV_DBDESIGN) for the specified database.

Example

```c
ESS_FUNC_M
ESS_SetFilterList (ESS_HCTX_T hCtx)
{
    ESS_FUNC_M        sts = ESS_STS_NOERR;
    ESS_STR_T        AppName;
    ESS_STR_T        DbName;
    ESS_STR_T        FilterName;
    ESS_USHORT_T     Count = 0;
    ESS_USERNAME_T   UserList[2];

    AppName    = "Sample";
    DbName     = "Basic";
    FilterName = "Test";
    strcpy(UserList[0],"Jim Smith");
    strcpy(UserList[1],"Newuser");
    Count = 2;

    sts = EssSetFilterList(hCtx, AppName, DbName,
        FilterName, Count, UserList);
    return (sts);
}
```

See Also

- EssSetFilterListEx
- EssGetFilterList
- EssListFilters
- EssSetFilter

**EssSetFilterListEx**

Sets the list of groups or users that are assigned to a filter. The count parameter controls the number of groups or users assigned to the filter. A count of zero will remove all the groups or users from the list.

Similar to **EssSetFilterList**, but includes users and groups hosted in a user directory.

Syntax

```c
ESS_FUNC_M EssSetFilterListEx (hCtx,AppName,DbName,FilterName,bIsIdentity,
    entityType, Count, UserList);
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hCtx</td>
<td>ESS_HCTX_T</td>
<td>API context handle (input).</td>
</tr>
</tbody>
</table>
Parameter | Data Type | Description
--- | --- | ---
AppName | ESS_STR_T | Application name (input).
DbName | ESS_STR_T | Database name (input).
FilterName | ESS_STR_T | Filter name (input).
blsIdentity | ESS_BOOL_T | Input. Indicates whether userList contains names or identities. If TRUE, userList contains identities. The list can contain names or identities, but not both.
entityType | ESS_USHORT_T | Type of entity contained in userList (input). Can be one of the following:
  - ESS_TYPE_USER
  - ESS_TYPE_GROUP
  The list can contain users or groups, but not both.
Count | ESS_USHORT_T | Count of entities contained in userList (input).
UserList | ESS_PSTR_T | Array of user or group names or identities (input).

Return Value

None.

Access

This function requires the caller to have database design privilege (ESS_PRIV_DBDESIGN) for the specified database.

Example

```c
void GetFilterList()
{
    ESS_STS_T sts = ESS_STS_NOERR;
    ESS_STR_T FilterName;
    ESS_USHORT_T Count = 0;
    ESS_USHORT_T ind;
    ESS_PUSERNAME_T UserList = NULL;

    FilterName = "Filter1";

    sts = EssGetFilterList(hCtx, AppName, DbName, FilterName, &Count, &UserList);
    printf("EssGetFilterList sts: %ld\n", sts);
    if(!sts)
    {
        printf("--------%s User List---------\n", FilterName);
        if(Count && UserList)
        {
            for (ind = 0; ind < Count; ind++)
                printf("%s\n",UserList[ind]);
        EssFree(hInst, UserList);
        }
    else
```
ESS_FUNC_M ESS_SetFilterListEx (ESS_HCTX_T hCtx)
{
    ESS_STS_T sts = ESS_STS_NOERR;
    ESS_STR_T FilterName;
    ESS_USHORT_T Count = 0;
    //ESS_USERNAME_T UserList[2];
    ESS_STR_T UserList[2];
    ESS_BOOL_T bIsIdentity;
    ESS_USHORT_T type;

    FilterName = "Filter1";
    UserList[0] = "IDUser9@ldap";
    UserList[1] = "IDUser10@ldap";
    Count = 2;
    bIsIdentity = ESS_TRUE;
    type = ESS_TYPE_USER;

    sts = EssSetFilterListEx(hCtx, AppName, DbName, FilterName, bIsIdentity, type, Count, UserList);
    printf("EssSetFilterListEx sts: %ld\n", sts);
    if(!sts)
        GetFilterList();

    return (sts);
}

See Also
- EssGetFilterList
- EssListFilters
- EssSetFilter

**EssSetFilterRow**

Sets the next row of a filter.

**Syntax**

ESS_FUNC_M EssSetFilterRow (hCtx, RowString, Access);

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hCtx</td>
<td>ESS_HCTX_T</td>
<td>API context handle.</td>
</tr>
<tr>
<td>RowString</td>
<td>ESS_STR_T</td>
<td>Pointer to the next row of the filter.</td>
</tr>
<tr>
<td>Access</td>
<td>ESS_ACCESS_T</td>
<td>Access level for the filter row.</td>
</tr>
</tbody>
</table>
Notes
This function should be called repeatedly after calling `EssSetFilter`, once for each row of the filter, terminating the row list with a NULL row string pointer.

Return Value
None.

Access
This function requires the caller to have database designer privilege (ESS_PRIV_DBDESIGN) for the specified database.

Example
See the example of `EssSetFilter`.

See Also
- `EssListFilters`
- `EssSetFilter`

**EssSetGlobalState**
Sets the server global state structure which contains parameters for system administration.

Syntax

```c
ESS_FUNC_M EssSetGlobalState (hCtx, pGlobal);
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hCtx</td>
<td>ESS_HCTX_T</td>
<td>API context handle.</td>
</tr>
<tr>
<td>pGlobal</td>
<td>“ESS_GLOBAL_T” on page 134</td>
<td>Pointer to global state structure.</td>
</tr>
</tbody>
</table>

Notes
When changing parameter values, it is advisable to call `EssGetGlobalState` first to get the correct values of any parameters you do not wish to change.

Return Value
None.

Access
This function requires the caller to be an administrator.

Example

```c
ESS_FUNC_M
ESS_SetGlobalState (ESS_HCTX_T hCtx)
{
    ESS_FUNC_M      sts = ESS_STS_NOERR;
    ESS_GLOBAL_T    Global;
```
/* Initialize Global State */
Global.Security = 1;
Global.Logins = 1;
Global.Access = ESS_ACCESS_NONE;
Global.Validity = 200;
Global.Currency = 1;
Global.PwMin = 8;
Global.InactivityTime = 3600;
Global.InactivityCheck = 300;

sts = EssSetGlobalState(hCtx, &Global);
return (sts);
}

See Also
● EssGetGlobalState

EssSetGroup

Sets a group information structure, which contains security information for the group.

Syntax

ESS_FUNC_M EssSetGroup (hCtx, pGroupInfo);

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hCtx</td>
<td>ESS_HCTX_T</td>
<td>API context handle.</td>
</tr>
<tr>
<td>pGroupInfo</td>
<td>“ESS_USERINFO_T, ESS_GROUPINFO_T” on page 186</td>
<td>Pointer to group info structure.</td>
</tr>
</tbody>
</table>

Notes
● The name of the group to set is a field in the group info structure, which must always be specified.
● The only field in the group info structure which may be changed using this function is the Access field (the other fields are used for users of for information only). See the description of the ESS_GROUPINFO_T structure for more information.

Return Value
None.

Access
This function requires the caller to have Create/Delete User privilege (ESS_PRIV_USERCREATE) for the logged in server.

Example

ESS_FUNC_M
ESS_SetGroup (ESS_HCTX_T hCtx)
{
    ESS_FUNC_M st = ESS_STS_NOERR;

ESS_USERINFO_T Group;

strcpy(Group.Name, "PowerUsers");
strcpy(Group.AppName, "Sample");
strcpy(Group.DbName, "Basic");
Group.Access = ESS_ACCESS_SUPER;

sts = EssSetGroup(hCtx, &Group);
return (sts);
}

See Also
- EssGetGroup
- EssListGroups

**EssSetGroupList**

Sets the list of users who are members of a group.

**Syntax**

```c
ESS_FUNC_M EssSetGroupList (hCtx, GroupName, Count, pUserList);
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hCtx</td>
<td>ESS_HCTX_T</td>
<td>API context handle.</td>
</tr>
<tr>
<td>GroupName</td>
<td>ESS_STR_T</td>
<td>Group name or user name.</td>
</tr>
<tr>
<td>Count</td>
<td>ESS_USHORT_T</td>
<td>Count of user names.</td>
</tr>
<tr>
<td>pUserList</td>
<td>ESS_PUSERNAME_T</td>
<td>Pointer to an array of user name strings.</td>
</tr>
</tbody>
</table>

**Notes**

This function can also be used to set the list of groups to which a user belongs by using a user name as the `GroupName` argument and passing a list of groups as the `pUserList` argument.

An administrator that is not an Essbase administrator, in order to administer privileges on users and groups, must have higher privileges than those users and groups on the applications on which they are administering access. To bypass this restriction, use MaxL for adding users to groups.

**Return Value**

None.

**Access**

This function requires the caller to have Create/Delete User privilege (ESS_PRIV_USERCREATE) for the logged in server.

**Example**

```c
ESS_FUNC_M
ESS_SetGroupList (ESS_HCTX_T hCtx)
```


```c
{
    ESS_FUNC_M        sts = ESS_STS_NOERR;
    ESS_USERNAME_T   UserList[3];
    ESS_USHORT_T     Count;
    ESS_STR_T        GroupName;
    GroupName = "Powerusers";
    strcpy(UserList[0],"App Designer");
    strcpy(UserList[1],"Db Designer");
    strcpy(UserList[2],"User Creator");
    Count = 3;

    sts = EssSetGroupList (hCtx, GroupName, Count,
                        UserList);
    return (sts);
}
```

**See Also**
- **EssSetGroupListEx**
- **EssAddToGroup**
- **EssDeleteFromGroup**
- **EssListGroups**

**EssSetGroupListEx**

Sets the list of users who are members of a group. Similar to **EssSetGroupList**, but can accept a user directory specification or unique identity attribute for `EntityId`.

**Syntax**

```c
ESS_FUNC_M EssSetGroupListEx (hCtx, EntityId, bIsIdentity, entityType, Count, pIdList, bUsingIdentity);
```

**Parameter** | **Data Type** | **Description**
--- | --- | ---
`hCtx` | ESS_HCTX_T | API context handle (input).
`EntityId` | ESS_STR_T | User or group name (input). Can be specified as `name@provider` or as a unique identity attribute.
`bIsIdentity` | ESS_BOOL_T | Input. Indicates if `EntityId` is a name or an identity. If TRUE, `EntityId` is an identity.
`entityType` | ESS_USHORT_T | Input. Indicates if `EntityId` is a group or a user. If specified as user, then the list can consist of only groups. In EPM System security mode, the list can consist of both users and groups.
`Count` | ESS_USHORT_T | Count of identities (input).
`pIdList` | ESS_PSTR_T | Pointer to an array of identities (input).
`bUsingIdentity` | ESS_BOOL_T | Input. Indicates if `EntityId` is a name or an identity. If TRUE, `EntityId` is an identity.

**Notes**

This function can also be used to set the list of groups to which a user belongs by using a user name as the `EntityId` argument and passing a list of groups as the `pUserIDList` argument.
An administrator that is not an Essbase administrator, in order to administer privileges on users and groups, must have higher privileges than those users and groups on the applications on which they are administering access.

**Return Value**

None.

**Access**

This function requires the caller to have Create/Delete User privilege (ESS_PRIV_USERCREATE) for the logged in server.

**Example**

**See Also**

- EssAddToGroupEx
- EssDeleteFromGroupEx
- EssListGroupsInfoEx

---

### EssSetGroupToSS

Migrates a group to EPM System security mode. This might be useful if the group migration failed using EssSetSSSecurityMode.

**Syntax**

```c
ESS_FUNC_M EssSetGroupToSS (hCtx, GroupName);
```

**Parameter** | **Data Type** | **Description**
--- | --- | ---
| hCtx | ESS_HCTX_T | API context handle.
| GroupName | ESS_STR_T | Name of the group to convert to Shared Services (input).

**Return Value**

Returns 0 if successful; otherwise, returns an error.

**Access**

This function requires the caller to be an Administrator.

**Example**

```c
ESS_FUNC_M ESS_SS_SetGroupToSS(ESS_HCTX_T hCtx, ESS_HINST_T hInst) 
{
    ESS_STS_T        sts = ESS_STS_NOERR;
    ESS_STR_T        groupName = ESS_NULL;

    sts = EssAlloc(hInst, sizeof(ESS_USERNAME_T), &groupName);
    if(sts)
        return (sts);
    memset(groupName, 0, sizeof(ESS_USERNAME_T));
    strncpy( groupName, "essgrp"); 
```
sts = EssSetGroupToSS(hCtx, groupName);

if(sts)
    printf("Failed to migrate Group %s to Shared Services mode.\n", groupName);

if (groupName)
    EssFree(hInst, groupName);

return (sts);
}

See also an extended Appendix B

**EssSetGroupsToSS**

Migrates all groups to EPM System security mode. This might be useful if the group migration failed using `EssSetSSSecurityMode`.

**Syntax**

```
ESS_FUNC_M EssSetGroupsToSS (hCtx);
```

**Parameter** | **Data Type** | **Description**
---|---|---
hCtx | ESS_HCTX_T | API context handle.

**Return Value**

Returns 0 if successful; otherwise, returns an error.

**Access**

This function requires the caller to be an Administrator.

**Example**

```
ESS_FUNC_M ESS_SS_SetGroupsToSS(ESS_HCTX_T   hCtx)
{
    ESS_STS_T         sts = ESS_STS_NOERR;

    sts = EssSetGroupsToSS(hCtx);

    if(sts)
        printf("Failed to migrate Groups to Shared Services mode.\n");

    return (sts);
}
```

See also an extended Appendix B

**EssSetPassword**

Sets a user’s password, erasing the existing password.
Syntax

```c
ESS_FUNC_M EssSetPassword (hCtx, UserName, Password);
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hCtx</td>
<td>ESS_HCTX_T</td>
<td>API context handle.</td>
</tr>
<tr>
<td>UserName</td>
<td>ESS_STR_T</td>
<td>User name.</td>
</tr>
<tr>
<td>Password</td>
<td>ESS_STR_T</td>
<td>New password for user.</td>
</tr>
</tbody>
</table>

Notes

- To change a password, the caller must either have supervisor access, or be changing their own password.
- The new password will take effect the next time the user logs in.

Return Value

None.

Access

This function requires callers to have Create/Delete User privilege (ESS_PRIV_USERCREATE) for the logged in server, unless they are setting their own password.

Example

```c
ESS_FUNC_M
ESS_SetPassword (ESS_HCTX_T  hCtx)
{
    ESS_FUNC_M   sts = ESS_STS_NOERR;
    ESS_STR_T    UserName;
    ESS_STR_T    Password;

    UserName = "Jim Smith";
    Password = "newpwd";
    sts = EssSetPassword (hCtx,UserName, Password);
    return (sts);
}
```

See Also

- EssListUsers
- EssSetUser

**EssSetPath**

Sets the ESSBASEPATH environment variable for the runtime process.

Syntax

```c
ESS_FUNC_M EssSetPath (pszPath);
```
### Parameter | Data Type | Description
--- | --- | ---
pszPath; | ESS_STR_T | Pointer to the string describing the ESSBASEPATH environment variable

#### Notes
- Call `EssSetPath()` before calling `EssInit()`.
- `pszPath` cannot exceed 120 characters, as defined in ESS_PATHLEN.
- `pszPath` applies only to the current process.
- Essbase DLLs must be accessible from the system path. `EssSetPath()` does not resolve the path for the Essbase DLLs.

#### Return Value
- If successful, returns ESS_STS_NOERR.
- If `pszPath` is too long, returns API_NAME_TOO_LONG (1030009).

#### Example
```c
ESS_STS_T
ESS_SetPath()
{
    ESS_STS_T sts;
    ESS_STR_T pszPath = "C:\Hyperion\products\Essbase";
    sts = EssSetPath (pszPath);
    return sts;
}
```

### EssSetServerMode
Sets the mode of Essbase Server to be Unicode or non-Unicode. Only when it is in Unicode mode does Essbase Server allow creation of Unicode mode applications or migration of non-Unicode mode applications to Unicode mode. Setting a Unicode mode server to non-Unicode does not affect the existing Unicode-related mode of existing applications.

#### Syntax
```
ESS_FUNC_M EssSetServerMode(hCtx, bUnicode);
```

#### Parameter | Data Type | Description
--- | --- | ---
hCtx | ESS_HCTX_T | API context handle (logged in)
bUnicode | ESS_BOOL_T | The pass-in parameter, `bUnicode`, where `bUnicode` can be one of the following values:
- ESS_TRUE—Sets the server mode to Unicode. Essbase Server allows creation of Unicode mode applications or migration of non-Unicode mode applications to Unicode mode.
- ESS_FALSE—Sets the server mode to non-Unicode. Essbase Server does not allow creation of Unicode mode applications or migration of non-Unicode mode applications to Unicode mode.
Return Value
None.

Access
This function requires the caller to have (AD_ACCESS_SUPER) privilege for the logged in server.

See Also
- EssGetServerMode

**EssSetSpanRelationalPartition**

Sets the Boolean \texttt{bSpanRelPart} field informing Essbase that pertinent data exists in an attached relational store. Some other API functions, such as \texttt{EssQueryDatabaseMembers}, read \texttt{bSpanRelPart} and access the relational store if \texttt{bSpanRelPart} is set.

Syntax

\begin{verbatim}
ESS_FUNC_M EssSetSpanRelationalPartition (hCtx);
\end{verbatim}

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hCtx</td>
<td>ESS_HCTX_T</td>
<td>API context handle.</td>
</tr>
</tbody>
</table>

Notes
Several API functions have been enhanced to retrieve information from relational stores.
- \texttt{EssQueryDatabaseMembers} - returns member names from the relational store.
- \texttt{EssGetMemberInfo} - returns information on members in the relational store.
- \texttt{EssCheckMemberName} - checks in the relational store for valid member names.
- \texttt{EssGetMemberCalc} - recognizes a relational member passed as input and returns a null string for all relational members.

Return Value
None.

Access
This function requires the caller to have read privilege (ESS_PRIV_READ) to one or more members in the active database.

Example

\begin{verbatim}
ESS_FUNC_M
ESS_Report (ESS_HCTX_T   hCtx,
            ESS_HINST_T  hInst
)
{
    ESS_FUNC_M      sts     = ESS_STS_NOERR;
    ESS_STR_T       rString = NULL;
\end{verbatim}
sts = EssBeginReport (hCtx, ESS_TRUE, ESS_FALSE);
if (!sts)
    sts = EssSendString (hCtx, "<Desc Year !");
if (!sts)
    sts = EssSetSpanRelationalPartition (hCtx);
/******************
* Get report *
******************/
if (!sts)
    sts = EssGetString (hCtx, &rString);
while (!sts) && (rString != NULL))
{
    printf ("%s", rString);
    EssFree (hInst, rString);
    sts = EssGetString (hCtx, &rString);
}
printf ("\r\n");
return(sts);
}

See Also
● EssClrSpanRelationalSource

EssSetSSSecurityMode

Migrates Essbase Server and any existing users and groups to EPM System security mode.

Syntax

ESS_FUNC_M EssSetSSSecurityMode (hCtx, option, NewPassword, FileName, flag);

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hCtx</td>
<td>ESS_HCTX_T</td>
<td>API context handle.</td>
</tr>
<tr>
<td>option</td>
<td>ESS_USHORT_T</td>
<td>Integer representing the desired password creation method for migrated users.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>● 0—Use an administrator-specified password.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>● 1—Create passwords that are the same as user names for users being migrated to Shared Services.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>● 2—Automatically generate new passwords for the users being migrated to Shared Services.</td>
</tr>
<tr>
<td>NewPassword</td>
<td>ESS_STR_T</td>
<td>Password string (if option 2 is used).</td>
</tr>
<tr>
<td>FileName</td>
<td>ESS_STR_T</td>
<td>Name of file to contain saved passwords. If not provided, the default file is $ARBORPATH/bin/MigratedUsersPassword.txt.</td>
</tr>
<tr>
<td>Parameter</td>
<td>Data Type</td>
<td>Description</td>
</tr>
<tr>
<td>-----------</td>
<td>----------------</td>
<td>------------------------------------------------------------------------------</td>
</tr>
<tr>
<td>flag</td>
<td>ESS_USHORT_T</td>
<td>Whether the passwords file, if already existing, should be overwritten.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>• ESS_FILE_OVERWRITE—Overwrite</td>
</tr>
<tr>
<td></td>
<td></td>
<td>• ESS_FILE_NOOVERWRITE—Do not overwrite; return an error.</td>
</tr>
</tbody>
</table>

**Return Value**

Returns 0 if successful; otherwise, returns an error.

**Access**

This function requires the caller to be an Administrator.

**Example**

```c
ESS_FUNC_M ESS_SS_SetSSSecurityMode(ESS_HCTX_T hCtx)
{
    ESS_STS_T          sts = ESS_STS_NOERR;
    ESS_STR_T          newPassword = ESS_NULL;
    ESS_USHORT_T       option;
    ESS_STR_T          fName = ESS_NULL;
    ESS_USHORT_T       flag = 0;

    /* New Shared Services Native User Password Option: *
    * 0 to use user provided password
    * 1 to use the user name as password
    * 2 to automatically generate a password
    **/
    option = 1; /* Using user name as password */

    sts = EssSetSSSecurityMode(hCtx, option, newPassword, fName, flag);
    if(sts)
        printf("Failed to migrate Essbase Server to Shared Services mode.\n");

    return (sts);
}
```

See also an extended Appendix B

**See Also**

- EssSetUserToSS
- EssSetGroupToSS

**EssSetUserToSS**

Migrates a user to EPM System security mode. This might be useful if the user migration failed using EssSetSSSecurityMode.

**Syntax**

```c
ESS_FUNC_M EssSetUserToSS (hCtx, UserName, option, NewPassword, FileName, flag);
```
<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hCtx</td>
<td>ESS_HCTX_T</td>
<td>API context handle.</td>
</tr>
<tr>
<td>UserName</td>
<td>ESS_STR_T</td>
<td>Name of the user to convert to Shared Services (input).</td>
</tr>
<tr>
<td>option</td>
<td>ESS_USHORT_T</td>
<td>Integer representing the desired password creation method for migrated users.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- 0—Use an administrator-specified password.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- 1—Create passwords that are the same as user names for users being migrated to Shared Services.</td>
</tr>
<tr>
<td></td>
<td></td>
<td><strong>Note:</strong> The passwords are created as lower-case, even if there are upper-case letters in the user name.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- 2—Automatically generate new passwords for the users being migrated to Shared Services.</td>
</tr>
<tr>
<td>NewPassword</td>
<td>ESS_STR_T</td>
<td>Password string (if option 2 is used).</td>
</tr>
<tr>
<td>FileName</td>
<td>ESS_STR_T</td>
<td>Name of file to contain saved passwords. If not provided, the default file is $ARBORPATH/bin/MigratedUsersPassword.txt.</td>
</tr>
<tr>
<td>flag</td>
<td>ESS_USHORT_T</td>
<td>Whether the passwords file, if already existing, should be overwritten.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- ESS_FILE_OVERWRITE—Overwrite</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- ESS_FILE_NOOVERWRITE—Do not overwrite; return an error.</td>
</tr>
</tbody>
</table>

**Return Value**

Returns 0 if successful; otherwise, returns an error.

**Access**

This function requires the caller to be an Administrator.

**Example**

```c
ESS_FUNC_M ESS_SS_SetUserToSS(ESS_HCTX_T hCtx, ESS_HINST_T hInst)
{
    ESS_STS_T         sts = ESS_STS_NOERR;
    ESS_USHORT_T      option;
    ESS_STR_T         userName = ESS_NULL;
    ESS_STR_T         newPassword = ESS_NULL;
    ESS_STR_T         fName = ESS_NULL;
    ESS_USHORT_T      flag = ESS_FILE_OVERWRITE;

    if(ESSAlloc(hInst, sizeof(ESS_USERNAME_T), &userName)
       return (sts);
    memset(userName, 0, sizeof(ESS_USERNAME_T));
    strcpy( userName, "essexer");

    /* New Shared Services Native User Password Option: */
    /* 0 to use user provided password */
    /* 1 to use the user name as password */
    /* 2 to automatically generate a password */
```
option = 2; /* Generate password */

sts = EssSetUserToSS(hCtx, userName, option, newPassword, fName, flag);

if(sts)
    printf("Failed to migrate User %s to Shared Services mode.\n", userName);

if (userName)
    EssFree(hInst, userName);

return (sts);
}

See also an extended Appendix B

See Also

- EssSetUsersToSS
- EssSetGroupToSS
- EssSetSSSecurityMode

EssSetUser

Sets a user information structure, which contains security information for the user.

Syntax

ESS_FUNC_M EssSetUser (hCtx, pUserInfo);

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hCtx</td>
<td>ESS_HCTX_T</td>
<td>API context handle.</td>
</tr>
<tr>
<td>pUserInfo</td>
<td>&quot;ESS_USERINFO_T, ESS_GROUPINFO_T&quot; on page 186</td>
<td>Pointer to user info structure.</td>
</tr>
</tbody>
</table>

Notes

- The name of the user to set is a field in the user info structure, which must always be specified.
- The only fields in the user info structure which may be changed using this function are the Access, Expiration, and PwdChgNow fields (the other fields are for information only). See the description of the ESS_USERINFO_T structure for more information.
- The caller cannot give the specified user any access privileges that they themselves do not already have.
- The new user settings will take effect the next time the user logs in.

Return Value

Returns zero (0) if successful.

Access

This function requires the caller to have Create/Delete User privilege (ESS_PRIV_USERCREATE) for the logged in server.
Example

```c
ESS_FUNC_M
ESS_SetUser (ESS_HCTX_T hCtx)
{
    ESS_FUNC_M sts = ESS_STS_NOERR;
    ESS_USERINFO_T User;

    strcpy(User.Name, "Jim Smith");
    strcpy(User.AppName, "Sample");
    strcpy(User.DbName, "Basic");
    User.Access = ESS_ACCESS_SUPER;

    sts = EssSetUser (hCtx, &User);
    return (sts);
}
```

See Also

- EssGetUser
- EssListUsers
- EssSetApplicationAccess
- EssSetPassword

**EssSetUserEx**

Sets a user information structure, which contains security information for the user.

**Syntax**

```c
ESS_FUNC_M EssSetUserEx (hCtx, pUserInfo);
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hCtx</td>
<td>ESS_HCTX_T</td>
<td>API context handle.</td>
</tr>
<tr>
<td>pUserInfo</td>
<td>&quot;ESS_USERINFOEX_T&quot;</td>
<td>Pointer to info structure of externally authenticated user.</td>
</tr>
</tbody>
</table>

**Notes**

- The name of the user to set is a field in the user info structure, which must always be specified.
- The only fields in the user info structure which may be changed using this function are the `Access`, `Expiration`, and `PwdChgNow` fields (the other fields are for information only). See the description of the `ESS_USERINFO_T` structure for more information.
- The caller cannot give the specified user any access privileges that they themselves do not already have.
- The new user settings will take effect the next time the user logs in.

**Return Value**

Returns zero (0) if successful.
Access

This function requires the caller to have Create/Delete User privilege (ESS_PRIV_USERCREATE) for the logged in server.

Example

```
ESS_FUNC_M
ESS_SetUser (ESS_HCTX_T  hCtx)
{
    ESS_FUNC_M        sts  = ESS_STS_NOERR;
    ESS_USERINFO_T   User;

    strcpy(User.Name,"Jim Smith");
    strcpy(User.AppName,"Sample");
    strcpy(User.DbName,"Basic");
    User.Access = ESS_ACCESS_SUPER;

    sts = EssSetUserEx (hCtx,&User);
    return (sts);
}
```

See Also

- EssGetUser
- EssListUsers
- EssCreateExtUser
- EssGetUserEx
- “ESS_USERINFOEX_T” on page 189
- EssSetApplicationAccess
- EssSetPassword

**EssSetUsersToSS**

Migrates all users to Oracle Enterprise Performance Management System security mode. This might be useful if the user migration failed using EssSetSSSecurityMode.

Syntax

```
ESS_FUNC_M EssSetUsersToSS (hCtx, option, NewPassword, FileName, flag);
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hCtx</td>
<td>ESS_HCTX_T</td>
<td>API context handle.</td>
</tr>
<tr>
<td>Parameter</td>
<td>Data Type</td>
<td>Description</td>
</tr>
<tr>
<td>-----------</td>
<td>----------------</td>
<td>-------------</td>
</tr>
<tr>
<td>option</td>
<td>ESS_USHORT_T</td>
<td>Integer representing the desired password creation method for migrated users.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>• 0—Use an administrator-specified password.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>• 1—Create passwords that are the same as user names for users being migrated to Shared Services.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>• 2—Automatically generate new passwords for the users being migrated to Oracle Hyperion Shared Services.</td>
</tr>
</tbody>
</table>

**Note:** The passwords are created as lower-case, even if there are upper-case letters in the user name.

**NewPassword** ESS_STR_T Password string (if option 2 is used).

**FileName** ESS_STR_T Name of file to contain saved passwords. If null, the default file is $ARBORPATH/bin/MigratedUsersPassword.txt.

**flag** ESS_USHORT_T Whether the passwords file, if already existing, should be overwritten.

• ESS_FILE_OVERWRITE—Overwrite
• ESS_FILE_NOOVERWRITE—Do not overwrite; return an error.

**Return Value**

Returns 0 if successful; otherwise, returns an error.

**Access**

This function requires the caller to be an Administrator.

**Example**

```c
ESS_FUNC_M ESS_SS_SetUsersToSS(ESS_HCTX_T hCtx, ESS_HINST_T hInst)
{
    ESS_STS_T         sts = ESS_STS_NOERR;
    ESS_USHORT_T      option;
    ESS_STR_T         newpassword = ESS_NULL;
    ESS_STR_T         fName = "PasswordList.txt";

    /* New Shared Services Native User Password Option: */
    /* 0 to use user provided password
    * 1 to use the user name as password
    * 2 to automatically generate a password */

    option = 2; /* Generate a password */

    sts = EssSetUsersToSS(hCtx, option, newpassword, fName, ESS_FILE_OVERWRITE);
}
```
if (sts)
    printf("Failed to migrate Users to Shared Services mode.\n");

return (sts);
}

See also an extended Appendix B

See Also

- EssSetUserToSS
- EssSetGroupToSS
- EssSetSSSecurityMode

**EssSetUserType**

Enables you to define the application access type for a user. You can add, remove, or replace different application access types for a user name.

The application access type is a user property. If a user is created in Oracle Hyperion Planning, it automatically has an application access type of planning; if a user is created in Administration Services, it automatically has an application access type of Essbase. Once a user is created, the application access type can be modified in the corresponding application using EssSetUserType.

**Syntax**

```
ESS_FUNC_M EssSetUserType (hCtx, UserName, UserType, Cmd)
```

**Parameter** | **Data Type** | **Description**
---|---|---
 hCtx | ESS_HCTX_T | API context handle.
 UserName | ESS_STR_T | Name of user.
 UserType | ESS_USER_TYPE_T | ESS_USER_ESSBASE is the application access type, if no application access type is specified. This user will be enabled with all functionality.
 Cmd | ESS_USERTYPE_CMD_T | Whether to add/remove/replace the type specified. Only the Essbase type, ESS_USER_ESSBASE, can be added or removed.

- ESS_USERTYPE_CMD_ADD—Adds the new type specified to the existing application access type.
- ESS_USERTYPE_CMD_REMOVE—Removes the types specified from the existing application access type.

**Return Value**

Returns the status of the API.

**Example**

```
ESS_FUNC_M
ESS_SetUserType (ESS_HCTX_T    hCtx)
{
    ESS_FUNC_M      sts = ESS_STS_NOERR;
```
See Also

- EssGetUserType

### EssShutdownServer

Stops the Essbase Agent. This function sends a request to the Agent (ESSBASE.EXE) to shut itself down. The Agent then goes through its normal shutdown procedure, including committing data, stopping all applications and databases, and logging users off before stopping.

Only users with Supervisor privilege can shut down the Agent.

This function can be called at any time, however, it is normally called to shut down an Agent process which was started in the background. See the Oracle Essbase Database Administrator’s Guide for details.

#### Syntax

```c
ESS_FUNC_M  EssShutdownServer (hInstance, Server, UserName, Password);
```

#### Parameter | Data Type | Description
--- | --- | ---
| hInstance | ESS_HINST_T | API instance handle.
| Server | ESS_STR_T | Network server name string. Specifies the name of the server to shut down.
| UserName | ESS_STR_T | User name string. Specifies the user who is requesting the shutdown.
| Password | ESS_STR_T | Password string. Specifies the password of the user requesting the shutdown.

#### Return Value

Possible error conditions resulting from this function include:

- Insufficient privilege for this operation, AD_AMSG_IPO
- Incorrect password, AD_AMSG_IPW
- User does not exist, AD_AMSG_UNE
- Cannot shutdown application, AD_MSGAR_NOSHUTDOWN
- Network Error: Unable To Locate In Hosts File, NET_TCP_HOSTS
- Network error: Cannot locate server, NET_NP_NOSERVER

#### Access

This function requires Supervisor privilege.
Example

```
ESS_FUNC_M
ESS_ShutdownServer (ESS_HINST_T hInst)
{
    ESS_FUNC_M     sts = ESS_STS_NOERR;
    ESS_STR_T     Server;
    ESS_STR_T     UserName;
    ESS_STR_T     Password;

    Server = "Rainbow";
    UserName = "Admin";
    Password = "password";
    sts = EssShutdownServer(hInst, Server,
                            UserName, Password);
    return (sts);
}
```

See Also
- EssSetPassword
- EssUnloadApplication
- EssUnloadDatabase

EssTerm

Terminates the API and releases all system resources used by the API. This function should normally be called after all other API calls have been completed, immediately prior to terminating your program.

Syntax

```
ESS_FUNC_M  EssTerm (hInstance);
```

Parameter | Data Type   | Description
------- | ----------- | ------------
         | ESS_HINST_T | API instance handle.

Notes

Because this function terminates use of the Essbase API, any API functions (other than EssInit) called after this function has been executed will return an error.

Return Value

None.

Access

This function requires no special access.

Example

```
/* Terminate the Essbase API */
if ((sts = EssTerm (hInstance)) != ESS_STS_NOERR)
{
    /* error terminating API */
```
exit ((ESS_USHORT_T) sts);
}

See Also

- EssInit

**EssUnloadApplication**

Stops an application on the server.

**Syntax**

`ESS_FUNC_M EssUnloadApplication (hCtx, AppName);`

**Parameter** | **Data Type** | **Description**
--- | --- | ---
hCtx | ESS_HCTX_T | API context handle.
AppName | ESS_STR_T | Name of application to load.

**Notes**

To unload an application, the connected user must have load access to the application. An application cannot be unloaded if Essbase is restructuring a database associated with the application.

**Return Value**

None.

**Access**

This function requires the caller to have Application Load/Unload privilege (ESS_PRIV_APPLOAD) for the specified application.

**Example**

```c
ESS_FUNC_M
ESS_UnloadApplication (ESS_HCTX_T hCtx)
{
    ESS_FUNC_M    sts = ESS_STS_NOERR;
    ESS_STR_T    AppName;

    AppName = "Sample";
    sts = EssUnloadApplication(hCtx, AppName);

    return (sts);
}
```

See Also

- EssLoadApplication
- EssUnloadDatabase
**EssUnloadDatabase**

Stops a database within an application on the server.

**Syntax**

```c
ESS_FUNC_M EssUnloadDatabase (hCtx, AppName, DbName);
```

**Parameter | Data Type | Description**

| hCtx | ESS_HCTX_T | API context handle. |
| AppName | ESS_STR_T | Application name. |
| DbName | ESS_STR_T | Name of database to unload. |

**Return Value**

None.

**Access**

This function requires the caller to have database load/unload privilege (ESS_PRIV_APPLOAD).

**Example**

```c
ESS_FUNC_M
ESS_UnloadDb (ESS_HCTX_T  hCtx)
{
    ESS_FUNC_M        sts = ESS_STS_NOERR;
    ESS_STR_T        AppName;
    ESS_STR_T        DbName;
    AppName = "Sample";
    DbName  = "Basic";
    /*
    * IF the current active is the same as the
    * unload db, ClearActive first
    */
    sts = EssClearActive(hCtx);
    /*
    * ELSE
    */
    sts = EssUnloadDatabase(hCtx, AppName, DbName);
    return (sts);
}
```

**See Also**

- [EssLoadDatabase](#)
- [EssUnlockObject](#)

**EssUnlockObject**

Unlocks a locked object on the server or client object system.
**Syntax**

```c
ESS_FUNC_M EssUnlockObject (hCtx, ObjType,AppName, DbName, ObjName);
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hCtx</td>
<td>ESS_HCTX_T</td>
<td>API context handle. Can be local context handle returned by</td>
</tr>
<tr>
<td></td>
<td></td>
<td><strong>EssCreateLocalContext</strong>.</td>
</tr>
<tr>
<td>ObjType</td>
<td>ESS_OBJTYPE_T</td>
<td>Object type (must be single type). Refer to “Bitmask Data Types (C)” on page 90 for a list of possible values.</td>
</tr>
<tr>
<td>AppName</td>
<td>ESS_STR_T</td>
<td>Application name</td>
</tr>
<tr>
<td>DbName</td>
<td>ESS_STR_T</td>
<td>Database name. If NULL, uses the Application subdirectory.</td>
</tr>
<tr>
<td>ObjName</td>
<td>ESS_STR_T</td>
<td>Name of object to unlock.</td>
</tr>
</tbody>
</table>

**Notes**

To unlock an object, the object must already exist and be locked by the caller.

**Return Value**

None.

**Access**

This function requires the caller to have Application or Database Design privilege (ESS_PRIV_APPDESIGN or ESS_PRIV_DBDESIGN) for the specified application or database containing the object.

**Example**

```c
ESS_FUNC_M
EssUnlockObject (ESS_HCTX_T hCtx)
{
    ESS_FUNC_M         sts = ESS_STS_NOERR;
    ESS_STR_T         AppName;
    ESS_STR_T         DbName;
    ESS_STR_T         ObjName;
    ESS_OBJTYPE_T     ObjType;
    AppName = "Sample";
    DbName  = "Basic";
    ObjName = "Basic";
    ObjType = ESS_OBJTYPE_OUTLINE;

    sts = EssUnlockObject(hCtx, ObjType,AppName,
                          DbName, ObjName);
    if(!sts)
        printf("The Object is unlocked\r\n");
    return (sts);
}
```

**See Also**

- `EssGetObject`
- `EssGetObjectInfo`


EssUpdate

Sends an update specification to the active database as a single string.

Syntax

ESS_FUNC_M EssUpdate (hCtx, Store, Unlock, UpdtSpec);

Parameter | Data Type | Description
---|---|---
hCtx | ESS_HCTX_T | API context handle.
Store | ESS_BOOL_T | Controls storage of data. If TRUE, data is stored in the server; if FALSE, no data is stored.
Unlock | ESS_BOOL_T | Controls unlocking of data blocks. If TRUE, all relevant blocks which are locked will be unlocked (after data is stored, if necessary). If FALSE, no blocks are unlocked.
UpdtSpec | ESS_STR_T | The update specification, as a single string.

Notes

- This function is equivalent to making a call to EssBeginUpdate, followed by calls to EssSendString and finally EssEndUpdate. The update data can either be stored in the database, or just verified and any errors returned. Also, any data blocks locked for update can be unlocked by this call.
- If this function causes data to be stored (Store flag is TRUE), the relevant data blocks must previously have been locked for update (for example, by calling EssReport with the Lock flag set to TRUE).
- If the caller attempts to write data to a member it does not have permission to write to, a warning is generated, and the member is not updated.
- If both the Store and Unlock flags are set to FALSE, the database performs only a syntax check of the update specification.

Return Value

None.

Access

This function requires the caller to have write privilege (ESS_PRIV_WRITE) to the active database. If the caller attempts to write information.

Example

ESS_FUNC_M
ESS_Update (ESS_HCTX_T hCtx) {
    ESS_FUNC_M sts = ESS_STS_NOERR;
}
sts = EssUpdate (hCtx, ESS_TRUE, ESS_FALSE, "Year Market Scenario Measures Product 100");
return(sts);
}

See Also
- EssBeginUpdate
- EssEndUpdate
- EssReport
- EssSendString
- EssUpdateFile

**EssUpdateBakFile**

Compares the security backup file `essbase_timestamp.bak` to the security file `essbase.sec` and overwrites the backup file with the security file if the two files do not match.

**Syntax**

```c
ESS_FUNC_M EssUpdateBakFile (hCtx);
```

**Parameter** | **Data Type** | **Description**
--- | --- | ---
`hCtx` | ESS_HCTX_T | API context handle.

**Notes**

Essbase compares the security file and the backup file every time the server starts. The MaxL statement `alter system sync security_backup` can be used to automatically compare the security backup file to the security file at specified intervals or on demand. When Essbase compares the files, it updates the backup file to match the security file.

**Return Value**

If successful, returns zero.

**Access**

This function requires the caller to be an Administrator.

**Example**

```c
ESS_FUNC_M
ESS_UpdateBakFile (ESS_HCTX_T hCtx)
{
  ESS_FUNC_M  sts = ESS_STS_NOERR;
  sts = EssUpdateBakFile(hCtx);
  return sts;
}
```
EssUpdateDrillThruURL

Updates a drill-through URL, with the given name, within the active database outline.

See “Drill-through URL Limits” on page 1257.

Syntax

ESS_FUNC_M EssUpdateDrillThruURL (hCtx, ESS_PDURLINFO_T pUrl);

Parameter | Data Type | Description
---|---|---
hCtx | ESS_HCTX_T | API context handle.
pUrl | ESS_PDURLINFO_T | URL definition.
bMerge | ESS_BOOL_T | If True, add drill-through region definitions in pUrl to the existing list of drill-through regions in the named URL definition. If False, replace the existing list of drill-through region definitions with the list in pUrl.

Return Value

- If successful, updates the named drill-through URL in the active database by replacing the URL XML and either updating or replacing the drill-through region list with the corresponding fields in pUrl.
- If there is no URL with the given name, returns an error code.

Access

- Caller must have database design privilege (ESS_PRIV_DBDESIGN) for the specified database.
- Caller must have selected the specified database as the active database using EssSetActive.

Example

```c
/* Sample Code for EssUpdateDrillThruURL */

ESS_STS_T sts = ESS_STS_NOERR;
ESS_DURLINFO_T url;
ESS_PDURLINFO_T urlInfo;
ESS_STR_T fileName = "";
ESS_CHAR_T xmlString[XML_CHAR_MAX];
ESS_BOOL_T bMerge;
ESS_USHORT_T i;
memset(&url, '\0', sizeof(ESS_DURLINFO_T));
fileName = "F:\testarea\mainapi\sample1.xml";
GetFileContent(fileName, xmlString);

/* Update URL*/
url.bIsLevel0 = ESS_TRUE;
url.cpURLName = "Drill Through to EPMI";
url.cpURLXml = xmlString;
url.iURLXmlSize = (ESS_SHORT_T) strlen(xmlString)+1;
```
url.iCountOfDrillRegions = 1;
sts = EssAlloc (hInst, sizeof(ESS_STR_T) * url.iCountOfDrillRegions,
&(url.cppDrillRegions));

/* With bMerge = ESS_FALSE, update Drill Regions */

bMerge = ESS_FALSE;   // replace
url.cppDrillRegions[0] = "Mar";
sts = EssUpdateDrillThruURL(hCtx, &url, bMerge);
printf("EssUpdateDrillThruURL sts: %ld\n",sts);

**EssUpdateEx**

Sends an update specification to the active database as a single string, capturing any data load errors in *ppMbrError*.

**Syntax**

```c
ESS_FUNC_M EssUpdateEx (hCtx, Store, Unlock, UpdtSpec, ppMbrError);
```

**Parameter**  | **Data Type**  | **Description**
---|---|---
 hCtx  | ESS_HCTX_T  | API context handle.
 Store  | ESS_BOOL_T  | Controls storage of data. If TRUE, data is stored in the server; if FALSE, no data is stored.
 Unlock  | ESS_BOOL_T  | Controls unlocking of data blocks. If TRUE, all relevant blocks which are locked will be unlocked (after data is stored, if necessary). If FALSE, no blocks are unlocked.
 UpdtSpec  | ESS_STR_T  | The update specification, as a single string.
 ppMbrError  | ESS_PPMBRERR_T  | Linked list of ESS_MBRERR_T structures representing the data load errors. Possible errors are:
  - AD_MSGDL_ERRORLOAD—Unable to do dataload at Item/Record [number].
  - ESS_MBRERR_BADDATA—Invalid member [membername] in data column.
  - ESS_MBRERR_DBACCESS—You have insufficient access privilege to perform a lock on this database.
  - ESS_MBRERR_DUPLICATE—Duplicate members from the same dimension on data record, [number] records completed.
  - ESS_MBRERR_UNKNOWN—Unknown member [membername] in dataload, [number] records returned.

**Notes**

- The update data can either be stored in the database, or just verified and any errors returned. Also, any data blocks locked for update can be unlocked by this call.
- If the caller attempts to write data to a member it does not have permission to write to, a warning is generated, and the member is not updated.
- If both the *Store* and *Unlock* flags are set to FALSE, the database performs only a syntax check of the update specification.
The memory allocated for *ppMbrError* must be freed using *EssFreeMbrErr*.

**Return Value**

Returns zero if successful; otherwise, returns an error code and the records that caused the error.

**Access**

This function requires the caller to have write privilege (ESS_PRIV_WRITE) to the active database.

**Example**

```c
void TestUpdateEx()
{
    ESS_STS_T sts = ESS_STS_NOERR;
    ESS_PMBRERR_T pMbrError;
    ESS_STR_T updtSpec = "";

    sts = EssUpdateEx(hCtx, ESS_TRUE, ESS_FALSE, "'Jan' 'New York' 'Actual' 'Sales' '100-10' 123 \n '100-20' 345 \n '100-30' 678", &pMbrError);
    printf("EssUpdateEx sts: %ld\n",sts);
    if(!sts)
    {
        printf("\nVerify data:\n");
        VerifyDataload("'Jan' 'New York' 'Actual' 'Sales' <DESC '100'!");

        printf("\nMember Error Info:\n");
        if(pMbrError)
            DisplayError(pMbrError);
        else
            printf("\tError structure is empty.\n");
    }
    if(pMbrError)
        EssFreeMbrErr(ESS_HCTX_T hCtx), pMbrError);
}
```

**See Also**

- *EssUpdateFileASO*
- *EssUpdateFileASOEx*
- *EssUpdateFileEx*
- *EssUpdateFileUTF8ASOEx*
- *EssUpdateFileUtf8Ex*
- *EssUpdateFileUTF8ASO*
- *EssUpdateUtf8Ex*

**EssUpdateFile**

Sends an update specification to the active database from a file. The update data can either be stored in the database, or just verified and any errors returned. Also, any data blocks locked for update can be unlocked by this call.
### Syntax

```c
ESS_FUNC_M EssUpdateFile (hDestCtx, hSrcCtx,AppName, DbName, FileName, Store, Unlock);
```

### Parameter Data Type Description

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hDestCtx</td>
<td>ESS_HCTX_T</td>
<td>API context handle of target database on the server.</td>
</tr>
<tr>
<td>hSrcCtx</td>
<td>ESS_HCTX_T</td>
<td>API context handle for report file location. The report file can reside on the same server as the target database.</td>
</tr>
<tr>
<td>AppName</td>
<td>ESS_STR_T</td>
<td>Application name for update file location.</td>
</tr>
<tr>
<td>DbName</td>
<td>ESS_STR_T</td>
<td>Database name for update file location.</td>
</tr>
<tr>
<td>FileName</td>
<td>ESS_STR_T</td>
<td>Name of update specification file.</td>
</tr>
<tr>
<td>Store</td>
<td>ESS_BOOL_T</td>
<td>Controls storage of data. If TRUE, data is stored in the server; if FALSE, no data is stored.</td>
</tr>
<tr>
<td>Unlock</td>
<td>ESS_BOOL_T</td>
<td>Controls unlocking of data blocks. If TRUE, all relevant blocks which are locked will be unlocked (after data is stored, if necessary). If FALSE, no blocks are unlocked.</td>
</tr>
</tbody>
</table>

### Notes
- If this function causes data to be stored (Store flag is TRUE), the relevant data blocks must previously have been locked for update (e.g. by calling `EssReport` with the Lock flag set to TRUE).
- If both the Store and Unlock flags are set to FALSE, the database performs only a syntax check of the update specification.

### Return Value
None.

### Access
This function requires the caller to have write privilege (ESS_PRIV_WRITE) to the active database.

### Example
```c
ESS_FUNC_M
ESS_UpdateFile (ESS_HCTX_T hCtx) {
    ESS_FUNC_M sts = ESS_STS_NOERR;
    ESS_HCTX_T hSrcCtx;
    ESS_BOOL_T isStore;
    ESS_BOOL_T isUnlock;
    ESS_STR_T AppName;
    ESS_STR_T DbName;
    ESS_STR_T FileName;

    AppName  = "Sample";
    DbName   = "Basic";
    hSrcCtx  = hCtx;
    isStore  = ESS_TRUE;
    isUnlock = ESS_FALSE;
    sts = EssUpdateFile (hCtx, hSrcCtx, AppName,
```
See Also

- EssBeginUpdate
- EssReportFile
- EssUpdate

**EssUpdateFileASO**

Sends an update specification to the active aggregate storage database from a file.

**Syntax**

```c
ESS_FUNC_M EssUpdateFileASO (hDestCtx, hSrcCtx, AppName, DbName,
FileName, Store, Unlock, ulBufferId);
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hDestCtx</td>
<td>ESS_HCTX_T</td>
<td>API context handle of target database on the server</td>
</tr>
<tr>
<td>hSrcCtx</td>
<td>ESS_HCTX_T</td>
<td>API context handle for update file location. The update file can reside on</td>
</tr>
<tr>
<td></td>
<td></td>
<td>the client or on the same server as the target database.</td>
</tr>
<tr>
<td>AppName</td>
<td>ESS_STR_T</td>
<td>Application name for update file location.</td>
</tr>
<tr>
<td>DbName</td>
<td>ESS_STR_T</td>
<td>Database name for update file location.</td>
</tr>
<tr>
<td>FileName</td>
<td>ESS_STR_T</td>
<td>Name of update specification file.</td>
</tr>
<tr>
<td>Store</td>
<td>ESS_BOOL_T</td>
<td>Controls storage of data. If TRUE, data is stored in the server; if FALSE,</td>
</tr>
<tr>
<td></td>
<td></td>
<td>no data is stored.</td>
</tr>
<tr>
<td>Unlock</td>
<td>ESS_BOOL_T</td>
<td>Not supported for aggregate storage databases. You must always pass ESS_FALSE</td>
</tr>
<tr>
<td></td>
<td></td>
<td>for this parameter.</td>
</tr>
<tr>
<td>ulBufferId</td>
<td>ESS_ULONG_T</td>
<td>ID number for the data load buffer.</td>
</tr>
</tbody>
</table>

**Notes**

If the `Store` flag is set to FALSE, the database performs only a syntax check of the update specification.

**Return Value**

Returns zero if successful; otherwise, returns an error code.

**Access**

This function requires the caller to have write privilege (ESS_PRIV_WRITE) to the active database.

**Example**

```c
void TestUpdateFileASO(ESS_HCTX_T hCtx, ESS_STR_T AppName, ESS_STR_T DbName)
{
```
ulDuplicateAggregationMethod = ESS_ASO_DATA_LOAD_BUFFER_DUPLICATES_ADD;
ulOptionsFlags = ESS_ASO_DATA_LOAD_BUFFER_IGNORE_MISSING_VALUES;
ulSize = 100;
ulBufferId = 101;
sts = EssLoadBufferInit(hCtx, AppName, DbName, ulBufferId,
ulDuplicateAggregationMethod,
ulOptionsFlags, ulSize);
printf("EssLoadBufferInit sts: %ld\n", sts);

/* Update from server*/
hSrcCtx = hCtx;
isNew = ESS_TRUE;
isUnlock = ESS_FALSE;
FileName = "data1.txt";

sts = EssUpdateFileASO (hCtx, hSrcCtx, AppName, DbName, FileName, isNew,
isUnlock, ulBufferId);
printf("EssUpdateFileASO sts: %ld\n", sts);

/* Commit and delete the buffer */
ulBufferCnt = 1;
ulBufferIdAry[0] = ulBufferId;
ulCommitType = ESS_ASO_DATA_LOAD_BUFFER_STORE_DATA;
ulActionType = ESS_ASO_DATA_LOAD_BUFFER_COMMIT;
printf("\nLoad data to main slice and destroy buffer:\n"); ulOptions = ESS_ASO_DATA_LOAD_INCR_TO_MAIN_SLICE;
sts = EssLoadBufferTerm(hCtx, AppName, DbName, ulBufferCnt, ulBufferIdAry,
ulCommitType,
ulActionType, ulOptions);
printf("EssLoadBufferTerm sts: %ld\n", sts);
}

See Also

- EssUpdateEx
- EssUpdateFileASOEx
- EssUpdateFileEx
- EssUpdateFileUTF8ASOEx
- EssUpdateFileUtf8Ex
- EssUpdateFileUTF8ASO
- EssUpdateUtf8Ex
**EssUpdateFileASOEx**

Sends an update specification to the active aggregate storage database from a file, capturing any data load errors in *ppMbrError*.

**Syntax**

```
ESS_FUNC_M EssUpdateFileASOEx (hDestCtx, hSrcCtx, AppName, DbName, FileName, Store, Unlock, ulBufferId, ppMbrError);
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hDestCtx</td>
<td>ESS_HCTX_T</td>
<td>API context handle of target database on the server.</td>
</tr>
<tr>
<td>hSrcCtx</td>
<td>ESS_HCTX_T</td>
<td>API context handle for update file location. The update file can reside on</td>
</tr>
<tr>
<td></td>
<td></td>
<td>the client or on the same server as the target database.</td>
</tr>
<tr>
<td>AppName</td>
<td>ESS_STR_T</td>
<td>Application name for update file location.</td>
</tr>
<tr>
<td>DbName</td>
<td>ESS_STR_T</td>
<td>Database name for update file location.</td>
</tr>
<tr>
<td>FileName</td>
<td>ESS_STR_T</td>
<td>Name of update specification file.</td>
</tr>
<tr>
<td>Store</td>
<td>ESS_BOOL_T</td>
<td>Controls storage of data. If TRUE, data is stored in the server; if FALSE,</td>
</tr>
<tr>
<td></td>
<td></td>
<td>no data is stored.</td>
</tr>
<tr>
<td>Unlock</td>
<td>ESS_BOOL_T</td>
<td>Not supported for aggregate storage databases. You must always pass ESS_FALSE</td>
</tr>
<tr>
<td></td>
<td></td>
<td>for this parameter.</td>
</tr>
<tr>
<td>ulBufferId</td>
<td>ESS_ULONG_T</td>
<td>ID number for the data load buffer.</td>
</tr>
<tr>
<td>ppMbrError</td>
<td>ESS_PPMBRERR_T</td>
<td>Linked list of ESS_MBRERR_T structures representing the data load errors.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Possible errors are:</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- AD_MSGDL_ERRORLOAD—Unable to do dataload at Item/Record [number].</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- ESS_MBRERR_BADDATA—Invalid member [membername] in data column.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- ESS_MBRERR_DBACCESS—You have insufficient access privilege to perform a</td>
</tr>
<tr>
<td></td>
<td></td>
<td>lock on this database.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- ESS_MBRERR_DUPLICATE—Duplicate members from the same dimension on data</td>
</tr>
<tr>
<td></td>
<td></td>
<td>record, [number] records completed.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- ESS_MBRERR_UNKNOWN—Unknown member [membername] in dataload, [number]</td>
</tr>
<tr>
<td></td>
<td></td>
<td>records returned.</td>
</tr>
</tbody>
</table>

**Notes**

- If the Store flag is set to FALSE, the database performs only a syntax check of the update specification.
- The memory allocated for *ppMbrError* must be freed using ESSFreeMbrErr.

**Return Value**

Returns zero if successful; otherwise, returns an error code and the records that caused the error.
Access

This function requires the caller to have write privilege (ESS_PRIV_WRITE) to the active database.

Example

```c
void TestUpdateFileASOEx()
{
    ESS_STS_T sts = ESS_STS_NOERR;
    ESS_HCTX_T hSrcCtx;
    ESS_BOOL_T isStore;
    ESS_BOOL_T isUnlock;
    ESS_STR_T FileName;
    ESS_ULONG_T ulBufferId;
    ESS_ULONG_T ulDuplicateAggregationMethod;
    ESS_ULONG_T ulOptionsFlags;
    ESS_ULONG_T ulSize;
    ESS_ULONG_T ulBufferCnt;
    ESS_ULONG_T ulCommitType;
    ESS_ULONG_T ulActionType;
    ESS_ULONG_T ulOptions;
    ESS_ULONG_T ulBufferIdAry[1];
    ESS_PMBRERR_T pMbrError;

    ulDuplicateAggregationMethod = ESS_ASO_DATA_LOAD_BUFFER_DUPLICATES_ADD;
    ulOptionsFlags = ESS_ASO_DATA_LOAD_BUFFER_IGNORE_MISSING_VALUES;
    ulSize = 1;
    ulBufferId = 101;
    sts = EssLoadBufferInit(hCtx, AppName, DbName, ulBufferId,
        ulDuplicateAggregationMethod,
        ulOptionsFlags, ulSize);
    printf("EssLoadBufferInit sts: %ld\n", sts);

    /* Update from server*/
    hSrcCtx = hCtx;
    isStore = ESS_TRUE;
    isUnlock = ESS_FALSE;
    FileName = "apgeaso1.txt";

    sts = EssUpdateFileASOEx (hCtx, hSrcCtx, AppName, DbName, FileName, isStore,
        isUnlock, ulBufferId, &pMbrError);
    printf("EssUpdateFileASOEx sts: %ld\n", sts);
    if(!sts)
    {
        printf("\nMember Error Info:\n");
        if(pMbrError)
            DisplayError(pMbrError);
        else
            printf("\tError structure is empty.\n");
    }

    ulBufferCnt = 1;
    ulBufferIdAry[0] = ulBufferId;
    ulCommitType = ESS_ASO_DATA_LOAD_BUFFER_STORE_DATA;
    ulActionType = ESS_ASO_DATA_LOAD_BUFFER_COMMIT;
    printf("\nIncrement to main slice and destroy buffer:\n");
}
```

ulOptions = ESS_ASO_DATA_LOAD_INCR_TO_MAIN_SLICE;
sts = EssLoadBufferTerm(hCtx, AppName, DbName, ulBufferCnt, ulBufferIdAry,
ulCommitType,
ulActionType, ulOptions);
printf("EssLoadBufferTerm sts: %ld\n",sts);
if(!sts)
{
    VerifyDataload("'Mar' 'Sale' 'Curr Year' 'Original Price' '017589' '13668'
    'Cash' 'No Promotion' '1 to 13 Years' 'Under 20,000' 'Digital Cameras' 10\n    'Camcorders' 20\n    'Photo Printers' 30 !");
}
if(pMbrError)
    EssFreeMbrErr(ESS_HCTX_T hCtx), pMbrError);
}

See Also
● EssUpdateEx
● EssUpdateFileEx
● EssUpdateFileASO
● EssUpdateFileUTF8ASO
● EssUpdateFileUTF8Ex
● EssUpdateFileUTF8ASO
● EssUpdateUtf8Ex

**EssUpdateFileEx**

Sends an update specification to the active database from a file, capturing any data load errors in *ppMbrError*.

**Syntax**

```c
ESS_FUNC_M EssUpdateFileEx (hDestCtx, hSrcCtx, AppName, DbName, FileName, Store, Unlock, ppMbrError);
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hDestCtx</td>
<td>ESS_HCTX_T</td>
<td>API context handle of the target database on the server.</td>
</tr>
<tr>
<td>hSrcCtx</td>
<td>ESS_HCTX_T</td>
<td>API context handle for update file location. The update file can reside on the client or on the same server as the target database.</td>
</tr>
<tr>
<td>AppName</td>
<td>ESS_STR_T</td>
<td>Application name for update file location.</td>
</tr>
<tr>
<td>DbName</td>
<td>ESS_STR_T</td>
<td>Database name for update file location.</td>
</tr>
<tr>
<td>FileName</td>
<td>ESS_STR_T</td>
<td>Name of update specification file.</td>
</tr>
<tr>
<td>Store</td>
<td>ESS_BOOL_T</td>
<td>Controls storage of data. If TRUE, data is stored in the server; if FALSE, no data is stored.</td>
</tr>
<tr>
<td>Unlock</td>
<td>ESS_BOOL_T</td>
<td>Controls unlocking of data blocks. If TRUE, all relevant blocks which are locked will be unlocked (after data is stored, if necessary). If FALSE, no blocks are unlocked.</td>
</tr>
<tr>
<td>Parameter</td>
<td>Data Type</td>
<td>Description</td>
</tr>
<tr>
<td>-----------</td>
<td>-----------</td>
<td>-------------</td>
</tr>
<tr>
<td>ppMbrError</td>
<td>ESS_PPMBERR_T</td>
<td>Linked list of ESS_MBRERR_T structures representing the data load errors. Possible errors are:</td>
</tr>
<tr>
<td></td>
<td></td>
<td>• AD_MSGDL_ERRORLOAD—Unable to do data load at Item/Record [number].</td>
</tr>
<tr>
<td></td>
<td></td>
<td>• ESS_MBRERR_BADDATA—Invalid member [membername] in data column.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>• ESS_MBRERR_DBACCESS—You have insufficient access privilege to perform a lock on this database.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>• ESS_MBRERR_DUPLICATE—Duplicate members from the same dimension on data record, [number] records completed.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>• ESS_MBRERR_UNKNOWN—Unknown member [membername] in dataload, [number] records returned.</td>
</tr>
</tbody>
</table>

**Notes**

- The update data can either be stored in the database, or just verified and any errors returned. Also, any data blocks locked for update can be unlocked by this call.
- If the caller attempts to write data to a member it does not have permission to write to, a warning is generated, and the member is not updated.
- If both the Store and Unlock flags are set to FALSE, the database performs only a syntax check of the update specification.
- The memory allocated for ppMbrError must be freed using EssFreeMbrErr.

**Return Value**

Returns zero if successful; otherwise, returns an error code and the records that caused the error.

**Access**

This function requires the caller to have write privilege (ESS_PRIV_WRITE) to the active database.

**Example**

```c
void TestUpdateFileEx()
{
    ESS_STS_T sts = ESS_STS_NOERR;
    ESS_HCTX_T hSrcCtx;
    ESS_BOOL_T isStore;
    ESS_BOOL_T isUnlock;
    ESS_STR_T FileName;
    ESS_PMBRERR_T pMbrError;
    
    hSrcCtx = hCtx;
    FileName = "apgebso1.txt";
    isStore = ESS_TRUE;
    isUnlock = ESS_FALSE;
    
    sts = EssUpdateFileEx (hCtx, hSrcCtx, AppName, DbName, FileName, isStore, isUnlock, &pMbrError);
    printf("EssUpdateFileEx sts: %ld\n", sts);
} 669```
if(!sts)
{
        printf("\nVerify data:\n");
        VerifyDataload("'Jan' 'New York' 'Actual' 'Sales' <IDESC '100'!");

        printf("\nMember Error Info:\n");
        if(pMbrError)
                DisplayError(pMbrError);
        else
                printf("\nError structure is empty.\n");
}

if(pMbrError)
        EssFreeMbrErr(ESS_HCTX_T hCtx), pMbrError);

See Also

- EssUpdateEx
- EssUpdateFileASO
- EssUpdateFileASOEx
- EssUpdateFileUTF8ASOEx
- EssUpdateFileUtf8Ex
- EssUpdateFileUTF8ASO
- EssUpdateUtf8Ex

**EssUpdateFileUTF8ASO**

Sends an update specification to the active aggregate storage database from a UTF-8-encoded file.

**Syntax**

```c
ESS_FUNC_M EssUpdateFileUTF8ASO (hDestCtx, hSrcCtx, AppName, DbName, FileName, Store, Unlock, ulBufferId);
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hDestCtx</td>
<td>ESS_HCTX_T</td>
<td>API context handle of target database on the server.</td>
</tr>
<tr>
<td>hSrcCtx</td>
<td>ESS_HCTX_T</td>
<td>API context handle for update file location. The update file can reside on the client or on the same server as the target database.</td>
</tr>
<tr>
<td>AppName</td>
<td>ESS_STR_T</td>
<td>Application name for update file location.</td>
</tr>
<tr>
<td>DbName</td>
<td>ESS_STR_T</td>
<td>Database name for update file location.</td>
</tr>
<tr>
<td>FileName</td>
<td>ESS_STR_T</td>
<td>Name of update specification file.</td>
</tr>
<tr>
<td>Store</td>
<td>ESS_BOOL_T</td>
<td>Controls storage of data. If TRUE, data is stored in the server; if FALSE, no data is stored.</td>
</tr>
<tr>
<td>Unlock</td>
<td>ESS_BOOL_T</td>
<td>Not supported for aggregate storage databases. You must always pass ESS_FALSE for this parameter.</td>
</tr>
<tr>
<td>ulBufferId</td>
<td>ESS_ULONG_T</td>
<td>ID number for the data load buffer.</td>
</tr>
</tbody>
</table>

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Notes

If the Store flag is set to FALSE, the database performs only a syntax check of the update specification.

Return Value

Returns zero if successful; otherwise, returns an error code and the records that caused the error.

Access

This function requires the caller to have write privilege (ESS_PRIV_WRITE) to the active database.

Example

See example for EssUpdateFileAso.

See Also

- EssUpdateFileASO
- EssUpdateFileAso
- EssUpdateFileASOEx
- EssUpdateFileEx
- EssUpdateFileUTF8ASOEx
- EssUpdateFileUtf8Ex
- EssUpdateUtf8Ex

EssUpdateFileUTF8ASOEx

Sends an update specification to the active aggregate storage database from a UTF-8-encoded file, capturing any data load errors in ppMbrError.

Syntax

```c
ESS_FUNC_M EssUpdateFileUTF8ASOEx (hDestCtx, hSrcCtx, AppName, DbName, FileName, Store, Unlock, ulBufferId, ppMbrError);
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hDestCtx</td>
<td>ESS_HCTX_T</td>
<td>API context handle of target database on the server.</td>
</tr>
<tr>
<td>hSrcCtx</td>
<td>ESS_HCTX_T</td>
<td>API context handle for update file location. The update file can reside on the client or on the same server as the target database.</td>
</tr>
<tr>
<td>AppName</td>
<td>ESS_STR_T</td>
<td>Application name for update file location.</td>
</tr>
<tr>
<td>DbName</td>
<td>ESS_STR_T</td>
<td>Database name for update file location.</td>
</tr>
<tr>
<td>FileName</td>
<td>ESS_STR_T</td>
<td>Name of update specification file.</td>
</tr>
<tr>
<td>Store</td>
<td>ESS_BOOL_T</td>
<td>Controls storage of data. If TRUE, data is stored in the server; if FALSE, no data is stored.</td>
</tr>
<tr>
<td>Unlock</td>
<td>ESS_BOOL_T</td>
<td>Not supported for aggregate storage databases. You must always pass ESS_FALSE for this parameter.</td>
</tr>
<tr>
<td>Parameter</td>
<td>Data Type</td>
<td>Description</td>
</tr>
<tr>
<td>---------------</td>
<td>-----------------</td>
<td>-----------------------------------------------------------------------------</td>
</tr>
<tr>
<td>ulBufferId</td>
<td>ESS_ULONG_T</td>
<td>ID number for the data load buffer.</td>
</tr>
<tr>
<td>ppMbrError</td>
<td>ESS_PPMBERR_T</td>
<td>Linked list of ESS_MBRERR_T structures representing the data load errors. Possible errors are:</td>
</tr>
<tr>
<td></td>
<td></td>
<td>• AD_MSGDL_ERRORLOAD—Unable to do dataload at Item/Record [number].</td>
</tr>
<tr>
<td></td>
<td></td>
<td>• ESS_MBRERR_BADDATA—Invalid member [membername] in data column.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>• ESS_MBRERR_DBACCESS—You have insufficient access privilege to perform a lock on this database.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>• ESS_MBRERR_DUPLICATE—Duplicate members from the same dimension on data record, [number] records completed.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>• ESS_MBRERR_UNKNOWN—Unknown member [membername] in dataload, [number] records returned.</td>
</tr>
</tbody>
</table>

**Notes**

- If the Store flag is set to FALSE, the database performs only a syntax check of the update specification.
- The memory allocated for ppMbrError must be freed using EssFreeMbrErr.

**Return Value**

Returns zero if successful; otherwise, returns an error code and the records that caused the error.

**Access**

This function requires the caller to have write privilege (ESS_PRIV_WRITE) to the active database.

**Example**

See example for EssUpdateFileAso.

**See Also**

- EssUpdateEx
- EssUpdateFileEx
- EssUpdateFileASO
- EssUpdateFileASOEx
- EssUpdateFileUtf8Ex
- EssUpdateFileUTF8ASO
- EssUpdateUtf8Ex

**EssUpdateFileUtf8Ex**

Sends an update specification to the active database from a UTF-8-encoded file, capturing any data load errors in ppMbrError.
Syntax

`ESS_FUNC_M EssUpdateFileUtf8Ex (hDestCtx, hSrcCtx,AppName, DbName, FileName, Store, Unlock, ppMbrError);`

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hDestCtx</td>
<td>ESS_HCTX_T</td>
<td>API context handle of the target database on the server.</td>
</tr>
<tr>
<td>hSrcCtx</td>
<td>ESS_HCTX_T</td>
<td>API context handle for update file location. The update file can reside on the client or on the same server as the target database.</td>
</tr>
<tr>
<td>AppName</td>
<td>ESS_STR_T</td>
<td>Application name for update file location.</td>
</tr>
<tr>
<td>DbName</td>
<td>ESS_STR_T</td>
<td>Database name for update file location.</td>
</tr>
<tr>
<td>FileName</td>
<td>ESS_STR_T</td>
<td>Name of update specification file.</td>
</tr>
<tr>
<td>Store</td>
<td>ESS_BOOL_T</td>
<td>Controls storage of data. If TRUE, data is stored in the server; if FALSE, no data is stored.</td>
</tr>
<tr>
<td>Unlock</td>
<td>ESS_BOOL_T</td>
<td>Controls unlocking of data blocks. If TRUE, all relevant blocks which are locked will be unlocked (after data is stored, if necessary). If FALSE, no blocks are unlocked.</td>
</tr>
<tr>
<td>ppMbrError</td>
<td>ESS_PPMBRERR_T</td>
<td>Linked list of ESS_MBRERR_T structures representing the data load errors. Possible errors are:</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- ESS_MBRERR_BADDATA—Invalid member [membername] in data column.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- ESS_MBRERR_DBACCESS—You have insufficient access privilege to perform a lock on this database.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- ESS_MBRERR_DUPLICATE—Duplicate members from the same dimension on data record, [number] records completed.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- ESS_MBRERR_ERRORLOAD—Unable to do dataload at Item/Record [number].</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- ESS_MBRERR_UNKNOWN—Unknown member [membername] in dataload, [number] records returned.</td>
</tr>
</tbody>
</table>

Notes

- The update data can either be stored in the database, or just verified and any errors returned. Also, any data blocks locked for update can be unlocked by this call.
- If the caller attempts to write data to a member it does not have permission to write to, a warning is generated, and the member is not updated.
- If both the `Store` and `Unlock` flags are set to FALSE, the database performs only a syntax check of the update specification.
- The memory allocated for `ppMbrError` must be freed using `EssFreeMbrErr`.

Return Value

Returns zero if successful; otherwise, returns an error code and the records that caused the error.

Access

This function requires the caller to have write privilege (ESS_PRIV_WRITE) to the active database.
See Also

- EssUpdateEx
- EssUpdateFileASO
- EssUpdateFileASOEx
- EssUpdateFileEx
- EssUpdateFileUTF8ASOEx
- EssUpdateFileUTF8ASO
- EssUpdateUtf8Ex

EssUpdateUtf8Ex

Sends an update specification to the active database as a single UTF-8-encoded string.

Syntax

```
ESS_FUNC_M EssUpdateUtf8Ex (hCtx, Store, Unlock, UpdtSpec, ppMbrError);
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hCtx</td>
<td>ESS_HCTX_T</td>
<td>API context handle.</td>
</tr>
<tr>
<td>Store</td>
<td>ESS_BOOL_T</td>
<td>Controls storage of data. If TRUE, data is stored in the server; if FALSE, no data is stored.</td>
</tr>
<tr>
<td>Unlock</td>
<td>ESS_BOOL_T</td>
<td>Controls unlocking of data blocks. If TRUE, all relevant blocks which are locked will be unlocked (after data is stored, if necessary). If FALSE, no blocks are unlocked.</td>
</tr>
<tr>
<td>UpdtSpec</td>
<td>ESS_STR_T</td>
<td>The update specification, as a single string.</td>
</tr>
<tr>
<td>ppMbrError</td>
<td>ESS_PPMBRERR_T</td>
<td>Linked list of ESS_MBRERR_T structures representing the data load errors. Possible errors are:</td>
</tr>
</tbody>
</table>

- ESS_MBRERR_BADDATA—Invalid member [membername] in data column.
- ESS_MBRERR_DBACCESS—You have insufficient access privilege to perform a lock on this database.
- ESS_MBRERR_DUPLICATE—Duplicate members from the same dimension on data record, [number] records completed.
- ESS_MBRERR_ERRORLOAD—Unable to do dataload at Item/Record [number].
- ESS_MBRERR_UNKNOWN—Unknown member [membername] in dataload, [number] records returned.

Notes

- The update data can either be stored in the database, or just verified and any errors returned. Also, any data blocks locked for update can be unlocked by this call.
- If the caller attempts to write data to a member it does not have permission to write to, a warning is generated, and the member is not updated.
- If both the Store and Unlock flags are set to FALSE, the database performs only a syntax check of the update specification.
- The memory allocated for ppMbrError must be freed using EssFreeMbrErr.
**Return Value**

Returns zero if successful; otherwise, returns an error code and the records that caused the error.

**Access**

This function requires the caller to have write privilege (ESS_PRIV_WRITE) to the active database.

**See Also**

- EssUpdateEx
- EssUpdateFileASO
- EssUpdateFileASOEx
- EssUpdateFileEx
- EssUpdateFileUTF8ASOEx
- EssUpdateFileUtf8Ex
- EssUpdateFileUTF8ASO

---

**EssValidateDB**

Checks the database for data integrity.

**Syntax**

```c
ESS_FUNC_M EssValidateDB (hCtx, DbName, FileName);
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hCtx</td>
<td>ESS_HCTX_T</td>
<td>API context handle.</td>
</tr>
<tr>
<td>DbName</td>
<td>ESS_STR_T</td>
<td>Database name. Required, cannot be NULL.</td>
</tr>
<tr>
<td>FileName</td>
<td>ESS_STR_T</td>
<td>Error log file name, to be placed in the app\db directory on the server. Required.</td>
</tr>
</tbody>
</table>

**Notes**

- This function runs the validation checks to ensure the integrity of the database.
- Precede this call with a call to `EssSetActive`.
- This function is asynchronous, so you must continue to call `EssGetProcessState` until the validation process is finished.
- This function validates the current database. You must select a database before calling this function.
- This function checks for data integrity in each block. Reading from top to bottom, the validation process goes through the entire database and checks blocks, sections, block type, and block length, and checks for validity in floating point numbers.
- This function writes blocks and information about bad blocks to the log file.
- If this function finds integrity errors, it writes validation process error messages to a text-format log file. The default location for the file is in the `application\database` directory; for example: `%ARBORPATH%\APP\DB\VALIDATE.LST`
The Essbase index contains an index for every data block. For every Read operation, this function automatically compares the index key in the index page with the index key in the corresponding data block and checks other header information in the block. If it encounters a mismatch, this function displays an error message and continues processing until it has checked the entire database.

**Return Value**
None.

**Access**
This function requires the caller to have database designer privilege (ESS_PRIV_DBDESIGN) for the specified database.

**Example**

```c
ESS_VOID_T EssValidateDB (ESS_HCTX_T hCtx)
{
    ESS_FUNC_M    sts = ESS_STS_NOERR;
    ESS_STR_T     DbName;
    ESS_STR_T     FileName;
    ESS_PROCSTATE_T pState;

    DbName = "Basic";
    FileName = "D:\AnalyticServices\app\sample\basic\Validate.lst";

    sts = EssValidateDB (hCtx, DbName, FileName);

    if (!sts)
    {
        sts = EssGetProcessState (hCtx, &pState);
        while (!sts && (pState.State != ESS_STATE_DONE))
        {
            sts = EssGetProcessState (hCtx, &pState);
        }
    }
}
```

**See Also**
- EssSetActive
- EssGetProcessState

**EssValidateHCtx**

Validates a specific API context handle (hCtx).

**Syntax**

```c
ESS_FUNC_M EssValidateHCtx (hCtx);
```
<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hCtx</td>
<td>ESS_HCTX_T</td>
<td>The API context handle to validate.</td>
</tr>
</tbody>
</table>

**Notes**

This function can be used after any extended wait period to ensure the program’s context handle is still recognized by the server.

**Return Value**

This function returns 0 if the context handle is valid, otherwise it returns an error code to indicate the invalid context handle. Possible reasons for an invalid context handle include the login might have timed out or the user was explicitly logged out by the supervisor.

**Access**

This function requires no special access.

**Example**

```c
#include <essapi.h>

char sApplication[] = "accept";
char sDbName[] = "basic";
char sFilename[] = "basic";
char SvrName[] = "local";
char User[] = "test";
char Password[] = "testing";

ESS_HINST_T hInst;
ESS_HCTX_T hCtx;
FILE *fpOutfile;

void ESS_Init()
{
    ESS_STS_T    sts;
    ESS_INIT_T InitStruct = { ESS_API_VERSION,  /* This should be set to ESS_API_VERSION */
                              NULL,             /* void pointer to user's message context */
                              0L,               /* max number of context handles required */
                              255,              /* max size of buffer that can be allocated */
                              NULL,             /* local path to use for file operations */
                              NULL,             /* full path name of message database file */
                              NULL,             /* user-defined memory allocation function */
                              NULL,             /* user-defined memory reallocation function */
                              NULL,             /* user-defined memory free function */
                              NULL,             /* user-defined message callback function */
                              NULL,             /* user-defined help file path */
```

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0L /* reserved for internal use */

if ((sts = EssInit(&InitStruct, &hInst)) != ESS_STS_NOERR)
{
    fprintf(stdout, "EssInit failure: %ld\n", sts);
    exit ((int) sts);
}

fprintf(stdout, "EssInit sts: %ld\n", sts);

}

void ESS_Login ()
{
    ESS_STS_T sts = ESS_STS_NOERR;
    ESS_USHORT_T Items;
    ESS_PAPPDB_T pAppsDbs = NULL;

    sts = EssLogin (hInst, SvrName, User, Password, &Items, &pAppsDbs, &hCtx);
    printf("EssLogin sts: %ld\r\n", sts);
}

void ESS_Term()
{
    ESS_STS_T sts = ESS_STS_NOERR;
    if ((sts = EssTerm(hInst)) != ESS_STS_NOERR)
    {
        /* error terminating API */
        exit((ESS_USHORT_T) sts);
    }
    fprintf(stdout, "EssTerm sts: %ld\r\n", sts);
}

void ESS_Logout()
{
    ESS_STS_T sts = ESS_STS_NOERR;
    sts = EssLogout (hCtx);
    printf(stdout, "\n\nEssLogout sts: %ld\n",sts);
}

void ESS_SetActive()
{
    ESS_STS_T sts = ESS_STS_NOERR;
    ESS_ACCESS_T Access;
    ESS_STR_T AppName;
    ESS_STR_T DbName;
    AppName = sApplication;
    DbName = sDbName;
    sts = EssSetActive(hCtx, AppName, DbName, &Access);
    fprintf(stdout, "EssSetActive sts: %ld\r\n",sts);
}

/*****************************************************/
/******* MAIN FUNCTION *******************/
void main(int argc, char ** argv)
{
    ESS_STS_T     sts;
    ESS_Init();
    ESS_Login();
    ESS_Term();
/* Do something else, not related to Essbase*/
sts = EssValidateHCtx (hCtx);
if (sts) {
    ESS_Login() ;
    ESS_SetActive();
}
/* Do the actual processing now */
EssClearActive(hCtx); 
ESS_Logout();
ESS_Term();

See Also

- EssLogin
- EssAutoLogin
- EssTerm

EssVerifyFilter

Verifies the syntax of a series of filter row strings against a specified database.

Syntax

ESS_FUNC_M EssVerifyFilter (hCtx,AppName, DbName);

Parameter | Data Type | Description
--|---|---
hCtx | ESS_HCTX_T | API context handle.
AppName | ESS_STR_T | Application name.
DbName | ESS_STR_T | Database name.

Notes

Follow this call with successive calls to EssVerifyFilterRow to verify all rows for the filter.

Return Value

None.

Access

This function requires the caller to have database designer privilege (ESS_PRIV_DBDESIGN) for the specified database.

Example

ESS_VOID_T
ESS_VerifyFilter (ESS_HCTX_T hCtx)
{
    ESS_FUNC_M stst = ESS_STS_NOERR;
    ESS_STR_T AppName;
    ESS_STR_T DbName;
    ESS_USHORT_T Count = 4;
    ESS_STR_T RowString[4];
ESS_USHORT_T ind;

AppName = "Sample";
DbName = "Basic";
/* Initialize Filter Row */

RowString[0] = "@IDESCENDANTS(Scenario)";
RowString[1] = "@IDESCENDANTS(Product)";
RowString[2] = "Qtr1, @IDESCENDANTS("Colas")";
RowString[3] = "";

/* Verify Filter */

sts = EssVerifyFilter(hCtx, AppName, DbName);

/* Verify Count Filter Rows */

if(!sts)
{
    for (ind = 0; ind < Count; ind++)
    {
        sts = EssVerifyFilterRow(hCtx, RowString[ind]);
    }
}

See Also
- EssGetFilter
- EssVerifyFilterRow

**EssVerifyFilterRow**

Verifies the syntax of a single filter row strings against a specified database.

**Syntax**

ESS_FUNC_M EssVerifyFilterRow (hCtx, RowString);

**Parameter** | **Data Type** | **Description**
--- | --- | ---

hCtx | ESS_HCTX_T | API context handle.
RowString | ESS_STR_T | Filter row string.

**Notes**

This function should be called repeatedly after calling EssVerifyFilter, once for each row of the filter, terminating the row list with a NULL row string pointer.

**Return Value**

None.
**Access**

This function requires the caller to have database designer privilege (ESS_PRIV_DBDESIGN) for the specified database.

**Example**

See the example of EssVerifyFilter.

**See Also**

- EssGetFilter
- EssVerifyFilter

---

**EssVerifyFormula**

Verifies the syntax of the specified formula. This function is called by EssOtlVerifyFormula, which provides more information on returned errors.

**Syntax**

```c
ESS_FUNC_M EssVerifyFormula (hCtx, FormulaName);
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hCtx</td>
<td>ESS_HCTX_T</td>
<td>API context handle.</td>
</tr>
<tr>
<td>FormulaName</td>
<td>ESS_STR_T</td>
<td>The name of the formula to verify.</td>
</tr>
</tbody>
</table>

**Notes**

This function is not meant to be called directly. Instead, use the corresponding Outline API function EssOtlVerifyFormula.

**Return Value**

This function returns zero if successful, otherwise it returns an error number.

**See Also**

- EssOtlVerifyOutline
- EssOtlVerifyOutlineEx
- EssOtlVerifyFormula

---

**EssVerifyRulesFile**

Verifies the syntax of the specified rules file.

**Syntax**

```c
ESS_FUNC_M EssVerifyRulesFile (hCtx, ruleFileName, pNmColumns, ppColumnErrors);
```
<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hCtx</td>
<td>ESS_HCTX_T</td>
<td>API context handle.</td>
</tr>
<tr>
<td>ruleFileName</td>
<td>ESS_STR_T</td>
<td>The name of the rules file to verify.</td>
</tr>
<tr>
<td>pNmColumns</td>
<td>ESS_PULONG_T</td>
<td>Pointer to the number of columns in the rules file.</td>
</tr>
<tr>
<td>ppColumnErrors</td>
<td>ESS_ULONG_T</td>
<td>Pointer to the array of errors found.</td>
</tr>
</tbody>
</table>

**Notes**

- This function requires that a specific database be active; that is, EssSetActive() is required.
- This function is intended to be used after the rules file has been put on the server.
- There is one value in the array `ppColumnErrors` for each column in the rules file. The `n`th value in the array corresponds to errors found for the `n`th column in the rules file. Each error value may be zero or more of the following error codes combined with logical OR.

<table>
<thead>
<tr>
<th>Error code</th>
<th>Meaning</th>
</tr>
</thead>
<tbody>
<tr>
<td>DAT_VERIFY_INVALIDMBR</td>
<td>There is an unknown member (or no member) in the field name.</td>
</tr>
<tr>
<td>DAT_VERIFY_INVALIDHDR</td>
<td>There is an unknown member in the header.</td>
</tr>
<tr>
<td>DAT_VERIFY_SAMENAME</td>
<td>This field has the same field name as another field.</td>
</tr>
<tr>
<td>DAT_VERIFY_DIMUSED</td>
<td>The dimension name is used in another field name or in the header.</td>
</tr>
<tr>
<td>DAT_VERIFY_MBRUSED</td>
<td>A member name used as part of a combination in this field is used as a single member name in the field name.</td>
</tr>
<tr>
<td>DAT_VERIFY_DIMINCROSSDIM</td>
<td>A dimension name is used in a cross-dimensional reference in the field name.</td>
</tr>
<tr>
<td>DAT_VERIFY_DATAFIELD</td>
<td>Only one field can have the Data Field attribute.</td>
</tr>
<tr>
<td>DAT_VERIFY_SIGNFLIPDIM</td>
<td>The dimension used for Sign Flip checking is not in the associated outline.</td>
</tr>
<tr>
<td>DAT_VERIFY_DUPINHEADER</td>
<td>This field name is also defined in the header definition.</td>
</tr>
<tr>
<td>DAT_VERIFY_DATEANDDATA</td>
<td>A field may be designated a Data Field or Date Field, but not both.</td>
</tr>
<tr>
<td>DAT_VERIFY_DATEFIELDNAME</td>
<td>The field name of a date field must be the name of a date dimension.</td>
</tr>
<tr>
<td>DAT_VERIFY_DATEFORMAT</td>
<td>There is an unrecognized date format for this date column.</td>
</tr>
</tbody>
</table>

**Return Value**

If successful, returns the number of columns in the rules file as `pNmColumns` and the array of errors found in `ppColumnErrors`.

**Access**

This function requires no special privileges.
Example
{
    ESS_STS_T    sts = ESS_STS_NOERR;
    ESS_ULONG_T   numColumns = 0, i;
    ESS_PULONG_T  pColumnErrors = NULL;

    sts = EssVerifyRulesFile(hCtx, "rule_file" give columns, &pColumnErrors);
    if(!sts)
    {
        if(numColumns && pColumnErrors)
        {
            printf("NumColumns: %d\n", numColumns);
            for(i=0; i<numColumns; i++)
            {
                printf("Column[%d]:\n", i+1);
                if( pColumnErrors[i] == 0 )
                    printf("    No error\n");
                else
                {
                    if( pColumnErrors[i] & DAT_VERIFY_INVALIDMBR )
                        printf("    There is an unknown member (or no member) in the field name.\n");
                    if( pColumnErrors[i] & DAT_VERIFY_INVALIDHDR )
                        printf("    There is an unknown member in the header.\n");
                    if( pColumnErrors[i] & DAT_VERIFY_SAMENAME )
                        printf("    This field has the same field name as another field.\n");
                    if( pColumnErrors[i] & DAT_VERIFY_DIMUSED )
                        printf("    The dimension name is used in another field name or in the header.\n");
                    if( pColumnErrors[i] & DAT_VERIFY_MBRUSED )
                        printf("    A member name used as part of a combination in this field is used as a single member name in another field.\n");
                    if( pColumnErrors[i] & DAT_VERIFY_DIMINCROSSDIM )
                        printf("    A dimension name is used in a cross-dimensional reference in the field name.\n");
                    if( pColumnErrors[i] & DAT_VERIFY_DATAFIELD )
                        printf("    Only one field can have the Data Field attribute.\n");
                    if( pColumnErrors[i] & DAT_VERIFY_SIGNFLIPDIM )
                        printf("    The dimension used for Sign Flip checking is not in the associated outline.\n");
                    if( pColumnErrors[i] & DAT_VERIFY_DUPINHEADER )
                        printf("    This field name is also defined in the header definition.\n");
                    if( pColumnErrors[i] & DAT_VERIFY_DATEANDDATA )
                        printf("    A field may be designated a Data Field or a Date Field, but not both.\n");
                    if( pColumnErrors[i] & DAT_VERIFY_DATEFIELDNAME )
                        printf("    The field name of a date field must be the name of a date dimension.\n");
                    if( pColumnErrors[i] & DAT_VERIFY_DATEFORMAT )
                        printf("    There is an unrecognized date format for this date column.\n");
                }
            }
        }
    }
    EssFree(hInst, pColumnErrors);
}
EssWriteToLogFile

Writes a message to the Essbase Server log file (*essbase.log*), or to the application log file (*appname.log*).

**Syntax**

```c
ESS_FUNC_M EssWriteToLogFile (hCtx, AgentLog, Message);
```

**Parameter** | **Data Type** | **Description**
--- | --- | ---
**hCtx** | ESS_HCTX_T | API context handle.
**AgentLog** | ESS_BOOL_T | If TRUE, message is written to the Essbase Server log file, *essbase.log*. If FALSE, message is written to the application log file, *appname.log*.
**Message** | ESS_STR_T | Message to be logged to the Essbase Server log file (*essbase.log*), or to the application log file (*appname.log*).

**Notes**

- Use **EssGetLogFile** to view message logs.
- For the locations of *essbase.log* and *appname.log*, see the *Oracle Essbase Database Administrator’s Guide*.

**Return Value**

Returns a zero if successful.

**Access**

The caller must have supervisor privilege (ESS_ACCESS_SUPER) for the specified application.

**Example**

```c
ESS_FUNC_M ESS_WriteToLogFile (ESS_HCTX_T hCtx)
{
    ESS_STR_T     Message = NULL;
    ESS_FUNC_M     sts = ESS_STS_NOERR;

    Message = "Received login request";

    /*
     * Writes the message (Received login request) to the Agent log file.
     */
    sts = EssWriteToLogFile(hCtx, ESS_TRUE, Message);
```

684
return(sts);
}

See Also
- EssDeleteLogFile
- EssGetLogFile
- EssLogSize
Part III

C Outline API

In C Outline API:

- Using the C Outline API
- C Outline API Declarations
- C Outline API Functions
- C Outline API Examples
C Outline API Overview

The Outline API is a set of functions for creating, maintaining, and manipulating Essbase outlines from within a custom application. With the Outline API, you have the same ability to manipulate database outlines from within code as you have using the Outline Editor in Administration Services.

The Outline API is an important part of the Essbase API.

The Outline API is used in conjunction with the Essbase API and requires a server connection.

C Outline API Error Handling

Outline API functions return 0 when they succeed; if they fail, they return an error status value as defined in esserror.h.

Functions of the main API use the error message callback routine and pass an error number to the message handler. The handler uses the essbase.mdb message database to determine the error message and display an error message to the user.

Outline API functions do not ordinarily use the error message callback routine when returning an error status. The error callback routine is called in the following situations:

● If you call functions that use the network (EssOtlOpenOutline, EssOtlWriteOutline, and EssOtlRestructure), and they incur errors on non-outline related actions.

● If a NULL is found during routine checking when passed into the Outline API, and API_NULL_ARG is returned.
If a bad outline handle (HOUTLINE) is passed into any call requiring an outline handle, and OTLAPI_BAD_HOUTLINE is returned.

C Outline API Server Outline Queries

Several functions support a query interface to the outline API such that the outline does not need to be downloaded from the server and completely read into memory. These Outline API functions support only server outlines. Prior to opening the outline, the user must log in to a server, setting up a valid Essbase login context.

Error handling for these functions is done via the standard API error handling mechanism. Therefore, any message callback that the caller has specified from EssInit is called on errors.

Here is the process flow:

1. Initialize the API as always by calling EssInit and EssLogin.
2. Call EssOtlOpenOutlineQuery to "open" the outline from the server. Although this returns an outline handle, it does not open the entire outline.
3. To get information about members, call EssOtlQueryMembers with the appropriate flags to get an array of member handles back. That call returns all relevant information in the ESS_HMEMBER_T member handle. You can then call any of the EssOtlGetXxxx calls that relate to a specific member by passing in one of the returned member handles. In particular, the EssOtlGetXxxx queries the handle locally; a call to the server is not necessary. See the comments section in the EssOtlQueryMembers call for more information about which calls are supported when the outline is opened in "query" mode.
4. When you are finished with the data returned from an EssOtlQueryMembers call, you should call EssOtlFreeMembers to free the array of members.
5. When complete, call EssOtlCloseOutline to clean up internal data structures.
6. Terminate the API as always by calling EssLogout and EssTerm.

C Outline API Outline Verification

The Outline API is designed to prevent the caller from creating an illegal outline. To check the outline, use the EssOtlVerifyOutline function to verify it before saving it to the server. The Outline API calls this function automatically when an outline is written to the server, if it was not called previously.

Each function call in the Outline API verifies that processing by the caller does not result in an illegal outline. For example, EssOtlRenameMember checks a new member name to make sure that it is valid and does not already exist in the outline. Here are a few exceptions to this automatic validation:

- EssOtlOpenOutline allows the caller to read in a previously created outline that is illegal. This outline could be illegal because the Outline Editor in Administration Services allows you to save an invalid outline to a local file. Any existing errors are detected when
EssOtlVerifyOutline is called. Also, some individual operations are illegal during processing if the outline starts out as illegal.

- *EssOtlDeleteMember* and *EssOtlDeleteDimension* do not check for any alias combinations that contain a deleted member. *EssOtlVerifyOutline* detects this condition.

- *EssOtlSetMemberFormula* allows you to enter an illegal formula, and *EssOtlVerifyOutline* does not check member formulas. An illegal member formula causes failure during restructure. *EssGetProcessState* displays the error message returned from the server.

### C Outline API Memory Allocation

The Essbase API provides a set of memory management functions, EssAlloc, EssRealloc, and EssFree. These functions, plus all internal API memory allocations, call memory allocation routines pointed to by the AllocFunc, ReallocFunc, and FreeFunc fields of the ESS_INIT_T initialization structure.

If you are using your own custom memory allocation functions, make sure your memory allocation scheme can handle allocating many small memory buffers.

### C Outline API Security Requirements

Because you can use the Outline API to create, edit, and delete outlines, you must be aware of some security issues when creating an application that uses the Outline API. These issues impact only programs that create, edit, or save outlines during a session.

To manipulate outlines through the Outline Editor in Administration Services, you must have Application Manager or higher privileges. You also need these privileges to use a program that uses the Outline API during execution. If you do not have these privileges, Outline API calls that read or write outlines from the server do not work. See the Oracle Essbase Database Administrator's Guide for more detailed information on security and privilege levels.

For example, you are writing a new EIS end-user application that allows your users to explore a number of "what-if" situations during a session. To do this, the program dynamically creates a number of Essbase databases during a session. These databases (and their outlines) are temporary and are not saved after the session terminates. You can approach this situation in several ways:

- If you want the user to be able to create an application and multiple databases during a session, give the user the Create/Delete Application privilege. This privilege must be assigned by an Essbase administrator prior to running the program. This is a relatively high privilege level in Essbase, but if the user does not have access to other programs, there is little impact on the overall system security.

- If you do not need multiple databases available at the same time, you can have the Essbase administrator create a temporary application and database during the installation of your
program. The program itself manipulates the temporary database without having to create a new database for each "what-if" situation.

With the second approach, a user requires only the lower and more restricted Database Manager privilege. You could have the Essbase administrator set up a special group with Database Manager privilege only for your temporary application and database. Users can be assigned to that group. The users would revert to ordinary user privilege for any other access to the system. This approach offers less security exposure, but does require more set up prior to running your program.

**C Outline API Function Call Sequence**

When you use the Outline API, your program must call some API functions before others. Follow this basic call sequence:

1. Call `EssInit` before any other API function. The API returns an instance handle.
2. Call `EssLogin, EssLoginAs, EssLoginEx, EssLoginExAs, or EssAutoLogin` to log on to the server. The API returns a context handle.
3. Call `EssOtlOpenOutline, EssOtlOpenOutlineEx, or EssOtlNewOutline` to open or create an outline. The API returns an outline handle.
4. Call `EssOtlWriteOutline or EssOtlWriteOutlineEx` to write the current outline to the server. `EssOtlVerifyOutline` is called automatically by the API before the outline is saved, unless you call it before this.
5. Call `EssOtlRestructure` to restructure the database based on the changes made to the outline.
6. Call `EssUnlockObject` to unlock the outline artifact if it is locked when the outline is opened.
7. Call `EssOtlCloseOutline` to free resources associated with the outline.
8. Call `EssLogout` to log off the server. This invalidates the context handle.
9. Call `EssTerm` to end the session. This invalidates the instance handle.

**Typical C Outline API Task Sequence**

This is a typical order of operations for a simple Outline API application.

1. Create and initialize an `ESS_INIT_T` structure.
2. Initialize the Outline API by calling \texttt{EssInit}.
3. Allocate any local static or global structures.
4. Log on to the required server by calling \texttt{EssLogin}, \texttt{EssLoginAs}, \texttt{EssLoginEx}, \texttt{EssLoginExAs}, or \texttt{EssAutoLogin}.
5. Create and initialize an \texttt{ESS\_OUTLINEINFO\_T} structure (only for a new outline).
6. Open an existing outline or create a new outline by calling \texttt{EssOtlOpenOutline}, \texttt{EssOtlOpenOutlineEx}, or \texttt{EssOtlNewOutline}.
7. Work on the outline.
8. Verify the outline by calling \texttt{EssOtlVerifyOutline} or \texttt{EssOtlVerifyOutlineEx}.
9. Write the verified outline to the server by calling \texttt{EssOtlWriteOutline} or \texttt{EssOtlWriteOutlineEx}.
   The outline is saved with an .OTN extension.
10. Restructure the database by calling \texttt{EssOtlRestructure}.
    The .OTN file is changed to an .OTL file. This is an asynchronous function call; therefore, you should call \texttt{EssGetProcessState} until the process is complete.
11. Unlock the outline (if it was locked on opening) by calling \texttt{EssUnlockObject}.
12. Free all information associated with the outline by calling \texttt{EssOtlCloseOutline}.
13. Log off the server by calling \texttt{EssLogout}.
14. Free any local static or global structures.
15. Terminate the API by calling \texttt{EssTerm}.
C Outline API Error Return Values

Table 7 describes the error status constants returned when an Outline API call fails. These values are defined in the Outline API C language header file esserror.h.

For a more complete list, see esserror.h.

<table>
<thead>
<tr>
<th>Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>OTLAPI_BAD_ALIASTABLE</td>
<td>Illegal alias table</td>
</tr>
<tr>
<td>OTLAPI_BAD_CONSOL</td>
<td>Invalid consolidation type (+,-,etc.)</td>
</tr>
<tr>
<td>OTLAPI_BAD_GENLEVELNAME</td>
<td>Invalid generation or level name</td>
</tr>
<tr>
<td>OTLAPI_BAD_HOUTLINE</td>
<td>Invalid outline handle passed to EssOtl... function</td>
</tr>
<tr>
<td>OTLAPI_BAD_MBRNAME</td>
<td>Invalid member name</td>
</tr>
<tr>
<td>Value</td>
<td>Description</td>
</tr>
<tr>
<td>------------------------------</td>
<td>-----------------------------------------------------------------------------</td>
</tr>
<tr>
<td>OTLAPI_BAD_MEMBER</td>
<td>Invalid member handle</td>
</tr>
<tr>
<td>OTLAPI_BAD_MOVE</td>
<td>Illegal move of member. Can't move member to its descendant.</td>
</tr>
<tr>
<td>OTLAPI_BAD_OBJTYPE</td>
<td>Illegal object type</td>
</tr>
<tr>
<td>OTLAPI_BAD_OUTLINETYPE</td>
<td>Invalid outline type</td>
</tr>
<tr>
<td>OTLAPI_BAD_PERSPECTIVE2</td>
<td>Invalid perspective</td>
</tr>
<tr>
<td>OTLAPI_BAD_RENAMESHARE</td>
<td>A shared member cannot be renamed</td>
</tr>
<tr>
<td>OTLAPI_BAD_RESTRUCTTYPE</td>
<td>Invalid restructure type</td>
</tr>
<tr>
<td>OTLAPI_BAD_SCA_VALIDITYSET_TYPE</td>
<td>Perspectives/validity sets do not support this validity set type</td>
</tr>
<tr>
<td>OTLAPI_BAD_SMARTLISTNAME</td>
<td>Invalid text list name</td>
</tr>
<tr>
<td>OTLAPI_BAD_SORTCOMPAREFUNC</td>
<td>Invalid sorting compare function</td>
</tr>
<tr>
<td>OTLAPI_BAD_SORTTYPE</td>
<td>Invalid sort type</td>
</tr>
<tr>
<td>OTLAPI_BAD_TRANSTYPE</td>
<td>Unknown transaction type when creating a transaction (internal error)</td>
</tr>
<tr>
<td>OTLAPI_BAD_USERATTR</td>
<td>Invalid user attribute</td>
</tr>
<tr>
<td>OTLAPI_CUR_NOACCOUNTS</td>
<td>There is no Accounts dimension. You need an Accounts dimension to create a currency database.</td>
</tr>
<tr>
<td>OTLAPI_CUR_NOCOUNTRY</td>
<td>There is no Country dimension. You need a Country dimension to create a currency database.</td>
</tr>
<tr>
<td>OTLAPI_CUR_NOTIME</td>
<td>There is no Time dimension. You need a Time dimension to create a currency database.</td>
</tr>
<tr>
<td>OTLAPI_ERR_ADDDELETEDIMDYNAMICCALC</td>
<td>Member in which to store data is type Dynamic Calc</td>
</tr>
<tr>
<td>OTLAPI_ERR_ADDNAMEUSED</td>
<td>Member name already used (add operation)</td>
</tr>
<tr>
<td>OTLAPI_ERR_ALIASTableExists</td>
<td>Alias table already exists</td>
</tr>
<tr>
<td>OTLAPI_ERR_ALIASLANGUAGE_UNAVAILABLE</td>
<td>Alias table languages are unavailable for outline versions before 11.1.2.0.00.</td>
</tr>
<tr>
<td>OTLAPI_ERR_ALIASTABLENAME</td>
<td>Illegal alias table name</td>
</tr>
<tr>
<td>OTLAPI_ERR_ALREADY_CURRENCY</td>
<td>The outline is a currency outline. You are trying to create a currency outline, and the initial outline is already a currency outline.</td>
</tr>
<tr>
<td>OUTAPI_ERR_ASO_COMPRESSIONMUSTBEDYNAMIC</td>
<td>Aggregate storage outlines require compression dimension to be a single dynamic hierarchy</td>
</tr>
<tr>
<td>OUTAPI_ERR_ASO_DIFFERENTNUMBEROFSHARES</td>
<td>This prototype should have same number of shared members as its previous sibling</td>
</tr>
<tr>
<td>Value</td>
<td>Description</td>
</tr>
<tr>
<td>-----------------------------------------</td>
<td>-----------------------------------------------------------------------------</td>
</tr>
<tr>
<td>OUTAPI_ERR_ASO_SHARED MEMBERS NOT IN SAME ORDER</td>
<td>This prototype must have each of its shared members as next sibling to its previous sibling's shared members</td>
</tr>
<tr>
<td>OTLAPI_ERR_ATTR_ATTACHED_WRONGLEVEL</td>
<td>This attribute is attached at wrong level at least once</td>
</tr>
<tr>
<td>OTLAPI_ERR_ATTRMBR_ALREADYASSOCIATED</td>
<td>Base member already associated with an attribute member from the same dimension</td>
</tr>
<tr>
<td>OTLAPI_ERR_BADDIM</td>
<td>Invalid dimension argument</td>
</tr>
<tr>
<td>OTLAPI_ERR_BADHIER</td>
<td>Invalid hierarchy type</td>
</tr>
<tr>
<td>OTLAPI_ERR_BADHIER_TOP</td>
<td>Invalid hierarchy member designation - Member must be at generation 1 or 2</td>
</tr>
<tr>
<td>OTLAPI_ERR_BADSHARE</td>
<td>Illegal share value</td>
</tr>
<tr>
<td>OTLAPI_ERR_BADSKIP</td>
<td>Illegal time balance skip value</td>
</tr>
<tr>
<td>OTLAPI_ERR_BADSTORAGE</td>
<td>Illegal dimension storage value</td>
</tr>
<tr>
<td>OTLAPI_ERR_BADSTORAGECATEGORY</td>
<td>Illegal storage category</td>
</tr>
<tr>
<td>OTLAPI_ERR_BADTIMEBAL</td>
<td>Illegal time balance value</td>
</tr>
<tr>
<td>OTLAPI_ERR_BSO_SOLVEORDER</td>
<td>Block storage outlines that have not been enabled for member types cannot have a solve order</td>
</tr>
<tr>
<td>OTLAPI_ERR_CANTIDENTIFYMBR_DUPLICATEDNAME</td>
<td>Cannot uniquely identify a member because the name is duplicated</td>
</tr>
<tr>
<td>OTLAPI_ERR_CNTS_INDEP_LAST</td>
<td>Independent dimension list must be ordered with continuous independent dimensions last</td>
</tr>
<tr>
<td>OTLAPI_ERR_CONFIGTOOMANYDIMS</td>
<td>Too many dimensions to configure automatically</td>
</tr>
<tr>
<td>OTLAPI_ERR_COPYALIASETABLE</td>
<td>Source and destination tables are the same</td>
</tr>
<tr>
<td>OTLAPI_ERR_CREATETEMP</td>
<td>Cannot create temporary file name. You are probably trying to create it on a read-only drive. We create a temporary file on the client every time you open or write an outline from/to the server.</td>
</tr>
<tr>
<td>OTLAPI_ERR_CURTOOMANYDIMS</td>
<td>Too many dimensions in a currency outline. A currency outline is limited to four dimensions.</td>
</tr>
<tr>
<td>OTLAPI_ERR_DELETEDDEFALIAS</td>
<td>Cannot delete the default alias table</td>
</tr>
<tr>
<td>OTLAPI_ERR_DISCRETE_DIFFERENT</td>
<td>An independent range must have the same discrete start and end members</td>
</tr>
<tr>
<td>OTLAPI_ERR_DISCRETE_OR_CNTS</td>
<td>Independent dimension types must be either discrete or continuous</td>
</tr>
<tr>
<td>OTLAPI_ERR_DUP_LANGCODE</td>
<td>The language code is assigned to another alias table within the same database</td>
</tr>
<tr>
<td>OTLAPI_ERR_DUPLICATEALIAS</td>
<td>Duplicate alias</td>
</tr>
<tr>
<td>OTLAPI_ERR_DUPLICATENAME</td>
<td>Duplicate member name</td>
</tr>
<tr>
<td>Value</td>
<td>Description</td>
</tr>
<tr>
<td>-------</td>
<td>-------------</td>
</tr>
<tr>
<td>OTLAPI_ERR_DUPGENLEVNAME</td>
<td>Cannot add, rename, or set a member name or alias that duplicates a generation or level name</td>
</tr>
<tr>
<td>OTLAPI_ERR_EXPORT_INCORRECT_FLAGS</td>
<td>There are invalid export flags. Export cannot be enabled to limit extraction to the tree and alias table</td>
</tr>
<tr>
<td>OTLAPI_ERR_EXPORT_INVALID_ALIASTABLE</td>
<td>An invalid alias table is specified in the export options</td>
</tr>
<tr>
<td>OTLAPI_ERR_EXPORT_INVALID_DIMLIST</td>
<td>The number of dimensions or the dimension list specified in the export options is invalid</td>
</tr>
<tr>
<td>OTLAPI_ERR_EXPORT_INVALIDDIM_DIMLIST</td>
<td>The dimension name specified in the export options dimension list is invalid</td>
</tr>
<tr>
<td>OTLAPI_ERR_EXPORT_INVALID_VERSION</td>
<td>This export version is invalid. Enter a valid export version</td>
</tr>
<tr>
<td>OTLAPI_ERR_EXPORT_UNABLE_FILE</td>
<td>Cannot open the file to export the outline</td>
</tr>
<tr>
<td>OTLAPI_ERR_EXPORT_UNABLE_PROCESS</td>
<td>Cannot process the outline because of unsupported outline type</td>
</tr>
<tr>
<td>OTLAPI_ERR_FAILED_GET_ALIASNAMES</td>
<td>Failed to get all alias names due to failed alias identifier lookup</td>
</tr>
<tr>
<td>OTLAPI_ERR_FEATURE_UNAVAILABLE</td>
<td>The feature is unavailable in this outline version; please migrate outline first</td>
</tr>
<tr>
<td>OTLAPI_ERR_FILEIO</td>
<td>Could not read from or write to file</td>
</tr>
<tr>
<td>OTLAPI_ERR_FILEOPEN</td>
<td>Could not open file</td>
</tr>
<tr>
<td>OTLAPI_ERR_FORMATSTRING_MISMATCH</td>
<td>Implied share or label-only member has a different format string than the original member; original member's format string will be applied</td>
</tr>
<tr>
<td>OTLAPI_ERR_FORMATSTRING_NOT_MEMBTYPE_ENABLED</td>
<td>The use of format strings require the outline to be member-type enabled. This outline is not member type enabled</td>
</tr>
<tr>
<td>OTLAPI_ERR_FORMATSTRINGTOOLONG</td>
<td>Format String too long for single locale configuration</td>
</tr>
<tr>
<td>OTLAPI_ERR_FUNCTION_OBSOLETE</td>
<td>Function is obsolete</td>
</tr>
<tr>
<td>OTLAPI_ERR_GENLEVELEXISTS</td>
<td>Generation or level already has a name</td>
</tr>
<tr>
<td>OTLAPI_ERR_GENLEVELNAMEEXISTS</td>
<td>Generation or level name already exists</td>
</tr>
<tr>
<td>OTLAPI_ERR_GENLEVELVALUE</td>
<td>Illegal generation or level value</td>
</tr>
<tr>
<td>OTLAPI_ERR_GENLEVELNAMEMEMBR</td>
<td>Cannot add a generation or level name that duplicates a member name or alias</td>
</tr>
<tr>
<td>OTLAPI_ERR_ILLEGALALIAS STRING</td>
<td>Illegal member combinational for alias</td>
</tr>
<tr>
<td>OTLAPI_ERR_ILLEGALCOMBOALIAS</td>
<td>Illegal combinational alias name</td>
</tr>
<tr>
<td>OTLAPI_ERR_ILLEGALCURRENCY</td>
<td>Illegal currency member</td>
</tr>
<tr>
<td>OTLAPI_ERR_ILLEGALDEFALIAS</td>
<td>Illegal default alias name</td>
</tr>
<tr>
<td>OTLAPI_ERR_ILLEGALNAME</td>
<td>Illegal member name</td>
</tr>
<tr>
<td>Value</td>
<td>Description</td>
</tr>
<tr>
<td>--------------------------------------------</td>
<td>-----------------------------------------------------------------------------</td>
</tr>
<tr>
<td>OTLAPI_ERR_ILLEGALTAG</td>
<td>Illegal dimension tag (category)</td>
</tr>
<tr>
<td>OTLAPI_ERR_ILLEGALOPTION</td>
<td>Occurs when the user passes in an invalid option to EssOtlGetGenNames or EssOtlGetLevelNames</td>
</tr>
<tr>
<td>OTLAPI_ERR_IMPLIED_SHARE_OLD_VERSION</td>
<td>The outline version is too old to set Implied Share</td>
</tr>
<tr>
<td>OTLAPI_ERR_INCORRECT_MEMBERTYPE</td>
<td>Member type can be only set to numeric or date types</td>
</tr>
<tr>
<td>OTLAPI_ERR_INVALID_SMARTLIST_HANDLE</td>
<td>Invalid text list handle</td>
</tr>
<tr>
<td>OTLAPI_ERR_INVALID_SMARTLIST_IMPORTFILE</td>
<td>Input file for importing text lists is invalid</td>
</tr>
<tr>
<td>OTLAPI_ERR_INVALIDID_SMARTLIST_IMPORTFILE</td>
<td>Invalid or duplicate ID in text list import file</td>
</tr>
<tr>
<td>OTLAPI_ERR_LANGCODE_TOOLONG</td>
<td>Alias table language code exceeds the maximum length</td>
</tr>
<tr>
<td>OTLAPI_ERR_LEAFLABEL</td>
<td>Leaf member defined as a label member</td>
</tr>
<tr>
<td>OTLAPI_ERR_MAXALIASTABLES</td>
<td>Maximum number of alias tables has been reached</td>
</tr>
<tr>
<td>OTLAPI_ERR_MEMBERTYPE_OFF</td>
<td>Illegal member formula</td>
</tr>
<tr>
<td>OTLAPI_ERR_MEMBERCALC</td>
<td>Cannot turn off the member type enabled setting of an outline</td>
</tr>
<tr>
<td>OTLAPI_ERR_MBRCOMMENTEXLEN</td>
<td>Extended member comment is too long</td>
</tr>
<tr>
<td>OTLAPI_ERR_MISSINGTEXT_SMARTLIST_IMPORTFILE</td>
<td>Missing text for ID in text list import file</td>
</tr>
<tr>
<td>OTLAPI_ERR_MULT_DATE_DIMS</td>
<td>An outline can have at most one dimension with date types on static members</td>
</tr>
<tr>
<td>OTLAPI_ERR_MULTHIER_NOT_ENABLED</td>
<td>Cannot set hierarchy type; multiple hierarchies not enabled for dimension</td>
</tr>
<tr>
<td>OTLAPI_ERR_MULTI_SMARTLIST_DIMS</td>
<td>An outline can have at most one dimension with smartlists on static members</td>
</tr>
<tr>
<td>OTLAPI_ERR_MUSTSAVE_BEFORE_EDIT</td>
<td>The outline must be saved and re-opened before it can be edited</td>
</tr>
<tr>
<td>OTLAPI_ERR_NOALIAS</td>
<td>No alias for this member</td>
</tr>
<tr>
<td>OTLAPI_ERR_NOALIASCODE</td>
<td>Get/ Set alias table language code is not yet implemented</td>
</tr>
<tr>
<td>OTLAPI_ERR_NOALIASASCOMBO</td>
<td>No alias combination</td>
</tr>
<tr>
<td>OTLAPI_ERR_NOATTRONCOMPRESSEDDIM</td>
<td>Attributes are not allowed on the compressed dimension</td>
</tr>
<tr>
<td>OTLAPI_ERR_NOFORMULA</td>
<td>No formula for this member</td>
</tr>
<tr>
<td>OUTAPI_ERR_NOMEMBERTYPE</td>
<td>This outline version does not support typed members</td>
</tr>
<tr>
<td>OTLAPI_ERR_NOSHAREPROTO</td>
<td>Shared member with no actual member</td>
</tr>
<tr>
<td>OUTAPI_ERR_NOSMARTLISTS</td>
<td>This outline version does not support text lists</td>
</tr>
<tr>
<td>OTLAPI_ERR_NOTADIM</td>
<td>Dimension name expected</td>
</tr>
<tr>
<td>OTLAPI_ERR_NOT_A_TIME_MBR</td>
<td>Invalid argument passed. Not a date-time dimension member</td>
</tr>
<tr>
<td>Value</td>
<td>Description</td>
</tr>
<tr>
<td>-------</td>
<td>-------------</td>
</tr>
<tr>
<td>OTLAPI_ERR_NOT_LINKEDATTRIBUTE</td>
<td>Not a linked attribute dimension handle</td>
</tr>
<tr>
<td>OTLAPI_ERR_NOT_MEMBTYPE_ENABLED</td>
<td>This outline is not member type enabled</td>
</tr>
<tr>
<td>OTLAPI_ERR_NOTIMEDIM</td>
<td>No time dimension defined (can't do time balance operations without a time dimension)</td>
</tr>
<tr>
<td>OTLAPI_ERR_NOTVERIFIED</td>
<td>Outline has errors (when saving to the server)</td>
</tr>
<tr>
<td>OTLAPI_ERR_OBJ_NOTFOUND</td>
<td>Object not found</td>
</tr>
<tr>
<td>OTLAPI_ERR_OBJTYPE_NOTSUPPORTED</td>
<td>Function not supported in server side edit mode</td>
</tr>
<tr>
<td>OTLAPI_ERR_OPENMODE</td>
<td>File was opened in the wrong mode to make this call. If you call EssOt1OpenOutlineQuery to open the outline, not all of the calls will work.</td>
</tr>
<tr>
<td>OTLAPI_ERR_OTLDATEFORMAT</td>
<td>Invalid outline property: date format</td>
</tr>
<tr>
<td>OTLAPI_ERR_OTLSHAREDFORMAT</td>
<td>Outline member's format string cannot be set for shared members</td>
</tr>
<tr>
<td>OTLAPI_ERR_OTLSHAREDTYPE</td>
<td>Outline member's type cannot be set for shared members</td>
</tr>
<tr>
<td>OTLAPI_ERR_QUERYHINT_INVALIDARRAYSIZE</td>
<td>Invalid query hint array size</td>
</tr>
<tr>
<td>OTLAPI_ERR_RENAMEDEFALIAS</td>
<td>Cannot rename the default alias table</td>
</tr>
<tr>
<td>OTLAPI_ERR_RENAMENAMESPACE</td>
<td>Member name already used (rename operation)</td>
</tr>
<tr>
<td>OTLAPI_ERR_SCA_NOT_ENABLED</td>
<td>This outline is not enabled for varying attributes</td>
</tr>
<tr>
<td>OTLAPI_ERR_SCA_UNAVAILABLE</td>
<td>Varying attributes feature is unavailable in this version</td>
</tr>
<tr>
<td>OTLAPI_ERR_SHAREDMEMBERFORMULA</td>
<td>Shared member cannot have a formula</td>
</tr>
<tr>
<td>OTLAPI_ERR_SHARENOTLEVEL0</td>
<td>Shared member not at level 0 (a shared member cannot be a parent of another member)</td>
</tr>
<tr>
<td>OTLAPI_ERR_SHAREUDA</td>
<td>Cannot set a user attribute for a shared member</td>
</tr>
<tr>
<td>OTLAPI_ERR_SMARTLISTNAMEUSED</td>
<td>Cannot add text list; text list name already used</td>
</tr>
<tr>
<td>OTLAPI_ERR_SMARTLIST_MAXREACHED</td>
<td>Cannot add more than $n$ text list texts to id mappings</td>
</tr>
<tr>
<td>OTLAPI_ERR_SMARTLISTMAXREACHED</td>
<td>Cannot add text list; $n$ maximum text lists supported</td>
</tr>
<tr>
<td>OTLAPI_ERR_SMARTLIST_MISSING</td>
<td>Missing text list association for text-typed member</td>
</tr>
<tr>
<td>OTLAPI_ERR_TBTAGS_WITH_DYN_HIERARCHY</td>
<td>This member has a TB-Tag. That requires TIME dimension to only have STORED hierarchies</td>
</tr>
<tr>
<td>OTLAPI_ERR_TIMESPARSE</td>
<td>Accounts dimension is dense and time dimension sparse-is not used</td>
</tr>
<tr>
<td>OTLAPI_ERR_TYPED_ATTR_LEVEL0</td>
<td>Attribute members and non level-0 aggregate storage members cannot be set to Date or Text type</td>
</tr>
</tbody>
</table>
Value | Description
---|---
OTLAPI_ERR_TYPED_DIMS | Text typed members, date typed members, and stored members with format strings should be specified along the same dimension
OTLAPI_ERR_UNKNOWNDTSMBR | Unknown DTS member
OTLAPI_ERR_VALIDITYSET_MATCH | The validity set must match an existing set in the outline
OTLAPI_ERR_VIRTLEVENOFORMULA | Dynamic Calc members must have formulas or children, or else they cannot be calculated
OTLAPI_ERR_VIRTBADPARENT | When a single child member is Dynamic Calc or Dynamic Calc and Store, the parent must also be Dynamic Calc or Dynamic Calc and Store
OTLAPI_ERR_VIRTOOMANYCHILDREN | Dynamic Calc member has more than 100 children
OTLAPI_FAILED_ASSIGN_DEFAULTGENNAMES | Failed to set time related generation names for the date-time dimension created
OTLAPI_ILLEGAL_SCA_TYPE_2 | Varying attribute outlines do not allow duplicate names, and cannot be a currency outline
OTLAPI_INVALID_ARG | Invalid argument passed to ESSOTL function
OTLAPI_INVALID_QUERYID | Invalid query id argument passed
OTLAPI_INVALID_QUERY_OPTIONS | Invalid query options passed. Will be ignored
OTLAPI_NO_GENLEVELNAME | Cannot find generation or level name
OTLAPI_NO_USERATRIR | Cannot find user attribute
OTLAPI_NULL_ARG | NULL argument passed to EssOtl... function
OTLAPI_OUTLINE_TOO_NEW | Outline is of a newer version than this program can understand
OTLAPI_SORT_TOOMANY | Too many members to sort (64K / 4 members is the maximum sorting capacity)
OTLAPI_SMARTLIST_ASSOC_EXISTS | Cannot delete a text list with existing associations
OTLAPI_SMARTLIST_DUP_IDORNAME | Duplicate text list element ID or name
OTLAPI_SMARTLIST_INVALID_TEXT | Invalid text list text
OTLAPI_WRONG_INDEPDIM_NM | The number of independent dimensions given in perspective does not match the outline

**C Outline API DTS Member Structures**

These structures contain information about Dynamic Time Series (DTS) members.

```c
/*
 * ESS_DTSMBRNAME_T, ESS_PDTSMBRNAME_T
 * DTS member name structure
 */
```
C Outline API Symbolic Constant Definitions

This section describes the symbolic constants used by the Outline API. These constants are defined in the Essbase Outline API C language header file `essotl.h`:

- “Account Member Currency Conversion Category Values” on page 703
- “Account Member Time Balance Skip Values” on page 703
- “Account Member Time Balance Values” on page 703
- “Dimension Categories” on page 703
- “Dimension Categories (Tags)” on page 704
- “Generation and Level Options” on page 705
- “Query Types” on page 705
- “Query Options” on page 705
- “Restructure Values” on page 706
- “Share Constants” on page 706
- “Sorting Options” on page 707
### Account Member Currency Conversion Category Values

<table>
<thead>
<tr>
<th>Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ESS_CONV_NONE</td>
<td>Default conversion category. Member inherits category from parent.</td>
</tr>
<tr>
<td>ESS_CONV_CATEGORY</td>
<td>Define a Currency Conversion category for this member</td>
</tr>
<tr>
<td>ESS_CONV_NOCONV</td>
<td>No conversion for this member</td>
</tr>
</tbody>
</table>

### Account Member Time Balance Skip Values

Only valid if time balance is not ESS_TIMEBAL_NONE.

<table>
<thead>
<tr>
<th>Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ESS_SKIP_NONE</td>
<td>Don't skip anything</td>
</tr>
<tr>
<td>ESS_SKIP_MISSING</td>
<td>Skip the value if the data is #missing</td>
</tr>
<tr>
<td>ESS_SKIP_ZEROS</td>
<td>Skip the value if the data is 0</td>
</tr>
<tr>
<td>ESS_SKIP_BOTH</td>
<td>Skip the value if the data is #missing or 0</td>
</tr>
</tbody>
</table>

### Account Member Time Balance Values

<table>
<thead>
<tr>
<th>Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ESS_TIMEBAL_NONE</td>
<td>No time balance</td>
</tr>
<tr>
<td>ESS_TIMEBAL_FIRST</td>
<td>First time balance member</td>
</tr>
<tr>
<td>ESS_TIMEBAL_LAST</td>
<td>Last time balance member</td>
</tr>
<tr>
<td>ESS_TIMEBAL_AVG</td>
<td>Average time balance member</td>
</tr>
</tbody>
</table>

### Dimension Categories

Used for optimizing storage when using storage auto-configure

<table>
<thead>
<tr>
<th>Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ESS_STORECAT_ACCOUNTS</td>
<td>Accounts storage category</td>
</tr>
<tr>
<td>ESS_STORECAT_ATTRCALC</td>
<td>Attribute calculation (aggregation) storage category</td>
</tr>
<tr>
<td>ESS_STORECAT_ATTRIBUTE</td>
<td>Attribute storage category</td>
</tr>
<tr>
<td>ESS_STORECAT_BUSUNIT</td>
<td>Business Unit storage category</td>
</tr>
<tr>
<td>Value</td>
<td>Description</td>
</tr>
<tr>
<td>-----------------------------</td>
<td>---------------------------------------</td>
</tr>
<tr>
<td>ESS_STORECAT_CUSTOMER</td>
<td>Customer storage category</td>
</tr>
<tr>
<td>ESS_STORECAT_DIST</td>
<td>Distribution Channel storage category</td>
</tr>
<tr>
<td>ESS_STORECAT_GEOG</td>
<td>Geographical Location storage category</td>
</tr>
<tr>
<td>ESS_STORECAT_MARKET</td>
<td>Market storage category</td>
</tr>
<tr>
<td>ESS_STORECAT_ORGAN</td>
<td>Organization storage category</td>
</tr>
<tr>
<td>ESS_STORECAT_OTHER</td>
<td>None or don't know storage category</td>
</tr>
<tr>
<td>ESS_STORECAT_PRODUCT</td>
<td>Product storage category</td>
</tr>
<tr>
<td>ESS_STORECAT_SCENARIO</td>
<td>Scenario storage category</td>
</tr>
<tr>
<td>ESS_STORECAT_TIME</td>
<td>Time storage category</td>
</tr>
<tr>
<td>ESS_STORECAT_UNITS</td>
<td>Units storage category</td>
</tr>
</tbody>
</table>

### Dimension Categories (Tags)

<table>
<thead>
<tr>
<th>Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ESS_CAT_ACCOUNTS</td>
<td>Accounts dimension</td>
</tr>
<tr>
<td>ESS_CAT_ATTRCALC</td>
<td>Attribute calculation dimension or member. Used internally for aggregation.</td>
</tr>
<tr>
<td>ESS_CAT_ATTRIBUTE</td>
<td>Attribute dimension or member</td>
</tr>
<tr>
<td>ESS_CAT_COUNTRY</td>
<td>Country dimension</td>
</tr>
<tr>
<td>ESS_CAT_CURPARTITION</td>
<td>Currency partition dimension. Valid only in non-currency databases.</td>
</tr>
<tr>
<td>ESS_CAT_NONE</td>
<td>No category</td>
</tr>
<tr>
<td>ESS_CAT_TIME</td>
<td>Time dimension</td>
</tr>
<tr>
<td>ESS_CAT_TYPE</td>
<td>Type dimension. Valid only in currency databases.</td>
</tr>
</tbody>
</table>

### Member Types

<table>
<thead>
<tr>
<th>Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ESS_MEMBERTYPE_NONE</td>
<td>No type</td>
</tr>
<tr>
<td>ESS_MEMBERTYPE_NUMERIC</td>
<td>Numeric type</td>
</tr>
<tr>
<td>ESS_MEMBERTYPE_SMARTLIST</td>
<td>Text List (SmartList) type</td>
</tr>
</tbody>
</table>
### Generation and Level Options

You can use with `EssOtlGetGenNames()` and `EssOtlGetLevelNames()`

<table>
<thead>
<tr>
<th>Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ESS_GENLEV_ALL</td>
<td>Returns default and user-defined names</td>
</tr>
<tr>
<td>ESS_GENLEV_ACTUAL</td>
<td>Returns only names that are user-defined</td>
</tr>
<tr>
<td>ESS_GENLEV_DEFAULT</td>
<td>Returns all default names, including the default names for generations and levels that also have user-defined names</td>
</tr>
<tr>
<td>ESS_GENLEV_NOACTUAL</td>
<td>Returns all default names, excluding the default names for generations and levels that also have user-defined names</td>
</tr>
</tbody>
</table>

### Query Options

You can specify for certain query types in “ESS_PREDICATE_T” on page 719

<table>
<thead>
<tr>
<th>Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ESS_MEMBERSONLY</td>
<td>Valid for ESS_SEARCH, ESS_WILDSEARCH</td>
</tr>
<tr>
<td>ESS_ALIASesonly</td>
<td>Valid for ESS_SEARCH, ESS_WILDSEARCH</td>
</tr>
<tr>
<td>ESS_MEMBERSANDALIASES</td>
<td>Valid for ESS_SEARCH, ESS_WILDSEARCH</td>
</tr>
<tr>
<td>ESS_COUNTONLY</td>
<td>Valid for any query type. Queries the outline without returning any data. Returns a count of how many members meet the query type by filling in the uTotalCount field in “ESS_MBRCOUNTS_T” on page 709.</td>
</tr>
</tbody>
</table>

### Query Types

Used for defining the operation to perform in “ESS_PREDICATE_T” on page 719:

- ESS_CHILDREN
- ESS_DESCENDANTS
- ESS_BOTTOMLEVEL
- ESS_SIBLINGS
- ESSSAMELEVEL
- ESS_SAMEGENERATION
- ESS_PARENT
Restructure Values

<table>
<thead>
<tr>
<th>Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ESS_DOR_ALLDATA</td>
<td>Keep all data</td>
</tr>
<tr>
<td>ESS_DOR_NODATA</td>
<td>Discard all data</td>
</tr>
<tr>
<td>ESS_DOR_LOWDATA</td>
<td>Keep only level 0 data</td>
</tr>
<tr>
<td>ESS_DOR_INDATA</td>
<td>Keep only input data</td>
</tr>
<tr>
<td>ESS_DOR_FORCE_ALLDATA</td>
<td>Reload all data</td>
</tr>
</tbody>
</table>

Share Constants

<table>
<thead>
<tr>
<th>Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ESS_SHARE_DYNCALCNOSTORE</td>
<td>Shared member. A member tagged as no Dynamic Calc and Store.</td>
</tr>
<tr>
<td>ESS_SHARE_DYNCALCSTORE</td>
<td>Shared member. A member tagged as Dynamic Calc and Store.</td>
</tr>
<tr>
<td>ESS_SHARE_DATA</td>
<td>Normal member (default value)</td>
</tr>
<tr>
<td>ESS_SHARE_LABEL</td>
<td>Label member. Do not store data for this member.</td>
</tr>
<tr>
<td>ESS_SHARE_NEVER</td>
<td>Never share this member, even if it would normally be an implicit share.</td>
</tr>
<tr>
<td>ESS_SHARE_SHARE</td>
<td>Shared member. This member cannot have children and must have the actual member with the same name in the same dimension.</td>
</tr>
</tbody>
</table>
### Sorting Options

<table>
<thead>
<tr>
<th>Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ESS_SORT_ASCENDING</td>
<td>Sort in ascending order</td>
</tr>
<tr>
<td>ESS_SORT_DESCENDING</td>
<td>Sort in descending order</td>
</tr>
<tr>
<td>ESS_SORT_USERDEFINED</td>
<td>User supplies a custom sorting routine</td>
</tr>
</tbody>
</table>

### ESS_ATTRIBUTEQUERY_T

Used by `EssOtlQueryAttributes` for complex queries concerning attributes.

```c
typedef struct ESS_ATTRIBUTEQUERY_T
{
    ESS_BOOL_T                   bInputMemberIsHandle;
    union
    {
        ESS_HMEMBER_T  hMember;
        ESS_STR_T      szMember;
    }
    ESS_USHORT_T                usInputMemberType ;
    ESS_USHORT_T                usOutputMemberType;
    ESS_ATTRIBUTEVALUE_T        Attribute;
    ESS_USHORT_T                usOperation;
} ESS_ATTRIBUTEQUERY_T, *ESS_PATTRIBUTEQUERY_T, **ESS_PPATTRIBUTEQUERY_T;
```

<table>
<thead>
<tr>
<th>Data Type</th>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ESS_BOOL_T</td>
<td>bInputMemberIsHandle</td>
<td>Boolean value:</td>
</tr>
<tr>
<td></td>
<td></td>
<td>● TRUE: attribute query by member handle</td>
</tr>
<tr>
<td></td>
<td></td>
<td>● FALSE: attribute query by member name string</td>
</tr>
<tr>
<td>ESS_HMEMBER_T</td>
<td>uInputMember</td>
<td>A union variable for the following member reference values:</td>
</tr>
<tr>
<td>ESS_STR_T</td>
<td>uInputMember.hMember</td>
<td>● Member handle</td>
</tr>
<tr>
<td></td>
<td>uInputMember.szMember</td>
<td>● Member name string</td>
</tr>
<tr>
<td>ESS_USHORT_T</td>
<td>usInputMemberType</td>
<td>A constant identifier indicating the data type of the member queried:</td>
</tr>
<tr>
<td></td>
<td></td>
<td>● ESS_ATTRIBUTE_DIMENSION</td>
</tr>
<tr>
<td></td>
<td></td>
<td>● ESS_ATTRIBUTE_MEMBER</td>
</tr>
<tr>
<td></td>
<td></td>
<td>● ESS_STANDARD_DIMENSION</td>
</tr>
<tr>
<td></td>
<td></td>
<td>● ESS_STANDARD_MEMBER</td>
</tr>
<tr>
<td></td>
<td></td>
<td>● ESS_BASE_DIMENSION</td>
</tr>
<tr>
<td></td>
<td></td>
<td>● ESS_BASE_MEMBER</td>
</tr>
<tr>
<td></td>
<td></td>
<td>● ESS_ATTRIBUTED_MEMBER</td>
</tr>
</tbody>
</table>

See Table 6, "C API Attributes Terminology," on page 96.
<table>
<thead>
<tr>
<th>Data Type</th>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
</table>
| ESS_USHORT_T | usOutputMemberType | A constant identifier indicating the data type of the member returned:  
|              |                 |   - ESS_ATTRIBUTE_DIMENSION  
|              |                 |   - ESS_ATTRIBUTE_MEMBER  
|              |                 |   - ESS_STANDARD_DIMENSION  
|              |                 |   - ESS_STANDARD_MEMBER  
|              |                 |   - ESS_BASE_DIMENSION  
|              |                 |   - ESS_BASE_MEMBER  
|              |                 |   - ESS_ATTRIBUTED_MEMBER  
|              |                 |   - ESS_INVALID_MEMBER  
| "ESS_ATTRIBUTEVALUE_T" on page 113 | Attribute | A structure defining the attribute value for query input  
| ESS_USHORT_T | usOperation     | A constant identifier indicating the type of query operation:  
|              |                 |   - ESS_EQ: equal to  
|              |                 |   - ESS_NEQ: not equal to  
|              |                 |   - ESS_GT: greater than  
|              |                 |   - ESS_LT: less than  
|              |                 |   - ESS_GTE: greater than or equal to  
|              |                 |   - ESS_LTE: less than or equal to  
|              |                 |   - ESS_TYPEOF  
|              |                 |   - ESS_ALL  

**ESS_GENLEVELNAME_T**

Contains information about generation and level names.

typedef struct ESS_GENLEVELNAME_T  
{  
    ESS_USHORT_T   usNumber;  
    ESS_MBRNAME_T  szName;  
} ESS_GENLEVELNAME_T, *ESS_PGENLEVELNAME_T, **ESS_PPGENLEVELNAME_T;

<table>
<thead>
<tr>
<th>Data Type</th>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ESS_USHORT_T</td>
<td>usNumber</td>
<td>Generation or level number.</td>
</tr>
<tr>
<td>ESS_MBRNAME_T</td>
<td>szName</td>
<td>Generation or level name.</td>
</tr>
</tbody>
</table>

**ESS_GENLEVELNAMEEX_T**

Contains information about generation and level names.

typedef struct ESS_GENLEVELNAMEEX_T  
{  
}
ESS_USHORT_T   usNumber;
ESS_BOOL_T,    bNameUnique
ESS_MBRNAME_T  szName;
} ESS_GENLEVELNAMEEX_T, *ESS_PGENLEVELNAMEEX_T, **ESS_PPGENLEVELNAMEEX_T;

<table>
<thead>
<tr>
<th>Data Type</th>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ESS_USHORT_T</td>
<td>usNumber</td>
<td>Generation or level number.</td>
</tr>
<tr>
<td>ESS_BOOL_T</td>
<td>bNameUnique</td>
<td>Generation or level member-name uniqueness.</td>
</tr>
<tr>
<td>ESS_MBRNAME_T</td>
<td>szName</td>
<td>Generation or level name.</td>
</tr>
</tbody>
</table>

ESS_MBRCOUNTS_T
Contains information about member counts for queries.

typedef struct ESS_MBRCOUNTS_T
{
    ESS_ULONG_T    ulStart;
    ESS_ULONG_T    ulMaxCount;
    ESS_ULONG_T    ulTotalCount;
    ESS_ULONG_T    ulReturnCount;
} ESS_MBRCOUNTS_T, *ESS_PMBRCOUNTS_T, **ESS_PPMBRCOUNTS_T;

<table>
<thead>
<tr>
<th>Data Type</th>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ESS_ULONG_T</td>
<td>ulStart</td>
<td>Starting member for retrieval of information.</td>
</tr>
<tr>
<td>ESS_ULONG_T</td>
<td>ulMaxCount</td>
<td>Maximum number of members to retrieve.</td>
</tr>
<tr>
<td>ESS_ULONG_T</td>
<td>ulTotalCount</td>
<td>Return of the total count of members that exist in the results of the query.</td>
</tr>
<tr>
<td>ESS_ULONG_T</td>
<td>ulReturnCount</td>
<td>Return count of returned member handles. This should never be more than ulMaxCount.</td>
</tr>
</tbody>
</table>

ESS_MBRINFO_T
Contains information about an outline member.

typedef struct ESS_MBRINFO_T
{
    ESS_MBRNAME_T         szMember;
    ESS_USHORT_T          usLevel;
    ESS_USHORT_T          usGen;
    ESS_USHORT_T          usConsolidation;
    ESS_BOOL_T            fTwoPass;
    ESS_BOOL_T            fExpense;
    ESS_USHORT_T          usConversion;
    ESS_MBRNAME_T         szCurMember;
    ESS_USHORT_T          usTimeBalance;
    ESS_USHORT_T          usSkip;
    ESS_USHORT_T          usShare;

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<table>
<thead>
<tr>
<th>Data Type</th>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ESS_MBRNAME_T</td>
<td>szMember</td>
<td>Member name. This field can be set only by the caller when creating the member.</td>
</tr>
<tr>
<td>ESS_USHORT_T</td>
<td>usLevel</td>
<td>Level of the member in the outline. This field cannot be modified.</td>
</tr>
<tr>
<td>ESS_USHORT_T</td>
<td>usGen</td>
<td>Generation of the member in the outline. This field cannot be modified.</td>
</tr>
<tr>
<td>ESS_USHORT_T</td>
<td>usConsolidation</td>
<td>Unary consolidation type. It can be one of the following:</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- ESS_UCALC_ADD</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- ESS_UCALC_SUB</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- ESS_UCALC_MULT</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- ESS_UCALC_DIV</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- ESS_UCALC_PERCENT</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- ESS_UCALC_NOOP</td>
</tr>
<tr>
<td>ESS_BOOL_T</td>
<td>fTwoPass</td>
<td>ESS_TRUE if two-pass calculation member.</td>
</tr>
<tr>
<td>ESS_BOOL_T</td>
<td>fExpense</td>
<td>ESS_TRUE if expense member.</td>
</tr>
<tr>
<td>ESS_USHORT_T</td>
<td>usConversion</td>
<td>Currency Conversion type. This is valid only for members of the Accounts dimension. It can be one of the following:</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- ESS_CONV_NONE</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- ESS_CONV_CATEGORY</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- ESS_CONV_NOCONV</td>
</tr>
<tr>
<td>ESS_MBRNAME_T</td>
<td>szCurMember</td>
<td>If member is of the Accounts dimension and usConversion is ESS_CONV_ CATEGORY. This field defines the currency category. If member is of the Country dimension. This field defines the currency name. This field is undefined in all other situations.</td>
</tr>
<tr>
<td>Data Type</td>
<td>Field</td>
<td>Description</td>
</tr>
<tr>
<td>-------------------</td>
<td>---------</td>
<td>--------------------------------------------------------------------------------------------------------------------------------------------</td>
</tr>
<tr>
<td>ESS_USHORT_T</td>
<td>usTimeBalance</td>
<td>Time balance option. Valid field only for members of the Accounts dimension. It can be one of the following:</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- ESS_TIMEBAL_NONE</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- ESS_TIMEBAL_FIRST</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- ESS_TIMEBAL_LAST</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- ESS_TIMEBAL_AVG</td>
</tr>
<tr>
<td>ESS_USHORT_T</td>
<td>usSkip</td>
<td>Time balance skip option. Valid field only for members of the Accounts dimension if usTimeBalance is not equal to ESS_TIMEBAL_NONE. It can be one of the following:</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- ESS_SKIP_NONE</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- ESS_SKIP_MISSING</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- ESS_SKIP_ZEROS</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- ESS_SKIP_BOTH</td>
</tr>
<tr>
<td>ESS_USHORT_T</td>
<td>usShare</td>
<td>Share option. It can be one of the following:</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- ESS_SHARE_DATA (default value)</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- ESS_SHARE_DYNCALCSTORE</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- ESS_SHARE_DYNCALCNOSTORE</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- ESS_SHARE_LABEL</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- ESS_SHARE_NEVER</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- ESS_SHARE_SHARE (Valid for level 0 members only)</td>
</tr>
<tr>
<td>ESS_USHORT_T</td>
<td>usStorage</td>
<td>Dimension storage type. This field is valid only for dimension members and can be one of the following:</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- ESS_DIMTYPE_DENSE</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- ESS_DIMTYPE_SPARSE</td>
</tr>
<tr>
<td>ESS_USHORT_T</td>
<td>usCategory</td>
<td>Dimension category. This field is valid only for dimensions and attribute members. It can be one of the following:</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- ESS_CAT_ACCOUNTS</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- ESS_CAT_ATTRCALC (for internal use only)</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- ESS_CAT_ATTRIBUTE</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- ESS_CAT_COUNTRY</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- ESS_CAT_CURPARTITION (for non-currency databases only)</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- ESS_CAT_NONE</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- ESS_CAT_TIME</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- ESS_CAT_TYPE (for currency databases only)</td>
</tr>
<tr>
<td>Data Type</td>
<td>Field</td>
<td>Description</td>
</tr>
<tr>
<td>---------------</td>
<td>-----------------------</td>
<td>---------------------------------------------------------------------------------------------------------------------------------------------</td>
</tr>
</tbody>
</table>
| ESS_USHORT_T  | usStorageCategory     | Dimension storage category. This field is valid only for dimensions and attribute members. Optimizes the storage types of dimensions when the outline is configured for automatic optimization. It can be one of the following:  
  - ESS_STORECAT_ACCOUNTS  
  - ESS_STORECAT_ATTRCALC (for internal use only)  
  - ESS_STORECAT_ATTRIBUTE  
  - ESS_STORECAT_BUSUNIT  
  - ESS_STORECAT_CUSTOMER  
  - ESS_STORECAT_DIST  
  - ESS_STORECAT_GEOG  
  - ESS_STORECAT_MARKET  
  - ESS_STORECAT_ORGAN  
  - ESS_STORECAT_OTHER  
  - ESS_STORECAT_PRODUCT  
  - ESS_STORECAT_SCENARIO  
  - ESS_STORECAT_TIME  
  - ESS_STORECAT_UNITS |
| ESS_MBRCOMMENT_T | szComment             | Member comment array                                                                                                                      |
| ESS_ULONG_T    | ulChildCount          | This field contains the total number of children of the member specified in ESS_MBRNAME_T.                                                  |
| ESS_MBRNAME_T | szDimName             | Attribute dimension name                                                                                                                  |
| ESS_BOOL_T     | fAttributed           | Indicates whether the member has attributes associated with it. Values: ESS_TRUE and ESS_FALSE.                                               |
| "ESS_ATTRIBUTEVALUE_T" on page 113 | Attribute | Attribute value                                                                                                                          |
| ESS_BOOL_T     | fHasRelDesc           | The member has relational descendants.                                                                                                    |
| ESS_BOOL_T     | fHasHAEnabled         | The dimension has relational partitions enabled. Valid only for Dimension members.                                                        |
| RSS_PVOID_T    | pLastSibling          | Last sibling pointer                                                                                                                      |
| ESS_ULONG_T    | uSiblingCount         | Sibling count                                                                                                                             |
| ESS_BOOL_T     | fFormula              | Indicates whether has a formula                                                                                                           |
| ESS_BOOL_T     | fUda                  | Indicates whether has UDA                                                                                                                 |
| ESS_BOOL_T     | fAlias                | Indicates whether has alias                                                                                                               |
| ESS_BOOL_T     | fIndependentDim       | For dimensions on varying attribute outlines; indicates if an independent dimension                                                      |
Data Type | Field | Description
--- | --- | ---
ESS_UCHAR_T | uchHierarchyType | Defines the type of hierarchy based on the generation. If the member is generation 1, then:
- ESS_STORED_HIERARCHY indicates a single stored hierarchy
- ESS_DYNAMIC_HIERARCHY indicates a single dynamic hierarchy
- ESS_MULTIPLE_HIERARCHY_IS_ENABLED indicates multiple hierarchies If the member is generation 2, then:
- ESS_STORED_HIERARCHY indicates a sub hierarchy
- ESS_DYNAMIC_HIERARCHY indicates a dynamic sub hierarchy

ESS_UCHAR_T | udDimSolveOrder | Defines the solve order for the dimension.

ESS_UCHAR_T | udSolveOrder | Indicates the solve order value. The solve order can be 0-127.

ESS_BOOL_T | fNonUniqueName | Indicates whether the member name is unique

ESS_BOOL_T | fFlow | Indicates that member is type Flow

### ESS_OTLQUERYERRORLIST_T

Stores a list of errors encountered during an extended member query; that is, while calling `EssOtlQueryMembersEx`.

```c
typedef struct ESS_OTLQUERYERRORLIST_T
{
    ESS_ULONG_T          ulCount;
    ESS_OTLQUERYERROR_T* ErrorArray;
} ESS_OTLQUERYERRORLIST_T, *ESS_POTLQUERYERRORLIST_T, **ESS_PPOTLQUERYERRORLIST_T;
```

<table>
<thead>
<tr>
<th>Data Type</th>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ESS_ULONG_T</td>
<td>ulCount</td>
<td>Number of errors returned during a query</td>
</tr>
<tr>
<td>ESS_OTLQUERYERROR_T*</td>
<td>ErrorArray</td>
<td>Pointer to an array of errors returned during a query</td>
</tr>
</tbody>
</table>

### ESS_OUTERROR_T

Returns the errors for each member when verifying an outline. The errors are bit field values returned in a 32-bit status word. Each error value corresponds to a function call error return value described in Table 7, “C Outline API Error Return Values,” on page 695.

```c
typedef struct ESS_OUTERROR_T
{
    ESS_HMEMBER_T  hMember;
    ESS_ULONG_T    ulErrors;
} ESS_OUTERROR_T, *ESS_POUTERROR_T, **ESS_PPOUTERROR_T;
```
<table>
<thead>
<tr>
<th>Data Type</th>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ESS_HMEMBER_T</td>
<td>hMember</td>
<td>Handle to member with errors.</td>
</tr>
<tr>
<td>ESS_ULONG_T</td>
<td>ulErrors</td>
<td>Bitmask of errors for the member. See Values for ulErrors.</td>
</tr>
</tbody>
</table>

Values for `ulErrors`

The following are possible values for `ulErrors`:

- ESS_OUTERROR_ALIASSHARED
- ESS_OUTERROR3_ASO_BAD_AGREGATION_OPERATOR
- ESS_OUTERROR3_ASO_BAD_NONLEAFMBR
- ESS_OUTERROR3_ASO_DYNASSOCD
- ESS_OUTERROR3_ASO_EITHERLABELORFORMULA
- ESS_OUTERROR3_ASO_INVALID_AGGLEVELUSAGE
- ESS_OUTERROR3_ASO_INVALIDATTRCALC
- ESS_OUTERROR3_ASO_ISDUPLICATESHAREINHIERARCHY
- ESS_OUTERROR3_ASO_LABEL_SPAN
- ESS_OUTERROR3_ASO_LEVELPRODUCT_TOO_LARGE
- ESS_OUTERROR3_ASO_NOATTRIBUTE_ON_ACCOUNTS
- ESS_OUTERROR3_ASO_NOFORMULA
- ESS_OUTERROR4_ASO_PROTOLEVELZERO
- ESS_OUTERROR3_ASO_SHAREDMBR
- ESS_OUTERROR3_ASO_TWOCHILDRENFORTHISOPER
- ESS_OUTERROR3_ASO_WHOLEACCOUNTSDIMVIRTUAL
- ESS_OUTERROR2_ATTRRCLCABSENT
- ESS_OUTERROR2_ATTRDIMNOTASSOCIATED
- ESS_OUTERROR_BADATTRIBUTECODE
- ESS_OUTERROR_BADCATEGORY
- ESS_OUTERROR_BADSHARE
- ESS_OUTERROR_BADSKIP
- ESS_OUTERROR_BADSTORAGE
- ESS_OUTERROR_BADSTORAGECATEGORY
- ESS_OUTERROR_BADTIMEBAL
- ESS_OUTERROR2_BOOLEANNAMESETTING
- ESS_OUTERROR2_CHILDRCOUNT
- ESS_OUTERROR2_CURTOOMANYDIMS
- ESS_OUTERROR2_DATATYPEMISMATCH
- ESS_OUTERROR_DUPGENLEVNAME
- ESS_OUTERROR_DUPLICATEALIAS
- ESS_OUTERROR2_DUPLICATEATTRCALC
- ESS_OUTERROR_DUPLICATENAME
- ESS_OUTERROR4_DUPNAME_INDIMENSION
- ESS_OUTERROR4_DUPNAME_INGENERATION
- ESS_OUTERROR4_DUPNAME_INLEVEL
- ESS_OUTERROR4_FLOWTAGINCOMPLETE
- ESS_OUTERROR_ILLEGALALIASSTRING
- ESS_OUTERROR2_ILLEGALATTRCALC
- ESS_OUTERROR2_ILLEGALATTRCALCSET
- ESS_OUTERROR2_ILLEGALATTRVALUE
- ESS_OUTERROR2_ILLEGALATTRIBUTEPARENT
- ESS_OUTERROR2_ILLEGALATTRSET
- ESS_OUTERROR_ILLEGALCOMBOALIAS
- ESS_OUTERROR_ILLEGALCURRENCY
- ESS_OUTERROR2_ILLEGALDATATYPE
- ESS_OUTERROR_ILLEGALDEFAlias
- ESS_OUTERROR_ILLEGALNAME
- ESS_OUTERROR2_ILLEGALORDER
- ESS_OUTERROR2_ILLEGALScaASSOCs
- ESS_OUTERROR_ILLEGALTAG
- ESS_OUTERROR2_ILLEGALUDa
- ESS_OUTERROR2_INDEPMbr_BADORDER
- ESS_OUTERROR2_INDEPMbr_NOTLEVEL0
- ESS_OUTERROR2_INDEPMbr_SHAREORLABEL
- ESS_OUTERROR_LEAFLABEL
- ESS_OUTERROR2_LEVELMISMATCH
- ESS_OUTERROR_MEMBercALC
- ESS_OUTERROR_NOSHAREPROTO
- ESS_OUTERROR2_NOTATTRIBUTE
- ESS_OUTERROR_NOTIMEDIM
- ESS_OUTERROR2_NOTLEVEL0
- ESS_OUTERROR4_PROTO_NONUNIQUE
ESS_OUTERROR_SHAREDMEMBERFORMULA
ESS_OUTERROR_SHARENOTLEVEL0
ESS_OUTERROR_SHAREUDA
ESS_OUTERROR4_TI_INCORRECT_MBRTIMESPANS
ESS_OUTERROR4_TI_INVALIDCONSOLIDATION
ESS_OUTERROR4_TI_LINKATTR_INVALID
ESS_OUTERROR4_TI_LINKATTR_INVALIDASSOC
ESS_OUTERROR4_TI_LINKATTR_UNBALANCEDHIER
ESS_OUTERROR4_TI_ONLYONE_SINGLEHIER
ESS_OUTERROR_TIMESPARSE
ESS_OUTERROR2_TWOPASSPARENTNONTWOPASS
ESS_OUTERROR_VIRTLEV0NOFORMULA
ESS_OUTERROR_VIRTBADCHILD
ESS_OUTERROR_VIRTBADPARENT
ESS_OUTERROR_VIRTWHOLEDIMVIRTUAL
ESS_OUTERROR4_20DUPNAME_INPATH

**ESS_OUTLINEINFO_T**

Contains information about the outline.

typedef struct ESS_OUTLINEINFO_T
{
    ESS_BOOL_T           fCaseSensitive;
    ESS_USHORT_T         usOutlineType;
    ESS_BOOL_T           fAutoConfigure;
    ESS_USHORT_T         usNumAliasTables;
    ESS_ALIASNAME_T      pAliasTables[1];
    ESS_BOOL_T           fEnableVaryingAttrs;
    ESS_BOOL_T           fNonUniqueName;
    ESS_UCHAR_T          ucImpliedShareSetting;
    ESS_BOOL_T           fEnableMemberType;
} ESS_OUTLINEINFO_T, *ESS_POUTLINEINFO_T, **ESS_PPOUTLINEINFO_T;

<table>
<thead>
<tr>
<th>Data Type</th>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ESS_BOOL_T</td>
<td>fCaseSensitive</td>
<td>Case-sensitive member names flag.</td>
</tr>
<tr>
<td>Data Type</td>
<td>Field</td>
<td>Description</td>
</tr>
<tr>
<td>------------</td>
<td>------------------------</td>
<td>-----------------------------------------------------------------------------</td>
</tr>
<tr>
<td>ESS_USHORT_T</td>
<td>usOutlineType</td>
<td>Type of the outline. It can be one of the following:</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- ESS_DBTYPE_NORMAL Normal database</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- ESS_DBTYPE_CURRENCY Currency database</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- ESS_DBTYPE_NORMALMDX Database with MDX type formula</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- ESS_DBTYPE_ASO Aggregate storage database</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- ESS_DBTYPE_ROLAP ROLAP database</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- ESS_DBTYPE_ASO71 Aggregate storage database with version 7.1 otl file</td>
</tr>
<tr>
<td>ESS_BOOL_T</td>
<td>fAutoConfigure</td>
<td>ESS_TRUE to automatically configure the dimension storage (dense/sparse)</td>
</tr>
<tr>
<td></td>
<td></td>
<td>when a block-storage outline is saved.</td>
</tr>
<tr>
<td>ESS_USHORT_T</td>
<td>usNumAliasTables</td>
<td>Number of alias tables. This is a read-only field and will be ignored in the</td>
</tr>
<tr>
<td></td>
<td></td>
<td>EssOtlSetOutlineInfo() call.</td>
</tr>
<tr>
<td>ESS_ALIASNAME_T</td>
<td>pAliasTables</td>
<td>Array of alias table names existing in the outline. The usNumAliasTables field defines the number of entries in this array. This is a read-only field and will ignored in the EssOtlSetOutlineInfo() call.</td>
</tr>
<tr>
<td>ESS_BOOL_T</td>
<td>fEnableVaryingAttrs</td>
<td>ESS_TRUE indicates the outline supports varying attributes.</td>
</tr>
<tr>
<td>ESS_BOOL_T</td>
<td>fNonUniqueName</td>
<td>Indicates whether the outline supports duplicate member names.</td>
</tr>
<tr>
<td>ESS_UCHAR_T</td>
<td>ucImpliedShareSetting</td>
<td>Implied Share setting:</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- TRUE (default) means that Implied Share is ON</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- FALSE means that Implied Share is OFF</td>
</tr>
<tr>
<td>ESS_BOOL_T</td>
<td>fEnableMemberType</td>
<td>ESS_TRUE indicates member types are enabled.</td>
</tr>
</tbody>
</table>

**ESS_OUTLINEINFOEX_T**

Contains information about the outline.

typedef struct ESS_OUTLINEINFOEX_T
{
    ESS_BOOL_T fCaseSensitive;
    ESS_USHORT_T usOutlineType;
    ESS_BOOL_T fAutoConfigure;
    ESS_BOOL_T fNonUniqueName;
    ESS_USHORT_T usNumAliasTables;
    ESS_ALIASNAME_T pAliasTables[1];
    ESS_BOOL_T fEnableVaryingAttrs;
}
### Data Type Field Description

<table>
<thead>
<tr>
<th>Data Type</th>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ESS_BOOL_T</td>
<td>fCaseSensitive</td>
<td>Case-sensitive member names flag.</td>
</tr>
<tr>
<td>ESS_USHORT_T</td>
<td>usOutlineType</td>
<td>Type of the outline. It can be one of these:</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- ESS_DBTYPE_NORMAL</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- ESS_DBTYPE_CURRENCY</td>
</tr>
<tr>
<td>ESS_BOOL_T</td>
<td>fAutoConfigure</td>
<td>ESS_TRUE to automatically configure the dimension storage (dense/sparse) when a block-storage outline is saved.</td>
</tr>
<tr>
<td>ESS_BOOL_T</td>
<td>fNonUniqueName</td>
<td>Indicates whether the outline supports duplicate member names.</td>
</tr>
<tr>
<td>ESS_USHORT_T</td>
<td>usNumAliasTables</td>
<td>Number of alias tables. This is a read-only field and is ignored in the EssOtlSetOutlineInfo() call.</td>
</tr>
<tr>
<td>ESS_ALIASNAME_T</td>
<td>pAliasTables</td>
<td>Array of alias table names existing in the outline. The usNumAliasTables field defines the number of entries in this array. This is a read-only field and is ignored in the EssOtlSetOutlineInfo call.</td>
</tr>
<tr>
<td>ESS_BOOL_T</td>
<td>fEnableVaryingAttr</td>
<td>ESS_TRUE indicates the outline supports varying attributes.</td>
</tr>
<tr>
<td>ESS_UCHAR_T</td>
<td>ucImpliedShareSetting</td>
<td>Implied share setting for the outline. Possible values:</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- ESS_IMPLIEDSHARE_DEFAULT</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- ESS_IMPLIEDSHARE_DEFAULT_ON</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- ESS_IMPLIEDSHARE_DEFAULT_OFF</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- ESS_IMPLIEDSHARE_FORCE_ON</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- ESS_IMPLIEDSHARE_FORCE_OFF</td>
</tr>
<tr>
<td>ESS_BOOL_T</td>
<td>fEnableMemberType</td>
<td>Indicates whether the outline has typed measures enabled; for example, enumerated text or date measures.</td>
</tr>
<tr>
<td>ESS_UCHAR_T</td>
<td>cSMDateFormatValue</td>
<td>In outlines that have typed measures enabled, the string that represents the chosen date format. For example, mon dd yyyy</td>
</tr>
</tbody>
</table>

---

### ESS_PERSPECTIVE_T

Contains information about perspectives and validity sets.

```c
typedef struct ESS_PERSPECTIVE_T {
    ESS_USHORT_T usValiditySetType;
    ESS_USHORT_T usFiller;
    ESS_STR_T szValiditySetExpr;
    ESS_INT32_T countOfIndepDims;
    ESS_INT32_T countOfIndepRanges;
    ESS_PVOID_T* pIndepMbrs;
} ESS_PERSPECTIVE_T; *ESS_PPERSPECTIVE_T
```
### Data Type

<table>
<thead>
<tr>
<th>Data Type</th>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ESS_USHORT_T</td>
<td>usValiditySetType</td>
<td>How members are specified. Possible values:</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- ESS_VALIDITYSET_TYPE_MBRHDLS</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- ESS_VALIDITYSET_TYPE_MBRNAMS</td>
</tr>
<tr>
<td>ESS_USHORT_T</td>
<td>usFiller</td>
<td>Set to zero</td>
</tr>
<tr>
<td>ESS_STR_T</td>
<td>szValiditySetExpr</td>
<td>MDX expression specified by the MDX type</td>
</tr>
<tr>
<td>ESS_INT32_T</td>
<td>countOfIndepDims</td>
<td>Size of each of the tuples</td>
</tr>
<tr>
<td>ESS_INT32_T</td>
<td>countOfIndepRanges</td>
<td>Number of tuple ranges</td>
</tr>
<tr>
<td>ESS_PVOID_T</td>
<td>pIndepMbrs</td>
<td>Array of member handles (ESS_HMEMBER_T) or member names (ESS_STR_T) depending on usValiditySetType</td>
</tr>
</tbody>
</table>

### Descriptions

The terms *perspective* and *validity set* both designate collections of independent members.

- **Perspective** designates any combination of independent members, and is used when querying either the client or server for associations.
- **Validity set** designates the collection of independent members for which an association is true. The term also applies to the set of independent members used for an association or disassociation.

Independent members can be designated as:

- **ESS_VALIDITYSET_TYPE_MBRHDLS**: Independent members are specified as a sequence of ranges (in the XRange sense i.e. Mar 2003-Feb 2004 consists of 2003 starting with March and Jan/Feb of 2004) of member handles.
- **ESS_VALIDITYSET_TYPE_MBRNAMS**: Same as ESS_VALIDITYSET_TYPE_MBRHDLS, except that the ranges are specified with member names.

### ESS_PREDICATE_T

Contains information about a query description.

```c
typedef struct ESS_PREDICATE_T
{
    ESS_ULONG_T    ulQuery;
    ESS_ULONG_T    ulOptions;
    ESS_STR_T      pszDimension;
    ESS_STR_T      pszString1;
    ESS_STR_T      pszString2;
} ESS_PREDICATE_T, *ESS_PPREDICATE_T, **ESS_PPPREDICATE_T;
```

<table>
<thead>
<tr>
<th>Data Type</th>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ESS_UULONG_T</td>
<td>ulQuery</td>
<td>Type of query. See <a href="#">EssOtlQueryMembers</a> for more information.</td>
</tr>
</tbody>
</table>
### ESS_UULONG_T

Data Type: ESS_UULONG_T  
Field: ulOptions  
Description: Options dependent on the query type. See `EssOtlQueryMembers` for more information.

### ESS_STR_T

Data Type: ESS_STR_T  
Field: pszDimension  
Description: Dimension name. See `EssOtlQueryMembers` for more information.

### ESS_STR_T

Data Type: ESS_STR_T  
Field: pszString1  
Description: Input string value. See `EssOtlQueryMembers` for more information.

### ESS_STR_T

Data Type: ESS_STR_T  
Field: pszString2  
Description: Input string value. See `EssOtlQueryMembers` for more information.

### ESS_SVROTLINFO_T

Contains information about the outline. This structure can be used by `EssGetSrvOutlineInfo`.

typedef struct ESS_SVROTLINFO_T
{
    ESS_BOOL_T, fCaseSensitive;
    ESS_USHORT_T, usOutlineType;
    ESS_BOOL_T, fNonUniqueName;
    ESS_USHORT_T, usNumAliasTables;
    ESS_ALIASNAME_T, pAliasTables, 10;
} ESS_SVROTLINFO_T, *ESS_PSVROTLINFO_T;

### ESS_VALIDITYSET_T

Contains information about perspectives and validity sets.

typedef struct ESS_VALIDITYSET_T
{
    ESS_USHORT_T, usValiditySetType;
    ESS_USHORT_T, usFiller;
    ESS_STR_T, szValiditySetExpr;
    ESS_INT32_T, countOfIndepDims;
}
Data Type | Field | Description
--- | --- | ---
ESS_USHORT_T | usValiditySetType | How members are specified. Possible values:
 |  | • ESS_VALIDITYSET_TYPE_MBRHDLS
 |  | • ESS_VALIDITYSET_TYPE_MBRNAMS

ESS_USHORT_T | usFiller | Set to zero

ESS_STR_T | szValiditySetExpr | MDX expression specified by the MDX type

ESS_INT32_T | countOfIndepDims | Size of each of the tuples

ESS_INT32_T | countOfIndepRanges | Number of tuple ranges

ESS_PVOID_T | pIndepMbrs | Array of member handles (ESS_HMEMBER_T) or member names (ESS_STR_T) depending on usValiditySetType

### Description

The terms *perspective* and *validity set* both designate collections of independent members.

- **Perspective** designates any combination of independent members, and is used when querying either the client or server for associations.
- **Validity set** designates the collection of independent members for which an association is true. The term also applies to the set of independent members used for an association or disassociation.

Independent members can be designated as:

- **ESS_VALIDITYSET_TYPE_MBRHDLS**: Independent members are specified as a sequence of ranges (in the XRange sense i.e. Mar 2003-Feb 2004 consists of 2003 starting with March and Jan/Feb of 2004) of member handles.
- **ESS_VALIDITYSET_TYPE_MBRNAMS**: Same as ESS_VALIDITYSET_TYPE_MBRHDLS, except that the ranges are specified with member names.
C Outline API Functions

C Outline API Function Categories

C Outline API functions by category:

- “C Outline API Alias Table Functions” on page 723
- “C Outline API Attributes Functions” on page 724
- “C Outline API Dynamic Time Series Functions” on page 725
- “C Outline API Generation Name Functions” on page 725
- “C Outline API Level Name Functions” on page 725
- “C Outline API Member Administration Functions” on page 725
- “C Outline API Member Alias Functions” on page 726
- “C Outline API Member Formula Functions” on page 726
- “C Outline API Member Traversal Functions” on page 727
- “C Outline API Outline Administration Functions” on page 727
- “C Outline API Outline Query Functions” on page 728
- “C Outline API Setup and Cleanup Functions” on page 728
- “C Outline API User-Defined Attributes Functions” on page 729
- “C Outline API User-Defined View Selection Functions” on page 729
- “C Outline API Varying Attributes Functions” on page 729

C Outline API Alias Table Functions

These functions perform operations on alias tables.

<table>
<thead>
<tr>
<th>Function</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>EssOtlCreateAliasTable()</td>
<td>Creates an empty alias table in the outline</td>
</tr>
</tbody>
</table>
### Function Description

<table>
<thead>
<tr>
<th>Function</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>EssOtlCopyAliasTable</td>
<td>Copies an alias table to another alias table</td>
</tr>
<tr>
<td>EssOtlRenameAliasTable</td>
<td>Renames an existing alias table</td>
</tr>
<tr>
<td>EssOtlClearAliasTable</td>
<td>Clears all entries from an existing alias table without deleting the alias table</td>
</tr>
<tr>
<td>EssOtlDeleteAliasTable</td>
<td>Deletes the alias table from the outline and clears all of its entries</td>
</tr>
<tr>
<td>EssOtlSetAliasTableLanguage</td>
<td>Sets a language code for the alias table. An alias table can have multiple language codes.</td>
</tr>
<tr>
<td>EssOtlGetAliasTableLanguages</td>
<td>Gets the set of language codes associated with the alias table.</td>
</tr>
<tr>
<td>EssOtlClearAliasTableLanguages</td>
<td>Clears the set of language codes from the alias table.</td>
</tr>
</tbody>
</table>

### C Outline API Attributes Functions

These C Outline functions are for attributes.

See also “C Outline API Varying Attributes Functions” on page 729.

<table>
<thead>
<tr>
<th>Function</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>EssOtlAssociateAttributeDimension</td>
<td>Associates an attribute dimension with a base dimension</td>
</tr>
<tr>
<td>EssOtlAssociateAttributeMember</td>
<td>Associates an attribute member with a base dimension member</td>
</tr>
<tr>
<td>EssOtlDisassociateAttributeDimension</td>
<td>Disassociates an attribute dimension from a base dimension</td>
</tr>
<tr>
<td>EssOtlDisassociateAttributeMember</td>
<td>Disassociates an attribute member from a base dimension member</td>
</tr>
<tr>
<td>EssOtlFindAttributeMembers</td>
<td>Returns all base dimension members that are associated with an attribute member</td>
</tr>
<tr>
<td>EssOtlFreeStructure</td>
<td>Frees memory dynamically allocated for string type attribute information</td>
</tr>
<tr>
<td>EssOtlGetAssociatedAttributes</td>
<td>Returns all attribute dimension members that are associated with a base dimension member or base dimension</td>
</tr>
<tr>
<td>EssOtlGetAttributeInfo</td>
<td>Returns attribute information for a given attribute member or dimension</td>
</tr>
<tr>
<td>EssOtlGetAttributeSpecifications</td>
<td>Retrieves attribute specifications for the outline</td>
</tr>
<tr>
<td>EssOtlQueryAttributes</td>
<td>Queries the outline for member attribute information</td>
</tr>
<tr>
<td>EssOtlQueryAttributesEx</td>
<td></td>
</tr>
<tr>
<td>EssOtlSetAttributeSpecifications</td>
<td>Sets attribute specifications for the outline</td>
</tr>
</tbody>
</table>

See “C Main API Attributes Functions” on page 195.
C Outline API Dynamic Time Series Functions

These functions enable and work with Dynamic Time Series members and aliases.

<table>
<thead>
<tr>
<th>Function</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>EssOtlDeleteDTSMemberAlias</td>
<td>Deletes an alias name for a Dynamic Time Series member.</td>
</tr>
<tr>
<td>EssOtlEnableDTSMember</td>
<td>Enables a new Dynamic Time Series member for the outline.</td>
</tr>
<tr>
<td>EssOtlGetEnabledDTSMembers</td>
<td>Gets the defined Dynamic Time Series members for the outline.</td>
</tr>
<tr>
<td>EssOtlGetDTSMemberAlias</td>
<td>Gets an alias name for a Dynamic Time Series member.</td>
</tr>
<tr>
<td>EssOtlSetDTSMemberAlias</td>
<td>Sets an alias name for a Dynamic Time Series member.</td>
</tr>
</tbody>
</table>

C Outline API Generation Name Functions

These functions perform operations on generation names.

<table>
<thead>
<tr>
<th>Function</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>EssOtlGetGenName</td>
<td>Gets the generation name for the specified dimension and generation number</td>
</tr>
<tr>
<td>EssOtlGetGenNames</td>
<td>Retrieves all generation names specified for a particular dimension</td>
</tr>
<tr>
<td>EssOtlSetGenName</td>
<td>Sets the generation name for the specified dimension and generation number</td>
</tr>
<tr>
<td>EssOtlDeleteGenName</td>
<td>Deletes the generation name of the specified dimension and level number</td>
</tr>
</tbody>
</table>

C Outline API Level Name Functions

These functions perform operations on level names.

<table>
<thead>
<tr>
<th>Function</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>EssOtlGetLevelName</td>
<td>Gets the level name of the specified dimension</td>
</tr>
<tr>
<td>EssOtlGetLevelNames</td>
<td>Retrieves all level names specified for a particular dimension</td>
</tr>
<tr>
<td>EssOtlSetLevelName</td>
<td>Sets the level name of the specified dimension</td>
</tr>
<tr>
<td>EssOtlDeleteLevelName</td>
<td>Deletes the level name of the specified dimension</td>
</tr>
</tbody>
</table>

C Outline API Member Administration Functions

These functions assist in managing the members of an outline.
<table>
<thead>
<tr>
<th>Function</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>EssOtlAddMember</td>
<td>Adds a member</td>
</tr>
<tr>
<td>EssOtlDeleteMember</td>
<td>Deletes a member</td>
</tr>
<tr>
<td>EssOtlAddDimension</td>
<td>Adds a dimension</td>
</tr>
<tr>
<td>EssOtlDeleteDimension</td>
<td>Deletes a dimension</td>
</tr>
<tr>
<td>EssOtlRenameMember</td>
<td>Renames a member</td>
</tr>
<tr>
<td>EssOtlMoveMember</td>
<td>Moves a member</td>
</tr>
<tr>
<td>EssOtlFindMember</td>
<td>Finds a member</td>
</tr>
<tr>
<td>EssOtlGetMemberCommentEx</td>
<td>Gets the extended comment for a specified member</td>
</tr>
<tr>
<td>EssOtlGetMemberInfo</td>
<td>Gets member information</td>
</tr>
<tr>
<td>EssOtlSetMemberCommentEx</td>
<td>Sets the extended comment for a specified member</td>
</tr>
<tr>
<td>EssOtlSetMemberInfo</td>
<td>Sets member information</td>
</tr>
<tr>
<td>EssOtlGetMemberSolveOrder</td>
<td>Gets member solve order</td>
</tr>
<tr>
<td>EssOtlSetMemberSolveOrder</td>
<td>Sets member solve order</td>
</tr>
<tr>
<td>EssOtlGetDimensionSolveOrder</td>
<td>Gets dimension solve order</td>
</tr>
<tr>
<td>EssOtlSetDimensionSolveOrder</td>
<td>Sets dimension solve order</td>
</tr>
</tbody>
</table>

**C Outline API Member Alias Functions**

These functions perform operations on member aliases.

<table>
<thead>
<tr>
<th>Function</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>EssOtlFindAlias</td>
<td>Finds a member with the specified alias name</td>
</tr>
<tr>
<td>EssOtlGetMemberAlias</td>
<td>Gets the default member alias for a specific member in a specific alias table</td>
</tr>
<tr>
<td>EssOtlSetMemberAlias</td>
<td>Sets the default member alias for a specific member in a specific alias table</td>
</tr>
<tr>
<td>EssOtlDeleteMemberAlias</td>
<td>Deletes the default member alias for a specific member in a specific alias table</td>
</tr>
</tbody>
</table>

**C Outline API Member Formula Functions**

These functions perform operations on member formulas.
### C Outline API Member Traversal Functions

These functions are used in traversing the outline tree.

<table>
<thead>
<tr>
<th>Function</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>EssOtlGetFirstMember</td>
<td>Returns a member handle to the first member in the outline; the first dimension defined in the outline</td>
</tr>
<tr>
<td>EssOtlGetChild</td>
<td>Returns a member handle to the child of a member</td>
</tr>
<tr>
<td>EssOtlGetParent</td>
<td>Returns a member handle to the parent of a member</td>
</tr>
<tr>
<td>EssOtlGetNextSibling</td>
<td>Returns a member handle to the next sibling of a member</td>
</tr>
<tr>
<td>EssOtlGetPrevSibling</td>
<td>Returns a member handle to the previous sibling of a member</td>
</tr>
<tr>
<td>EssOtlGetNextSharedMember</td>
<td>Returns a member handle to the next shared member of a real member</td>
</tr>
<tr>
<td>EssOtlQueryGetFirstDimension</td>
<td>Returns the dimension handle of the first dimension in the outline</td>
</tr>
<tr>
<td>EssOtlQueryGetNextDimension()</td>
<td>Returns the next dimension handle of the dimension in the outline opened in query mode</td>
</tr>
</tbody>
</table>

### C Outline API Outline Administration Functions

These functions assist in managing outlines.

<table>
<thead>
<tr>
<th>Function</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>EssOtlGetOutlineInfo</td>
<td>Returns information about the outline file</td>
</tr>
<tr>
<td>EssOtlGetUpdateTime</td>
<td>Returns the timestamp for the specified outline</td>
</tr>
<tr>
<td>EssOtlSetOutlineInfo</td>
<td>Sets outline information</td>
</tr>
<tr>
<td>EssOtlVerifyOutline</td>
<td>Verifies that an outline is correct</td>
</tr>
<tr>
<td>EssOtlSortChildren</td>
<td>Sorts the children of an outline member</td>
</tr>
<tr>
<td>EssOtlGenerateCurrencyOutline</td>
<td>Generates a currency outline based on the existing outline</td>
</tr>
<tr>
<td>EssOtlGetASOCompressionDimension</td>
<td>Gets aggregate storage compression dimension</td>
</tr>
<tr>
<td>Function</td>
<td>Description</td>
</tr>
<tr>
<td>--------------------------------</td>
<td>---------------------------------------------------------------</td>
</tr>
<tr>
<td>EssOtlSetASOCompressionDimension</td>
<td>Sets aggregate storage compression dimension</td>
</tr>
</tbody>
</table>

**C Outline API Outline Query Functions**

These functions assist in making outline queries.

<table>
<thead>
<tr>
<th>Function</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>EssOtlGetMemberField</td>
<td>Returns data for the specified field of a specified outline member</td>
</tr>
<tr>
<td>EssOtlOpenOutlineQuery</td>
<td>Opens an existing outline</td>
</tr>
<tr>
<td>EssOtlQueryMembers</td>
<td>Queries the outline, using a member handle</td>
</tr>
<tr>
<td>EssOtlQueryMembersByName</td>
<td>Queries the outline, using a member name string</td>
</tr>
<tr>
<td>EssOtlQueryMembersEx</td>
<td>Queries specific members and member fields, and returns an array of member handles</td>
</tr>
<tr>
<td>EssOtlQueryAttributes</td>
<td>Queries the outline for attribute information.</td>
</tr>
<tr>
<td>EssOtlQueryAttributesEx</td>
<td></td>
</tr>
<tr>
<td>EssOtlFreeMembers</td>
<td>Frees the member array returned from EssOtlQueryMembers()</td>
</tr>
</tbody>
</table>

**C Outline API Setup and Cleanup Functions**

These functions start and finish editing operations on an outline.

<table>
<thead>
<tr>
<th>Function</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>EssOtlNewOutline</td>
<td>Creates a new outline</td>
</tr>
<tr>
<td>EssOtlOpenOutline</td>
<td>Opens an existing outline</td>
</tr>
<tr>
<td>EssOtlOpenOutlineEx</td>
<td>Opens an existing outline (for Unicode mode)</td>
</tr>
<tr>
<td>EssOtlWriteOutline</td>
<td>Writes the outline to the server</td>
</tr>
<tr>
<td>EssOtlWriteOutlineEx</td>
<td>Writes the outline to the server (for Unicode mode)</td>
</tr>
<tr>
<td>EssOtlRestructure</td>
<td>Restructures the database based on the newly saved outline</td>
</tr>
<tr>
<td>EssOtlCloseOutline</td>
<td>Frees resources associated with the outline</td>
</tr>
</tbody>
</table>

**C Outline API Unicode Mode Functions**

The following functions help you work with the Essbase Server outlines in Unicode mode.
### C Outline API User-Defined Attributes Functions

These functions perform operations on user-defined attributes (UDAs).

<table>
<thead>
<tr>
<th>Function</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>EssOtlGetDimensionUserAttributes</td>
<td>Gets the UDAs of the specified dimension</td>
</tr>
<tr>
<td>EssOtlGetUserAttributes</td>
<td>Gets the UDAs of the specified member</td>
</tr>
<tr>
<td>EssOtlSetUserAttribute</td>
<td>Sets a UDA for the specified member</td>
</tr>
<tr>
<td>EssOtlDeleteUserAttribute</td>
<td>Deletes a UDA of the specified member</td>
</tr>
</tbody>
</table>

### C Outline API User-Defined View Selection Functions

These functions define view selection criteria for aggregation of aggregate storage databases.

<table>
<thead>
<tr>
<th>Function</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>EssOtlSetAggLevelUsage</td>
<td>Applies view selection properties to stored hierarchies</td>
</tr>
<tr>
<td>EssOtlGetAggLevelUsage</td>
<td>Returns the applied view selection properties on stored hierarchies</td>
</tr>
<tr>
<td>EssOtlAddQueryHint</td>
<td>Adds a query hint to the outline to aid in view selection</td>
</tr>
<tr>
<td>EssOtlGetQueryHint</td>
<td>Returns specified query hint defined on an outline</td>
</tr>
<tr>
<td>EssOtlSetQueryHint</td>
<td>Sets a query hint</td>
</tr>
<tr>
<td>EssOtlGetNumQueryHints</td>
<td>Returns the number of query hints</td>
</tr>
<tr>
<td>EssOtlGetQueryHintSize</td>
<td>Returns the size (in number of members) of query hints</td>
</tr>
<tr>
<td>EssOtlDeleteQueryHint</td>
<td>Deletes specified query hint and decreases the number of hints by one</td>
</tr>
</tbody>
</table>

### C Outline API Varying Attributes Functions

These C Outline functions are for varying attributes.

<table>
<thead>
<tr>
<th>Function</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>EssOtlQueryVaryingAttributes</td>
<td>Queries the outline for member varying attribute information</td>
</tr>
<tr>
<td>Function</td>
<td>Description</td>
</tr>
<tr>
<td>-----------------------------------------------</td>
<td>--------------------------------------------------</td>
</tr>
<tr>
<td>EssOt1DetailQueryVaryingAttributes</td>
<td>Similar to EssOt1QueryVaryingAttributes.</td>
</tr>
<tr>
<td>EssOt1VaryingAssociateAttribute</td>
<td>Associates a varying attribute member with a base dimension member</td>
</tr>
<tr>
<td>EssOt1VaryingAssociateAttributeDimension</td>
<td>Associates a varying attribute dimension with a base dimension</td>
</tr>
<tr>
<td>EssOt1VaryingDisassociateAttribute</td>
<td>Disassociates a varying attribute dimension from a base dimension</td>
</tr>
<tr>
<td>EssOt1VaryingGetAssociatedAttributes</td>
<td>Returns all varying attribute members that are associated with a base dimension member or base dimension</td>
</tr>
<tr>
<td>EssOt1VaryingGetAttributeIndepDims</td>
<td>Returns the independent dimensions, if any, for the dimension containing the specified varying attribute member</td>
</tr>
</tbody>
</table>

These APIs may not be fully compatible with future implementations.

See “C Main API Attributes Functions ” on page 195.

About Varying Attributes

Attribute associations can depend on outside factors. For example

- Over time a client can have different sales representatives assigned to it.
- Over time or based on market territory, packaging for a product can be different.

The varying attributes feature enables you to keep track of values for each factor. For example, consider the situation where the sales representative attribute association for Customer A gets changed in May. Customer sales totals and sales representative assignments over the first six months look like this:

<table>
<thead>
<tr>
<th>Jan</th>
<th>Feb</th>
<th>Mar</th>
<th>Apr</th>
<th>May</th>
<th>Jun</th>
</tr>
</thead>
<tbody>
<tr>
<td>5540</td>
<td>2190</td>
<td>1580</td>
<td>300</td>
<td>2455</td>
<td>3255</td>
</tr>
<tr>
<td>Jones</td>
<td>Jones</td>
<td>Jones</td>
<td>Jones</td>
<td>Smith</td>
<td>Smith</td>
</tr>
</tbody>
</table>

Using the varying attributes feature, retrievals can reflect that Jones sold Customer A $9610 (sum of Jan, Feb, and Mar) and Smith sold $5680 (sum of May and Jun). Without this feature, the only known representative is the current representative, Smith, and all sales ($15290) get attributed to him.

Varying Attribute Terminology

<table>
<thead>
<tr>
<th>Term</th>
<th>Definition</th>
</tr>
</thead>
<tbody>
<tr>
<td>independent dimensions</td>
<td>The dimension upon which varying attributes depend; in the above example, the Year dimension.</td>
</tr>
<tr>
<td>perspective</td>
<td>A combination of independent dimension members that is used when querying for associations. Defined in “ESS_PERSPECTIVE_T” on page 718.</td>
</tr>
<tr>
<td>validity set</td>
<td>The collection of independent dimension members for which an association is true. Defined in “ESS_VALIDITYSET_T” on page 720.</td>
</tr>
</tbody>
</table>
Outline Construction

Varying attributes are constructed in the API with the following flow:

<table>
<thead>
<tr>
<th>Item</th>
<th>Outline API Call</th>
</tr>
</thead>
<tbody>
<tr>
<td>1. Set the outline type to accept varying attributes</td>
<td><em>EssOtlSetOutlineInfo</em>, where <code>pOutlineInfo-&gt;fEnableVaryingAttrs</code> = ESS_TRUE.</td>
</tr>
<tr>
<td>2. Identify the independent dimension</td>
<td><em>EssOtlSetMemberInfo</em>, where <code>pMemberInfo-&gt;fIndependentDim</code> = ESS_TRUE</td>
</tr>
<tr>
<td>3. Associate the attribute dimension to the base dimension and identify independent dimensions</td>
<td><em>EssOtlVaryingAssociateAttributeDimension</em></td>
</tr>
<tr>
<td>4. Associate attribute dimension members independent dimension members with base dimension members</td>
<td><em>EssOtlVaryingAssociateAttribute</em></td>
</tr>
<tr>
<td>5. Save and restructure the outline.</td>
<td>The same as when making other outline changes.</td>
</tr>
</tbody>
</table>

Maintenance Tasks

<table>
<thead>
<tr>
<th>Item</th>
<th>Outline API Call</th>
</tr>
</thead>
<tbody>
<tr>
<td>Add a new association to independent members.</td>
<td><em>EssOtlVaryingAssociateAttribute</em></td>
</tr>
<tr>
<td>Remove independent member associations</td>
<td><em>EssOtlVaryingDisassociateAttribute</em></td>
</tr>
<tr>
<td>View existing independent dimension member associations</td>
<td><em>EssOtlQueryVaryingAttributes</em> or <em>EssOtlVaryingGetAssociatedAttributes</em></td>
</tr>
<tr>
<td>Disassociate attribute dimensions from base dimensions</td>
<td><em>EssOtlDisassociateAttributeDimension</em> (disassociates all attribute dimensions).*</td>
</tr>
</tbody>
</table>

C Outline API Function Reference

Consult the Contents page for the list of C Outline API functions, which are prefaced with *EssOtl*

**EssOtlAddDimension**

Adds a dimension to the outline and sets the member’s attributes. The call also specifies a member of the new dimension to associate data with when the outline is restructured.

**Syntax**

```
ESS_FUNC_M EssOtlAddDimension (hOutline, pMemberInfo, hPrevSibling, pssDataMbr, phMember);
```
<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hOutline;</td>
<td>ESS_HOUTLINE_T</td>
<td>Outline context handle.</td>
</tr>
<tr>
<td>pMemberInfo;</td>
<td>“ESS_MBRINFO_T” on page 709</td>
<td>Member information structure defining the member and its attributes.</td>
</tr>
<tr>
<td>hPrevSibling</td>
<td>ESS_HMEMBER_T</td>
<td>Handle of previous sibling. If this field is ESS_NULL, the dimension becomes the first dimension in the outline. Otherwise, the dimension is placed after the dimension specified in hPrevSibling.</td>
</tr>
<tr>
<td>pszDataMbr;</td>
<td>ESS_STR_T</td>
<td>Member name of a member in the new dimension that will receive the data values when the outline is restructured. If this field is ESS_NULL, the dimension member itself is used.</td>
</tr>
<tr>
<td>phMember</td>
<td>ESS_PHMEMBER_T</td>
<td>Handle of new member returned from the API.</td>
</tr>
</tbody>
</table>

Notes
- The ESS_MBRINFO_T structure must be created and filled before calling this function.
- To add an attribute dimension, you must call this function.
- To add a dimension that is not an attribute dimension, you can call this function or EssOtlAddMember().
  - EssOtlAddDimension() gives you the benefit of selecting any member in the added dimension to be assigned the data values associated with the existing dimensions.
  - If EssOtlAddMember() is used, the top member (dimension) of the added dimension is used.
- In order for the pszDataMbr field to take effect, the outline must have been opened using EssOtlOpenOutline() with the fKeepTrans flag set to ESS_TRUE.
- The member referred to in the pszDataMbr field is added to the new dimension using EssOtlAddMember() after the dimension is created. If the referred to member doesn’t exist when restructuring takes place, the dimension member is used instead.
- For an attribute dimension, you must set the fields of ESS_MBRINFO_T as follows:

<table>
<thead>
<tr>
<th>Field</th>
<th>Setting</th>
</tr>
</thead>
<tbody>
<tr>
<td>usConsolidation</td>
<td>ESS_UCALC_NOOP</td>
</tr>
<tr>
<td>fTwoPass</td>
<td>ESS_FALSE</td>
</tr>
<tr>
<td>fExpense</td>
<td>ESS_FALSE</td>
</tr>
<tr>
<td>usConversion</td>
<td>ESS_CONV_NONE</td>
</tr>
<tr>
<td>usTimeBalance</td>
<td>ESS_TIMEBAL_NONE</td>
</tr>
<tr>
<td>usSkip</td>
<td>ESS_SKIP_NONE</td>
</tr>
<tr>
<td>usShare</td>
<td>ESS_SHARE_DYNCALCNOSTORE</td>
</tr>
<tr>
<td>usStorage</td>
<td>ESS_DIMTYPE_SPARSE</td>
</tr>
<tr>
<td>Field</td>
<td>Setting</td>
</tr>
<tr>
<td>-------------------</td>
<td>--------------------------</td>
</tr>
<tr>
<td>usCategory</td>
<td>ESS_CAT_ATTRIBUTE</td>
</tr>
<tr>
<td>usStorageCategory</td>
<td>ESS_STORCAT_ATTRIBUTE</td>
</tr>
<tr>
<td>Attribute.usDataType</td>
<td>One of the following attribute member data types:</td>
</tr>
<tr>
<td></td>
<td>• ESS_ATTRMBRD_T_BOOL</td>
</tr>
<tr>
<td></td>
<td>• ESS_ATTRMBRD_T_DATETIME</td>
</tr>
<tr>
<td></td>
<td>• ESS_ATTRMBRD_T_DOUBLE</td>
</tr>
<tr>
<td></td>
<td>• ESS_ATTRMBRD_T_STRING</td>
</tr>
</tbody>
</table>

- An attribute dimension must be associated with a base dimension.
- Attribute dimensions must be placed after base dimensions and standard dimensions.

**Return Value**

Returns 0 if successful; otherwise one of the following:

- OTLAPI_BAD_CONSOL
- OTLAPI_BAD_MBRNAME
- OTLAPI_ERR_ADDNAMEUSED
- OTLAPI_ERR_ADDDELETED
- OTLAPI_ERR_ADDDELETEDIMDYMDYNMCCALC
- OTLAPI_ERR_BADSHARE
- OTLAPI_ERR_BADSKIP
- OTLAPI_ERR_BADSTORAGE
- OTLAPI_ERR_BADSTORAGECATEGORY
- OTLAPI_ERR_BADTIMEBAL
- OTLAPI_ERR_CURTOOMANYDIMS
- OTLAPI_ERR_ILLEGALBOOLEAN
- OTLAPI_ERR_ILLEGALCURRENCY
- OTLAPI_ERR_ILLEGALDATE
- OTLAPI_ERR_ILLEGALNUMERIC
- OTLAPI_ERR_ILLEGALTAG
- OTLAPI_ERR_LEAFLABEL
- OTLAPI_ERR_NONATTRRDIMFOLLOWED
- OTLAPI_ERR_NOSHAREPROTO
- OTLAPI_ERR_NOTIMEDIM

**Example**

```c
#include <essapi.h>
#include <essotl.h>

ESS_STS_T sts = 0;
ESS_OUTLINEINFO_T NewInfo;
```
memset (&NewInfo, '\0', sizeof(NewInfo));
sts = EssOtlNewOutline(hCtx, &NewInfo, &hOutline);
if (!sts)
{
    memset(&MbrInfo, '\0', sizeof(MbrInfo));
    strcpy(MbrInfo.szMember, "Measures");
    MbrInfo.usStorage = ESS_DIMTYPE_SPARSE;
    MbrInfo.usCategory = ESS_CAT_ACCOUNTS;
    sts = EssOtlAddDimension(hOutline, &MbrInfo,
            ESS_NULL, "Profit", &hDimMeasures);
}

See Also
- EssOtlAddMember
- EssOtlDeleteDimension
- EssOtlDeleteMember
- EssOtlGetMemberInfo

**EssOtlAddQueryHint**

Adds a query hint to the outline to aid in view selection.

Hints are numbered from 1 to $n$. The first query hint has a hint number of 1. Each new query hint is added to the end of the list, with its number increased by 1.

**Syntax**

```c
ESS_FUNC_M EssOtlAddQueryHint (hOutline, numMembers, pMemberArray);
```

**Parameter** | **Data Type** | **Description**
---|---|---
 hOutline | ESS_HOUTLINE_T | Outline context handle (input).
 numMembers | ESS_SHORT_T | Number of members in the array provided - usually the number of real dimensions in the outline. (input)
 pMemberArray | ESS_PHMEMBER_T | An array of members for the hint. Usually the array has one member per real dimension, with NULL used for dimensions that are not part of the hint. This array needs to be allocated.

**Notes**
- Level usage constraints override query hints whenever a conflict occurs (see SetAggLevelUsage).
- Hints may not contain dynamic, label-only, or shared members.
- Hints may become invalid when the outline changes. Invalid hints result in a warning message.
Query hints enable you to influence normal view selection by informing Essbase about the profile of common queries.

This function is applicable only to Release 9.3 or higher aggregate storage databases.

Query hints are written as MDX tuples, with no more than one member from each dimension specified.

Each member used in the query hint is considered a representative member. Essbase Server interprets representative members as "this member or any member at the similar level of aggregation." For example, using a query hint of (Qtr1, Sales, 100, East, Actual) on Sample Basic means that quarterly, actual profit margin measures for level 1 products at level 1 markets is a common type of query.

For any given dimension, Essbase Server interprets the omission of representative members to mean that any member from the dimension may be used in a query. For example, using a query hint of (Sales, 100, East) on Sample Basic means that profit margin measures for level 1 products at level 1 markets is a common type of query, regardless of Year and Scenario dimensions, which were omitted. The hint (Sales, 100, East) is treated as identical to (NULL, Sales, 100, East, NULL).

Return Value

Returns 0 if successful.

Example

```c
ESS_STS_T       sts = ESS_STS_NOERR;
ESS_HOUTLINE_T  hOutline = ESS_NULL;
ESS_HMEMBER_T   hMember1 = ESS_NULL;
ESS_HMEMBER_T   hMember2 = ESS_NULL;
ESS_HMEMBER_T   hMember3 = ESS_NULL;
ESS_HMEMBER_T   hMember[3];
ESS_SHORT_T     nmMembers = 3;

/* code to assign hOutline variable omitted */
/* code to assign hMember1 variable to member "Sales" omitted */
/* code to assign hMember2 variable to member "100" omitted */
/* code to assign hMember3 variable to member "East" omitted */
hMember[0] = hMember1;
hMember[1] = hMember2;
hMember[2] = hMember3;

if (hOutline)
{
    sts = EssOtlAddQueryHint(hOutline, nmMembers, hMember);
if (sts)
    printf("Error (%ld) adding QueryHint\n", sts);
} else
{
    if (!hOutline)
        printf("Outline not provided\n");
}
```
See Also

- EssOtlSetQueryHint
- EssOtlGetQueryHint
- EssOtlGetNumQueryHints
- EssOtlGetQueryHintSize
- EssOtlDeleteQueryHint

EssOtlAddMember

Adds a member to the outline and sets the member’s attributes.

Syntax

```c
ESS_FUNC_M EssOtlAddMember (hOutline, pMemberInfo, hParent, hPrevSibling, phMember);
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hOutline;</td>
<td>ESS_HOUTLINE_T</td>
<td>Outline context handle.</td>
</tr>
<tr>
<td>pMemberInfo;</td>
<td>“ESS_MBRINFO_T” on page 709</td>
<td>Member information structure defining the member and its attributes.</td>
</tr>
<tr>
<td>hParent;</td>
<td>ESS_HMEMBER_T</td>
<td>Handle of parent. This field is used only if the hPrevSibling field is ESS_NULL.</td>
</tr>
<tr>
<td>hPrevSibling;</td>
<td>ESS_HMEMBER_T</td>
<td>Handle of previous sibling.</td>
</tr>
<tr>
<td>phMember;</td>
<td>ESS_PHMEMBER_T</td>
<td>Handle of new member returned from the API.</td>
</tr>
</tbody>
</table>

Notes

- The ESS_MBRINFO_T structure must be created and filled before calling this function.
- The member name must be unique unless you are creating a shared member.
- Position of the added member:
  - The new member is inserted following the hPrevSibling member.
  - If the hPrevSibling field is ESS_NULL, the new member becomes the first child of the parent specified by hParent.
  - If both hParent and hPrevSibling are ESS_NULL, the new member becomes the first dimension in the outline.
- To add a shared member:
  - The shared member must be a zero-level (leaf node) member. (Shared members cannot have children.)
  - The actual member must already exist in the dimension.
  - Set the usShare field of the ESS_MBRINFO_T structure to ESS_SHARE_SHARE.
- To add a LABEL member:
  - You must first add the member without the label attribute set.
Next, add its children. (A label member must have children.)

Then, use `EssOlSetMemberInfo()` to set the label tag of the label member.

To add an attribute member, set the fields of `ESS_MBRINFO_T` as follows:

<table>
<thead>
<tr>
<th>Field</th>
<th>Setting</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>usConsolidation</code></td>
<td><code>ESS_UCALC_NOOP</code></td>
</tr>
<tr>
<td><code>fTwoPass</code></td>
<td><code>ESS_FALSE</code></td>
</tr>
<tr>
<td><code>fExpense</code></td>
<td><code>ESS_FALSE</code></td>
</tr>
<tr>
<td><code>usConversion</code></td>
<td><code>ESS_CONV_NONE</code></td>
</tr>
<tr>
<td><code>usTimeBalance</code></td>
<td><code>ESS_TIMEBAL_NONE</code></td>
</tr>
<tr>
<td><code>usSkip</code></td>
<td><code>ESS_SKIP_NONE</code></td>
</tr>
<tr>
<td><code>usShare</code></td>
<td><code>ESS_SHARE_DYNCALCNOSTORE</code></td>
</tr>
<tr>
<td><code>usStorage</code></td>
<td><code>ESS_DIMTYPE_SPARSE</code></td>
</tr>
<tr>
<td><code>usCategory</code></td>
<td><code>ESS_CAT_ATTRIBUTE</code></td>
</tr>
<tr>
<td><code>usStorageCategory</code></td>
<td><code>ESS_STORECAT_ATTRIBUTE</code></td>
</tr>
</tbody>
</table>

*Attribute.usDataType*

For an attribute dimension or zero-level (leaf node) attribute member, set one of the following data types:

- `ESS_ATTRMBRDT_BOOL`
- `ESS_ATTRMBRDT_DATETIME`
- `ESS_ATTRMBRDT_DOUBLE`
- `ESS_ATTRMBRDT_STRING`

You may instead set a zero-level (leaf node) attribute member to `ESS_ATTRMBRDT_AUTO`.

You may set attribute members that are not zero level to `ESS_ATTRMBRDT_NONE` or `ESS_ATTRMBR_AUTO`.

Notes on Adding an Attribute Member:

- Adding a zero-level attribute member that is not of type `ESS_ATTRMBRDT_STRING` also sets the `szMember` field of the `ESS_MBRINFO_T` structure to the attribute member’s long name, using the specifications for the outline in the “`ESS_ATTRSPECS_T`” on page 113 structure.
- You must set `usCategory` and `usStorageCategory` for an attribute member, as well as an attribute dimension. (You need not set `usCategory` and `usStorageCategory` for a base member. You must set them for a base dimension only.)
- Do not set the `szDimName` field of the `ESS_MBRINFO_T` structure.
- For a zero-level attribute member that is not of type `ESS_ATTRMBRDT_STRING`, do not set the `Attribute.value` field of the “`ESS_ATTRIBUTEVALUE_T`” on page 113 structure. The attribute value is derived internally by converting the attribute member long name.
If you set an attribute member's data type to ESS_ATTRMBRDT_AUTO, Essbase does the following:

- Sets the member’s data type to the data type of its dimension, if the member name can be converted to a value of that type.
- If the member name cannot be converted to a value of the dimension’s data type, sets the member’s data type to ESS_ATTRMBRDT_NONE.
- For the first child member converted from ESS_ATTRMBRDT_AUTO to a data type other than ESS_ATTRMBRDT_NONE, converts the parent’s long name to a short name.

To add a dimension:

- To add an attribute dimension, call EssOt1AddDimension. Do not call EssOt1AddMember.
- To add a dimension that is not an attribute dimension, call either EssOt1AddDimension or EssOt1AddMember.
  - EssOt1AddDimension gives you the benefit of selecting any member in the added dimension to be assigned the data values associated with the existing dimensions.
  - If EssOt1AddMember is used, the top member (dimension) of the added dimension is assigned the data values associated with the existing dimensions.

Return Value

Returns 0 if successful; otherwise one of the following:

- OTLAPI_BAD_CONSOL
- OTLAPI_BAD_MBRNAME
- OTLAPI_ERR_ADDNAMEUSED
- OTLAPI_ERR_BADSHARE
- OTLAPI_ERR_BADSKIP
- OTLAPI_ERR_BADSTORAGE
- OTLAPI_ERR_BADSTORAGECATEGORY
- OTLAPI_ERR_BADTIMEBAL
- OTLAPI_ERR_CURTOOMANYDIMS
- OTLAPI_ERR_ILLEGALBOOLEAN
- OTLAPI_ERR_ILLEGALCURRENCY
- OTLAPI_ERR_ILLEGALDATE
- OTLAPI_ERR_ILLEGALNUMERIC
- OTLAPI_ERR_ILLEGALTAG
- OTLAPI_ERR_LEAFLABEL
- OTLAPI_ERR_NOSHAREPROTO
- OTLAPI_ERR_NOTIMEDIM
# Example

```c
#include <essapi.h>
#include <essotl.h>

ESS_STS_T          sts = 0;
ESS_OBJDEF_T       Object;
ESS_HOUTLINE_T     hOutline;
ESS_MBRINFO_T      MbrInfo;
ESS_HMEMBER_T      hMemberProfit;
ESS_HMEMBER_T      hNewMember;
ESS_APPNAME_T      szAppName;
ESS_DBNAME_T       szDbName;
ESS_OBJNAME_T      szFileName;

memset(&Object, '\0', sizeof(Object));
Object.hCtx = hCtx;
Object.ObjType = ESS_OBJTYPE_OUTLINE;
strcpy(szAppName, "Sample");
strcpy(szDbName, "Basic");
strcpy(szDbName, "Basic");
Object.AppName = szAppName;
Object.DbName = szDbName;
Object.FileName = szFileName;

sts = EssOtlOpenOutline(hCtx, &Object,
                        ESS_TRUE, ESS_TRUE, &hOutline);

if (!sts)
{
    sts = EssOtlFindMember(hOutline, "Profit",
                           &hMemberProfit);
}
if (!sts && hMemberProfit)
{
    memset(&MbrInfo, '\0', sizeof(MbrInfo));
    strcpy(MbrInfo.szMember, "Inventory");
    sts = EssOtlAddMember(hOutline, &MbrInfo,
                          ESS_NULL, hMemberProfit, &hNewMember);
}
```

## See Also

- EssOtlAddDimension
- EssOtlDeleteMember
- EssOtlDeleteDimension
- EssOtlSetMemberInfo
- EssOtlFindMember

### EssOtlAssociateAttributeDimension

Associates an attribute dimension with a standard or base dimension.

**Syntax**
### Parameter | Data Type | Description
---|---|---
hOutline; | ESS_HOUTLINE_T | Handle to the outline
hStandardDimension; | ESS_HMEMBER_T | Handle to the standard or base dimension
hAttributeDimension; | ESS_HMEMBER_T | Handle to the attribute dimension

**Notes**

- The attribute dimension must be sparse.
- The standard or base dimension must be sparse.
- You must associate an attribute dimension with a standard or base dimension.
- You can associate more than one attribute dimension with a base dimension.
- You cannot associate an attribute dimension with more than one base dimension.

**Example**

```c
void ESS_OtlAssociateAttributeDimension()
{
    ESS_STS_T        sts = ESS_STS_NOERR;
    ESS_HOUTLINE_T   hOutline;
    ESS_HMEMBER_T    hBaseMbr;
    ESS_HMEMBER_T    hAttrMbr;
    ESS_OBJDEF_T     Object;
    ESS_APPNAME_T    szAppName;
    ESS_DBNAME_T     szDbName;
    ESS_OBJNAME_T    szFileName;
    ESS_PROCSTATE_T  pState;

    memset(&Object, '\0', sizeof(Object));
    Object.hCtx = hCtx;
    Object.ObjType = ESS_OBJTYPE_OUTLINE;
    strcpy(szAppName, "Sample");
    strcpy(szDbName, "Basic");
    strcpy(szFileName, "Basic");
    Object.AppName = szAppName;
    Object.DbName = szDbName;
    Object.FileName = szFileName;
    sts = EssOtlOpenOutline(hCtx, &Object, ESS_TRUE, ESS_TRUE, &hOutline);
    printf("EssOtlOpenOutline() sts: %ld\n",sts);

    sts = EssOtlFindMember(hOutline, "Product", &hBaseMbr);
    printf("EssOtlFindMember() sts: %ld\n",sts);

    sts = EssOtlFindMember(hOutline, "Color", &hAttrMbr);
    printf("EssOtlFindMember() sts: %ld\n",sts);

    sts = EssOtlAssociateAttributeDimension(hOutline,hBaseMbr,hAttrMbr);
    printf("EssOtlAssociateAttributeDimension() sts: %ld\n",sts);

    sts = EssOtlWriteOutline(hOutline, &Object);
}
```
printf("EssOtlWriteOutline() sts: %ld\n",sts);

sts = EssOtlRestructure(hCtx, ESS_DOR_ALLDATA);
printf("EssOtlRestructure() sts: %ld\n",sts);

if (!sts)
{
    sts = EssGetProcessState (hCtx, &pState);
    while (!sts || (pState.State != ESS_STATE_DONE))
    {
        sts = EssGetProcessState (hCtx, &pState);
    }
}

sts = EssOtlCloseOutline(hOutline);
printf("EssOtlCloseOutline() sts: %ld\n",sts);

See Also

- EssCheckAttributes
- EssFreeStructure
- EssGetAssociatedAttributesInfo
- EssGetAttributeInfo
- EssGetAttributeSpecifications
- EssOtlAssociateAttributeMember
- EssOtlDisassociateAttributeDimension
- EssOtlDisassociateAttributeMember
- EssOtlFindAttributeMembers
- EssOtlFreeStructure
- EssOtlGetAssociatedAttributes
- EssOtlGetAttributeInfo
- EssOtlGetAttributeSpecifications
- EssOtlQueryAttributes
- EssOtlSetAttributeSpecifications

EssOtlAssociateAttributeMember

Associates an attribute member with a standard or base member.

Syntax

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hOutline;</td>
<td>ESS_HOUTLINE_T</td>
<td>Handle to the outline</td>
</tr>
<tr>
<td>hStandardMember;</td>
<td>ESS_HMEMBER_T</td>
<td>Handle to the standard or base member</td>
</tr>
<tr>
<td>hAttributeMember;</td>
<td>ESS_HMEMBER_T</td>
<td>Handle to the attribute member</td>
</tr>
</tbody>
</table>

Notes
Before you associate an attribute member with a standard or base member using this function, associate the dimension of the attribute member with the dimension of the standard or base member using `EssOtlAssociateAttributeDimension()`.

You cannot associate an attribute member with a base dimension.

Only a zero-level attribute member can associate with a standard or base member.

You cannot associate members of a given attribute dimension with base members that are at different levels from each other.

You cannot associate more than one member of an attribute dimension with a base member.

You can associate members of more than one attribute dimension with a base member.

Example

```c
void ESS_OtlAssociateAttributeMember()
{
    ESS_STS_T        sts = ESS_STS_NOERR;
    ESS_HOUTLINE_T   hOutline;
    ESS_HMEMBER_T    hBaseMbr;
    ESS_HMEMBER_T    hAttrMbr;
    ESS_OBJDEF_T     Object;
    ESS_APPNAME_T    szAppName;
    ESS_DBNAME_T     szDbName;
    ESS_OBJNAME_T    szFileName;
    ESS_PROCSTATE_T  pState;

    memset(&Object, '\0', sizeof(Object));
    Object.hCtx = hCtx;
    Object.ObjType = ESS_OBJTYPE_OUTLINE;
    strcpy(szAppName, "Sample");
    strcpy(szDbName, "Basic");
    strcpy(szFileName, "Basic");
    Object.AppName = szAppName;
    Object.DbName = szDbName;
    Object.FileName = szFileName;

    sts = EssOtlOpenOutline(hCtx, &Object, ESS_TRUE, ESS_TRUE, &hOutline);
    printf("EssOtlOpenOutline() sts: %ld\n",sts);

    sts = EssOtlFindMember(hOutline, "Product", &hBaseMbr);
    printf("EssOtlFindMember() sts: %ld\n",sts);

    sts = EssOtlFindMember(hOutline, "Color", &hAttrMbr);
    printf("EssOtlFindMember() sts: %ld\n",sts);

    sts = EssOtlAssociateAttributeMember(hOutline,hBaseMbr,hAttrMbr);
    printf("EssOtlAssociateAttributeMember() sts: %ld\n",sts);

    sts = EssOtlWriteOutline(hOutline, &Object);
    printf("EssOtlWriteOutline() sts: %ld\n",sts);

    sts = EssOtlRestructure(hCtx, ESS_DOR_ALLDATA);
    printf("EssOtlRestructure() sts: %ld\n",sts);

    if (!sts)
    {
    }
}```
sts = EssGetProcessState (hCtx, &pState);
while (!sts || (pState.State != ESS_STATE_DONE))
    sts = EssGetProcessState (hCtx, &pState);
}
st = EssOtlCloseOutline(hOutline);
printf("EssOtlCloseOutline() sts: %ld\n",sts);
}

See Also

- EssCheckAttributes
- EssFreeStructure
- EssGetAssociatedAttributesInfo
- EssGetAttributeInfo
- EssGetAttributeSpecifications
- EssOtlAssociateAttributeDimension
- EssOtlDisassociateAttributeDimension
- EssOtlDisassociateAttributeMember
- EssOtlFindAttributeMembers
- EssOtlFreeStructure
- EssOtlGetAssociatedAttributes
- EssOtlGetAttributeInfo
- EssOtlGetAttributeSpecifications
- EssOtlQueryAttributes
- EssOtlSetAttributeSpecifications

**EssOtlClearAliasTable**

Clears all entries from an existing alias table. The alias table is not deleted.

**Syntax**

```
ESS_FUNC_M EssOtlClearAliasTable (hOutline, pszAliasTable);
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hOutline;</td>
<td>ESS_HOUTLINE_T</td>
<td>Outline context handle.</td>
</tr>
<tr>
<td>pszAliasTable;</td>
<td>ESS_STR_T</td>
<td>Name of alias table to clear. Use ESS_NULL or &quot;Default&quot; for the default table.</td>
</tr>
</tbody>
</table>

**Notes**

When clearing aliases from an alias table, language codes associated with the alias table are removed.

**Return Value**

Returns 0 if successful; otherwise:

OTLAPI_BAD_ALIASTABLE
Example

```c
#include <essapi.h>
#include <essotl.h>

ESS_STS_T          sts = 0;
ESS_OBJDEF_T       Object;
ESS_HOUTLINE_T     hOutline;
ESS_APPNAME_T      szAppName;
ESS_DBNAME_T       szDbName;
ESS_OBJNAME_T      szFileName;

memset(&Object, '\0', sizeof(Object));
Object.hCtx = hCtx;
Object.ObjType = ESS_OBJTYPE_OUTLINE;
strcpy(szAppName, "Sample");
strcpy(szDbName, "Basic");
strcpy(szFileName, "Basic");
Object.AppName = szAppName;
Object.DbName = szDbName;
Object.FileName = szFileName;

sts = EssOtlOpenOutline(hCtx, &Object, ESS_TRUE, 
                        ESS_TRUE, &hOutline);
if (!sts)
{
    sts = EssOtlClearAliasTable(hOutline, 
                                "Default");
}
```

See Also

- EssOtlCreateAliasTable
- EssOtlCopyAliasTable
- EssOtlRenameAliasTable
- EssOtlDeleteAliasTable
- EssOtlSetAliasTableLanguage

**EssOtlClearAliasTableLanguages**

Clears the set of language codes associated with the specified alias table.

**Syntax**

```
ESS_FUNC_M EssOtlClearAliasTableLanguages (hOutline, pszAliasTable);
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hOutline</td>
<td>ESS_HOUTLINE_T</td>
<td>Outline context handle.</td>
</tr>
<tr>
<td>pszAliasTable</td>
<td>ESS_STR_T</td>
<td>Name of the alias table from which to remove all associated language codes.</td>
</tr>
</tbody>
</table>

**Return Value**

- If successful, returns 0.
If unsuccessful, returns the error OTLAPI_BAD_ALIASTABLE (invalid alias table).

Access
This function does not require special privileges.

Example

```c
#include <essapi.h>
#include <essotl.h>

ESS_STS_T          sts = 0;
ESS_OUTLINEINFO_T  NewInfo;
ESS_HOUTLINE_T     hOutline;
ESS_PALIASLANG_T   pLangs=ESS_NULL;
ESS_ULONG_T        nLangs = 0, i=0;

memset(&NewInfo, '\0', sizeof(NewInfo));
sts = EssOtlNewOutline(hCtx, &NewInfo, &hOutline);

if (!sts)
{
    sts = EssOtlCreateAliasTable(hOutline,
        "French Alias Table");
}

if (!sts)
{
    sts = EssOtlSetAliasTableLanguage (hOutline,
        "French Alias Table", "fr");
}

if (!sts)
{
    sts = EssOtlSetAliasTableLanguage (hOutline,
        "French Alias Table", "fr-CA");
}

if (!sts)
{
    sts = EssOtlGetAliasTableLanguages(hOutline, "French Alias Table", &nLangs,
        &pLangs);

    if ( !sts == ESS_STS_NOERR && ( pLangs ) )
    {
        for (i=0;i<nLangs ;++i)
        {
            if (pLangs[i])
            {
                printf("Language Code: %s\n", pLangs[i]);
            }
        }
        EssFree(hInst, pLangs);
    }
}
if (!sts)
{
    sts = EssOtlClearAliasTableLanguages (hOutline,
```
"French Alias Table";
)

See Also
- EssOtlGetAliasTableLanguages
- EssOtlSetAliasTableLanguage

**EssOtlCloseOutline**

Frees all information associated with the outline.

**Syntax**

```c
ESS_FUNC_M EssOtlCloseOutline (hOutline);
```

**Parameter** | **Data Type** | **Description**
---|---|---
| hOutline | ESS_HOUTLINE_T | Outline context handle.

**Notes**
- This function should always be called if EssOtlNewOutline() or EssOtlOpenOutline() is called.
- If the object was locked when it was opened, you should call EssUnlockObject() before making this call.

**Return Value**

Returns 0 if successful.

**Example**

```c
#include <essapi.h>
#include <essotl.h>

ESS_STS_T          sts = 0;
ESS_OBJDEF_T       Object;
ESS_HOUTLINE_T     hOutline;
ESS_APPNAME_T      szAppName;
ESS_DBNAME_T       szDbName;
ESS_OBJNAME_T      szFileName;
memset(&Object, '\0', sizeof(Object));
Object.hCtx = hCtx;
Object.ObjType = ESS_OBJTYPE_OUTLINE;
strcpy(szAppName, "Sample");
strcpy(szDbName, "Basic");
strcpy(szFileName, "Basic");
Object.AppName = szAppName;
Object.DbName = szDbName;
Object.FileName = szFileName;

sts = EssOtlOpenOutline(hCtx, &Object, ESS_TRUE,
                          ESS_TRUE, &hOutline);
```
/* body of code */
if (!sts)
{
    sts = EssOtlWriteOutline(hOutline, &Object);
}
/* restructure db using EssOtlRestructure() */
if (!sts)
{
    sts = EssOtlCloseOutline(hOutline);
}

See Also
- EssOtlOpenOutline
- EssOtlWriteOutline
- EssOtlRestructure

EssOtlCompactOutline

Compacts an outline file that requires compacting at the client side.

Syntax

ESS_FUNC_M EssOtlCompactOutline (hCtx, filename);

Parameter Data Type Description
hCtx ESS_HCTX_T API context acquired during login
filename ESS_STR_T Path and outline file to be compacted

Return Value

Returns 0 if successful. The compacted file is named the same with extension .otn and is available in the path specified.

Example

#include <windows.h>
#include <string.h>
#include <stdio.h>
#include <stdlib.h>
#pragma pack(push, api, 1)
#include <essapi.h>
#include <essotl.h>
#pragma pack(pop, api)

/* default names */
ESS_SVRNAME_T srvrName = "localhost";
ESS_USERNAME_T userName = "essexer";
ESS_PASSWORD_T pswd = "password";
ESS_APPNAME_T app = "ASOSamp";
ESS_DBNAME_T db = "Sample";
int main(int argc, char *argv[])  
{
    ESS_STS_T sts = ESS_STS_NOERR;
    ESS_HINST_T hInst = NULL;
    ESS_HOUTLINE_T hOutlineQuery = NULL, hOutline = NULL;
    ESS_HCTX_T hCtx = NULL;
    ESS_USHORT_T Items;
    ESS_PAPPDB_T pAppsDbs = NULL;
    ESS_ACCESS_T Access;

    ESS_INIT_T InitStruct =        /* Define init */
        /* structure */
        {
            ESS_API_VERSION,       /* Version of API */
            (ESS_PVOID_T)0,       /* user-defined message context */
            0,         /* max handles */
            0L,        /* max buffer size */
            NULL, /*(ESS_STR_T)"C:\Hyperion\AnalyticServices", */ local
            path */
            /* The following parameters use defaults */
            NULL,       /* message db path */
            NULL,       /* allocation function pointer */
            NULL,       /* reallocation function pointer */
            NULL,       /* free function pointer */
            NULL, /*(ESS_PFUNC_T)MessageFunc, */ error handling function
            pointer */
            NULL,       /* path name of user-defined */
            /* Application help file */
            0L,        /* Reserved for internal use. */
            /* Set to NULL */
            }
#ifdef AD_UTF8
    , ESS_API_UTF8
#endif
    
    /* get appname and dbname from the argument list */
    if (argc < 6) {
        puts(" Usage: EssCompactOtl ServerName Userid Password AppName DbName 
"");
        exit (0);
    }

    strcpy(srvrName, argv[1]);
    strcpy(userName, argv[2]);
    strcpy(pswd, argv[3]);
    strcpy(app, argv[4]);
    strcpy(db, argv[5]);

    /* Initialize the Essbase API */
    if ((sts = EssInit(&InitStruct, &hInst)) != ESS_STS_NOERR)
    {
        printf("EssInit failure: %ld\n", sts);
        exit ((int) sts);
    }

    /* Login to Essbase */
if ((sts = EssLogin (hInst, srvrName, userName, pswd, &Items, &pAppsDbs, &hCtx)) != ESS_STS_NOERR)
{
    printf("EssLogin failure: %ld\n", sts);
    exit ((int) sts);
}

if(pAppsDbs)
    EssFree(hInst, pAppsDbs);

/* Select the application */
if (((sts = EssSetActive(hCtx, app, db, &Access)) != ESS_STS_NOERR)
{
    printf("EssSetActive failure: %ld\n", sts);
    exit ((int) sts);
}

/* compact the outline and restructure */
if (((sts = EssCompactOutline(hCtx)) != ESS_STS_NOERR)
{
    printf("EssCompactOutline failure: %ld\n", sts);
    exit ((int) sts);
}

/* done, logout and terminate the api */
if (((sts = EssLogout(hCtx)) != ESS_STS_NOERR)
{
    printf("EssLogout failure: %ld\n", sts);
    exit ((int) sts);
}

if (((sts = EssTerm(hInst)) != ESS_STS_NOERR)
{
    /* error terminating API */
    exit((int) sts);
}

    return(0);
}

**EssOtlCopyAliasTable**

Copies an alias table to another alias table.

**Syntax**

```
ESS_FUNC_M EssOtlCopyAliasTable (hOutline, pszSourceAliasTable, pszDestAliasTable, fMerge);
```

**Parameter** | **Data Type** | **Description**
--- | --- | ---
honeLine | ESS_HOUTLINE_T | Outline context handle.
pszSourceAliasTable | ESS_STR_T | Name of alias table to copy from. If this parameter is ESS_NULL, the default alias table is used.
<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>pszDestAliasTable</td>
<td>ESS_STR_T</td>
<td>Name of alias table to copy to. Cannot be the same as pszSourceAliasTable.</td>
</tr>
<tr>
<td>fMerge</td>
<td>ESS_BOOL_T</td>
<td>Set to ESS_TRUE to merge the source file into the existing destination alias table. Set to ESS_FALSE to clear the destination alias table before copying.</td>
</tr>
</tbody>
</table>

**Notes**

- If the destination alias table does not exist, it is created. If the destination alias table exists, it is cleared first, unless the `fMerge` flag is set to ESS_TRUE.
- The maximum number of alias tables in a single block storage or aggregate storage database outline (including the default table) is 32.
- When copying an alias table, language codes associated with the alias table are removed from the copied alias table.

**Return Value**

Returns 0 if successful; otherwise one of the following:

- OTLAPI_BAD_ALIASTABLE
- OTLAPI_ERR_MAXALIASTABLES
- OTLAPI_ERR_ALIASTABLENAME
- OTLAPI_ERR_COPYALIASTABLE: Source and destination tables are the same.

**Example**

```c
#include <essapi.h>
#include <essotl.h>

ESS_STS_T          sts = 0;
ESS_HOUTLINE_T     hOutline;
ESS_OBJDEF_T       Object;
ESS_APPNAME_T      szAppName;
ESS_DBNAME_T       szDbName;
ESS_OBJNAME_T      szFileName;
memset(&Object, '\0', sizeof(Object));
Object.hCtx = hCtx;
Object.ObjType = ESS_OBJTYPE_OUTLINE;
strcpy(szAppName, "Sample");
strcpy(szDbName, "Basic");
strcpy(szFileName, "Basic");
Object.AppName = szAppName;
Object.DbName = szDbName;
Object.FileName = szFileName;

sts = EssOtlOpenOutline(hCtx, &Object, ESS_TRUE, ESS_TRUE, &hOutline);
if (!sts)
{
    sts = EssOtlCopyAliasTable(hOutline, ESS_NULL, "Alias Table 2", ESS_TRUE);
}
```

750
See Also

- EssOtlCreateAliasTable
- EssOtlClearAliasTable
- EssOtlRenameAliasTable
- EssOtlDeleteAliasTable
- EssOtlSetAliasTableLanguage

EssOtlCreateAliasTable

Creates an empty alias table in the outline.

Syntax

```c
ESS_FUNC_M EssOtlCreateAliasTable (hOutline, pszAliasTable);
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hOutline</td>
<td>ESS_HOUTLINE_T</td>
<td>Outline context handle.</td>
</tr>
<tr>
<td>pszAliasTable</td>
<td>ESS_STR_T</td>
<td>Name of alias table to create.</td>
</tr>
</tbody>
</table>

Notes

- An alias table named “Default” cannot be created, since the default alias table always exists.
- The maximum number of alias tables in a single block storage or aggregate storage database outline (including the default table) is 32.
- You can specify multiple language codes for an alias table, using the EssOtlSetAliasTableLanguage API. When you create an alias table, a language code is not specified.

Return Value

Returns 0 if successful; otherwise one of the following:

- OTLAPI_ERR_ALIASTABLEEXISTS
- OTLAPI_ERR_MAXALIASTABLES
- OTLAPI_ERR_ALIASTABLENAME

Example

```c
#include <essapi.h>
#include <essotl.h>

ESS_STS_T st = 0;
ESS_OUTLINEINFO_T NewInfo;
ESS_HOUTLINE_T hOutline;

memset(&NewInfo, '\0', sizeof(NewInfo));
st = EssOtlNewOutline(hCtx, &NewInfo,
                       &hOutline);

if (!st)
{
    st = EssOtlCreateAliasTable(hOutline,
```
"Alias Table 1");
}

See Also

- EssOtlCopyAliasTable
- EssOtlRenameAliasTable
- EssOtlDeleteAliasTable
- EssOtlSetAliasTableLanguage

**EssOtlCreateObject**

Creates an object of the specified object type and name and returns the object handle.

**Syntax**

```
ESS_FUNC_M EssOtlCreateObject (hOutline, objType, name, phObjHandle)
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hOutline</td>
<td>ESS_HOUTLINE_T</td>
<td>Outline handle (Edit mode only)</td>
</tr>
<tr>
<td>objType</td>
<td>ESS_OBJECT_TYPES</td>
<td>Object type with the following value:</td>
</tr>
<tr>
<td></td>
<td></td>
<td>OBJECT_SMARTLIST (Object type is Text List)</td>
</tr>
<tr>
<td>name</td>
<td>ESS_STR_T</td>
<td>String identifying the object</td>
</tr>
<tr>
<td>phObjHandle</td>
<td>ESS_PHOBJECT_T</td>
<td>Returns the created object handle.</td>
</tr>
</tbody>
</table>

**Return Value**

Returns:

- 0—If successful
  
  Object created with handle in *phObjHandle*

- Error number—If unsuccessful
  
  No object created, and *phObjHandle* is NULL.

- OTLAPI_ERR_OBJTYPE_NOTSUPPORTED
  
  If invalid object type is passed.

**Example**

```c
void TestCreateObject()
{
    ESS_STS_T           sts = ESS_STS_NOERR;
    ESS_HOUTLINE_T      hOutline = ESS_NULL;
    ESS_OBJDEF_T        Object;
    ESS_OBJECT_TYPES    objType;
    ESS_STR_T           smartListName;
    ESS_HOBJECT_T       ObjHandle;
    ESS_ULONG_T         Count, i;
    ESS_PHOBJECT_T      ObjHandles;
    ESS_HOBJECT_T       hObjHandle;
```
ESS_HSMARTLIST_T hSmartList;
ESS_STR_T objName;

memset(&Object, '\0', sizeof(Object));
Object.hCtx = hCtx;
Object.ObjType = ESS_OBJTYPE_OUTLINE;
Object.AppName = szAppName;
Object.DbName = szDbName;
Object.FileName = szFileName;

/* Open outline */
sts = EssOtlOpenOutline(hCtx, &Object,
            ESS_TRUE, ESS_TRUE, &hOutline);

/* Create a static SmartList */
objType = OBJECT_SMARTLIST;
smartListName = "SList1";
sts = EssOtlCreateObject(hOutline, objType,
            smartListName, &ObjHandle);

/* List all SmartList objects */
objType = OBJECT_SMARTLIST;
sts = EssOtlListObjects(hOutline, objType,
            &Count, &ObjHandles);

    /* Free resources */
    if(ObjHandles)
        EssFree (hInst, ObjHandles);

    /* Save */
    SaveOutline(hOutline);

/* Find objects */
objName = "SList1";
sts = EssOtlFindObject(hOutline, objType, objName,
            &hObjHandle);

    /* Delete objects */
    hSmartList = (ESS_HSMARTLIST_T)hObjHandle;
sts = EssOtlDeleteObject(hOutline, hSmartList);
SaveOutline(hOutline);

    if(ObjHandles)
        EssFree (hInst, ObjHandles);

    /* Unlock objects */
    sts = EssUnlockObject(hCtx, Object.ObjType,
            Object.AppName, Object.DbName, Object.FileName);

    /* Close outline */
    sts = EssOtlCloseOutline(hOutline);
}

See Also
- EssOtlGetMemberSmartList
- EssOtlCreateObject
EssOtlDeleteObject
EssOtlGetSmartListInfo
EssOtlFindObject
EssOtlFreeObjectArray
EssOtlFreeSmartListInfo
EssOtlGetMemberSmartList
EssOtlGetMemberType
EssOtlGetObjectReferenceCount
EssOtlGetObjectReferences
EssOtlImportExportObject
EssOtlListObjects
EssOtlQueryObjects
EssOtlSetMemberType
EssOtlSetMemberTypeToSmartList

EssOtlDeleteAliasTable

Deletes the specified alias table from the outline, clearing all of its entries.

**Syntax**

```c
ESS_FUNC_M EssOtlDeleteAliasTable (hOutline, pszAliasTable);
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hOutline</td>
<td>ESS_HOUTLINE_T</td>
<td>Outline context handle.</td>
</tr>
<tr>
<td>pszAliasTable</td>
<td>ESS_STR_T</td>
<td>Name of alias table to delete.</td>
</tr>
</tbody>
</table>

**Notes**

You cannot delete the default alias table.

**Return Value**

Returns 0 if successful; otherwise one of the following:

- OTLAPI_BAD_ALIAS_TABLE
- OTLAPI_ERR_DELETE_DEFAULT_ALIAS

**Example**

```c
#include <essapi.h>
#include <essotl.h>

ESS_STS_T sts = 0;
ESS_HOUTLINE_T hOutline;
ESS_OBJDEF_T Object;
ESS_APPNAME_T szAppName;
ESS_DBNAME_T szDbName;
ESS_OBJNAME_T szFileName;

memset(&Object, '\0', sizeof(Object));
Object.hCtx = hCtx;
```
Object.ObjType = ESS_OBJTYPE_OUTLINE;
strcpy(szAppName, "Sample");
strcpy(szDbName, "Basic");
strcpy(szFileName, "Basic");
Object.AppName = szAppName;
Object.DbName = szDbName;
Object.FileName = szFileName;

sts = EssOtlOpenOutline(hCtx, &Object, ESS_TRUE,
      ESS_TRUE, &hOutline);

if (!sts)
{
    sts = EssOtlDeleteAliasTable(hOutline,
          " Alias Table 1");
}

See Also

- EssOtlCreateAliasTable
- EssOtlCopyAliasTable
- EssOtlRenameAliasTable
- EssOtlClearAliasTable

**EssOtlDeleteDimension**

Deletes a dimension from the outline. The call also specifies a member of the dimension being deleted from which to keep data when the outline is restructured.

**Syntax**

```c
ESS_FUNC_M EssOtlDeleteDimension (hOutline, hMember, pszDataMbr);
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hOutline</td>
<td>ESS_HOUTLINE_T</td>
<td>Outline context handle.</td>
</tr>
<tr>
<td>hMember</td>
<td>ESS_HMEMBER_T</td>
<td>Handle of member to delete.</td>
</tr>
<tr>
<td>pszDataMbr</td>
<td>ESS_STR_T</td>
<td>Member name in the dimension to be deleted from which data will be saved when the outline is restructured. If this field is ESS_NULL, the dimension is used.</td>
</tr>
</tbody>
</table>

**Notes**

- All shared members of the dimension and its descendants are deleted.
- All members of the dimension are deleted.
- To delete a dimension, you can use this call or EssOtlDeleteMember(). EssOtlDeleteDimension() gives you the benefit of selecting a member of the deleted dimension whose data values will be used as the data values for the other dimensions when the database is restructured. If EssOtlDeleteMember() is used, the data values of the top member (dimension) of the deleted dimension are used.
- In order for the pszDataMbr field to take effect, the outline must have been opened with EssOtlOpenOutline() with the fKeepTrans flag set to ESS_TRUE.
Return Value

Returns 0 if successful; otherwise:

- OTLAPI_ERR_ADDDELETEDIMDYNAMICCALC
- OTLAPI_ERR_NOTIMEDIM

Example

```c
#include <essapi.h>
#include <essotl.h>

ESS_STS_T st = 0;
ESS_OBJDEF_T Object;
ESS_HOUTLINE_T hOutline;
ESS_HMEMBER_T hMemberScenario;
ESS_APPNAME_T szAppName;
ESS_DBNAME_T szDbName;
ESS_OBJNAME_T szFileName;

memset(&Object, '\0', sizeof(Object));
Object.hCtx = hCtx;
Object.ObjType = ESS_OBJTYPE_OUTLINE;
strcpy(szAppName, "Sample");
strcpy(szDbName, "Basic");
strcpy(szFileName, "Basic");
Object.AppName = szAppName;
Object.DbName = szDbName;
Object.FileName = szFileName;

st = EssOtlOpenOutline(hCtx, &Object, ESS_TRUE, ESS_TRUE, &hOutline);

if (!st)
{
    st = EssOtlFindMember(hOutline, "Scenario", &hMemberScenario);
}

if (!st && hMemberScenario)
{
    st = EssOtlDeleteDimension(hOutline, hMemberScenario, "Actual");
}
```

See Also

- EssOtlDeleteMember
- EssOtlAddDimension
- EssOtlAddMember
- EssOtlFindMember
- EssOtlGetMemberInfo

EssOtlDeleteDTSMemberAlias

Deletes an alias name for a Dynamic Time Series (DTS) member.
Syntax

ESS_STS_T EssOtlDeleteDTSMemberAlias (hOutline, pszDTSMember, pszAliasTable);

Parameter | Data Type | Description
---|---|---
 hOutline | ESS_HOUTLINE_T | The Essbase outline handle returned from the EssOtlOpenOutline call.
 pszDTSMember | ESS_STR_T | Name of the DTS member which provides the alias.
 pszAliasTable | ESS_STR_T | Name of the alias table which provides the alias. If NULL, use the default alias table.

Return Value

If successful the return value is zero. Otherwise, one of the following is returned:

- OTLAPI_ERR_DTSMBRNOTDEFINED
- OTLAPI_BAD_ALIASTABLE
- OTLAPI_ERR_NOALIAS

Example

```c
#include "essapi.h"
#include "essotl.h"
#include "esserror.h"

ESS_STS_T ESS_OtlDeleteDTSMemberAlias(ESS_HCTX_T hCtx)
{
    ESS_STS_T st = ESS_STS_NOERR;
    ESS_OBJDEF_T Object;
    ESS_HOUTLINE_T hOutline;
    ESS_APPNAME_T szAppName;
    ESS_DBNAME_T szDbName;
    ESS_OBJNAME_T szFileName;
    ESS_CHAR_T pszAliasTable[ESS_ALIASNAMELEN];
    ESS_CHAR_T pszDTSMember[ESS_MBRNAMELEN];
    ESS_CHAR_T pState;
    ESS_ULONG_T ulErrors;
    ESS_ULONG_T ulCount;
    ESS_POUTERROR_T pMbrErrors = NULL;

    strcpy(szAppName, "sample");
    strcpy(szDbName, "Basic");
    strcpy(szFileName, "Basic");
    strcpy(pszDTSMember, "Q-T-D");
    strcpy(pszAliasTable, "Default");

    Object.hCtx = hCtx;
    Object.ObjType = ESS_OBJTYPE_OUTLINE;
    Object.AppName = szAppName;
    Object.DbName = szDbName;
    Object.FileName = szFileName;

    st = EssOtlOpenOutline(hCtx, &Object, ESS_TRUE, ESS_TRUE, &hOutline);

    if(st)
```
printf("Could not open outline\n");
return sts;
}

sts = EssOtlDeleteDTSMemberAlias(hOutline, pszDTSMember, pszAliasTable);
if(sts)
{
    printf("Could not get DTS member alias\n");
    return sts;
}

sts = EssOtlWriteOutline(hOutline, &Object);
if(sts)
{
    printf("Could not write outline\n");
    return sts;
}

sts = EssOtlRestructure(hCtx, ESS_DOR_ALLDATA);
if(sts)
{
    printf("Could not restructure outline\n");
    return sts;
}

memset (&pState, 0, sizeof(ESS_PROCSTATE_T));
sts = EssGetProcessState(hCtx, &pState);
{
    while ((sts == ESS_STS_NOERR ) && (pState.State != ESS_STATE_DONE))
    {
        memset (&pState, 0, sizeof(ESS_PROCSTATE_T));
        sts = EssGetProcessState(hCtx, &pState);
    }
}

sts = EssUnlockObject(hCtx, ESS_OBJTYPE_OUTLINE, szAppName, szDbName,
    szFileName);
if (sts)
{
    printf("Could not unlock outline\n");
    return sts;
}

EssOtlCloseOutline(hOutline);
return sts;
}

See Also

- **EssOtlEnableDTSMember**
- **EssOtlGetEnabledDTSMembers**
- **EssOtlGetDTSMemberAlias**
- **EssOtlSetDTSMemberAlias**

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EssOtlDeleteGenName

Deletes the name of a specific generation within a dimension.

Syntax

\[
\text{ESSFUNC M \ EssOtlDeleteGenName (hOutline, pszDimension, usGen);}
\]

Parameter Data Type Description

hOutline ESS_HOUTLINE_T Outline context handle.

pszDimension; ESS_STR_T Name of the dimension that contains the generation.

usGen ESS_USHORT_T Number of generation for which to delete name. Leaf members are level 0.

Return Value

Returns 0 if successful; otherwise one of the following:

OTLAPI_NO_GENLEVELNAME
OTLAPI_ERR_NOTADIM

Example

```
#include <essapi.h>
#include <essotl.h>

ESS_STS_T          sts = 0;
ESS_HOUTLINE_T     hOutline;
ESS_OBJDEF_T       Object;
ESS_APPNAME_T      szAppName;
ESS_DBNAME_T       szDbName;
ESS_OBJNAME_T      szFileName;
ESS_STR_T          Dimension;
ESS_USHORT_T       GenNum;

memset(&Object, '\0', sizeof(Object));
Object.hCtx = hCtx;
Object.ObjType = ESS_OBJTYPE_OUTLINE;
strcpy(szAppName, "Sample");
strcpy(szDbName, "Basic");
strcpy(szFileName, "Basic");
Object.AppName = szAppName;
Object.DbName = szDbName;
Object.FileName = szFileName;
sts = EssOtlOpenOutline(hCtx, &Object, ESS_TRUE,
ESS_TRUE, &hOutline);
/***********  Delete Generation Name  ***********/
Dimension = "Year";
GenNum = 2;
if (!sts)
{
    sts = EssOtlDeleteGenName(hOutline, Dimension,
    GenNum);
}
```
See Also

- EssOtlGetGenName
- EssOtlSetGenName

### EssOtlDeleteLevelName

Deletes the name for a specific level within a dimension.

**Syntax**

```plaintext
ESS_FUNC_M EssOtlDeleteLevelName (hOutline, pszDimension, usLevel);
```

#### Parameter

<table>
<thead>
<tr>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>hOutline</strong></td>
<td>Outline context handle.</td>
</tr>
<tr>
<td><strong>pszDimension</strong></td>
<td>Name of the dimension that contains the level name.</td>
</tr>
<tr>
<td><strong>usLevel</strong></td>
<td>Number of level for which to delete name. Leaf members are level 0.</td>
</tr>
</tbody>
</table>

#### Notes

In C programs, call EssFree() to free the returned buffer.

#### Return Value

Returns 0 if successful; otherwise one of the following:

- OTLAPI_NO_GENLEVELNAME
- OTLAPI_ERR_NOTADIM

#### Example

```c
#include <essapi.h>
#include <essotl.h>

ESS_STS_T          sts = 0;
ESS_HOUTLINE_T     hOutline;
ESS_OBJDEF_T       Object;
ESS_APPNAME_T      szAppName;
ESS_DBNAME_T       szDbName;
ESS_OBJNAME_T      szFileName;
ESS_STR_T          Dimension;
ESS_USHORT_T       LevelNum;

memset(&Object, '\0', sizeof(Object));
Object.hCtx = hCtx;
Object.ObjType = ESS_OBJTYPE_OUTLINE;
strcpy(szAppName, "Sample");
strcpy(szDbName, "Basic");
strcpy(szFileName, "Basic");
Object.AppName  = szAppName;
Object.DbName   = szDbName;
Object.FileName = szFileName;

sts = EssOtlOpenOutline(hCtx, &Object, ESS_TRUE,
```
ESS_TRUE, &hOutline);

/********** Delete Level Name **********/
Dimension = "Year";
LevelNum = 2;
if (!sts)
{
    sts = EssOtlDeleteLevelName(hOutline,
                                Dimension, LevelNum);
}

See Also

- EssOtlGetLevelName
- EssOtlSetLevelName

## EssOtlDeleteObject

Deletes the object passed.

**Syntax**

```c
ESS_FUNC_M EssOtlDeleteObject (hOutline, objHandle)
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hOutline</td>
<td>ESS_HOUTLINE_T</td>
<td>Outline handle (Edit mode only)</td>
</tr>
<tr>
<td>objHandle</td>
<td>ESS_HOBJECT_T</td>
<td>Object to be deleted</td>
</tr>
</tbody>
</table>

**Notes**

You cannot delete objects with existing associations. With Text List objects (SmartList objects), you cannot delete the SmartList object without removing references—use the Get Object References API to do so.

**Return Value**

Returns:

- 0—If successful
- Error number—If unsuccessful

**Example**

```c
def TestCreateObject()
{
    ESS_STS_T     sts = ESS_STS_NOERR;
    ESS_HOUTLINE_T hOutline = ESS_NULL;
    ESS_OBJDEF_T  Object;
    ESS_OBJECT_TYPES objType;
    ESS_STR_T     smartListName;
    ESS_HOBJECT_T ObjHandle;
    ESS_ULONG_T   Count, i;
    ESS_PHOBJECT_T ObjHandles;
    ESS_HOBJECT_T hObjHandle;
```
ESS_HSMARTLIST_T  hSmartList;
ESS_STR_T           objName;

memset(&Object, '\0', sizeof(Object));
Object.hCtx = hCtx;
Object.ObjType = ESS_OBJTYPE_OUTLINE;
Object.AppName = szAppName;
Object.DbName = szDbName;
Object.FileName = szFileName;

/* Open outline */
sts = EssOtlOpenOutline(hCtx, &Object,
                        ESS_TRUE, ESS_TRUE, &hOutline);

/* Create a static SmartList */
objType = OBJECT_SMARTLIST;
smartListName = "SList1";
sts = EssOtlCreateObject(hOutline, objType,
                         smartListName, &ObjHandle);

/* List all SmartList objects */
objType = OBJECT_SMARTLIST;
sts = EssOtlListObjects(hOutline, objType,
                        &Count, &ObjHandles);

/* Save */
SaveOutline(hOutline);

/* Find objects */
objName = "SList1";
sts = EssOtlFindObject(hOutline, objType, objName,
                       &hObjHandle);

/* Delete objects */
hSmartList = (ESS_HSMARTLIST_T)hObjHandle;
sts = EssOtlDeleteObject(hOutline, hSmartList);
SaveOutline(hOutline);
if(ObjHandles)
    EssFree (hInst, ObjHandles);

/* Unlock objects */
sts = EssUnlockObject(hCtx, Object.ObjType,
                      Object.AppName, Object.DbName, Object.FileName);

/* Close outline */
sts = EssOtlCloseOutline(hOutline);
}

See Also

- EssOtlGetMemberSmartList
- EssOtlCreateObject
- EssOtlDeleteObject
- EssOtlGetSmartListInfo
- EssOtlFindObject
- EssOtlFreeObjectArray

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EssOtlDeleteMember

Deletes a member from the outline.

Syntax

\[
\text{ESS\_FUNC\_M} \quad \text{EssOtlDeleteMember} (\text{hOutline}, \text{hMember});
\]

Parameter Data Type Description

<table>
<thead>
<tr>
<th>hOutline</th>
<th>ESS_HOUTLINE_T</th>
<th>Outline context handle.</th>
</tr>
</thead>
<tbody>
<tr>
<td>hMember</td>
<td>ESS_HMEMBER_T</td>
<td>Handle of member to delete.</td>
</tr>
</tbody>
</table>

Notes

- All descendants of the member are deleted.
- All shared members of this member and its descendants are deleted.
- If a shared member, only the specified member is deleted.
- To delete a dimension, you can use this call or EssOtlDeleteDimension().
  EssOtlDeleteDimension() gives you the benefit of selecting a member of the deleted dimension whose data values will be used as the data values for the other dimensions when the database is restructured. If EssOtlDeleteMember() is used, the data values of the top member (dimension) of the deleted dimension are used.

Return Value

Returns 0 if successful; otherwise one of the following:

- OTLAPI\_ERR\_LEAFLABEL
- OTLAPI\_ERR\_NOTIMEDIM

Example

```c
#include <essapi.h>
#include <essotl.h>

ESS\_STS\_T          sts = 0;
ESS\_OBJDEF\_T       Object;
ESS\_HOUTLINE\_T     hOutline;
ESS\_HMEMBER\_T      hCOGS;
```
memset(&Object, '\0', sizeof(Object));
Object.hCtx = hCtx;
Object.ObjType = ESS_OBJTYPE_OUTLINE;
strcpy(szAppName, "Sample");
strcpy(szDbName, "Basic");
strcpy(szFileName, "Basic");
Object.AppName = szAppName;
Object.DbName = szDbName;
Object.FileName = szFileName;

sts = EssOtlOpenOutline(hCtx, &Object, ESS_TRUE,
                         ESS_TRUE, &hOutline);

if (!sts)
{
    sts = EssOtlFindMember(hOutline, "COGS", &hCOGS);
}

if (!sts && hCOGS)
{
    sts = EssOtlDeleteMember(hOutline, hCOGS);
}

See Also

- EssOtlDeleteDimension
- EssOtlAddMember
- EssOtlAddDimension
- EssOtlFindMember
- EssOtlGetMemberInfo

EssOtlDeleteMemberAlias

Deletes the default member alias for a specified member in a specified alias table.

Syntax

ESS_FUNC_M EssOtlDeleteMemberAlias (hOutline, hMember, pszAliasTable);

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hOutline</td>
<td>ESS_HOUTLINE_T</td>
<td>Outline context handle.</td>
</tr>
<tr>
<td>hMember</td>
<td>ESS_HMEMBER_T</td>
<td>Handle of member to delete the alias from.</td>
</tr>
<tr>
<td>pszAliasTable</td>
<td>ESS_STR_T</td>
<td>Alias table to delete the alias from. If this parameter is ESS_NULL, the default table is used.</td>
</tr>
</tbody>
</table>

Return Value

Returns 0 if successful; otherwise:
Example

```c
#include <essapi.h>
#include <essotl.h>

ESS_STS_T          sts = 0;
ESS_HOUTLINE_T     hOutline;
ESS_HMEMBER_T      hMemberJan;
ESS_OBJDEF_T       Object;
ESS_APPNAME_T      szAppName;
ESS_DBNAME_T       szDbName;
ESS_OBJNAME_T      szFileName;

memset(&Object, '\0', sizeof(Object));
Object.hCtx = hCtx;
Object.ObjType = ESS_OBJTYPE_OUTLINE;
strcpy(szAppName, "Sample");
strcpy(szDbName, "Basic");
strcpy(szFileName, "Basic");
Object.AppName = szAppName;
Object.DbName = szDbName;
Object.FileName = szFileName;

sts = EssOtlOpenOutline(hCtx, &Object, ESS_TRUE,
                        ESS_TRUE, &hOutline);
if (!sts)
{
    sts = EssOtlFindMember(hOutline, "Jan",
                           &hMemberJan);
}
if (!sts && hMemberJan)
{
    sts = EssOtlDeleteMemberAlias(hOutline,
                                  hMemberJan, ESS_NULL);
}
```

See Also

- EssOtlGetMemberAlias
- EssOtlSetMemberAlias

### EssOtlDeleteMemberFormula

Deletes the formula for the specified member.

**Syntax**

```c
ESS_FUNC_M EssOtlDeleteMemberFormula (hOutline, hMember);
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hOutline</td>
<td>ESS_HOUTLINE_T</td>
<td>Outline context handle.</td>
</tr>
<tr>
<td>hMember</td>
<td>ESS_HMEMBER_T</td>
<td>Member handle.</td>
</tr>
</tbody>
</table>
Return Value

Returns 0 if successful; otherwise:

OTLAPI_ERR_NOFORMULA

Example

#include <essapi.h>
#include <essotl.h>

ESS_STS_T     sts = 0;
ESS_HOUTLINE_T hOutline;
ESS_HMEMBER_T hMember;
ESS_OBJDEF_T   Object;
ESS_APPNAME_T  szAppName;
ESS_DBNAME_T   szDbName;
ESS_OBJNAME_T  szFileName;

memset(&Object, '\0', sizeof(Object));
Object.hCtx = hCtx;
Object.ObjType = ESS_OBJTYPE_OUTLINE;
strcpy(szAppName, "Sample");
strcpy(szDbName, "Basic");
strcpy(szFileName, "Basic");
Object.AppName = szAppName;
Object.DbName = szDbName;
Object.FileName = szFileName;

sts = EssOtlOpenOutline(hCtx, &Object, ESS_TRUE,
                        ESS_TRUE, &hOutline);

if (!sts)
{
    sts = EssOtlFindMember(hOutline,
                           "Variance", &hMember);
}

if (!sts && hMember)
{
    sts = EssOtlDeleteMemberFormula(hOutline,
                                     hMember);
}

See Also

- EssOtlSetMemberFormula
- EssOtlGetMemberFormula

EssOtlDeleteQueryHint

Deletes the query hint indicated by the input outline and hint number.

Hints are numbered from 1 to n. This function deletes the specified query hint and decreases the number of hints with one. All hints with a hintNum greater than the deleted hint are renumbered to hintNum - 1.
Syntax

ESS_FUNC_M EssOtlDeleteQueryHint (hOutline, hintNum);

Parameter Data Type Description

hOutline ESS_HOUTLINE_T Outline context handle (input).

hintNum ESS_SHORT_T Query hint number (input).

Notes

- Query hints enable you to influence normal view selection by informing Essbase about the profile of common queries.
- This function is applicable only to Release 9.3 or higher aggregate storage databases.

Return Value

Returns 0 if successful.

Example

ESS_STS_T   sts = ESS_STS_NOERR;
ESS_HOUTLINE_T  hOutline = ESS_NULL;
ESS_PMBRINFO_T pMemberInfo = ESS_NULL;
ESS_SHORT_T   nmHints = 0;
ESS_SHORT_T   i, j, hintNum;
ESS_HMEMBER_T  hMember[10]; /* (nm real dimensions) < 10 */

/* Code to assign hOutline variable omitted */
/* Code to assign hintNum variable omitted */

sts = EssOtlGetNumQueryHints(hOutline, &nmHints);
if (sts) return sts; /* error out */

if (hintNum <= nmHints)
{
    sts = EssOtlDeleteQueryHint(hOutline, hintNum);
    if (sts)
        printf("Error [%s] deleting query hint (%d)\n", sts, hintNum);
    else
        printf("Query-Hint number: (%d) deleted\n", hintNum);
}
else
{
    printf("Query-Hint number: (%d) does not exist\n", hintNum);
}

See Also

- EssOtlAddQueryHint
- EssOtlSetQueryHint
- EssOtlSetQueryHint
- EssOtlGetNumQueryHints
- EssOtlGetQueryHintSize
**EssOtlDeleteUserAttribute**

Deletes a user-defined attribute of a member.

**Syntax**

```
ESS_FUNC_M EssOtlDeleteUserAttribute (hOutline, hMember, pszString);
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hOutline</td>
<td>ESS_HOUTLINE_T</td>
<td>Outline context handle</td>
</tr>
<tr>
<td>hMember</td>
<td>ESS_HMEMBER_T</td>
<td>Handle of member that contains the attribute you are deleting</td>
</tr>
<tr>
<td>pszString</td>
<td>ESS_STR_T</td>
<td>User attribute string.</td>
</tr>
</tbody>
</table>

**Notes**

The caller passes in a string to identify the attribute.

**Return Value**

Returns 0 if successful; otherwise:

OTLAPI_NO_USERATTR.

**Example**

```c
#include <essapi.h>
#include <essotl.h>

ESS_STS_T          sts = 0;
ESS_HOUTLINE_T     hOutline;
ESS_OBJDEF_T       Object;
ESS_APPNAME_T      szAppName;
ESS_DBNAME_T       szDbName;
ESS_OBJNAME_T      szFileName;
ESS_HMEMBER_T      hMember;
ESS_STR_T          AttributeList;

memset(&Object, '\0', sizeof(Object));
Object.hCtx = hCtx;
Object.ObjType = ESS_OBJTYPE_OUTLINE;
strcpy(szAppName, "Sample");
strcpy(szDbName, "Basic");
strcpy(szFileName, "Basic");
Object.AppName = szAppName;
Object.DbName = szDbName;
Object.FileName = szFileName;

sts = EssOtlOpenOutline(hCtx, &Object, ESS_TRUE,
                      ESS_TRUE, &hOutline);

/*******  Delete User Attributes ********/

AttributeList = "Read Write";

if (!sts)
```

768
{
    sts = EssOtlFindMember(hOutline, "Jan", &hMember);
}

if (!sts && hMember)
{
    sts = EssOtlDeleteUserAttribute(hOutline, hMember, AttributeList);
}

See Also
- EssOtlGetUserAttributes
- EssOtlSetUserAttribute

**EssOtlDetailQueryAttributes**

Not specific to varying attributes, but similar to EssOtlQueryVaryingAttributes, except that the results provide specific associated attributes in pphDetailMemberArray.

**Syntax**

```c
ESS_FUNC_M EssOtlDetailQueryAttributes (
    ESS_HOUTLINE_T    hOutline,
    ESS_PATTRIBUTEQUERY_T    pAttrQuery,
    ESS_PMBRCOUNTS_T           pCount,
    ESS_PPHMEMBER_T             pphReturnedMemberArray,
    ESS_PPHMEMBER_T             pphDetailMemberArray)
```

**Parameter**

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hOutline</td>
<td>ESS_HOUTLINE_T</td>
<td>Outline context handle (input)</td>
</tr>
<tr>
<td>pAttrQuery</td>
<td>ESS_PATTRIBUTEQUERY_T</td>
<td>Pointer to the structure that defines the query</td>
</tr>
<tr>
<td>pCount</td>
<td>ESS_PMBRCOUNTS_T</td>
<td>Pointer to the number of base members returned</td>
</tr>
<tr>
<td>pphReturnedMemberArray</td>
<td>ESS_PPHMEMBER_T</td>
<td>Pointer to the array of returned member handles</td>
</tr>
<tr>
<td>pphDetailMemberArray</td>
<td>ESS_PPHMEMBER_T</td>
<td>Pointer to the array of member details</td>
</tr>
</tbody>
</table>

**Return Value**

Returns:
- 0—If successful
- Error number—If unsuccessful

See Also
- EssOtlQueryVaryingAttributes
EssOtlDetailQueryVaryingAttributes

Similar to EssOtlQueryVaryingAttributes, except that the results provide the specific associated attributes in \texttt{pphDetailMemberArray}.

**Syntax**

```c
ESS_FUNC_M EssOtlDetailQueryVaryingAttributes(
    ESS_HOUTLINE_T hOutline,
    ESS_PVARYING_ATTRIBUTEQUERY_T pAttrQuery,
    ESS_PPERSPECTIVE_T pPerspective,
    ESS_PMBRCOUNTS_T pCount,
    ESS_PPHMEMBER_T pphMembers,
    ESS_PPHMEMBER_T pphDetailMemberArray,
    ESS_USHORT_T usValiditySetType,
    ESS_PVALIDITYSET_T **pppValiditySets);
```

**Parameter**

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hOutline</td>
<td>ESS_HOUTLINE_T</td>
<td>Outline context handle</td>
</tr>
<tr>
<td>pAttrQuery</td>
<td>ESS_PVARYING_ATTRIBUTEQUERY_T</td>
<td>Pointer to the structure that defines the query</td>
</tr>
<tr>
<td>pPerspective</td>
<td>ESS_PPERSPECTIVE_T</td>
<td>Pointer to a collection of independent members used when querying the client or server for associations</td>
</tr>
<tr>
<td>pCount</td>
<td>ESS_PMBRCOUNTS_T</td>
<td>Pointer to the number of base members returned</td>
</tr>
<tr>
<td>pphMembers</td>
<td>ESS_PPHMEMBER_T</td>
<td>Pointer to the array of attribute member handles</td>
</tr>
<tr>
<td>pphDetailMemberArray</td>
<td>ESS_PPHMEMBER_T</td>
<td>Pointer to the array of attribute member detail handles</td>
</tr>
<tr>
<td>usValiditySetType</td>
<td>ESS_USHORT_T</td>
<td>See “ESS_VALIDITYSET_T” on page 720.</td>
</tr>
<tr>
<td>**pppValiditySets</td>
<td>ESS_PVALIDITYSET_T</td>
<td>Pointer to the validity set array</td>
</tr>
</tbody>
</table>

**Return Value**

Returns:

- 0—If successful
- Error number—If unsuccessful

**Example**

```c
void TestEssOtlDetailQueryVaryingAttributes()
{
    ESS_STS_T sts = ESS_STS_NOERR;
    ESS_HOUTLINE_T hOutline = ESS_NULL;
    ESS_OBJDEF_T Object;
    ESS_USHORT_T i = 0;
    ESS_PMRINFO_T pMbrInfo = ESS_NULL;
    ESS_VARYING_ATTRIBUTEQUERY_T pAttrQuery;
    ESS_MBCOUNTS_T Counts;
    ESS_USHORT_T usValiditySetType;
    ESS_HMEMBER_T hIndepMbrHandlesArray[4];
```
ESS_PERSPECTIVE_T       Perspective;
ESS_PHMEMBER_T          phMbrHandles = ESS_NULL;
ESS_PHMEMBER_T          phDetailedMembers = ESS_NULL;
ESS_PVALIDITYSET_T      *pValiditySets = ESS_NULL;
ESS_HMEMBER_T           hAttrMbr, hBaseMbr;
ESS_HMEMBER_T           hAttrDim;
ESS_PREDICATE_T         Predicate;

memset(&Object, '\0', sizeof(ESS_OBJDEF_T));
memset(&Counts, '\0', sizeof(ESS_MBRCOUNTS_T));
memset(&pAttrQuery, 0x00, sizeof(ESS_ATTRIBUTEQUERY_T));
memset(&Predicate, '\0', sizeof(ESS_PERSPECTIVE_T));

Object.hCtx = hCtx;
Object.ObjType = ESS_OBJTYPE_OUTLINE;
Object.AppName = szAppName;
Object.DbName = szDbName;
Object.FileName = szDbName;
sts = EssOtlOpenOutlineQuery(hCtx, &Object, &hOutline);
printf("EssOtlOpenOutlineQuery sts: %ld\n", sts);

Counts.ulStart = 0;
Counts.ulMaxCount = 10;

Predicate.ulQuery = ESS_SEARCH;
Predicate.ulOptions = ESS_MEMBERSONLY;
Predicate pszDimension = "";
Predicate pszString2 = "";

/* Get handles for attribute member and dimension */
Predicate pszString1 = "Type";
sts = EssOtlQueryMembersByName(hOutline, ESS_NULL, &Predicate, &Counts,
&phMbrHandles);
hAttrDim = phMbrHandles[0];
Predicate pszString1 = "Contractor";
sts = EssOtlQueryMembersByName(hOutline, ESS_NULL, &Predicate, &Counts,
&phMbrHandles);
hAttrMbr = phMbrHandles[0];

Predicate pszString1 = "Doe,Jane";
sts = EssOtlQueryMembersByName(hOutline, ESS_NULL, &Predicate, &Counts,
&phMbrHandles);
hBaseMbr = phMbrHandles[0];

/* Get handles for independent members */
Predicate pszString1 = "Jan";
sts = EssOtlQueryMembersByName(hOutline, ESS_NULL, &Predicate, &Counts,
&phMbrHandles);
hIndepMbrHandlesArray[0] = phMbrHandles[0];
hIndepMbrHandlesArray[2] = phMbrHandles[0];

Predicate pszString1 = "FY03";
sts = EssOtlQueryMembersByName(hOutline, ESS_NULL, &Predicate, &Counts,
&phMbrHandles);
hIndepMbrHandlesArray[1] = phMbrHandles[0];
Predicate pszString1 = "FY04";
sts = EssOtlQueryMembersByName(hOutline, ESS_NULL, &Predicate, &Counts,
&phMbrHandles);
    hIndepMbrHandlesArray[3] = phMbrHandles[0];

    memset(&Perspective, '\0', sizeof(ESS_PERSPECTIVE_T));
    Perspective.usValiditySetType = ESS_VALIDITYSET_TYPE_MBRHDLS;
    Perspective.countOfIndepDims = 2;
    Perspective.countOfIndepRanges = 1;
    Perspective.pIndepMbrs = hIndepMbrHandlesArray;

    /* Query by handle with InputMemberType of ESS_ATTRIBUTE_MEMBER and OutputMemberType of ESS_BASE_MEMBER*/
    printf("\n*** Query by handle with InputMemberType of ESS_ATTRIBUTE_MEMBER and OutputMemberType of ESS_BASE_MEMBER:\n");
    pAttrQuery.bInputMemberIsHandle = ESS_TRUE;
    pAttrQuery.uInputMember.hMember = hAttrMbr;
    pAttrQuery.usInputMemberType = ESS_ATTRIBUTE_MEMBER;
    pAttrQuery.usOutputMemberType = ESS_BASE_MEMBER;
    pAttrQuery.Attribute.usDataType = ESS_ATTRMBRDT_NONE;
    pAttrQuery.usOperation = ESS_ALL;

    usValiditySetType = ESS_VALIDITYSET_TYPE_MBRHDLS;
    sts = EssOtlDetailQueryVaryingAttributes(hOutline, &pAttrQuery, &Perspective,
    &Counts,
    &phMbrHandles, &phDetailedMembers, usValiditySetType,
    &pValiditySets);
    printf("EssOtlDetailQueryVaryingAttributes sts: %d\n", sts);
    if (!sts)
    {
        if (phMbrHandles)
        {
            printf("tReturned member:\n");
            GetMemberInfo(hOutline, Counts, phMbrHandles);
            if (Counts.ulReturnCount && phMbrHandles)
                sts = EssOtlFreeMembers(hOutline, Counts.ulReturnCount, phMbrHandles);
        }
        if(phDetailedMembers)
        {
            printf("tAssociated attribute member:\n");
            GetMemberInfo(hOutline, Counts, phDetailedMembers);
            if (Counts.ulReturnCount && phDetailedMembers)
                sts = EssOtlFreeMembers(hOutline, Counts.ulReturnCount, phDetailedMembers);
        }
    }

    sts = EssUnlockObject(hCtx, ESS_OBJTYPE_OUTLINE, Object.AppName, Object.DbName,
    Object.FileName);
    printf("\nEssUnlockObject sts: %d\n", sts);
    sts = EssOtlCloseOutline(hOutline);
    printf("EssOtlCloseOutline sts: %d\n", sts);
}

See Also

- EssOtlQueryVaryingAttributes

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**EssOtlDisassociateAttributeDimension**

Disassociates an attribute dimension from a base dimension.

**Syntax**

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hOutline;</td>
<td>ESS_HOUTLINE_T</td>
<td>Handle to the outline</td>
</tr>
<tr>
<td>hBaseDimension;</td>
<td>ESS_HMEMBER_T</td>
<td>Handle to the base dimension</td>
</tr>
<tr>
<td>hAttributeDimension;</td>
<td>ESS_HMEMBER_T</td>
<td>Handle to the attribute dimension</td>
</tr>
</tbody>
</table>

**Notes**

When you disassociate an attribute dimension from a base dimension, you disassociate all members of the attribute dimension from members of the base dimension.

**Example**

```c
void ESS_OtlDisassociateAttributeDimension()
{
    ESS_STS_T        sts = ESS_STS_NOERR;
    ESS_HOUTLINE_T   hOutline;
    ESS_HMEMBER_T    hBaseMbr;
    ESS_HMEMBER_T    hAttrMbr;
    ESS_OBJDEF_T     Object;
    ESS_APPNAME_T    szAppName;
    ESS_DBNAME_T     szDbName;
    ESS_OBJNAME_T    szFileName;
    ESS_PROCSTATE_T  pState;

    memset(&Object, '\0', sizeof(Object));
    Object.hCtx = hCtx;
    Object.ObjType = ESS_OBJTYPE_OUTLINE;
    strcpy(szAppName, "Sample");
    strcpy(szDbName, "Basic");
    strcpy(szFileName, "Basic");
    Object.AppName = szAppName;
    Object.DbName = szDbName;
    Object.FileName = szFileName;
    Object.pState = pState;

    sts = EssOtlOpenOutline(hCtx, &Object, ESS_TRUE, ESS_TRUE, &hOutline);
    printf("EssOtlOpenOutline() sts: %ld\n",sts);

    sts = EssOtlFindMember(hOutline, "Product", &hBaseMbr);
    printf("EssOtlFindMember() sts: %ld\n",sts);

    sts = EssOtlFindMember(hOutline, "Color", &hAttrMbr);
    printf("EssOtlFindMember() sts: %ld\n",sts);

    sts = EssOtlDisassociateAttributeDimension(hOutline,hBaseMbr,hAttrMbr);
    printf("EssOtlDisassociateAttributeDimension() sts: %ld\n",sts);

    sts = EssOtlWriteOutline(hOutline, &Object);
    printf("EssOtlWriteOutline() sts: %ld\n",sts);
}
```
sts = EssOtlRestructure(hCtx, ESS_DOR_ALLDATA);
printf("EssOtlRestructure() sts: %ld\n",sts);

if (!sts)
{
    sts = EssGetProcessState (hCtx, &pState);
    while (!sts || (pState.State != ESS_STATE_DONE))
        sts = EssGetProcessState (hCtx, &pState);
}
sts = EssOtlCloseOutline(hOutline);
printf("EssOtlCloseOutline() sts: %ld\n",sts);
}

See Also
- EssCheckAttributes
- EssFreeStructure
- EssGetAssociatedAttributesInfo
- EssGetAttributeInfo
- EssGetAttributeSpecifications
- EssOtlAssociateAttributeDimension
- EssOtlAssociateAttributeMember
- EssOtlDisassociateAttributeMember
- EssOtlFindAttributeMembers
- EssOtlFreeStructure
- EssOtlGetAssociatedAttributes
- EssOtlGetAttributeInfo
- EssOtlGetAttributeSpecifications
- EssOtlQueryAttributes
- EssOtlSetAttributeSpecifications

**EssOtlDisassociateAttributeMember**
Disassociates an attribute member from a base member.

**Syntax**

```
ESS_FUNC_M EssOtlDisassociateAttributeMember (hOutline, hBaseMember, hAttributeMember);
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hOutline;</td>
<td>ESS_HOUTLINE_T</td>
<td>Handle to the outline</td>
</tr>
<tr>
<td>hBaseMember;</td>
<td>ESS_HMEMBER_T</td>
<td>Handle to the base member</td>
</tr>
<tr>
<td>hAttributeMember;</td>
<td>ESS_HMEMBER_T</td>
<td>Handle to the attribute member</td>
</tr>
</tbody>
</table>

**Notes**
When you disassociate an attribute dimension from a base dimension, you disassociate all members of the attribute dimension from members of the base dimension.
Example

```c
void ESS_OtlDisassociateAttributeMember()
{
    ESS_STS_T    sts = ESS_STS_NOERR;
    ESS_HOUTLINE_T hOutline;
    ESS_HMEMBER_T hBaseMbr;
    ESS_HMEMBER_T hAttrMbr;
    ESS_OBJDEF_T Object;
    ESS_APPNAME_T szAppName;
    ESS_DBNAME_T szDbName;
    ESS_OBJNAME_T szFileName;
    ESS_PROCSTATE_T pState;

    memset(&Object, '\0', sizeof(Object));
    Object.hCtx = hCtx;
    Object.ObjType = ESS_OBJTYPE_OUTLINE;
    strcpy(szAppName, "Sample");
    strcpy(szDbName, "Basic");
    strcpy(szFileName, "Basic");
    Object.AppName = szAppName;
    Object.DbName = szDbName;
    Object.FileName = szFileName;

    sts = EssOtlOpenOutline(hCtx, &Object, ESS_TRUE, ESS_TRUE, &hOutline);
    printf("EssOtlOpenOutline() sts: %ld\n", sts);

    sts = EssOtlFindMember(hOutline, "Product", &hBaseMbr);
    printf("EssOtlFindMember() sts: %ld\n", sts);

    sts = EssOtlFindMember(hOutline, "Color", &hAttrMbr);
    printf("EssOtlFindMember() sts: %ld\n", sts);

    sts = EssOtlDisassociateAttributeMember(hOutline, hBaseMbr, hAttrMbr);
    printf("EssOtlDisassociateAttributeMember() sts: %ld\n", sts);

    sts = EssOtlWriteOutline(hOutline, &Object);
    printf("EssOtlWriteOutline() sts: %ld\n", sts);

    sts = EssOtlRestructure(hCtx, ESS_DOR_ALLDATA);
    printf("EssOtlRestructure() sts: %ld\n", sts);

    if (!sts)
    {
        sts = EssGetProcessState (hCtx, &pState);
        while (!sts || (pState.State != ESS_STATE_DONE))
            sts = EssGetProcessState (hCtx, &pState);
    }

    sts = EssOtlCloseOutline(hOutline);
    printf("EssOtlCloseOutline() sts: %ld\n", sts);
}
```

See Also

- EssCheckAttributes
- EssFreeStructure
- EssGetAssociatedAttributesInfo
EssOtlEnableDTSMember

Enables a new DTS member for the outline.

**Syntax**

\[
\text{ESS\_FUNC\_M EssOtlEnableDTSMember}(hOutline, pszDTSMember, usGen, bEnable);
\]

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hOutline;</td>
<td>ESS_HOUTLINE_T</td>
<td>The Esbase outline handle returned from the EssOtlOpenOutline call.</td>
</tr>
<tr>
<td>pszDTSMember;</td>
<td>ESS_STR_T</td>
<td>Name of the DTS member</td>
</tr>
<tr>
<td>usGen;</td>
<td>ESS_USHORT_T</td>
<td>Generation to assign to the DTS member</td>
</tr>
<tr>
<td>bEnable;</td>
<td>ESS_BOOL_T</td>
<td>Flag to enable the DTS member</td>
</tr>
</tbody>
</table>

**Notes**

This function also fills in the ESS\_DTSMBRNAME\_T structure passed to it.

**Return Value**

Returns zero if successful.

**Example**

```c
#include "essapi.h"
#include "essotl.h"
#include "eserror.h"

ESS\_STS\_T ESS\_OtlEnableDTSMember(ESS\_HCTX\_T hCtx, ESS\_HINST\_T hInst)
{
    ESS\_STS\_T sts =ESS\_STS\_NOERR;
    ESS\_HOUTLINE\_T hOutline;
    ESS\_OBJDEF\_T Object;
    ESS\_APPNAME\_T szAppName;
    ESS\_DBNAME\_T szDbName;
    ESS\_OBJNAME\_T szFileName;
    ESS\_PROCSTATE\_T pState;
```
ESS ULONG ulErrors;
ESS ULONG ulCount;
ESS POUTERROR pMbrErrors = NULL;

strcpy(szAppName, "1Sample");
strcpy(szDbName, "Basic");
strcpy(szFileName, "Basic");

memset(&Object, '\0', sizeof(ESS_OBJDEF_T));
Object.hCtx = hCtx;
Object.ObjType = ESS_OBJTYPE_OUTLINE;
Object.AppName = szAppName;
Object.DbName = szDbName;
Object.FileName = szFileName;

sts = EssOtlOpenOutline(hCtx, &Object, ESS_TRUE, ESS_TRUE, &hOutline);
if(sts)
{
    printf("Could not open outline\n");
    return sts;
}

sts = EssOtlEnableDTSMember(hOutline, "H-T-D", 1, ESS_TRUE);
if(sts)
{
    printf("Could not enable DTS member alias\n");
}

sts = EssOtlVerifyOutline(hOutline, &ulErrors, &ulCount, &pMbrErrors);
if(sts)
{
    printf("Could not verify outline\n");
    return sts;
}

sts = EssOtlWriteOutline(hOutline, &Object);
if(sts)
{
    printf("Could not write outline\n");
    return sts;
}

sts = EssOtlRestructure(hCtx, ESS_DOR_ALLDATA);
if(sts)
{
    printf("Could not restructure outline\n");
    return sts;
}

memset (&pState, 0, sizeof(ESS_PROCSTATE_T));
sts = EssGetProcessState(hCtx, &pState);
{
    printf("sts from Proc State is %d and ProcState is %d\n", sts,
pState.State);
    while ((sts == ESS_STS_NOERR) && (pState.State != ESS_STATE_DONE))
    {
        memset (&pState, 0, sizeof(ESS_PROCSTATE_T));
        .......
    }
sts = EssGetProcessState(hCtx, &pState);
printf("sts from Proc State is %d and ProcState is %d\n", sts, pState.State);
}
}

EssUnlockObject(hCtx, Object.ObjType, Object.AppName, Object.DbName, Object.FileName);
EssOtlCloseOutline(hOutline);
return sts;

See Also
- EssOtlDeleteDTSMemberAlias
- EssOtlGetEnabledDTSMembers
- EssOtlGetDTSMemberAlias
- EssOtlSetDTSMemberAlias

### EssOtlFindAlias

Finds a member with the specified alias name and returns a handle to the member.

**Syntax**

```c
ESS_FUNC_M EssOtlFindAlias (hOutline, pszAlias, pszAliasTable, phMember);
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hOutline</td>
<td>ESS_HOUTLINE_T</td>
<td>Outline context handle.</td>
</tr>
<tr>
<td>pszAlias</td>
<td>ESS_STR_T</td>
<td>Alias name to find. Can be a simple alias name or a qualified alias name</td>
</tr>
<tr>
<td></td>
<td></td>
<td>(distinguishing this member from another member having the same name). For</td>
</tr>
<tr>
<td></td>
<td></td>
<td>information about syntax used to specify a qualified alias name, see the</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Oracle Essbase Database Administrator's Guide section entitled &quot;Creating and</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Working With Duplicate Member Outlines.&quot;</td>
</tr>
<tr>
<td>pszAliasTable</td>
<td>ESS_STR_T</td>
<td>Alias table to search in. Use ESS_NULL to search all alias tables. Use &quot;Default&quot; to</td>
</tr>
<tr>
<td></td>
<td></td>
<td>search the default alias table.</td>
</tr>
<tr>
<td>phMember</td>
<td>ESS_PHMEMBER_T</td>
<td>Variable for the return of the member handle. ESS_NULL if the member is not</td>
</tr>
<tr>
<td></td>
<td></td>
<td>found.</td>
</tr>
</tbody>
</table>

**Notes**

Aliases used in alias combinations are also searched.

**Return Value**

Returns 0 if successful. If no member is found, *phMember is set to ESS_NULL and the call returns 0.

**Example**

```c
#include <essapi.h>
#include <essotl.h>
ESS_STS_T   sts = 0;
```
ESS_OBJDEF_T Object;
ESS_HOUTLINE_T hOutline;
ESS_HMEMBER_T hMemberAlias;
ESS_APPNAME_T szAppName;
ESS_DBNAME_T szDbName;
ESS_OBJNAME_T szFileName;
memset(&Object, '\0', sizeof(Object));
Object.hCtx = hCtx;
Object.ObjType = ESS_OBJTYPE_OUTLINE;
strcpy(szAppName, "Sample");
strcpy(szDbName, "Basic");
strcpy(szFileName, "Basic");
Object.AppName = szAppName;
Object.DbName = szDbName;
Object.FileName = szFileName;
sts = EssOtlOpenOutline(hCtx, &Object, ESS_TRUE,
                       ESS_TRUE, &hOutline);
if (!sts)
{
    /* search all alias tables */
    sts = EssOtlFindAlias(hOutline, "Colas",
                           ESS_NULL, &hMemberAlias);
}

See Also

- EssOtlGetOutlineInfo
- EssOtlGetMemberAlias

EssOtlFindAttributeMembers

Returns all attribute members having the specified short name.

Syntax

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hOutline</td>
<td>ESS_HOUTLINE_T</td>
<td>Handle to the outline</td>
</tr>
<tr>
<td>pszMember</td>
<td>ESS_STR_T</td>
<td>Attribute short name</td>
</tr>
<tr>
<td>pszDimName</td>
<td>ESS_STR_T</td>
<td>Attribute dimension name (optional)</td>
</tr>
<tr>
<td>pusCount</td>
<td>ESS_PUSHORT_T</td>
<td>Number of base members returned</td>
</tr>
<tr>
<td>pphMembers</td>
<td>ESS_PPHMEMBER_T</td>
<td>Pointer to an array of base member handles</td>
</tr>
</tbody>
</table>

Notes

- *pszMember* must be a short name.
- *pszDimName* is optional. You may enter NULL.
Example

```c
void ESS_OtlFindAttributeMembers()
{
    ESS_STS_T sts = ESS_STS_NOERR;
    ESS_SHORT_T index;
    ESS_USHORT_T count;
    ESS_OBJDEF_T Object;
    ESS_APPNAME_T szAppName;
    ESS_DBNAME_T szDbName;
    ESS_OBJNAME_T szFileName;
    ESS_HOUTLINE_T hOutline;
    ESS_PPHMEMBER_T phMember;
    ESS_PPMBRINFO_T phMemberInfo;
    ESS_MBRNAME_T mbrName;

    memset(&Object, '\0', sizeof(Object));
    Object.hCtx = hCtx;
    Object.ObjType = ESS_OBJTYPE_OUTLINE;
    strcpy(szAppName, "Sample");
    strcpy(szDbName, "Basic");
    strcpy(szFileName, "Basic");
    Object.AppName = szAppName;
    Object.DbName = szDbName;
    Object.FileName = szFileName;

    sts = EssOtlOpenOutline(hCtx, &Object, ESS_TRUE, ESS_TRUE, &hOutline);
    printf("EssOtlOpenOutline() sts: %ld\n",sts);

    /* Returning an array of member handles? */
    sts = EssOtlFindAttributeMembers(hOutline,"12", ",", &count, &phMember);
    /* sts = EssOtlFindAttributeMembers(hOutline,"10-01-1996", ",", &count, &phMember); */
    printf("EssOtlFindAttributeMembers() sts: %ld\n",sts);
    /* Allocate memory for an array of memberinfo struct handles */
    sts = EssAlloc(hInst,count * (sizeof(ESS_HMEMBER_T)), (ESS_PPVOID_T)&phMemberInfo);
    if (!sts)
    {
        for(index = 0; index < count; index++)
        {
            /* Step through array of member handles, and assign member */
            sts = EssOtlGetMemberInfo(hOutline,phMember[index],&phMemberInfo[index]);
            printf("EssOtlGetMemberInfo() sts: %ld\n",sts);
            strcpy(mbrName,phMemberInfo[index]->szMember);
            printf("Attribute member name #%d is: %s\n",(index + 1),mbrName);
        }
        EssFree(hInst, phMember);
        EssFree(hInst, phMemberInfo);
    }
}
```

See Also

- EssCheckAttributes
- EssFreeStructure
- EssGetAssociatedAttributesInfo
- EssGetAttributeInfo
- EssGetAttributeSpecifications
EssOtlFindMember

Finds a member with the specified name and returns a handle to the member.

Syntax

```c
ESS_FUNC_M EssOtlFindMember (hOutline, pszMember, phMember);
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hOutline</td>
<td>ESS_HOUTLINE_T</td>
<td>Outline context handle.</td>
</tr>
<tr>
<td>pszMember</td>
<td>ESS_STR_T</td>
<td>Member name to find. Can be a simple member name or a qualified member name (distinguishing this member from another member having the same name). For information about syntax used to specify a qualified member name, see the Oracle Essbase Database Administrator's Guide section entitled &quot;Creating and Working With Duplicate Member Outlines.&quot;</td>
</tr>
<tr>
<td>phMember</td>
<td>ESS_PHMEMBER_T</td>
<td>Variable for the return of the member handle. ESS_NULL if the member is not found.</td>
</tr>
</tbody>
</table>

Notes

- If the target member has shared members, only the handle to the actual member is returned.
- Once you have the member handle to the actual member, use EssOtlGetNextSharedMember() to get shared member information.
- If no member is found, *phMember is set to ESS_NULL and the call returns 0.
- Whenever you use EssOtlFindMember(), always perform two checks:
  1. Check the return status.
  2. Check whether the handle was returned.

Return Value

Returns 0 if successful.

Example

```c
#include <essapi.h>
#include <essotl.h>

ESS_STS_T sts = 0;
```
memset(&Object, '\0', sizeof(Object));
Object.hCtx = hCtx;
Object.ObjType = ESS_OBJTYPE_OUTLINE;
strcpy(szAppName, "Sample");
strcpy(szDbName, "Basic");
strcpy(szFileName, "Basic");
Object.AppName = szAppName;
Object.DbName = szDbName;
Object.FileName = szFileName;

sts = EssOtlOpenOutline(hCtx, &Object, ESS_TRUE,
                        ESS_TRUE, &hOutline);

if (!sts)
{
    sts = EssOtlFindMember(hOutline, "Product",
                           &hDimProduct);
}

See Also

- EssOtlMoveMember
- EssOtlRenameMember
- EssOtlAddMember
- EssOtlDeleteMember
- EssOtlGetNextSharedMember

**EssOtlFindObject**

Returns the object handle of the specified type and name.

**Syntax**

```c
ESS_FUNC_M EssOtlFindObject(hOutline, objType, objName, pObjHandle)
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hOutline</td>
<td>ESS_HOUTLINE_T</td>
<td>Outline handle (Edit mode only)</td>
</tr>
<tr>
<td>objType</td>
<td>ESS_OBJECT_TYPES</td>
<td>Object type with the following value:</td>
</tr>
<tr>
<td></td>
<td></td>
<td>OBJECT_SMARTLIST (Object type is Text List)</td>
</tr>
<tr>
<td>objName</td>
<td>ESS_STR_T</td>
<td>String identifying the object</td>
</tr>
<tr>
<td>phObjHandle</td>
<td>ESS_PHOBJECT_T</td>
<td>Returns the found object handle</td>
</tr>
</tbody>
</table>

782
Return Value

Returns:

- 0—If successful
  
  `phObjHandle` contains the object handle.

- Error number—If unsuccessful
  
  `phObjHandle` in NULL.

Example

```c
void TestCreateObject()
{
    ESS_STS_T    sts = ESS_STS_NOERR;
    ESS_HOUTLINE_T    hOutline = ESS_NULL;
    ESS_OBJDEF_T    Object;
    ESS_OBJECT_TYPES    objType;
    ESS_STR_T    smartListName;
    ESS_HOBJECT_T    ObjHandle;
    ESS_ULONG_T    Count, i;
    ESS_PHOBJECT_T    ObjHandles;
    ESS_HOBJECT_T    hObjHandle;
    ESS_HSMARTLIST_T    hSmartList;
    ESS_STR_T    objName;

    memset(&Object, '\0', sizeof(Object));
    Object.hCtx = hCtx;
    Object.ObjType = ESS_OBJTYPE_OUTLINE;
    Object.AppName = szAppName;
    Object.DbName = szDbName;
    Object.FileName = szFileName;

    /* Open outline */
    sts = EssOtlOpenOutline(hCtx, &Object,
                             ESS_TRUE, ESS_TRUE, &hOutline);

    /* Create a static SmartList */
    objType = OBJECT_SMARTLIST;
    smartListName = "SList1";
    sts = EssOtlCreateObject(hOutline, objType,
                             smartListName, &ObjHandle);

    /* List all SmartList objects */
    objType = OBJECT_SMARTLIST;
    sts = EssOtlListObjects(hOutline, objType,
                             &Count, &ObjHandles);

    /* Save */
    SaveOutline(hOutline);

    /* Find objects */
    objName = "SList1";
    sts = EssOtlFindObject(hOutline, objType, objName,
                            &hObjHandle);

    /* Delete objects */
    hSmartList = (ESS_HSMARTLIST_T)hObjHandle;
}````
EssOtlFreeMembers

Frees the member array returned from EssOtlQueryMembers().

Syntax

`ESS_FUNC_M EssOtlFreeMembers (hOutline, ulCount, phMembers);`

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hOutline</td>
<td>ESS_HOUTLINE_T</td>
<td>Essbase outline handle. This must have been returned from EssOtlOpenOutlineQuery().</td>
</tr>
<tr>
<td>ulCount</td>
<td>ESS ULONG_T</td>
<td>The number of elements in the phMember array.</td>
</tr>
<tr>
<td>phMembers</td>
<td>ESS PHMEMBER_T</td>
<td>An array of member handles to be freed.</td>
</tr>
</tbody>
</table>

Return Value

The return value is zero if the function was successful.
Example

See the example for EssOtlQueryMembers.

See Also

- EssOtlOpenOutlineQuery
- EssOtlQueryMembers
- EssOtlQueryMembersByName

EssOtlFreeSmartListInfo

Frees the Text List (SmartList) object obtained by EssOtlGetSmartListInfo.

Syntax

ESS_FUNC_M EssOtlFreeSmartListInfo(hOutline, pSmartListInfo);

Parameter | Data Type   | Description
----------|-------------|-----------------
 hOutline   | ESS_HOUTLINE_T | The source Essbase outline for the Text List (SmartList).
pSmartListInfo | ESS_PSMARTLISTINFO_T | Text List (SmartList) information.

Return Value

Returns:

- 0—If successful
- Error number—If unsuccessful

Example

DisplaySmartListInfo(ESS_HOUTLINE_T hOutline, ESS_PHOBJECT_T ObjHandles)
{
    ESS_STS_T sts = ESS_STS_NOERR;
    ESS_PSMARTLISTINFO_T SmartListInfo;
    ESS_ULONG_T i;

    sts = EssOtlGetSmartListInfo(hOutline, ObjHandles, &SmartListInfo);
    if(!sts)
    {
        printf("\n");
        printf("\tName: %s\n", SmartListInfo->szName);
        printf("\tMissing Name: %s\n", SmartListInfo->szMissingName);
        printf("\tOutOfRange Name: %s\n", SmartListInfo->szOutOfRangeName);
        printf("\tusLen: %d\n", SmartListInfo->usLen);
        for (i = 0; i < SmartListInfo->usLen; i++)
        {
            printf("\tpIDs: %d, \tpszText[%d]: %s\n", 
                   SmartListInfo->pIDs[i], i, 
                   SmartListInfo->ppszText[i]);
        }
    }
}
printf("\n");
}
else
    printf("\tt\tEssOtlGetSmartListInfo   sts: %d\n",sts);
if(SmartListInfo)
    sts =
        EssOtlFreeSmartListInfo(hOutline, SmartListInfo);
}

See Also

- EssOtlGetMemberSmartList
- EssOtlCreateObject
- EssOtlDeleteObject
- EssOtlGetSmartListInfo
- EssOtlFindObject
- EssOtlFreeObjectArray
- EssOtlFreeSmartListInfo
- EssOtlGetMemberSmartList
- EssOtlGetMemberType
- EssOtlGetObjectReferenceCount
- EssOtlGetObjectReferences
- EssOtlImportExportObject
- EssOtlListObjects
- EssOtlQueryObjects
- EssOtlSetMemberType
- EssOtlSetMemberTypeToSmartList

**EssOtlFreeObjectArray**

Deallocation function that deallocate the object handle array.

**Syntax**

```c
ESS_FUNC_M EssOtlFreeObjectArray(hOutline, count, objHandles)
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hOutline</td>
<td>ESS_HOUTLINE_T</td>
<td>Outline handle (Query mode only)</td>
</tr>
<tr>
<td>count</td>
<td>ESS_ULONG_T</td>
<td>Count of object handles</td>
</tr>
<tr>
<td>objHandles</td>
<td>ESS_PHOBJECT_T</td>
<td>Array of object handles to be deallocated</td>
</tr>
</tbody>
</table>

**Return Value**

Returns:

- 0—If successful
- Error number—If unsuccessful
Example

```c
void TestFreeObjectArray()
{
    ESS_STS_T                sts = ESS_STS_NOERR;
    ESS_HOUTLINE_T           hOutline = ESS_NULL;
    ESS_OBJDEF_T             Object;
    ESS_STR_T                objNames[1];
    ESS_OBJECT_TYPES        objType;
    ESS_ULONG_T              count;
    ESS_PPHOBJECT_T          hObjHandles = ESS_NULL;

    memset(&Object, '\0', sizeof(Object));
    Object.hCtx =             hCtx;
    Object.ObjType =         ESS_OBJTYPE_OUTLINE;
    Object.AppName =         szAppName;
    Object.DbName =         szDbName;
    Object.FileName =     szFileName;
    /* Set up */
    sts = EssOtlOpenOutlineQuery(hCtx, &Object, &hOutline);
    count = 2;
    objType = OBJECT_SMARTLIST;
    objNames[0] = "Smartlist1";
    objNames[1] = "Smartlist2";

    /* Query objects */
    sts = EssOtlQueryObjects(hOutline, objType, 
                                objNames, &Count, &hObjHandles);

    /* Free object array */
    if(hObjHandles)
    {
        sts = EssOtlFreeObjectArray(hOutline, count, 
                                     hObjHandles);
    }

    /* Close outline */
    sts = EssOtlCloseOutline(hOutline);
}
```

See Also

- EssOtlGetMemberSmartList
- EssOtlCreateObject
- EssOtlDeleteObject
- EssOtlGetSmartListInfo
- EssOtlFindObject
- EssOtlFreeObjectArray
- EssOtlFreeSmartListInfo
- EssOtlGetMemberSmartList
- EssOtlGetMemberType
- EssOtlGetObjectReferenceCount
- EssOtlGetObjectReferences
- EssOtlImportExportObject
EssOt1ListObjects
EssOt1QueryObjects
EssOt1SetMemberType
EssOt1SetMemberTypeToSmartList

EssOt1FreeStructure

Frees memory dynamically allocated by EssOt1GetAttributeInfo() and EssOt1GetMemberInfo() for string type attribute information.

Syntax

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hOutline;</td>
<td>ESS_HOUTLINE_T</td>
<td>Handle to the outline</td>
</tr>
<tr>
<td>structId;</td>
<td>ESS_ULONG_T</td>
<td>One of the following constant identifiers for the structure:</td>
</tr>
<tr>
<td></td>
<td></td>
<td>● ESS_DT_STRUCT_ATTRIBUTEINFO</td>
</tr>
<tr>
<td></td>
<td></td>
<td>● ESS_DT_STRUCT_ATTRSPECs</td>
</tr>
<tr>
<td></td>
<td></td>
<td>● ESS_DT_STRUCT_MBRINFO</td>
</tr>
<tr>
<td></td>
<td></td>
<td>● ESS_DT_STRUCT_TIGENINFO</td>
</tr>
<tr>
<td>count;</td>
<td>ESS_ULONG_T</td>
<td>Number of structures</td>
</tr>
<tr>
<td>structPtr;</td>
<td>ESS_PVOID_T</td>
<td>Pointer to memory</td>
</tr>
</tbody>
</table>

Notes

Always call this function, EssOt1FreeStructure(), after you call EssOt1GetMemberInfo().

Example

```c
void ESS_OtlGetAssociatedAttributes()
{
    ESS_STS_T    sts = ESS_STS_NOERR;
    ESS_SHORT_T  index;
    ESS_USHORT_T count;
    ESS_OBJDEF_T Object;
    ESS_APPNAME_T szAppName;
    ESS_DBNAME_T szDbName;
    ESS_OBJNAME_T szFileName;
    ESS_HOUTLINE_T hOutline;
    ESS_PPHMEMBER_T hMember;
    ESS_PPHMEMBER_T phMember;
    ESS_PPMBRINFO_T phMemberInfo;
    ESS_MBRNAME_T mbrName;

    memset(&Object, '\0', sizeof(Object));
    Object.hCtx = hCtx;
    Object.ObjType = ESS_OBJTYPE_OUTLINE;
    strcpy(szAppName, "Sample");
    strcpy(szDbName, "Basic");
    strcpy(szFileName, "Basic");
```
Object.AppName = szAppName;
Object.DbName = szDbName;
Object.FileName = szFileName;

sts = EssOtlOpenOutline(hCtx, &Object, ESS_TRUE, ESS_TRUE, &hOutline);
printf("EssOtlOpenOutline() sts: %ld\n", sts);

sts = EssOtlFindMember(hOutline, "100-10", &hMember);
printf("EssOtlFindMember() sts: %ld\n", sts);

sts = EssOtlGetAssociatedAttributes(hOutline, hMember, &count, &phMember);
printf("EssOtlGetAssociatedAttributes() sts: %ld\n", sts);

/* Allocate memory for an array of memberinfo structs */
sts = EssAlloc(hInst, count * (sizeof(ESS_MBRINFO_T)), (ESS_PPVOID_T)&phMemberInfo);
if (!sts)
{
    for(index = 0; index < count; index++)
    {
        /* Step through array of member handles, and assign member */
        sts = EssOtlGetMemberInfo(hOutline, phMember[index], &phMemberInfo[index]);
        printf("EssOtlGetMemberInfo() sts: %ld\n", sts);
        strcpy(mbrName, phMemberInfo[index]->szMember);
        printf("Associated attribute member name #%d is: %s\n", (index + 1), mbrName);
    }
    EssFree(hInst, phMember);
    EssOtlFreeStructure(hOutline, ESS_DT_STRUCT_MBRINFO, 1, phMemberInfo);
}

printf("\n Attributes associated :%ld\n", count);

See Also

- EssCheckAttributes
- EssFreeStructure
- EssGetAssociatedAttributesInfo
- EssGetAttributeInfo
- EssGetAttributeSpecifications
- EssOtlAssociateAttributeDimension
- EssOtlAssociateAttributeMember
- EssOtlDisassociateAttributeDimension
- EssOtlDisassociateAttributeMember
- EssOtlFindAttributeMembers
- EssOtlGetAssociatedAttributes
- EssOtlGetAttributeInfo
- EssOtlGetAttributeSpecifications
- EssOtlQueryAttributes
- EssOtlSetAttributeSpecifications

**EssOtlGenerateCurrencyOutline**

Generates a currency outline based on the existing outline.
Syntax

ESS_FUNC_M EssOtlGenerateCurrencyOutline (hOutline, phCurOutline);

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hOutline</td>
<td>ESS_HOUTLINE_T</td>
<td>Outline context handle.</td>
</tr>
<tr>
<td>phCurOutline</td>
<td>ESS_PHOUTLINE_T</td>
<td>Pointer to an outline context handle for the return of the currency outline.</td>
</tr>
</tbody>
</table>

Notes

- The source outline must have a Time, Accounts, and Country dimension.
- Time dimension and all descendants are copied directly from the source outline to a Time dimension in the new outline.
- A dimension named CurCategory (Dense, Category = Accounts) is created in the new outline. All currency categories in the source Accounts dimension become children of the CurCategory dimension in the new outline.
- A dimension named CurName (Dense, Category = Country) is created in the new outline. All currency names from the source Country dimension become children of the CurName dimension in the new outline.
- A dimension named CurType (Sparse, Category = Type) is created with no children in the new outline.
- The currency outline must be saved by calling EssOtlWriteOutline() followed by EssOtlRestructure() and closed by calling EssOtlCloseOutline().
- The new outline has the following attributes:
  - Auto-configure is set to ESS_TRUE
  - Case-sensitivity is the same as the original outline

Return Value

Returns 0 if successful; otherwise one of the following:

- OTLAPI_ERR_ALREADYCURRENCY
- OTLAPI_CUR_NOACCOUNTS
- OTLAPI_CUR_NOTIME
- OTLAPI_CUR_NOCOUNTRY

Example

```c
#include <essapi.h>
#include <essotl.h>

ESS_STS_T           sts = 0;
ESS_OBJDEF_T        Object;
ESS_HOUTLINE_T      hOutline;
ESS_HOUTLINE_T      hCurOutline;
ESS_APPNAME_T       szAppName;
ESS_DBNAME_T        szDbName;
ESS_OBJNAME_T       szFileName;
```
memset(&Object, '\0', sizeof(Object));
Object.hCtx = hCtx;
Object.ObjType = ESS_OBJTYPE_OUTLINE;
strcpy(szAppName, "Sample");
strcpy(szDbName, "Interntl");
strcpy(szFileName, "Interntl");
Object.AppName = szAppName;
Object.DbName = szDbName;
Object.FileName = szFileName;

sts = EssOtlOpenOutline(hCtx, &Object, ESS_TRUE,
                       ESS_TRUE, &hOutline);

if (!sts)
{
    sts = EssOtlGenerateCurrencyOutline(hOutline,
                                        &hCurOutline);
}

**See Also**
- EssOtlOpenOutline
- EssOtlWriteOutline
- EssOtlRestructure

**EssOtlGetAggLevelUsage**

Returns the applied view selection properties on stored hierarchies.

**Syntax**

```c
ESS_FUNC_M EssOtlGetAggLevelUsage (hOutline, hMember, pAgglevelUsage);
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hOutline</td>
<td>ESS_HOUTLINE_T</td>
<td>Outline context handle (input).</td>
</tr>
<tr>
<td>hMember</td>
<td>ESS_HMEMBER_T</td>
<td>Member handle (input).</td>
</tr>
<tr>
<td>pAgglevelUsage</td>
<td>ESS_PSHORT_T</td>
<td>One of the Level Usage Constants listed in EssOtlSetAggLevelUsage documentation (output).</td>
</tr>
</tbody>
</table>

**Notes**

This function is applicable only to Release 9.3 or higher aggregate storage databases.

**Return Value**

Returns 0 if successful.

**Example**

```c
ESS_STS_T         sts = ESS_STS_NOERR;
ESS_HOUTLINE_T    hOutline = ESS_NULL;
ESS_HMEMBER_T     hMember = ESS_NULL;
ESS_SHORT_T       sAggLevelUsage = 0;
```
if (hOutline && hMember)
{
    sts = EssOtlGetAggLevelUsage(hOutline, hMember, &sAggLevelUsage);
    if (sts)
        printf("Error (%ld) getting AggLevelUsage\n", sts);
    else
        printf("AggLevelUsage is: %d \n", sAggLevelUsage);
        switch (sAggLevelUsage)
        {
            case ESS_AGGLEVELUSAGE_NOTSET :
                printf("(not set)\n");
                break;
            case ESS_AGGLEVELUSAGE_DEFAULT :
                printf("(Default)\n");
                break;
            case ESS_AGGLEVELUSAGE_ALL :
                printf("(All levels considered)\n");
                break;
            case ESS_AGGLEVELUSAGE_NOAGGREGATION :
                printf("(Do not aggregate)\n");
                break;
            case ESS_AGGLEVELUSAGE_BOTTOMONLY :
                printf("(Bottom level only considered)\n");
                break;
            case ESS_AGGLEVELUSAGE_TOPONLY :
                printf("(Top level only considered)\n");
                break;
            case ESS_AGGLEVELUSAGE_BOTTOMTOP :
                printf("(Never aggregate intermediate levels)\n");
                break;
            case ESS_MULTIPLE_HIERARCHY_IS_ENABLED :
                printf("(Error: Multiple hierarchies - hierarchy members are gen=2)\n");
                break;
            case ESS_MULTIPLE_HIERARCHIES_NOT_ENABLED :
                printf("(Error: Single hierarchy - hierarchy member is gen=1)\n");
                break;
            case ESS_NOT_HIERARCHY_MEMBER :
                printf("(Error: This member does not carry agglevel information)\n");
                break;
            default: printf("(Unrecognized response)\n");
        }
}
else
{
    if (!hOutline)
        printf("Outline not provided\n");
    if (!hMember)
        printf("Member not provided\n");
}

See Also

- EssOtlSetAggLevelUsage
**EssOtlGetAliasTableLanguages**

Returns an array of language codes, and the number of language codes in the array, that are associated with the specified alias table.

**Syntax**

ESS_FUNC_M EssOtlGetAliasTableLanguages (hOutline, pszAliasTable, pulCount, ppLangArray);

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hOutline</td>
<td>ESS_HOUTLINE_T</td>
<td>Handle to the outline.</td>
</tr>
<tr>
<td>pszAliasTable</td>
<td>ESS_STR_T</td>
<td>Name of the alias table for which to get the associated language codes.</td>
</tr>
<tr>
<td>pulCount</td>
<td>ESS_PULONG_T</td>
<td>Address of a variable in which to return the number of language codes</td>
</tr>
<tr>
<td>ppLangArray</td>
<td>ESS_PPALIASLANG_T</td>
<td>An array of the language codes associated with the alias table.</td>
</tr>
</tbody>
</table>

**Return Value**

- If successful, returns 0.
- If unsuccessful, returns the error OTLAPI_BAD_ALIASTABLE (invalid alias table).

**Access**

This function does not require special privileges.

**Example**

```c
#include <essapi.h>
#include <essotl.h>

ESS_STS_T          sts = 0;
ESS_OUTLINEINFO_T  NewInfo;
ESS_HOUTLINE_T     hOutline;
ESS_PALIASLANG_T   pLangs=ESS_NULL;
ESS_ULONG_T        nLangs = 0, i=0;

memset(&NewInfo, '\0', sizeof(NewInfo));
sts = EssOtlNewOutline(hCtx, &NewInfo, &hOutline);
if (!sts)
{
    sts = EssOtlCreateAliasTable(hOutline, "French Alias Table");
}
if (!sts)
{
    sts = EssOtlSetAliasTableLanguage (hOutline, "French Alias Table", "fr");
}
```
if (!sts)
{
    sts = EssOtlSetAliasTableLanguage (hOutline, 
            "French Alias Table", "fr-CA");
}

if (!sts)
{
    sts = EssOtlGetAliasTableLanguages(hOutline, "French Alias Table", &nLangs, 
            &pLangs);

    if ( !sts == ESS_STS_NOERR && (pLangs) )
    {
        for (i=0;i<nLangs ;++i)
        {
            if (pLangs[i])
            {
                printf("Language Code: %s\n", pLangs[i]);
            }
        }
        EssFree(hInst, pLangs);
    }
}

if (!sts)
{
    sts = EssOtlClearAliasTableLanguages (hOutline, 
            "French Alias Table");
}

See Also

- EssOtlClearAliasTableLanguages
- EssOtlSetAliasTableLanguage

**EssOtlGetAltHierarchyEnabled**

Returns the dimension's multiple-hierarchy-enabled setting.

**Syntax**

```c
ESS_FUNC_M EssOtlGetAltHierarchyEnabled(hOutline, hDimMember, pEnabled);
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hOutline</td>
<td>ESS_HOUTLINE_T</td>
<td>Outline context handle (input).</td>
</tr>
<tr>
<td>hDimMember</td>
<td>ESS_HMEMBER_T</td>
<td>A dimension member (input).</td>
</tr>
</tbody>
</table>
| pEnabled      | ESS_BOOL_T        | Returns TRUE if the dimension is multiple hierarchy enabled, and FALSE other-
```
**See Also**

- `EssOtlSetAltHierarchyEnabled`
- `EssOtlGetHierarchyType`
- `EssOtlSetHierarchyType`

---

## EssOtlGetASOCompressionDimension

Returns the handle of the aggregate storage dimension tagged as Compression.

### Syntax

```c
ESS_FUNC_M EssOtlGetASOCompressionDimension (hOutline, phDim);
```

### Parameter Description

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hOutline</td>
<td>ESS_HOUTLINE_T</td>
<td>Outline context handle (input).</td>
</tr>
<tr>
<td>phDim</td>
<td>ESS_PHMEMBER_T</td>
<td>Pointer to a dimension handle (output).</td>
</tr>
</tbody>
</table>

### Notes

By default, the compression dimension in aggregate storage databases is the Accounts dimension. To change the compression dimension, use `EssOtlSetASOCompressionDimension`. Changing the compression dimension triggers a full restructure of the database.

### Return Value

Returns 0 if successful.

### Example

```c
ESS_STS_T         sts = ESS_STS_NOERR;
ESS_HOUTLINE_T    hOutline = ESS_NULL;
ESS_PMBRINFO_T    pMemberInfo = ESS_NULL;
ESS_HMEMBER_T     hMember = ESS_NULL;
/* code to assign hOutline variable omitted */
if (hOutline)
{
    sts = EssOtlGetASOCompressionDimension(hOutline, &hMember);
    if (!sts)
    {
        if (hMember)
        {
            sts = EssOtlGetMemberInfo(hOutline, hMember, &pMemberInfo);
            printf("The ASO compression dimension is: %s
", pMemberInfo->szMember);
        }
        else
        {
            printf("Outline has no dimension selected for compression\n");
        }
    }
    else
    {
```
printf("Error returned\n");
}
else
{
    printf("NULL outline selected");
}

See Also

- EssOtlSetASOCompressionDimension

**EssOtlGetAssociatedAttributes**

Returns all attribute members that are associated with a base member or dimension.

**Syntax**

```c
ESS_FUNC_M EssOtlGetAssociatedAttributes(hOutline, hMember, pusCount, pphMemberArray);
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hOutline;</td>
<td>ESS_HOUTLINE_T</td>
<td>Handle to the outline</td>
</tr>
<tr>
<td>hMember;</td>
<td>ESS_HMEMBER_T</td>
<td>Handle to the base member or base dimension</td>
</tr>
<tr>
<td>pusCount;</td>
<td>ESS_PUSHORT_T</td>
<td>Number of attribute members returned</td>
</tr>
<tr>
<td>pphMemberArray;</td>
<td>ESS_PPHMEMBER_T</td>
<td>Pointer to an array of attribute member handles</td>
</tr>
</tbody>
</table>

**Example**

```c
void ESS_OtlGetAssociatedAttributes()
{
    ESS_STS_T stst = ESS_STS_NOERR;
    ESS_SHORT_T index;
    ESS_USHORT_T count;
    ESS_OBJDEF_T Object;
    ESS_APPNAME_T szAppName;
    ESS_DBNAME_T szDbName;
    ESS_OBJNAME_T szFileName;
    ESS_HOUTLINE_T hOutline;
    ESS_PPHMEMBER_T hMember;
    ESS_PPHMEMBER_T phMember;
    ESS_PPMBRINFO_T phMemberInfo;
    ESS_MBRNAME_T mbrName;

    memset(&Object, '\0', sizeof(Object));
    Object.hCtx = hCtx;
    Object.ObjType = ESS_OBJTYPE_OUTLINE;
    strcpy(szAppName, "Sample");
    strcpy(szDbName, "Basic");
    strcpy(szFileName, "Basic");
    Object.AppName = szAppName;
    Object.DbName = szDbName;
```
Object.FileName = szFileName;

sts = EssOtlOpenOutline(hCtx, &Object, ESS_TRUE, ESS_TRUE, &hOutline);
printf("EssOtlOpenOutline() sts: %ld\n",sts);

sts = EssOtlFindMember(hOutline, "100-10", &hMember);
printf("EssOtlFindMember() sts: %ld\n",sts);

sts = EssOtlGetAssociatedAttributes(hOutline, hMember, &count, &phMember);
printf("EssOtlGetAssociatedAttributes() sts: %ld\n",sts);

// Allocate memory for an array of memberinfo struct handles */
sts = EssAlloc(hInst,count * (sizeof(ESS_HMEMBER_T)), (ESS_PPVOID_T)&phMemberInfo);
if (!sts)
{
    for(index = 0; index < count; index++)
    {
        /* Step through array of member handles, and assign member */
        sts = EssOtlGetMemberInfo(hOutline,phMember[index],&phMemberInfo[index]);
        printf("EssOtlGetMemberInfo() sts: %ld\n",sts);
        strncpy(mbrName,phMemberInfo[index]->szMember);
        printf("Associated attribute member name #%d is: %s\n",(index + 1),mbrName);
    }
    EssFree(hInst, phMember);
    EssFree(hInst, phMemberInfo);
}

printf("\n Attributes associated :%ld\n\n", count);

See Also

- EssCheckAttributes
- EssFreeStructure
- EssGetAssociatedAttributesInfo
- EssGetAttributeInfo
- EssGetAttributeSpecifications
- EssOtlAssociateAttributeDimension
- EssOtlAssociateAttributeMember
- EssOtlDisassociateAttributeDimension
- EssOtlDisassociateAttributeMember
- EssOtlFindAttributeMembers
- EssOtlFreeStructure
- EssOtlGetAttributeInfo
- EssOtlGetAttributeSpecifications
- EssOtlQueryAttributes
- EssOtlSetAttributeSpecifications

EssOtlGetAttributeAssocLevel

Gets the association level for an attribute or linked attribute dimension.
Every attribute has an association level and an attachment level associated with the attribute dimension definition. For a linked attribute dimension, the association level is always the shorter of the two periods in the periodic comparison represented by the linked attribute dimension. For example, in the linked attribute dimension Quarter by Year, Quarter is the association level, and Year is the attachment level.

Syntax

```c
ESS_FUNC_M EssOtlGetAttributeAssocLevel (hOutline, hDimMember, psLevel);
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hOutline</td>
<td>ESS_HOUTLINE_T</td>
<td>Outline context handle (input).</td>
</tr>
<tr>
<td>hDimMember</td>
<td>ESS_HMEMBER_T</td>
<td>Attribute or linked-attribute dimension member handle (input).</td>
</tr>
<tr>
<td>psLevel</td>
<td>ESS_PUSHORT_T</td>
<td>The attribute association level (output).</td>
</tr>
</tbody>
</table>

Notes

- Before you call this function, open the outline in edit or query mode using either `EssOtlOpenOutline` or `EssOtlOpenOutlineQuery`.
- This function is applicable when `hDimMember` is any type of attribute dimension.

Return Value

Returns 0 if successful; otherwise, returns an error.

Example

```c
#include <essapi.h>
#include <essotl.h>

ESS_STS_T          sts = 0;
ESS_OBJDEF_T       Object;
ESS_HOUTLINE_T     hOutline;
ESS_HMEMBER        hDimMember;
ESS_USHORT_T       usAssocLevel;
ESS_APPNAME_T      szAppName;
ESS_DBNAME_T       szDbName;
ESS_OBJNAME_T      szFileName;
memset(&Object, '\0', sizeof(Object));
Object.hCtx = hCtx;
Object.ObjType = ESS_OBJTYPE_OUTLINE;
strcpy(szAppName, "Sample");
strcpy(szDbName, "Basic");
strcpy(szFileName, "Basic");
Object.AppName = szAppName;
Object.DbName = szDbName;
Object.FileName = szFileName;

sts = EssOtlOpenOutline(hCtx, &Object, ESS_TRUE,
                        ESS_TRUE, &hOutline);

if (!sts)
{
```

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sts = EssOtlFindMember(hOutline, "Quarter By Year",
 &hDimMember);
}

if (!sts && hMemberJan)
{
    sts = EssOtlGetAttributeAssocLevel(hOutline,
    hDimMember, &usAssocLevel);
}

See Also

- EssOtlGetLinkedAttributeAttachLevel
- EssOtlQueryGenerationInfo

**EssOtlGetAttributeInfo**

Returns attribute information for a given attribute member or dimension.

**Syntax**

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hOutline;</td>
<td>ESS_HOUTLINE_T</td>
<td>Handle to the outline</td>
</tr>
<tr>
<td>hAttribute;</td>
<td>ESS_HMEMBER_T</td>
<td>Handle to the attribute member or dimension</td>
</tr>
<tr>
<td>pAttributeInfo;</td>
<td>“ESS_ATTRIBUTEINFO_T” on page 112</td>
<td>Attribute information</td>
</tr>
</tbody>
</table>

**Notes**

- This function is similar to EssGetAttributeInfo().
- After you call this function, call EssOtlFreeStructure() to free memory dynamically allocated by EssOtlGetAttributeInfo() for string type attribute information.

**Example**

```c
void ESS_GetAttributeInfo()
{
    ESS_PPATTRIBUTEINFO_T    pAttributeInfo = ESS_NULL;
    ESS_STS_T        sts = ESS_STS_NOERR;
    ESS_OBJDEF_T      Object;
    ESS_APPNAME_T      szAppName;
    ESS_DBNAME_T      szDbName;
    ESS_OBJNAME_T      szFileName;
    ESS_HOUTLINE_T       hOutline;
    ESS_PPHMEMBER_T      phMember;
    ESS_PPMBRINFO_T      phMemberInfo;
    ESS_MBRNAME_T      mbrName;
    ESS_HMEMBER_T      hMember;

    memset(&Object, '\0', sizeof(Object));
    Object.hCtx = hCtx;
    Object.ObjType = ESS_OBJTYPE_OUTLINE;
```
strcpy(szAppName, "Sample");
strcpy(szDbName, "Basic");
strcpy(szFileName, "Basic");
Object.AppName = szAppName;
Object.DbName = szDbName;
Object.FileName = szFileName;
sts = EssOtlOpenOutline(hCtx, &Object, ESS_TRUE, ESS_TRUE, &hOutline);
printf("EssOtlOpenOutline() sts: %ld\n", sts);

sts = EssOtlFindMember(hOutline, "100-10", &hmember);
printf("EssOtlFindMember() sts: %ld\n", sts);

sts = EssOtlGetAttributeInfo(hOutline, hMember, &pAttributeInfo);
if (sts == ESS_STS_NOERR && pAttributeInfo) {
    printf("\n------Attribute Information------\n");
    printf("Member name: %s\n", pAttributeInfo->MbrName);
    printf("Dim name: %s\n", pAttributeInfo->DimName);

    switch(pAttributeInfo->Attribute.usDataType) {
        case (ESS_ATTRMBRDT_STRING):
            printf("Attribute data type: Text\n");
            if(pAttributeInfo->Attribute.value.strData)
                printf("Attribute value: %s\n", pAttributeInfo->Attribute.value.strData);
            break;

        case (ESS_ATTRMBRDT_BOOL):
            printf("Attribute data type: Boolean\n");
            printf("Attribute value: %d\n", pAttributeInfo->Attribute.value.bData);
            break;

        case (ESS_ATTRMBRDT_DOUBLE):
            printf("Attribute data type: Numeric\n");
            printf("Attribute value: %f\n", pAttributeInfo->Attribute.value.dblData);
            break;

        case (ESS_ATTRMBRDT_DATETIME):
            printf("Attribute data type: Date\n");
            printf("Attribute value: %s\n", ctime(&pAttributeInfo->Attribute.value.dtData));
            break;

        case (ESS_ATTRMBRDT_NONE):
            printf("Attribute data type: None\n");
            break;

        default:
            printf("Attribute data type: \n");
            break;
    }
}
}
See Also

- EssCheckAttributes
- EssFreeStructure
- EssGetAssociatedAttributesInfo
- EssGetAttributeInfo
- EssGetAttributeSpecifications
- EssOtlAssociateAttributeDimension
- EssOtlAssociateAttributeMember
- EssOtlDisassociateAttributeDimension
- EssOtlDisassociateAttributeMember
- EssOtlFindAttributeMembers
- EssOtlFreeStructure
- EssOtlGetAssociatedAttributes
- EssOtlGetAttributeSpecifications
- EssOtlQueryAttributes
- EssOtlSetAttributeSpecifications

EssOtlGetAttributeSpecifications

Retrieves attribute specifications for the outline.

Syntax

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hOutline;</td>
<td>ESS_HOUTLINE_T</td>
<td>Handle to the outline</td>
</tr>
<tr>
<td>pAttrSpecs;</td>
<td>“ESS_ATTRSPECS_T” on page 113</td>
<td>Attribute specifications</td>
</tr>
</tbody>
</table>

Notes

- This function is similar to EssGetAttributeSpecifications(), except that it returns information from the opened outline.
- Set attribute specifications for the outline using EssOtlSetAttributeSpecifications().
- Attribute specifications are used to do the following:
  - Generate a long name
  - Indicate the format of a datetime attribute
  - Indicate a numeric attribute’s bucketing type
  - Provide the name of the attribute calculations dimension and the names for the values used with it

Example

```c
void ESS_OtlGetAttributeSpecifications()
{
    ESS_STS_T stk = ESS_STS_NOERR;
```
ESS_PATTRSPECS_T AttrSpecs;
ESS_OBJDEF_T Object;
ESS_HOUTLINE_T hOutline;
ESS_APPNAME_T szAppName;
ESS_DBNAME_T szDbName;
ESS_OBJNAME_T szFileName;
ESS_PROCSTATE_T pState;

memset(&Object, '\0', sizeof(Object));
Object.hCtx = hCtx;
Object.ObjType = ESS_OBJTYPE_OUTLINE;
strcpy(szAppName, "Sample");
strcpy(szDbName, "Basic");
strcpy(szFileName, "Basic");
Object.AppName = szAppName;
Object.DbName = szDbName;
Object.FileName = szFileName;

sts = EssOtlOpenOutline(hCtx, &Object, ESS_TRUE, ESS_TRUE, &hOutline);
printf("EssOtlOpenOutline() sts: %ld\n",sts);

sts = EssOtlGetAttributeSpecifications(hOutline,&AttrSpecs);
printf("EssOtlGetAttributeSpecifications() sts: %ld\n",sts);

switch(AttrSpecs->usGenNameBy)
{
    case ESS_GENNAMEBY_PREFIX:
        printf("\n Prefix/Suffix   : Prefix");
        break;
    case ESS_GENNAMEBY_SUFFIX:
        printf("\n Prefix/Suffix   : Suffix");
        break;
    default:
        printf("\n Prefix/Suffix   : None");
        break;
}

switch(AttrSpecs->usUseNameOf)
{
    case ESS_USERNAMEOF_PARENT:
        printf("\n Use Name of     : Parent");
        break;
    case ESS_USERNAMEOF_GRANDPARENTANDPARENT:
        printf("\n Use Name of     : Grand Parent and Parent");
        break;
    case ESS_USERNAMEOF_ALLANCESTORS:
        printf("\n Use Name of     : All Ancestors");
        break;
    case ESS_USERNAMEOF_DIMENSION:
        printf("\n Use Name of     : Dimension");
        break;
    case ESS_USERNAMEOF_NONE:
        printf("\n Use Name of     : None");
        break;
    default:
        printf("\n Use Name of     : Invalid setting");
        break;
}
switch(AttrSpecs->cDelimiter)
{
case ESS_DELIMITER_PIPE:
printf("\n Delimiter
:
break;
case ESS_DELIMITER_UNDERSCORE:
printf("\n Delimiter
:
break;
case ESS_DELIMITER_CARET:
printf("\n Delimiter
:
break;
default:
printf("\n Delimiter
:
break;
}

'|'");

'_'");

'^'");

Invalid setting");

switch(AttrSpecs->usDateFormat)
{
case ESS_DATEFORMAT_DDMMYYYY :
printf("\n Date Format
: DD-MM-YYYY");
break;
case ESS_DATEFORMAT_MMDDYYYY :
printf("\n Date Format
: MM-DD-YYYY");
break;
default:
printf("\n Date Format
: Invalid setting");
break;
}
switch(AttrSpecs->usBucketingType)
{
case ESS_UPPERBOUNDINCLUSIVE :
printf("\n Bucketing Type : Upper Bound inclusive");
break;
case ESS_UPPERBOUNDNONINCLUSIVE :
printf("\n Bucketing Type : Upper Bound non-inclusive");
break;
case ESS_LOWERBOUNDINCLUSIVE :
printf("\n Bucketing Type : Lower Bound inclusive");
break;
case ESS_LOWERBOUNDNONINCLUSIVE :
printf("\n Bucketing Type : Lower Bound non-inclusive");
break;
default:
printf("\n Bucketing Type
: Invalid setting");
break;
}
printf("\n Default for TRUE
: %s",
AttrSpecs->pszDefaultTrueString);
printf("\n Default for FALSE
: %s",
AttrSpecs->pszDefaultFalseString);
printf("\n Default for Attr Calc : %s",
AttrSpecs->pszDefaultAttrCalcDimName);

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printf("\n Default for Sum        : %s",
    AttrSpecs->pszDefaultSumMbrName);

printf("\n Default for Count      : %s",
    AttrSpecs->pszDefaultCountMbrName);

printf("\n Default for Average    : %s",
    AttrSpecs->pszDefaultAverageMbrName);

printf("\n Default for Min        : %s",
    AttrSpecs->pszDefaultMinMbrName);

printf("\n Default for Max        : %s",
    AttrSpecs->pszDefaultMaxMbrName);

printf("\n");

sts = EssOtlWriteOutline(hOutline, &Object);
printf("EssOtlWriteOutline() sts: %ld\n",sts);

sts = EssOtlRestructure(hCtx, ESS_DOR_ALLDATA);
printf("EssOtlRestructure() sts: %ld\n",sts);

if (!sts)
{
    sts = EssGetProcessState (hCtx, &pState);
    while (!sts || (pState.State != ESS_STATE_DONE))
    {
        sts = EssGetProcessState (hCtx, &pState);
    }

    sts = EssOtlCloseOutline(hOutline);
    printf("EssOtlCloseOutline() sts: %ld\n",sts);
}

EssOtlFreeStructure(hInst, ESS_DT_STRUCT_ATTRSPECS, 1,&AttrSpecs);

See Also

- EssCheckAttributes
- EssFreeStructure
- EssGetAssociatedAttributesInfo
- EssGetAttributeInfo
- EssGetAttributeSpecifications
- EssOtlAssociateAttributeDimension
- EssOtlAssociateAttributeMember
- EssOtlDisassociateAttributeDimension
- EssOtlDisassociateAttributeMember
- EssOtlFindAttributeMembers
- EssOtlFreeStructure
- EssOtlGetAssociatedAttributes
- EssOtlGetAttributeInfo
- EssOtlQueryAttributes
- EssOtlSetAttributeSpecifications
**EssOtlGetChild**

Returns the child of a member.

**Syntax**

```c
ESS_FUNC_M EssOtlGetChild (hOutline, hMember, phMember);
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hOutline</td>
<td>ESS_HOUTLINE_T</td>
<td>Outline context handle.</td>
</tr>
<tr>
<td>hMember</td>
<td>ESS_HMEMBER_T</td>
<td>Handle of member to retrieve the child of.</td>
</tr>
<tr>
<td>phMember</td>
<td>ESS_PHMEMBER_T</td>
<td>Pointer for return of a member handle of the child of the hMember parameter.</td>
</tr>
</tbody>
</table>

**Notes**

If there is no child, *phMember is set to ESS_NULL and the call returns 0.

**Return Value**

Returns 0 if successful.

**Example**

```c
#include <essapi.h>
#include <essotl.h>

ESS_STS_T          sta = 0;
ESS_HOUTLINE_T     hOutline;
ESS_HMEMBER_T      hMemberParent;
ESS_HMEMBER_T      hMemberChild;
ESS_OBJDEF_T       Object;
ESS_APPNAME_T      szAppName;
ESS_DBNAME_T       szDbName;
ESS_OBJNAME_T      szFileName;
memset(&Object, '\0', sizeof(Object));
Object.hCtx = hCtx;
Object.ObjType = ESS_OBJTYPE_OUTLINE;
strcpy(szAppName, "Sample");
strcpy(szDbName, "Basic");
strcpy(szFileName, "Basic");
Object.AppName = szAppName;
Object.DbName = szDbName;
Object.FileName = szFileName;
st = EssOtlOpenOutline(hCtx, &Object, ESS_TRUE,
                      ESS_TRUE, &hOutline);
if (!sts)
{
    sts = EssOtlFindMember(hOutline, "Year",
                           &hMemberParent);
}
if (!sts && hMemberParent)
{
    sts = EssOtlGetChild(hOutline, hMemberParent,
```
See Also

- EssOtlGetParent
- EssOtlGetNextSibling
- EssOtlGetPrevSibling
- EssOtlGetFirstMember

**EssOtlGetCountOfDupMemberNameInDim**

Returns the number of members in a dimension whose names are duplicate in the outline opened in query mode.

**Syntax**

```
ESS_FUNC_M EssOtlGetDimensionNameUniqueness (hOutline, hDim, *pulDupCount);
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hOutline</td>
<td>ESS_HOUTLINE_T</td>
<td>Outline context handle (input).</td>
</tr>
<tr>
<td>hDim</td>
<td>ESS_HMEMBER_T</td>
<td>Input dimension, returned by EssOtlQueryGetFirstDimension() or EssOtlQueryGetNextDimension().</td>
</tr>
<tr>
<td>*pulDupCount</td>
<td>ESS_ULONG_T</td>
<td>The number of members with duplicate names (output).</td>
</tr>
</tbody>
</table>

**Notes**

- A shared member in the dimension will not influence the count.
- Before you call this function, call **EssOtlOpenOutlineQuery** to open the outline in query mode.

**Return Value**

Returns 0 if successful; otherwise, returns an error.

**Example**

```c
ESS_FUNC_M ESS_GetCount()
{
    ESS_STS_T       sts = 0;
    ESS_HOUTLINE_T  hOutline;
    ESS_OBJDEF_T    Object;
    ESS_APPNAME_T   szAppName;
    ESS_DBNAME_T    szDbName;
    ESS_OBJNAME_T   szFileName;
    ESS_HMEMBER_T   hDim;
    ESS_LONG_T      pulDupCount;

    memset(&Object, '\0', sizeof(Object));
    Object.hCtx = hCtx;
    Object.ObjType = ESS_OBJTYPE_OUTLINE;
    strcpy(szAppName, "Demo");
```
strcpy(szDbName, "Test");
strcpy(szFileName, "Test");
Object.AppName = szAppName;
Object.DbName = szDbName;
Object.FileName = szFileName;

sts = EssOtlOpenOutlineQuery (hCtx, &Object, &hOutline);

if (!sts)
{
    sts = EssOtlQueryGetFirstDimension(hOutline, &hDim);
    if (sts)
        printf("EssOtlQueryGetFirstDimension failed sts %ld\n",sts);
}

if (!sts)
{
    // returns pulDupCount which gives the number of members in a dimension
    // whose names are duplicate
    sts = EssOtlGetCountOfDupMemberNameInDim (hOutline, hDim, &pulDupCount);
    if (sts)
        printf("EssOtlGetCountOfDupMemberNameInDim failed sts %ld\n",sts);
}

return sts;

See Also

- EssOtlQueryGetFirstDimension
- EssOtlQueryGetNextDimension

**EssOtlGetDateFormatString**

This function gets the outline property date format String.

**Syntax**

ESS_Func_M EssOtlGetDateFormatString(
    ESS_HOUTLINE_T hOutline,
    ESS_PSTR_T formatString)

**Parameter** | **Data Type** | **Description**
---|---|---
| hOutline | ESS_HOUTLINE_T | Outline handle |
| formatString | ESS_PSTR_T | Returns the outline date format string to this argument. |

**Return Value**

Returns:

- 0—If successful
**formatString** contains the outline date format.

- Error number—If unsuccessful

**Example**

```c
void TestGetSetDateFormatString()
{
    ESS_STS_T        sts = ESS_STS_NOERR;
    ESS_HOUTLINE_T   hOutline = ESS_NULL;
    ESS_OBJDEF_T     Object;
    ESS_SHORT_T      length = 80;
    ESS_STR_T        dateFormatString = "";
    ESS_STR_T        localeStr;
    ESS_USHORT_T     count, i;
    ESS_STR_T*       pdateStrings;
    ESS_STR_T*       pformatStrings;

    memset(&Object, '\0', sizeof(Object));
    Object.hCtx =         hCtx;
    Object.ObjType =         ESS_OBJTYPE_OUTLINE;
    Object.AppName =         szAppName;
    Object.DbName =         szDbName;
    Object.FileName =     szFileName;
    sts = EssOtlOpenOutline(hCtx, &Object,
                            ESS_TRUE, ESS_TRUE, &hOutline);

    /* Get current value */
    sts = EssOtlGetDateFormatString(hOutline, &dateFormatString);
    printf("EssOtlGetSMDateFormatString sts: %d \n", sts);
    printf("\tDate format string: %s\n", dateFormatString);
    printf("\n");
    localeStr = "English_UnitedStates.Latin1@Binary";
    sts = EssOtlGetServerDateFormats(hCtx, localeStr,
                                      &Count, &pdateStrings, &pformatStrings);
    printf("EssOtlGetServerDateFormats sts: %d \n", sts);

    for (i = 0; i < count; i++)
    {
        printf("\nCase with %s:\n", pformatStrings[i]);
        sts = EssOtlSetDateFormatString(hOutline,
                                         pformatStrings[i]);
        printf("EssOtlSetSMDateFormatString sts: %d \n", sts);
        SaveOutline(hOutline);
        sts = EssOtlGetDateFormatString(hOutline,
                                         &dateFormatString);
        printf("\tDate format string: %s\n", dateFormatString);
    }

    sts = EssUnlockObject(hCtx, Object.ObjType,
                          Object.AppName, Object.DbName, Object.FileName);
    sts = EssOtlCloseOutline(hOutline);
}
```

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printf("EssOtlCloseOutline   sts: %d\n",sts);
}

See Also

- EssOtlGetServerDateFormats
- EssOtlSetDateFormatString

EssOtlGetDimensionNameUniqueness

Returns the dimension’s member-name uniqueness setting.

Syntax

ESS_FUNC_M EssOtlGetDimensionNameUniqueness (hOutline, hDim, pbNameUnique);

Parameter | Data Type | Description
--- | --- | ---
hOutline | ESS_HOUTLINE_T | Outline context handle (input).
hDim | ESS_HMEMBER_T | Member handle of the dimension root member (input).
pbNameUnique | ESS_PBOOL_T | The dimension member name uniqueness setting (output). If TRUE, the dimension cannot have duplicate member names.

Notes

Call EssOtlFindMember to set up the ESS_HMEMBER_T (hDim) variable.

Return Value

Returns 0 if successful; otherwise, returns an error.

Example

ESS_FUNC_M ESS_GetSetDimNameUniq()
{
    ESS_STS_T    sts = 0;
    ESS_POUTLINEINFO_T  pInfo = ESS_NULL;
    ESS_HOUTLINE_T   hOutline;
    ESS_OBJDEF_T   Object;
    ESS_APPNAME_T   szAppName;
    ESS_DBNAME_T   szDbName;
    ESS_OBJNAME_T   szFileName;
    ESS_BOOL_T    pbNameUnique;
    ESS_HMEMBER_T   hDim = ESS_NULL;

    memset(&Object, '\0', sizeof(Object));
    Object.hCtx =   hCtx;
    Object.ObjType =  ESS_OBJTYPE_OUTLINE;
    strcpy(szAppName, "Demo");
    strcpy(szDbName, "Test");
    strcpy(szFileName, "Test");
    Object.AppName =  szAppName;
    Object.DbName =   szDbName;
    Object.FileName =  szFileName;
    ESS_HMEMBER_T   hDim = ESS_NULL;

    memset(&Object, '\0', sizeof(Object));
    Object.hCtx =   hCtx;
    Object.ObjType =  ESS_OBJTYPE_OUTLINE;
    strcpy(szAppName, "Demo");
    strcpy(szDbName, "Test");
    strcpy(szFileName, "Test");
    Object.AppName =  szAppName;
    Object.DbName =   szDbName;
    Object.FileName =  szFileName;
sts = EssOtlOpenOutline(hCtx, &Object, ESS_TRUE,
ESS_TRUE, &hOutline);

if (!sts)
{
    sts = EssOtlFindMember(hOutline, "Year", &hDim);

    if (sts)
        printf("EssOtlFindMember failed sts %ld\n", sts);
}

/*Get the dimension's Year member-name uniqueness setting*/
if (!sts)
{
    sts = EssOtlGetDimensionNameUniqueness (hOutline, hDim, &pbNameUnique);

    if (sts)
        printf("EssOtlGetDimensionNameUniqueness failed sts %ld\n", sts);
    else
        printf("Dimension Year has Member Name Uniqueness value: %ld\n", pbNameUnique);
}

if (!sts)
{
    sts = EssOtlFindMember(hOutline, "Product", &hDim);

    if (sts)
        printf("EssOtlFindMember failed sts %ld\n", sts);
}

if (!sts)
{
    /*set Product to prohibit duplicate (non-unique) member names*/
    pbNameUnique = ESS_TRUE;
    sts = EssOtlSetDimensionNameUniqueness (hOutline, hDim, pbNameUnique);

    if (sts)
        printf("EssOtlSetDimensionNameUniqueness failed sts %ld\n", sts);
    else
        printf("Dimension Product has Member Name Uniqueness value: %ld\n", pbNameUnique);
}

return sts;

}

See Also

- EssOtlSetDimensionNameUniqueness

**EssOtlGetDimensionSolveOrder**

Returns the solve order of a dimension.
Syntax

ESS_FUNC_M EssOtlGetDimensionSolveOrder (hOutline, hMember, pOrder);

Parameter Description

<table>
<thead>
<tr>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hOutline</td>
<td>Outline context handle (input).</td>
</tr>
<tr>
<td>hMember</td>
<td>Dimension handle (input).</td>
</tr>
<tr>
<td>pOrder</td>
<td>Solve order (output).</td>
</tr>
</tbody>
</table>

Notes

Solve order is applicable only to aggregate storage databases.

Return Value

Returns 0 if successful.

Example

```c
ESS_STS_T         sts = ESS_STS_NOERR;
ESS_HOUTLINE_T    hOutline = ESS_NULL;
ESS_HMEMBER_T     hMember = ESS_NULL;
ESS_UCHAR_T       ucOrder = 0;

/* code to assign hOutline variable omitted */
/* code to assign hMember variable omitted */

if (hOutline && hMember)
{
    sts = EssOtlGetDimensionSolveOrder(hOutline, hMember, &ucOrder);

    if (sts)
        printf("Error [%ld] returned\n", sts);
    else
        printf("Solve Order: %d\n", ucOrder);
} else
    printf("Both hOutline and hMember must have values\n");
```

See Also

- EssOtlSetDimensionSolveOrder
- EssOtlGetMemberSolveOrder
- EssOtlSetMemberSolveOrder

EssOtlGetDimensionUserAttributes

Returns the user defined attributes used in the specified dimension.

Syntax

ESS_FUNC_M EssOtlGetDimensionUserAttributes (hOutline, pPredicate, pCounts, ppAttributeNames);
<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hOutline</td>
<td>ESS_HOUTLINE_T</td>
<td>Essbase outline handle. This must have been returned from EssOtlOpenOutlineQuery().</td>
</tr>
</tbody>
</table>
| pPredicate    | “ESS_PREDICATE_T” on page 719 | Structure defining the query. The fields of this structure are used as follows:  
- ulQuery—Value defining the operation to perform. The only valid value is ESS_DIMUSERATTRIBUTES.  
- pszDimension—Dimension to limit the scope of the query. Specify a valid dimension name. |
| pCounts       | “ESS_MBRCOUNTS_T” on page 709 | Structure defining information about counts. It contains the following fields:  
- ulStart—Starting number to return  
- ulMaxCount—Maximum number of member names to return  
- ulTotalCount—Total number of members that are defined in the results of the query  
- pulReturnCount—Number of member names returned in this query |
| ppAttributeNames | ESS_PPMBRNAME_T  | An array of attribute names returned from the query.                                                                                             |

**Notes**

- This function is used only to get the user's defined attributes on a specific dimension. Therefore, the only valid value for Predicate is ESS_DIMUSERATTRIBUTES_T.
- Solve order property on a member or dimension specifies its calculation order.
- Member solve order takes precedence over dimension solve order. Solve order can be between 0 and 127. The default is 0.
- Members without formulas that do not have a specified solve order inherit the solve order of their dimension. Members with formulas that do not have a specified solve order have a solve order of zero.

**Return Value**

The return value is zero if the function was successful.

**Example**

```c
#include <essapi.h>
#include <essotl.h>

ESS_STS_T          sts = ESS_STS_NOERR;
ESS_HOUTLINE_T     hOutline;
ESS_OBJDEF_T       Object;
ESS_PREDICATE_T    Predicate;
ESS_MBRCOUNTS_T    Counts;
ESS_MBRNAME_T      pAttribNames;
ESS_ULONG_T        i;
ESS_ACCESS_T       Access;
ESS_STR_T          AppName;
ESS_STR_T          DbName;
```
AppName = "Sample";
DbName = "Basic";

sts = EssSetActive(hCtx,AppName,DbName,&Access);

if (sts == 0)
{
    memset(&Object, '\0', sizeof(Object));
    sts = EssOtlOpenOutlineQuery(hCtx, &Object, &hOutline);
    memset(&Predicate, '\0', sizeof(Predicate));
    Predicate.ulQuery = ESS_DIMUSERATTRIBUTES;
    Predicate.pszDimension = "Market";
    memset(&Counts, '\0', sizeof(Counts));
    Counts.ulStart = 0;
    Counts.ulMaxCount = 10;
    if(!sts)
    {
        sts = EssOtlGetDimensionUserAttributes(hOutline, &Predicate, &Counts, &pAttribNames);
        if (!sts && Counts.ulReturnCount)
        {
            sts = EssFree(hInstance, pAttribNames);
        }
    }
}

See Also

- EssFree
- EssOtlOpenOutlineQuery
- EssOtlQueryMembers
- EssOtlQueryMembersByName

**EssOtlGetDTSMemberAlias**

Gets an alias name for a Dynamic Time Series (DTS) member.

**Syntax**

```c
ESS_STS_T EssOtlGetDTSMemberAlias (hOutline, pszDTSMember, pszAliasTable, ppszAlias);
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hOutline</td>
<td>ESS_HOUTLINE_T</td>
<td>The Essbase outline handle returned from the EssOtlOpenOutline call.</td>
</tr>
<tr>
<td>pszDTSMember</td>
<td>ESS_STR_T</td>
<td>Name of the DTS member which provides the alias.</td>
</tr>
<tr>
<td>Parameter</td>
<td>Data Type</td>
<td>Description</td>
</tr>
<tr>
<td>-------------</td>
<td>-----------</td>
<td>-------------</td>
</tr>
<tr>
<td>pszAliasTable</td>
<td>ESS_STR_T</td>
<td>Name of the alias table which provides the alias. If NULL, the default alias table is used.</td>
</tr>
<tr>
<td>ppszAlias</td>
<td>ESS_PSTR_T</td>
<td>Pointer to a pointer to a C string containing the alias name for the DTS member.</td>
</tr>
</tbody>
</table>

**Return Value**

If successful the return value is zero. Otherwise, one of the following is returned:

- OTLAPI_ERR_DTSMBRNOTDEFINED
- OTLAPI_BAD_ALIASSTABLE

**Example**

```c
#include "essapi.h"
#include "essotl.h"
#include "esserror.h"

ESS_STS_T ESS_OtlGetDTSMemberAlias(ESS_HCTX_T hCtx)
{
    ESS_STS_T               sts = ESS_STS_NOERR;
    ESS_OBJDEF_T    Object;
    ESS_HOUTLINE_T  hOutline;
    ESS_APPNAME_T   szAppName;
    ESS_DBNAME_T    szDbName;
    ESS_OBJNAME_T   szFileName;
    ESS_CHAR_T      pszAliasTable[ESS_ALIASNAMELEN];
    ESS_STR_T       pszAlias;
    ESS_CHAR_T      pszDTSMember[ESS_MBRNAMELEN];

    strcpy(szAppName, "sample");
    strcpy(szDbName, "Basic");
    strcpy(szFileName, "Basic");
    strcpy(pszDTSMember, "Q-T-D");
    strcpy(pszAliasTable, "Default");

    Object.hCtx = hCtx;
    Object.ObjType = ESS_OBJTYPE_OUTLINE;
    Object.AppName = szAppName;
    Object.DbName = szDbName;
    Object.FileName = szFileName;

    sts = EssOtlOpenOutline(hCtx, &Object, ESS_FALSE, ESS_TRUE, &hOutline);
    if(sts)
    {
        printf("Could not open outline\n");
        return sts;
    }

    sts = ESS_OtlGetDTSMemberAlias(hOutline, pszDTSMember, pszAliasTable, &pszAlias);
    if(sts)
    {
        printf("Could not get DTS member alias\n");
        return sts;
    }
}
```
printf("MEMBER %s is aliased to %s\n", pszDTSMember, pszAlias);
EssOt1CloseOutline(hOutline);
return sts;
}

See Also

- EssOt1DeleteDTSMemberAlias
- EssOt1EnableDTSMember
- EssOt1GetEnabledDTSMembers
- EssOt1SetDTSMemberAlias

EssOt1GetEnabledDTSMembers

Retrieves the member information structures for the enabled Dynamic Time Series (DTS) members in the specified outline.

Syntax

\[
\text{ESS_STS_T EssOt1GetEnabledDTSMembers (hOutline, pusCount, ppEnabledDTSMemberList);}\]

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hOutline</td>
<td>ESS_HOUTLINE_T</td>
<td>The Essbase outline handle returned from the EssOt1OpenOutline call.</td>
</tr>
<tr>
<td>pusCount</td>
<td>ESS_PUSHORT_T</td>
<td>The number of enabled DTS Members.</td>
</tr>
<tr>
<td>ppEnabledDTSMemberList</td>
<td>ESS_PPDTSMBRINFO_T</td>
<td>Pointer to an array of DTS member info structures (for the enabled DTS members for the outline).</td>
</tr>
</tbody>
</table>

Notes

This function also fills in the ESS_DTSMBRNAME_T structure passed to it.

Return Value

If successful the return value is zero. Otherwise, returns the status of the EssOt1QueryMembers() call.

Example

```c
#include "essapi.h"
#include "essotl.h"
#include "esserror.h"

ESS_STS_T EssOt1GetEnabledDTSMembers(ESS_HCTX_T hCtx)
{
    ESS_STS_T st = ESS_STS_NOERR;
    ESS_HOUTLINE_T hOutline;
    ESS_OBJDEF_T Object;
    ESS_APPNAME_T szAppName;
    ESS_DBNAME_T szDbName;
    ESS_OBJNAME_T szFileName;
    ESS_USHORT_T usCount, i;
```
ESS_PDTSMBRNAME_T pEnabledDTSMbrList;

strcpy(szAppName, "Sample");
strcpy(szDbName, "Basic");
strcpy(szFileName, "Basic");

memset(&Object, '\0', sizeof(ESS_OBJDEF_T));
Object.hCtx = hCtx;
Object.ObjType = ESS_OBJTYPE_OUTLINE;
Object.AppName = szAppName;
Object.DbName = szDbName;
Object.FileName = szFileName;

sts = EssOtlOpenOutline(hCtx, &Object, ESS_FALSE, ESS_TRUE, &hOutline);
if(sts)
{
    printf("Could not open outline\n");
    return sts;
}

sts = EssOtlGetEnabledDTSMembers(hOutline, &usCount, &pEnabledDTSMbrList);
if(sts)
{
    printf("Could not get enabled DTS member alias\n");
}
else
{
    printf("No of enabled DTS members is %u\n", usCount);
    for (i = 0; i < usCount; i++)
    {
        printf("%s\n", pEnabledDTSMbrList[i]);
    }
}
EssOtlCloseOutline(hOutline);
return sts;

See Also

- EssOtlDeleteDTSMemberAlias
- EssOtlEnableDTSMember
- EssOtlGetDTSMemberAlias
- EssOtlSetDTSMemberAlias

**EssOtlGetFirstMember**

Returns a member handle to the first member in the outline. The first member is the first dimension defined in the outline.

**Syntax**

ESS_FUNC_M EssOtlGetFirstMember (hOutline, phMember);
### EssOtlGetGenName

Retrieves the name for a specific generation within a dimension.

#### Syntax

```
ESS_FUNC_M EssOtlGetGenName (hOutline, pszDimension, usGen, ppszName);
```
<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hOutline</td>
<td>ESS_HOUTLINE_T</td>
<td>Outline context handle.</td>
</tr>
<tr>
<td>pszDimension</td>
<td>ESS_STR_T</td>
<td>Name of dimension that contains the generation.</td>
</tr>
<tr>
<td>usGen</td>
<td>ESS_USHORT_T</td>
<td>Number of generation for which to get a name. The dimension is generation 1.</td>
</tr>
<tr>
<td>ppszName</td>
<td>ESS_PSTR_T</td>
<td>Buffer for return of generation name, allocated by the API.</td>
</tr>
</tbody>
</table>

**Notes**

- The generation name follows the same rules as a member name and must be unique across the entire member name space. It cannot duplicate any other generation, level, member name, or alias. Attempting to add a duplicate name generates an error.
- Generation names are not automatically assigned. For this function to return the name, a name must have been assigned. The name can be assigned with `EssOtlSetGenName`.
- Call `EssFree()` to free the returned buffer.

**Return Value**

Returns 0 if successful; otherwise one of the following:

- OTLAPI_NO_GENLEVELNAME
- OTLAPI_ERR_NOTADIM
- OTLAPI_ERR_GENLEVELNAMEMBR

**Example**

```c
#include <essapi.h>
#include <essotl.h>

ESS_STS_T          sts = 0;
ESS_HOUTLINE_T     hOutline;
ESS_OBJDEF_T       Object;
ESS_APPNAME_T      szAppName;
ESS_DBNAME_T       szDbName;
ESS_OBJNAME_T      szFileName;
ESS_STR_T          Dimension;
ESS_USHORT_T       GenNum;
ESS_STR_T          GenName;
memset(&Object, '\0', sizeof(Object));
Object.hCtx = hCtx;
Object.ObjType = ESS_OBJTYPE_OUTLINE;
strcpy(szAppName, "Sample");
strcpy(szDbName, "Basic");
strcpy(szFileName, "Basic");
Object.AppName = szAppName;
Object.DbName = szDbName;
Object.FileName = szFileName;

sts = EssOtlOpenOutline(hCtx, &Object, ESS_TRUE, ESS_TRUE, &hOutline);
```
/************** Get Gen Name ***************/
Dimension = "Year";
GenNum = 3;

if (!sts)
{
    sts = EssOtlGetGenName(hOutline, Dimension,
               GenNum, &GenName);
}

if (!sts && GenName)
{
    printf("Gen Name: %s\n",GenName);
    EssFree(hInst, GenName);
}

See Also
l  EssFree
l  EssOtlDeleteGenName
l  EssOtlSetGenName

EssOtlGetGenNameEx
Retrieves the name and member uniqueness setting for a specific generation within a dimension.

Syntax

ESS_FUNC_M EssOtlGetGenName (hOutline, pszDimension, usGen, ppszName, pbNameUnique);

Parameter     Data Type     Description
hOutline       ESS_HOUTLINE_T Outline context handle.
pszDimension   ESS_STR_T     Name of dimension that contains the generation.
usGen          ESS_USHORT_T  Number of generation for which to get a name. The dimension is generation 1.
ppszName       ESS_PSTR_T    Buffer for return of generation name, allocated by the API.
pbNameUnique   ESS_PBOOL_T   Member name uniqueness setting.

Notes
l  The generation name must be unique across the entire member name space. It cannot
duplicate any other generation, level, member name, or alias. Attempting to add a duplicate
generation name generates an error.

l  Generation names are not automatically assigned. For this function to return the name, a
name must have been assigned. The name can be assigned with EssOtlSetGenName

l  Call EssFree() to free the returned buffer.

Return Value

Returns 0 if successful; otherwise, returns an error code.
Example

```c
void ESS_GetGenNameEx()
{

    ESS_STS_T          sts = 0;
    ESS_HOUTLINE_T     hOutline;
    ESS_OBJDEF_T       Object;
    ESS_APPNAME_T      szAppName;
    ESS_DBNAME_T       szDbName;
    ESS_OBJNAME_T      szFileName;
    ESS_STR_T          Dimension;
    ESS_USHORT_T       GenNum;
    ESS_STR_T          GenName;
    ESS_BOOL_T         bUnique= ESS_FALSE;
    memset(&Object, '\0', sizeof(Object));
    Object.hCtx = hCtx;
    Object.ObjType = ESS_OBJTYPE_OUTLINE;
    strcpy(szAppName, "Demo");
    strcpy(szDbName, "Test");
    strcpy(szFileName, "Test");
    Object.AppName = szAppName;
    Object.DbName = szDbName;
    Object.FileName = szFileName;

    sts = EssOtlOpenOutline(hCtx, &Object, ESS_TRUE,
                            ESS_TRUE, &hOutline);
    printf("EssOtlOpenOutline sts: %ld\n",sts);

    /*************************************************************************
     * Set and Get GenName ************
     */
    Dimension = "Year";
    GenNum = 1;
    GenName = "Gen 1 Year";

    //SetGenNameEx() so that Gen 1 members of Year cannot be non-unique
    if (!sts)
    {
        sts = EssOtlSetGenNameEx(hOutline, Dimension,
                                  GenNum, GenName, ESS_TRUE);
    }

    // GetGenNameEx() to see if the gen is able to be non-unique
    if (!sts)
    {
        sts = EssOtlGetGenNameEx(hOutline, Dimension,
                                  GenNum, GenName, &bUnique);
        printf("Generation 1 members of Year have bUnique value of %ld\n", bUnique);
        printf("EssOtlGetGenNameEx sts: %ld\n",sts);
    }

    if (!sts && GenName)
    {
        printf("Gen Name: %s\n",GenName);
    }
}
```
EssFree(hInst, GenName);

See Also

- EssOtlGetGenName
- EssFree
- EssOtlDeleteGenName
- EssOtlSetGenNameEx

EssOtlGetGenNames

Retrieves all generation names specified for a particular dimension.

Syntax

lessly

```c
ESS_FUNC_M EssOtlGetGenNames (hOutline, pszDimension, ulOptions, pulCount, pNameArray);
```

Parameter | Data Type | Description
---|---|---
| hOutline | ESS_HOUTLINE_T | Essbase outline handle.
| pszDimension | ESS_STR_T | The dimension to retrieve generation names for.
| ulOptions | ESS_ULONG_T | This can be one of the following values:
| pulCount | ESS_PULONG_T | Return of the number of elements in the pNameArray. It is the number of generation names for the specified member.
| pNameArray | “ESS_GENLEVELNAME_T” on page 708 | An array of generation name structures for the specified dimension.

Notes

- The caller should free the pNameArray structure after use by calling EssFree().
- This call will work for both EssOtlOpenOutline() and EssOtlOpenOutlineQuery(). The information will exist locally for both, since it is returned from the server during the EssOtlOpenOutlineQuery() call.

Return Value

The return value is zero if the function was successful.
Example

```c
#include <essapi.h>
#include <essotl.h>

ESS_STS_T          sts = ESS_STS_NOERR;
ESS_HOUTLINE_T     hOutline;
ESS_OBJDEF_T       Object;
ESS_STR_T          Dimension;
ESS_ULONG_T        GenOpt;
ESS_ULONG_T        pCount = 0, i;
ESS_PGENLEVELNAME_T pNameArray = ESS_NULL;
ESS_ACCESS_T       Access;
ESS_STR_T          AppName;
ESS_STR_T          DbName;

AppName = "Sample";
DbName = "Basic";

sts = EssSetActive(hCtx, AppName, DbName, &Access);

if (sts == 0)
{
    memset(&Object, '\0', sizeof(Object));

    sts = EssOtlOpenOutlineQuery(hCtx, &Object, &hOutline);

    Dimension = "Year";
    GenOpt = ESS_GENLEV_ALL;

    if (!sts)
    {
        sts = EssOtlGetGenNames(hOutline, Dimension, GenOpt, &Count, &pNameArray);

        if(!sts && Count )
        {
            for(i = 0; i<Count; i++)
            {
                printf("\nNumber %ld, Name %s ",
                        pNameArray[i].usNumber, pNameArray[i].szName);
            }
        EssFree(hInst, pNameArray);
    }
}
```

See Also

- EssFree
- EssOtlGetGenName
- EssOtlGetLevelName
- EssOtlGetLevelNames
- EssOtlOpenOutline
- EssOtlOpenOutlineQuery
EssOtlGetHierarchyType

Gets the dimension’s hierarchy type designation: Multiple hierarchies enabled, dynamic hierarchy, or stored hierarchy.

Syntax

ESS_FUNC_M EssOtlGetHierarchyType(hOutline, hMember, pType);

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hOutline</td>
<td>ESS_HOUTLINE_T</td>
<td>Outline context handle (input).</td>
</tr>
<tr>
<td>hMember</td>
<td>ESS_HMEMBER_T</td>
<td>A dimension member (input).</td>
</tr>
<tr>
<td>pType</td>
<td>ESS_UCHAR_T</td>
<td>If hMember is a dimension member, one of the following values (output):</td>
</tr>
<tr>
<td></td>
<td></td>
<td>• ESS_STORED_HIERARCHY—The dimension is a single, stored hierarchy.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>• ESS_DYNAMIC_HIERARCHY—The dimension is a single, dynamic hierarchy.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>• ESS_MULTIPLE_HIERARCHY_IS_ENABLED—The dimension is multiple-hierarchy enabled.</td>
</tr>
</tbody>
</table>

Notes

- Once the dimension is multiple-hierarchy enabled, the hierarchy types are determined by the generation 2 members. If hMember is a generation 2 member, pType can return the following values:
  - ESS_STORED_HIERARCHY—The hierarchy with hMember as top is a single, stored hierarchy.
  - ESS_DYNAMIC_HIERARCHY—The hierarchy with hMember as top is a single, dynamic hierarchy.
  - ESS_MULTIPLE_HIERARCHY_NOT_ENABLED—The dimension is not multiple-hierarchy enabled.

- If hMember is of a generation greater than 2, pType returns ESS_NOT_HIERARCHY_MEMBER.

Return Value

Returns 0 if successful; otherwise, returns an error.

See Also

- EssOtlSetHierarchyType
- EssOtlSetAltHierarchyEnabled
- EssOtlGetAltHierarchyEnabled

EssOtlGetImpliedShare

Returns the Implied Share setting of an outline.
**Syntax**

```c
ESS_FUNC_M EssOtlGetImpliedShare(hOutline, &impliedShareSetting);
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hOutline</td>
<td>ESS_HOUTLINE_T</td>
<td>Outline context handle</td>
</tr>
<tr>
<td>&amp;impliedShareSetting</td>
<td>ESS_USHORT</td>
<td>Address of an implied share setting.</td>
</tr>
</tbody>
</table>

**Return Value**

- 0—If successful
- Error number—If unsuccessful

The implied share setting value. See “Implied Share Setting (C)” on page 97.

**Return Parameter**

ESS_USHORT impliedShareSetting

**See Also**

- `EssOtlSetImpliedShare`

---

**EssOtlGetLevelName**

Gets the name for a specific level within a dimension.

**Syntax**

```c
ESS_FUNC_M EssOtlGetLevelName(hOutline, pszDimension, usLevel, pszName);
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hOutline</td>
<td>ESS_HOUTLINE_T</td>
<td>Outline context handle</td>
</tr>
<tr>
<td>pszDimension</td>
<td>ESS_STR_T</td>
<td>Name of dimension that contains the generation.</td>
</tr>
<tr>
<td>usLevel</td>
<td>ESS_USHORT_T</td>
<td>Number of level number for which to get a name. Leaf members are level 0.</td>
</tr>
<tr>
<td>pszName</td>
<td>ESS_PSTR_T</td>
<td>Buffer for return of the level of the specified dimension, allocated by the API.</td>
</tr>
</tbody>
</table>

**Notes**

- In C programs, call EssFree() to free the returned buffer.
- Level names are not automatically assigned. For this function to return the name, a name must have been assigned. The name can be assigned with `EssOtlSetLevelName`

**Return Value**

Returns 0 if successful; otherwise one of the following:

- OTLAPI_NO_GENLEVELNAME
- OTLAPI_ERR_NOTADIM
Example

```c
#include <essapi.h>
#include <essotl.h>

ESS_STS_T          sts = 0;
ESS_HOUTLINE_T     hOutline;
ESS_OBJDEF_T       Object;
ESS_APPNAME_T      szAppName;
ESS_DBNAME_T       szDbName;
ESS_OBJNAME_T      szFileName;
ESS_STR_T          Dimension;
ESS_USHORT_T       LevelNum;
ESS_STR_T          LevelName;

memset(&Object, '\0', sizeof(Object));
Object.hCtx = hCtx;
Object.ObjType = ESS_OBJTYPE_OUTLINE;
strcpy(szAppName, "Sample");
strcpy(szDbName, "Basic");
strcpy(szFileName, "Basic");
Object.AppName = szAppName;
Object.DbName = szDbName;
Object.FileName = szFileName;

sts = EssOtlOpenOutline(hCtx, &Object, ESS_TRUE, ESS_TRUE, &hOutline);

/***************  Get Level Name **************/
Dimension = "Year";
LevelNum = 0;

if (!sts)
{
    sts = EssOtlGetLevelName(hOutline, Dimension, LevelNum, &LevelName);
}

if (!sts && LevelName)
{
    printf("Level Name: %s\n", LevelName);
    EssFree(hInst, LevelName);
}
```

See Also

- EssOtlSetLevelName
- EssOtlDeleteLevelName
- EssOtlSetGenName

**EssOtlGetLevelNameEx**

Returns the member-name uniqueness setting for a specific level within a dimension.
Syntax

ESS_FUNC_M EssOtlGetLevelNameEx (hOutline, pszDimension, usLevel, pszName, pbNameUnique);

Parameter | Data Type | Description
--- | --- | ---

- **hOutline** ESS_HOUTLINE_T Outline context handle.
- **pszDimension** ESS_STR_T Name of dimension that contains the generation.
- **usLevel** ESS_USHORT_T Number of level number for which to get a name. Leaf members are level 0.
- **pszName** ESS_PSTR_T Buffer for return of the level of the specified dimension, allocated by the API (output).
- **pbNameUnique** ESS_PBOOL_T The member-name uniqueness setting (output).

Notes

- In C programs, call EssFree() to free the returned buffer.
- Level names are not automatically assigned. For this function to return the name, a name must have been assigned. The name can be assigned with EssOtlSetLevelName.
- This function gets the member-name uniqueness information for the level. If you want to change the member-name uniqueness setting, use EssOtlSetLevelNameEx.

Return Value

Returns 0 if successful; otherwise, returns an error code.

Example

ESS_FUNC_M

ESS_GetLevelNameEx()
{
    ESS_STS_T          sts = 0;
    ESS_HOUTLINE_T     hOutline;
    ESS_OBJDEF_T       Object;
    ESS_APPNAME_T      szAppName;
    ESS_DBNAME_T       szDbName;
    ESS_OBJNAME_T      szFileName;
    ESS_STR_T          Dimension;
    ESS_USHORT_T       LevelNum;
    ESS_STR_T          LevelName;
    ESS_BOOL_T         bUnique= ESS_FALSE;

    memset(&Object, '\0', sizeof(Object));
    Object.hCtx = hCtx;
    Object.ObjType = ESS_OBJTYPE_OUTLINE;
    strcpy(szAppName, "Demo");
    strcpy(szDbName, "Test");
    strcpy(szFileName, "Test");
    Object.AppName = szAppName;
    Object.DbName = szDbName;
    Object.FileName = szFileName;

    sts = EssOtlOpenOutline(hCtx, &Object, ESS_TRUE, ESS_TRUE, &hOutline);
}
/*************** Set and Get Level Name ***************
Dimension = "Year";
LevelNum = 0;
LevelName = "Level 0 Year";

// SetLevelNameEx() so that level 0 member of Year cannot be non-unique
if (!sts)
{
    sts = EssOtlSetLevelNameEx(hOutline, Dimension,
        LevelNum, LevelName, ESS_TRUE);
}

// GetLevelNameEx() to see if the level is able to be non-unique
if (!sts)
{
    sts = EssOtlGetLevelNameEx(hOutline, Dimension,
        LevelNum, LevelName, &bUnique);
    printf("Level 0 members of Year have bUnique value of %ld\n", bUnique);
}

if (!sts && LevelName)
{
    printf("Level Name: %s\n",LevelName);
    EssFree(hInst, LevelName);
}

return (sts);
}

See Also
● EssOtlSetLevelNameEx

EssOtlGetLevelNames
Retrieves all level names specified for a particular dimension.

Syntax
ESS_FUNC_M EssOtlGetLevelNames (hOutline, pszDimension, ulOptions, pulCount, pNameArray);

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hOutline</td>
<td>ESS_HOUTLINE_T</td>
<td>Essbase outline handle.</td>
</tr>
<tr>
<td>pszDimension</td>
<td>ESS_STR_T</td>
<td>The dimension to retrieve level names for.</td>
</tr>
</tbody>
</table>
### Parameter Description

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
</table>
| ulOptions   | ESS_ULONG_T | This can be one of the following values:  
  * ESS_GENLEV_ALL—Returns default and actual level names  
  * ESS_GENLEV_ACTUAL—Returns only level names that are actually defined  
  * ESS_GENLEV_DEFAULT—Returns all default level names. This includes the default names for levels that have an actual name.  
  * ESS_GENLEV_NOACTUAL—Returns default level names. This includes only the levels that don’t have an actual level name. |
| pulCount    | ESS_PULONG_T| Return of the number of elements in the pNameArray. It is the number of level names for the specified member. |
| pNameArray  | “ESS_GENLEVELNAME_T” on page 708 | An array of level name structures for the specified dimension. |

### Notes
- The caller should free the pNameArray structure after use by calling `EssFree()`.  
- This call will work for both `EssOtlOpenOutline()` and `EssOtlOpenOutlineQuery()`. The information will exist locally for both, since it is returned from the server during the `EssOtlOpenOutlineQuery()` call.

### Return Value
The return value is zero if the function was successful.

### Example
```c
#include <essapi.h>
#include <essotl.h>

ESS_STS_T          sts = ESS_STS_NOERR;
ESS_HOUTLINE_T     hOutline;
ESS_OBJDEF_T       Object;
ESS_STR_T          Dimension;
ESS_ULONG_T        LevOpt;
ESS_ULONG_T        pCount = 0, i;
ESS_PGENLEVELNAME_T pNameArray = ESS_NULL;
ESS_ACCESS_T       Access;
ESS_STR_T         AppName;
ESS_STR_T          DbName;

AppName = "Sample";
DbName = "Basic";

sts=EssSetActive(hCtx, AppName, DbName, &Access);

if (sts == 0)  
{  
  memset(&Object, '\0', sizeof(Object));
  
  sts = EssOtlOpenOutlineQuery(hCtx, &Object, &hOutline);
}  
```
Dimension = "Year";
LevOpt = ESS_GENLEV_ALL;

if (!sts)
{
    sts = EssOtlGetLevelNames(hOutline, Dimension,
                            LevOpt, &Count, &pNameArray);

    if(!sts && Count )
    {
        for(i = 0; i<Count; i++)
        {
            printf("\nNumber %ld, Name %s ",
                   pNameArray[i].usNumber, pNameArray[i].szName);
        }
        EssFree(hInst, pNameArray);
    }
}

See Also
● EssFree
● EssOtlGetGenName
● EssOtlGetGenNames
● EssOtlGetLevelName
● EssOtlOpenOutline
● EssOtlOpenOutlineQuery

**EssOtlGetLinkedAttributeAttachLevel**

Gets the attachment level for a linked attribute dimension.

Linked attribute dimensions enable periodic comparisons between members in a date-time dimension. Every linked attribute has an association level and an attachment level associated with the attribute dimension definition.

The attachment level is always the longer of the two periods in the periodic comparison represented by a linked attribute dimension. For example, in the linked attribute dimension Quarter by Year, Year is the attachment level, and Quarter is the association level.

**Syntax**

```c
ESS_FUNC_M EssOtlGetLinkedAttributeAttachLevel (hOutline, hDimMember, psLevel);
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hOutline</td>
<td>ESS_HOUTLINE_T</td>
<td>Outline context handle (input).</td>
</tr>
<tr>
<td>hDimMember</td>
<td>ESS_HMEMBER_T</td>
<td>Linked attribute dimension member handle (input).</td>
</tr>
<tr>
<td>psLevel</td>
<td>ESS_PUSHORT_T</td>
<td>The linked attribute attachment level (output).</td>
</tr>
</tbody>
</table>
Notes

- Before you call this function, open the outline in edit or query mode using either
  `EssOtlOpenOutline` or `EssOtlOpenOutlineQuery`.
- This function is only applicable when `hDimMember` is a linked attribute dimension.

Return Value

Returns 0 if successful; otherwise, returns an error.

Example

```c
#include <essapi.h>
#include <essotl.h>

ESS_STS_T          sts = 0;
ESS_OBJDEF_T       Object;
ESS_HOUTLINE_T     hOutline;
ESS_HMEMBER        hDimMember;
ESS_USHORT_T       usAttachLevel;
ESS_APPNAME_T      szAppName;
ESS_DBNAME_T       szDbName;
ESS_OBJNAME_T      szFileName;
memset(&Object, '\0', sizeof(Object));
Object.hCtx = hCtx;
Object.ObjType = ESS_OBJTYPE_OUTLINE;
strcpy(szAppName, "Sample");
strcpy(szDbName, "Basic");
strcpy(szFileName, "Basic");
Object.AppName = szAppName;
Object.DbName = szDbName;
Object.FileName = szFileName;

sts = EssOtlOpenOutline(hCtx, &Object, ESS_TRUE,
                        ESS_TRUE, &hOutline);

if (!sts)
{
    sts = EssOtlFindMember(hOutline, "Quarter By Year",
                           &hDimMember);
}

if (!sts && hMemberJan)
{
    sts = EssOtlGetLinkedAttributeAttachLevel(hOutline,
                                               hDimMember, &usAttachLevel);
}
```

See Also

- `EssOtlGetAttributeAssocLevel`
- `EssOtlQueryGenerationInfo`
**EssOtlGetMemberAlias**

Gets the default member alias for the specified member in the specified alias table.

**Syntax**

```c
ESS_FUNC_M EssOtlGetMemberAlias (hOutline, hMember, pszAliasTable, ppszAlias);
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hOutline</td>
<td>ESS_HOUTLINE_T</td>
<td>Outline context handle.</td>
</tr>
<tr>
<td>hMember</td>
<td>ESS_HMEMBER_T</td>
<td>Handle of member to get the alias for.</td>
</tr>
<tr>
<td>pszAliasTable</td>
<td>ESS_STR_T</td>
<td>Alias table to get the alias from. If this parameter is ESS_NULL, the default alias table is used.</td>
</tr>
<tr>
<td>ppszAlias</td>
<td>ESS_PSTR_T</td>
<td>Buffer for the return of the alias. The buffer is allocated by the API.</td>
</tr>
</tbody>
</table>

**Notes**

Use **EssFree()** to free the alias buffer.

**Return Value**

Returns 0 if successful; otherwise:

OTLAPI_BAD_ALIASTABLE

**Example**

```c
#include <essapi.h>
#include <essotl.h>

ESS_STS_T           sts = 0;
ESS_OBJDEF_T         Object;
ESS_HOUTLINE_T      hOutline;
ESS_HMEMBER_T       hMember;
ESS_STR_T           pszAlias;

memset(&Object, '\0', sizeof(Object));
Object.hCtx = hCtx;
Object.ObjType = ESS_OBJTYPE_OUTLINE;
strcpy(szAppName, "Sample");
strcpy(szDbName, "Basic");
strcpy(szFileName, "Basic");
Object.AppName = szAppName;
Object.DbName = szDbName;
Object.FileName = szFileName;

sts = EssOtlOpenOutline(hCtx, &Object, ESS_TRUE,
                        ESS_TRUE, &hOutline);

if (!sts)
{
    sts = EssOtlFindMember(hOutline, "100",
                           &hMember);
}

if (!sts && hMember)
```
{  sts = EssOtlGetMemberAlias(hOutline,  
     hMember, ESS_NULL, &pszAlias);  
}

if (pszAlias)  
{  
   EssFree(hInst, pszAlias);  
}

See Also
● EssOtlSetMemberAlias
● EssOtlDeleteMemberAlias

EssOtlGetMemberCommentEx

Gets the extended comment for the specified member.

Syntax
ESS_FUNC_M EssOtlGetMemberCommentEx (hOutline, hMember, pszCommentEx);

Parameter | Data Type     | Description                                                                 |
-----------|---------------|----------------------------------------------------------------------------|
         |              |                                                                             |
hOutline   | ESS_HOUTLINE_T | Outline context handle                                                      |
hMember    | ESS_HMEMBER_T | Member handle.                                                              |
pszCommentEx | ESS_PSTR_T | Variable for the return of the extended comment. This buffer is allocated by the API. |

Notes
Use EssFree() to release the buffer containing the extended member comment.

Return Value
Returns 0 if successful.

Example
#include <essapi.h>
#include <essotl.h>

ESS_STS_T        sts = 0;
ESS_OBJDEF_T     Object;
ESS_HOUTLINE_T   hOutline;
ESS_HMEMBER_T    hMember;
ESS_STR_T        pszCommentEx = ESS_NULL;
ESS_APPNAME_T    szAppName;
ESS_DBNAME_T     szDbName;
ESS_OBJNAME_T    szFileName;

memset(&Object, '\0', sizeof(Object));
Object.hCtx     = hCtx;
Object.ObjType  = ESS_OBJTYPE_OUTLINE;
strcpy(szAppName, "Sample");
strcpy(szDbName, "Basic");
strcpy(szFileName, "Basic");
Object.AppName = szAppName;
Object.DbName = szDbName;
Object.FileName = szFileName;

sts = EssOtlOpenOutline(hCtx, &Object, ESS_TRUE, ESS_TRUE, &hOutline);

if (!sts)
{
    sts = EssOtlFindMember(hOutline, "Variance", &hMember);
}

if (!sts && hMember)
{
    sts = EssOtlGetMemberCommentEx(hOutline, hMember, &pszCommentEx);
}

if (pszCommentEx)
{
    EssFree(hInst, pszCommentEx);
}

See Also
● EssFree
● EssOtlOpenOutline
● EssOtlSetMemberCommentEx

### EssOtlGetMemberField

Returns data for the specified field of a specified outline member.

**Syntax**

```
ESS_FUNC_M EssOtlGetMemberField(hOutline, hMember, MbrFieldID, ppFieldElement);
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hOutline</td>
<td>ESS_HOUTLINE_T</td>
<td>Essbase outline handle. This must have been returned from EssOtlOpenOutlineQuery().</td>
</tr>
<tr>
<td>hMember</td>
<td>ESS_HMEMBER_T</td>
<td>Member handle returned by EssOtlQueryMembersEx().</td>
</tr>
<tr>
<td>MbrFieldID</td>
<td>ESS_ULONG_T</td>
<td>A member field identifier constant. See Notes.</td>
</tr>
<tr>
<td>ppFieldElement</td>
<td>ESS_PPVOID_T</td>
<td>Returned pointer to the required field element.</td>
</tr>
</tbody>
</table>

**Notes**

● EssOtlGetMemberField() takes a member handle and field identifier, and returns a pointer to data for the specified field.
If you specify for \textit{MbrFieldID} a constant that was not in the \textit{fieldSelection} string in \texttt{EssOtlQueryMembersEx()}, \texttt{EssOtlGetMemberField()} returns the error \texttt{OTLAPI_ERR_MBRINVALID}.

The caller of \texttt{EssOtlGetMemberField()} should call \texttt{EssFree()} to free the memory set aside for the specified field data.

The following member field identifier constants are valid values for \textit{MbrFieldID}:

- \texttt{ESS_OTLQRYMBR_NONE}
- \texttt{ESS_OTLQRYMBR_NAME}
- \texttt{ESS_OTLQRYMBR_LEVEL}
- \texttt{ESS_OTLQRYMBR_GENERATION}
- \texttt{ESS_OTLQRYMBR_CONSOLIDATION}
- \texttt{ESS_OTLQRYMBR_TWOPASS}
- \texttt{ESS_OTLQRYMBR_EXPENSE}
- \texttt{ESS_OTLQRYMBR_CURRENCYCONVTYPE}
- \texttt{ESS_OTLQRYMBR_CURRENCYCONVNAME}
- \texttt{ESS_OTLQRYMBR_TIMEBALANCE}
- \texttt{ESS_OTLQRYMBR_SKIP}
- \texttt{ESS_OTLQRYMBR_SHARE}
- \texttt{ESS_OTLQRYMBR_STORAGE}
- \texttt{ESS_OTLQRYMBR_CATEGORY}
- \texttt{ESS_OTLQRYMBR_STORAGECATEGORY}
- \texttt{ESS_OTLQRYMBR_COMMENT}
- \texttt{ESS_OTLQRYMBR_CHILDCOUNT}
- \texttt{ESS_OTLQRYMBR_NUMBER}
- \texttt{ESS_OTLQRYMBR_DIMNAME}
- \texttt{ESS_OTLQRYMBR_DIMNUMBER}
- \texttt{ESS_OTLQRYMBR_ALIASNAME}
- \texttt{ESS_OTLQRYMBR_NEXTNAME}
- \texttt{ESS_OTLQRYMBR_PREVNAME}
- \texttt{ESS_OTLQRYMBR_PARENTNAME}
- \texttt{ESS_OTLQRYMBR_CHILDNAME}
- \texttt{ESS_OTLQRYMBR_UDA}
- \texttt{ESS_OTLQRYMBR_FORMULA}
- \texttt{ESS_OTLQRYMBR_LASTFORMULA}
- \texttt{ESS_OTLQRYMBR_EXTCOMMENT}
- \texttt{ESS_OTLQRYMBR_ALIASCOMBO}
- ESS_OTLQRYMBR_VALID
- ESS_OTLQRYMBR_CURRENCYCONVDB
- ESS_OTLQRYMBR_STATUS
- ESS_OTLQRYMBR_ATTRIBUTED
  True—if attributes are associated
- ESS_OTLQRYMBR_ASSOCATTDIMNAME
  Associated Attribute Dimension name
- ESS_OTLQRYMBR_ASSOCATTMEMNAME
  Associated Attribute Member name
- ESS_OTLQRYMBR_ASSOCATTVVALUE
  Associated Attribute value
- ESS_OTLQRYMBR_ATTRVALUE
  Attribute value of the member
- ESS_OTLQRYMBR_UNIQUENAME
  Unique Name of the member
- ESS_OTLQRYMBR_FORMATSTRING
  Format String of the member
- ESS_OTLQRYTIDIM_TIMEPERIODS
  Query Time dimension for time periods list
- ESS_OTLQRYMBR_MBRINFO

Return Value

The return value is zero if the function call was successful.

Example

See “Extended Member Query Code Example” on page 1000 for an example that uses EssOtlQueryMembersEx(), EssOtlGetMemberField(), and ESS_OTLQUERYERRORLIST_T, and includes calls to EssOtlFreeMembers() and EssFree().

See Also

- EssFree
- EssOtlGetDimensionUserAttributes
- EssOtlOpenOutlineQuery
- EssOtlQueryMembers
- EssOtlQueryMembersByName
- EssOtlQueryMembersEx
**EssOtlGetMemberFormula**

Gets the formula for the specified member.

**Syntax**

```c
ESS_FUNC_M EssOtlGetMemberFormula (hOutline, hMember, ppszFormula);
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hOutline</td>
<td>ESS_HOUTLINE_T</td>
<td>Outline context handle</td>
</tr>
<tr>
<td>hMember</td>
<td>ESS_HMEMBER_T</td>
<td>Member handle.</td>
</tr>
<tr>
<td>ppszFormula</td>
<td>ESS_PSTR_T</td>
<td>Variable for the return of the member formula. This buffer is allocated by the API.</td>
</tr>
</tbody>
</table>

**Notes**

Use `EssFree()` to free the formula buffer.

**Return Value**

Returns 0 if successful.

**Example**

```c
#include <essapi.h>
#include <essotl.h>

ESS_STS_T          sts = 0;
ESS_OBJDEF_T       Object;
ESS_HOUTLINE_T     hOutline;
ESS_HMEMBER_T      hMember;
ESS_STR_T          pszFormula = ESS_NULL;
ESS_APPNAME_T      szAppName;
ESS_DBNAME_T       szDbName;
ESS_OBJNAME_T      szFileName;
memset(&Object, '\0', sizeof(Object));
Object.hCtx = hCtx;
Object.ObjType = ESS_OBJTYPE_OUTLINE;
strcpy(szAppName, "Sample");
strcpy(szDbName, "Basic");
strcpy(szFileName, "Basic");
Object.AppName = szAppName;
Object.DbName = szDbName;
Object.FileName = szFileName;
sts = EssOtlOpenOutline(hCtx, &Object, ESS_TRUE,
                         ESS_TRUE, &hOutline);
if (!sts)
{
    sts = EssOtlFindMember(hOutline, "Variance",
                           &hMember);
}
if (!sts && hMember)
```

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{  
  sts = EssOtlGetMemberFormula(hOutline, 
       hMember, &pszFormula);
}

if (pszFormula)
{
  EssFree(hInst, pszFormula);
}

See Also

- EssFree
- EssOtlDeleteMemberFormula
- EssOtlGetMemberLastFormula
- EssOtlOpenOutline
- EssOtlOpenOutlineQuery
- EssOtlSetMemberFormula

**EssOtlGetMemberInfo**

Gets member information for the specified member.

**Syntax**

```c
ESS_FUNC_M EssOtlGetMemberInfo (hOutline, hMember, pInfo);
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hOutline</td>
<td>ESS_HOUTLINE_T</td>
<td>Outline context handle.</td>
</tr>
<tr>
<td>hMember</td>
<td>ESS_HMEMBER_T</td>
<td>Member handle.</td>
</tr>
<tr>
<td>pInfo</td>
<td>“ESS_MBRINFO_T” on page 709</td>
<td>Pointer to a member information structure, allocated by the API.</td>
</tr>
</tbody>
</table>

**Notes**

- Call EssOtlFindMember() to retrieve the member handle.
- Call EssFreeStructure() to free the information structure.
- Two fields of the “ESS_MBRINFO_T” on page 709 structure are for attributes only:
  - fAttributed
  - Attribute

**Return Value**

Returns 0 if successful.

**Example**

```c
#include <essapi.h>
#include <essotl.h>

ESS_STS_T  sts = 0;
ESS_OBJDEF_T  Object;
ESS_HOUTLINE_T  hOutline;
```
memset(&Object, '\0', sizeof(Object));
Object.hCtx = hCtx;
Object.ObjType = ESS_OBJTYPE_OUTLINE;
strcpy(szAppName, "Sample");
strcpy(szDbName, "Basic");
strcpy(szFileName, "Basic");
Object.AppName = szAppName;
Object.DbName = szDbName;
Object.FileName = szFileName;

sts = EssOtlOpenOutline(hCtx, &Object, ESS_TRUE, ESS_TRUE, &hOutline);

if (!sts)
{
    sts = EssOtlFindMember(hOutline, "Jan", &hMemberJan);
}

if (!sts && hMemberJan)
{
    sts = EssOtlGetMemberInfo(hOutline, hMemberJan, &pMbrInfo);
}

if (pMbrInfo)
{
    EssOtlFreeStructure(hOutline, ESS_DT_STRUCT_MBRINFO, 1, pMbrInfo);
}

---

**EssOtlGetMemberInfoArray**

Gets member information for the specified member array.

**Syntax**

```c
ESS_FUNC_M EssOtlGetMemberInfoArray (hOutline, memberCount, hMemberArr, pInfoArr, pStsArr);
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hOutline</td>
<td>ESS_HOUTLINE_T</td>
<td>Outline handle.</td>
</tr>
<tr>
<td>memberCount</td>
<td>ESS_SHORT_T</td>
<td>Count of members in the input array.</td>
</tr>
<tr>
<td>hMemberArr</td>
<td>ESS_HMEMBER_T</td>
<td>Array of memberCount member handles.</td>
</tr>
<tr>
<td>pInfoArr</td>
<td>ESS_PPMBRINFO_T</td>
<td>Array of memberCount member information pointers.</td>
</tr>
<tr>
<td>Parameter</td>
<td>Data Type</td>
<td>Description</td>
</tr>
<tr>
<td>------------</td>
<td>------------</td>
<td>-------------</td>
</tr>
<tr>
<td>pStsArr</td>
<td>ESS_STS_T</td>
<td>Array of memberCount status return codes. If any errors occur, the function returns the value of the first error encountered.</td>
</tr>
</tbody>
</table>

Notes

- Call `EssOtlFindMember()` to retrieve the member handles.
- Call `EssFreeStructure()` to free the information structure.
- Two fields of the “ESS_MBRINFO_T” on page 709 structure are for attributes only:
  - fAttributed
  - Attribute

Return Value

Returns 0 if successful. If unsuccessful, the pStsArr has the return code for each member.

Example

```c
#include <essapi.h>
#include <essotl.h>

#define ESS_OBJDEF_T      Object;
#define ESS_HOUTLINE_T    hOutline;
#define ESS_HMEMBER       hMemberArr[3];
#define ESS_PMBRINFO_T    pMbrInfoArr[3];
#define ESS_STS_T         stsArr[3];
#define ESS_APPNAME_T     szAppName;
#define ESS_DBNAME_T      szDbName;
#define ESS_OBJNAME_T     szFileName;
#define ESS_SHORT_T       i;

memset(&Object, '\0', sizeof(Object));
Object.hCtx = hCtx;
Object.ObjType = ESS_OBJTYPE_OUTLINE;
strcpy(szAppName, "Sample");
strcpy(szDbName, "Basic");
strcpy(szFileName, "Basic");
Object.AppName = szAppName;
Object.DbName = szDbName;
Object.FileName = szFileName;
sts = EssOtlOpenOutline(hCtx, &Object, ESS_TRUE, ESS_TRUE, &hOutline);
if (!sts)
{
    sts = EssOtlFindMember(hOutline, "Jan", &hMemberArr[0]);
}
if (!sts)
{
    sts = EssOtlFindMember(hOutline, "Feb", &hMemberArr[1]);
}
if (!sts)
{
    sts = EssOtlFindMember(hOutline, "Mar", &hMemberArr[2]);
}
```
if (!sts)
{
    sts = EssOtlGetMemberInfoArray(hOutline, 3, hMemberArr, pMbrInfoArr, stsArr);
}
for (i = 0; i < 3; i++)
{
    if (pMbrInfoArr[i])
    {
        EssOtlFreeStructure(hOutline, ESS_DT_STRUCT_MBRINFO, 1, pMbrInfoArr[i]);
    }
}

**EssOtlGetMemberLastFormula**

Returns the last formula used to calculate the member.

**Syntax**

```c
ESS_FUNC_M EssOtlGetMemberLastFormula (hOutline, hMember, ppszFormula);
```

**Parameter** | **Data Type** | **Description**
--- | --- | ---
| hOutline | ESS_HOUTLINE_T | Outline context handle |
| hMember | ESS_HMEMBER_T | Member handle |
| ppszFormula | ESS_PSTR_T | Variable for the return of the member formula. This buffer is allocated by the API |

**Notes**

- Use **EssFree()** to free the formula buffer.
- This call will work for both **EssOtlOpenOutline()** and **EssOtlOpenOutlineQuery()**.
- **EssOtlGetMemberLastFormula()** returns the last formula applied to the selected member, which might differ from the Database Outline formula associated with that member.
- The last formula is derived from the last calculation (either from the outline or calc scripts) done on the member.

**Return Value**

The return value is zero if the function was successful.

**Example**

```c
#include <ESSAPI.H>
#include <ESSOTL.H>

ESS_STS_T          sts = 0 ;
ESS_HOUTLINE_T     hOutline;
ESS_OBJDEF_T       Object;
ESS_APPNAME_T      szAppName;
ESS_DBNAME_T       szDbName;
ESS_OBJNAME_T      szFileName;
ESS_HMEMBER_T      hMember;
ESS_STR_T          pszFormula = ESS_NULL;
```
memset(&Object, '\0', sizeof(Object));
Object.hCtx = hCtx;
Object.ObjType = ESS_OBJTYPE_OUTLINE;
strcpy(szAppName, "Sample");
strcpy(szDbName, "Basic");
strcpy(szFileName, "Basic");
Object.AppName = szAppName;
Object.DbName = szDbName;
Object.FileName = szFileName;

sts = EssOtlOpenOutline(hCtx, &Object, ESS_TRUE, ESS_TRUE, &hOutline);

if (!sts)
{
    sts = EssOtlFindMember(hOutline, "Margin", &hMember);
}

if (!sts && hMember)
{
    sts = EssOtlGetMemberLastFormula(hOutline, hMember, &pszFormula);
    printf("Member Last Formula: %s\n", pszFormula);
}

if (pszFormula)
{
    EssFree(hInst, pszFormula);
}

See Also

- EssFree
- EssOtlDeleteMemberFormula
- EssOtlGetMemberFormula
- EssOtlOpenOutline
- EssOtlOpenOutlineQuery
- EssOtlSetMemberFormula

**EssOtlGetMemberSmartList**

Returns the Text List (SmartList) associated with the input outline member.

**Syntax**

ESS_FUNC_M EssOtlGetMemberSmartList(hOutline, hMember, *phSmartlist);

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hOutline</td>
<td>ESS_HOUTLINE_T</td>
<td>Outline handle (Edit mode only)</td>
</tr>
<tr>
<td>hMember</td>
<td>ESS_HMEMBER_T</td>
<td>Outline member handle</td>
</tr>
<tr>
<td>*phSmartlist</td>
<td>ESS_HSMARTLIST_T</td>
<td>Returns the associate Text List (SmartList) handle</td>
</tr>
</tbody>
</table>
Return Value

Returns:

- 0—if successful
  
  *phSmartlist* contains return value.

- Error number—if unsuccessful
  
  *phSmartlist* is NULL.

Example

```c
void TestGetMemberSmartList()
{
    ESS_STS_T                    sts = ESS_STS_NOERR;
    ESS_HOUTLINE_T            hOutline = ESS_NULL;
    ESS_OBJDEF_T                Object;
    ESS_HMEMBER_T            hMember;
    ESS_HSMARTLIST_T        hSmartList;

    Object.hCtx             =             hCtx;
    Object.ObjType =         ESS_OBJTYPE_OUTLINE;
    Object.AppName =         szAppName;
    Object.DbName =         szDbName;
    Object.FileName =     szFileName;

    /* Open outline */
    sts = EssOtlOpenOutline(hCtx, &Object,
                            ESS_TRUE, ESS_TRUE, &hOutline);

    /* Find member */
    sts = EssOtlFindMember(hOutline, "Original Price",
                           &hMember);

    /* Return SmartList associated with member */
    sts = EssOtlGetMemberSmartList(hOutline, hMember,
                                   &hSmartList);

    /* Unlock object */
    sts = EssUnlockObject(hCtx, Object.ObjType,
                          Object.AppName, Object.DbName, Object.FileName);

    /* Close outline */
    sts = EssOtlCloseOutline(hOutline);
}

See Also

- EssOtlGetMemberSmartList
- EssOtlCreateObject
- EssOtlDeleteObject
- EssOtlGetSmartListInfo
- EssOtlFindObject
- EssOtlFreeObjectArray
EssOtlGetMemberSolveOrder

Returns the solve order of a member.

**Syntax**

```c
ESS_FUNC_M EssOtlGetMemberSolveOrder (hOutline, hMember, pOrder);
```

**Parameter**  | **Data Type** | **Description**
--- | --- | ---
 hOutline | ESS_HOUTLINE_T | Outline context handle (input).
 hMember | ESS_HMEMBER_T | Member handle (input).
 pOrder | ESS_PUCHAR_T | Solve order (output).

**Notes**

- Solve order is applicable only to aggregate storage databases.
- Solve order property on a member or dimension specifies its calculation order.
- Member solve order takes precedence over dimension solve order. Solve order can be between 0 and 127. The default is 0.
- Members without formulas that do not have a specified solve order inherit the solve order of their dimension. Members with formulas that do not have a specified solve order have a solve order of zero.

**Return Value**

Returns 0 if successful.

**Example**

```c
ESS_STS_T         sts = ESS_STS_NOERR;
ESS_HOUTLINE_T    hOutline = ESS_NULL;
ESS_HMEMBER_T     hMember = ESS_NULL;
ESS_UCHAR_T       ucOrder = 0;

/* code to assign hOutline variable omitted */
/* code to assign hMember variable omitted */
```
if (hOutline && hMember)
{
    sts = EssOtlGetMemberSolveOrder(hOutline, hMember, &ucOrder);
    if (sts)
        printf("Error [%ld] returned\n", sts);
    else
        printf("Solve Order: %d\n", ucOrder);
} else
    printf("Both hOutline and hMember must have values\n");

EssOtlSetMemberSolveOrder
EssOtlSetDimensionSolveOrder
EssOtlGetDimensionSolveOrder

**EssOtlGetMemberType**

Returns the member type of the input outline member.

**Syntax**

ESS_FUNC_M EssOtlGetMemberType(hOutline, hMember, *pusType)

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hOutline</td>
<td>ESS_HOUTLINE_T</td>
<td>Outline handle</td>
</tr>
<tr>
<td>hMember</td>
<td>ESS_HMEMBER_T</td>
<td>Outline member handle</td>
</tr>
<tr>
<td>*pusType</td>
<td>ESS_USHORT_T</td>
<td>Type of the outline member:</td>
</tr>
<tr>
<td></td>
<td></td>
<td>• ESS_MEMBERTYPE_NUMERIC</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Member type is a numeric.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>• ESS_MEMBERTYPE_SMARTLIST</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Member type is textual and has an associated Text List (SmartList) object.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>• ESS_MEMBERTYPE_DATE</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Member type is date typed.</td>
</tr>
</tbody>
</table>

**Return Value**

Returns:

- 0—If successful

  *pusType* contains a value.

- Error number—If unsuccessful

  *pusType* is NULL.

**Example**

```c
void TestGetSetMemberType()
{
```
sts = ESS_STS_NOERR;

hOutline = ESS_NULL;
Object;
hMember;
usMemberType;

memset(&Object, '\0', sizeof(Object));
Object.hCtx = hCtx;
Object.ObjType = ESS_OBJTYPE_OUTLINE;
Object.AppName = szAppName;
Object.DbName = szDbName;
Object.FileName = szFileName;

/* Open outline */
sts = EssOtlOpenOutline(hCtx, &Object, ESS_TRUE, ESS_TRUE, &hOutline);

/* Find a member */
sts = EssOtlFindMember(hOutline, "Original Price", &hMember);

/* Get Member Type of an outline that is not member type enabled */
/* Get original type */
sts = EssOtlGetMemberType(hOutline, hMember, &usMemberType);
DisplayMemberType(usMemberType); /* a display function */

/* Get Member Type of an outline that is member type enabled */
EnableSmartList(hOutline);

/* Get original type */
sts = EssOtlGetMemberType(hOutline, hMember, &usMemberType);
printf("EssOtlGetMemberType sts: %d\n", sts);
DisplayMemberType(usMemberType);

/* Set type to NUMERIC */
usMemberType = ESS_MEMBERTYPE_NUMERIC;
sts = EssOtlSetMemberType(hOutline, hMember, usMemberType);
printf("EssOtlSetMemberType sts: %d\n", sts);


/* Clean up */
sts = EssUnlockObject(hCtx, Object.ObjType, Object.AppName, Object.DbName, Object.FileName);

/* Close outline */
sts = EssOtlCloseOutline(hOutline);

See Also
- EssOtlGetMemberSmartList
- EssOtlCreateObject
EssOtlGetMemberUniqueName

Returns the member name (if the member name is unique) or the minimum qualified name required to distinguish the member (if the member name is duplicate).

Syntax

ESS_FUNC_M EssOtlGetMemberUniqueName (hOutline, hMember, *szFullName);

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hOutline</td>
<td>ESS_HOUTLINE_T</td>
<td>Outline context handle (input).</td>
</tr>
<tr>
<td>hMember</td>
<td>ESS_HMEMBER_T</td>
<td>Member handle (input).</td>
</tr>
<tr>
<td>*szFullName</td>
<td>ESS_STR_T</td>
<td>The returned member name or qualified member name (output).</td>
</tr>
</tbody>
</table>

Notes

- Before you call this function, call EssOtlOpenOutline to open the outline in editing mode, or call EssOtlOpenOutlineQuery to open the outline in query mode.
- Use a Member Traversal Function to get a member handle for the second argument of this function.
- In an outline that allows duplicate member names, if the member handle passed in is an extended shared member or a regular shared member, this function returns the unique name.

Return Value

Returns 0 if successful; otherwise, returns an error.
Example

Example 1

The output of this function in the following example is the fully qualified member name of Qtr1:

```
[2004].[Qtr1]
```

```c
ESS_FUNC_M ESS_GetMemberUniq()
{
    ESS_STS_T    sts = 0;
    ESS_HOUTLINE_T   hOutline;
    ESS_OBJDEF_T   Object;
    ESS_APPNAME_T   szAppName;
    ESS_DBNAME_T   szDbName;
    ESS_OBJNAME_T   szFileName;
    ESS_STR_T    szFullName;
    ESS_HMEMBER_T   hMemberParent;
    ESS_HMEMBER_T   hMemberChild;

    memset(&Object, '\0', sizeof(Object));
    Object.hCtx =   hCtx;
    Object.ObjType =  ESS_OBJTYPE_OUTLINE;
    strcpy(szAppName, "Demo");
    strcpy(szDbName, "Test");
    strcpy(szFileName, "Test");
    Object.AppName =  szAppName;
    Object.DbName =   szDbName;
    Object.FileName =  szFileName;

    sts = EssOtlOpenOutline(hCtx, &Object, ESS_TRUE,  
                                ESS_TRUE, &hOutline);

    if (!sts)
    {
        sts = EssOtlFindMember(hOutline, "2004", &hMemberParent);
    }

    if (!sts && hMemberParent)
    {
        sts = EssOtlGetChild(hOutline, hMemberParent, &hMemberChild);
    }

    /*Get the qualified name of the first child of 2004, Qtr1*/
    if (!sts)
    {
        sts = EssOtlGetMemberUniqueName (hOutline, hMemberChild, &szFullName);
        if (sts)
            printf("EssOtlGetMemberUniqueName failed sts %ld\n",sts);
        else
            printf("Qtr1's qualified name is: %s\n", szFullName);
    }
```
Example 2

The following example shows this function used in query mode.

```c
member_fields     = "<SelectMbrInfo (membername, uniquename) ";
member_selection  = "@SHARE(@DESCENDANTS(product))";
MaxCount          = -1;
phMemberArray     = ESS_NULL;
pqryErrorList     = ESS_NULL;

status = EssOtlQueryMembersEx(hOutline,
    member_fields,
    member_selection,
    &MaxCount,
    &phMemberArray,
    &pqryErrorList);

if (status) goto exit;

for (int i = 0; i < MaxCount; i++)
{
    status = EssOtlGetMemberField(hOutline, phMemberArray[i], ESS_OTLQRYMBR_NAME,
        (ESS_PPVOID_T) &pName);
    if (status) goto exit;

    status = EssOtlGetMemberUniqueName(hOutline, phMemberArray[i], &pUniqueName2);
    if (status) goto exit;
}
```

**EssOtlGetNextSharedMember**

Returns the member handle to the next shared member of the specified member.

**Syntax**

```c
ESS_FUNC_M EssOtlGetNextSharedMember (hOutline, hMember, phMember);
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hOutline</td>
<td>ESS_HOUTLINE_T</td>
<td>Outline context handle.</td>
</tr>
<tr>
<td>hMember</td>
<td>ESS_HMEMBER_T</td>
<td>Handle of member to find the next shared member for.</td>
</tr>
<tr>
<td>phMember</td>
<td>ESS_PHMEMBER_T</td>
<td>Pointer for return of a member handle of the next shared member in the outline. This parameter is ESS_NULL if there are no more shared members.</td>
</tr>
</tbody>
</table>

**Notes**

- If `hmember` is the actual member, the first shared member is returned in the `phMember` parameter. If `hmember` is a shared member, the next shared member is returned in the `phMember` parameter.
If there are no (more) shared members, `phMember` is set to ESS_NULL and the call returns 0.

**Return Value**

Returns 0 if successful.

**Example**

```c
#include <essapi.h>
#include <essotl.h>

ESS_STS_T      sts = 0;
ESS_OBJDEF_T    Object;
ESS_HOUTLINE_T  hOutline;
ESS_HMEMBER_T   hMember;
ESS_HMEMBER_T   hMemberShared;
ESS_HMEMBER_T   hNextShared;
ESS_APPNAME_T   szAppName;
ESS_DBNAME_T    szDbName;
ESS_OBJNAME_T   szFileName;

memset(&Object, '\0', sizeof(Object));
Object.hCtx = hCtx;
Object.ObjType = ESS_OBJTYPE_OUTLINE;
strcpy(szAppName, "Sample");
strcpy(szDbName, "Basic");
strcpy(szFileName, "Basic");
Object.AppName = szAppName;
Object.DbName = szDbName;
Object.FileName = szFileName;

sts = EssOtlOpenOutline(hCtx, &Object, ESS_TRUE, 
                        ESS_TRUE, &hOutline);

if (!sts)
{
    sts = EssOtlFindObject(hOutline, "200-20", 
                        &hMember);
}

if (!sts && hMember)
{
    /* get first shared member of actual member */
    sts = EssOtlGetNextSharedMember(hOutline, hMember, &hMemberShared);
    /* do something with hMemberShared */
    /* get next shared member, if any*/
    while(!sts && hMemberShared)
    {
        sts = EssOtlGetNextSharedMember(hOutline, 
                                        hMemberShared, &hNextShared);
        hMemberShared = hNextShared;
        /* do something with hMemberShared */
    }
}
```
See Also

- EssOtlFindMember

**EssOtlGetNextSibling**

Returns the next sibling of a member.

**Syntax**

```c
ESS_FUNC_M EssOtlGetNextSibling (hOutline, hMember, phMember);
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hOutline</td>
<td>ESS_HOUTLINE_T</td>
<td>Outline context handle</td>
</tr>
<tr>
<td>hMember</td>
<td>ESS_HMEMBER_T</td>
<td>Handle of member whose sibling you want to retrieve</td>
</tr>
<tr>
<td>phMember</td>
<td>ESS_PHMEMBER_T</td>
<td>Pointer for return of a member handle of the sibling of the hMember parameter</td>
</tr>
</tbody>
</table>

**Notes**

If there is no next sibling, `*phMember` is set to ESS_NULL and the call returns 0.

**Return Value**

Returns 0 if successful.

**Example**

```c
#include <essapi.h>
#include <essotl.h>

ESS_STS_T         sts = 0;
ESS_HOUTLINE_T    hOutline;
ESS_HMEMBER_T     hMemberJan;
ESS_HMEMBER_T     hMemberSibling;
ESS_OBJDEF_T      Object;
ESS_APPNAME_T     szAppName;
ESS_DBNAME_T      szDbName;
ESS_OBJNAME_T     szFileName;
memset(&Object, '\0', sizeof(Object));
Object.hCtx = hCtx;
Object.ObjType = ESS_OBJTYPE_OUTLINE;
strcpy(szAppName, "Sample");
strcpy(szDbName, "Basic");
strcpy(szFileName, "Basic");
Object.AppName = szAppName;
Object.DbName = szDbName;
Object.FileName = szFileName;

sts = EssOtlOpenOutline(hCtx, &Object, ESS_TRUE, ESS_TRUE, &hOutline);

if (!sts)
{

```
```c
sts = EssOtlFindMember(hOutline, "Jan", 
    &hMemberJan);
}

if (!sts && hMemberJan) {
    sts = EssOtlGetNextSibling(hOutline, 
        hMemberJan, &hMemberSibling);
}

See Also

* EssOtlGetPrevSibling
* EssOtlGetParent
* EssOtlGetChild
* EssOtlGetFirstMember

**EssOtlGetNumQueryHints**

Returns the hint numbers of all query hints in the outline.

**Syntax**

```c
ESS_FUNC_M EssOtlGetNumQueryHints (hOutline, pNumHints);
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hOutline</td>
<td>ESS_HOUTLINE_T</td>
<td>Outline context handle (input).</td>
</tr>
<tr>
<td>pNumHints</td>
<td>ESS_PSHORT_T</td>
<td>Pointer to an array of query hint numbers (output).</td>
</tr>
</tbody>
</table>

**Notes**

* Query hints enable you to influence normal view selection by informing Essbase about the profile of common queries.
* This function is applicable only to Release 9.3 or higher aggregate storage databases.

**Return Value**

Returns 0 if successful.

**Example**

See **EssOtlSetQueryHint**.

**See Also**

* EssOtlAddQueryHint
* EssOtlGetQueryHint
* EssOtlGetQueryHintSize
* EssOtlDeleteQueryHint
**EssOtlGetObjectReferenceCount**

Returns the count of outline members referencing the input object handle.

**Syntax**

```c
ESS_FUNC_M EssOtlGetObjectReferenceCount(hOutline, objHandle, pCount)
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hOutline</td>
<td>ESS_HOUTLINE_T</td>
<td>Outline handle (Edit mode only)</td>
</tr>
<tr>
<td>objHandle</td>
<td>ESS_HOBJECT_T</td>
<td>Object handle to be imported or exported</td>
</tr>
<tr>
<td>pCount</td>
<td>ESS_ULONG_T*</td>
<td>Count of outline members</td>
</tr>
</tbody>
</table>

**Return Value**

Returns:
- 0—If successful
  - `pCount` contains values.
- Error number—If unsuccessful
  - `pCount` is NULL.

**Example**

```c
def TestGetObjectReferenceCount()
{
    ESS_STS_T        sts = ESS_STS_NOERR;
    ESS_HOUTLINE_T    hOutline = ESS_NULL;
    ESS_OBJDEF_T       Object;
    ESS_HOBJECT_T      hObjHandle = ESS_NULL;
    ESS_ULONG_T        Count = 0;
    ESS_OBJECT_TYPES   objType;
    ESS_STR_T          objName;
    memset(&Object, '\0', sizeof(Object));
    Object.hCtx = hCtx;
    Object.ObjType = ESS_OBJTYPE_OUTLINE;
    Object.AppName = szAppName;
    Object.DbName = szDbName;
    Object.FileName = szFileName;
    sts = EssOtlOpenOutline(hCtx, &Object,
                            ESS_TRUE, ESS_TRUE, &hOutline);
    /* Get count of an object that is referenced */
    objType = OBJECT_SMARTLIST;
    objName = "Smartlist1";
    sts = EssOtlFindObject(hOutline, objType,
                           objName, &hObjHandle);
    printf("EssOtlFindObject sts: %ld\n", sts);
    sts = EssOtlGetObjectReferenceCount(hOutline,
                                         hObjHandle, &Count);
}
```
printf("EssOtlGetObjectReferenceCount sts: %ld\n",sts);
printf("\tCount returned: %d\n", Count);

sts = EssUnlockObject(hCtx, Object.ObjType,
          Object.AppName, Object.DbName, Object.FileName);
sts = EssOtlCloseOutline(hOutline);
}

See Also

- EssOtlGetMemberSmartList
- EssOtlCreateObject
- EssOtlDeleteObject
- EssOtlGetSmartListInfo
- EssOtlFindObject
- EssOtlFreeObjectArray
- EssOtlFreeSmartListInfo
- EssOtlGetMemberSmartList
- EssOtlGetMemberType
- EssOtlGetObjectReferenceCount
- EssOtlGetObjectReferences
- EssOtlImportExportObject
- EssOtlListObjects
- EssOtlQueryObjects
- EssOtlSetMemberType
- EssOtlSetMemberTypeToSmartList

**EssOtlGetObjectReferences**

Returns an array of outline members referencing the input object handle. This function should be followed by deallocating *phMembers* using EssFree.

**Syntax**

```c
ESS_FUNC_M EssOtlGetObjectReferences(hOutline, objHandle, ulMaxCount, phMembers, pulNumMembers)
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hOutline</td>
<td>ESS_HOUTLINE_T</td>
<td>Outline handle (Edit mode only)</td>
</tr>
<tr>
<td>objHandle</td>
<td>ESS_HOBJECT_T</td>
<td>Object handle</td>
</tr>
<tr>
<td>ulMaxCount</td>
<td>ESS ULONG_T</td>
<td>Count of max outline members that the client can handle</td>
</tr>
<tr>
<td>phMembers</td>
<td>ESS HMEMBER_T*</td>
<td>Output array of outline members</td>
</tr>
<tr>
<td>pulNumMembers</td>
<td>ESS ULONG_T*</td>
<td>Number of outline members returned.</td>
</tr>
</tbody>
</table>

**Return Value**

Returns:
0—If successful

*ulMaxCount, phMembers, and pulNumMembers* contain values.

Error number—If unsuccessful

*ulMaxCount, phMembers, and pulNumMembers* are NULL.

**Example**

```c
void TestGetObjectReferences()
{
    ESS_STS_T                    sts = ESS_STS_NOERR;
    ESS_HOUTLINE_T            hOutline = ESS_NULL;
    ESS_OBJDEF_T                Object;
    ESS_HOBJECT_T            hObjHandle = ESS_NULL;
    ESS_ULONG_T                ulMaxCount,
    ESS_HMEMBER_T            hMembers[256];
    ESS_ULONG_T                ulNumMembers, i;
    ESS_OBJECT_TYPES        objType;
    ESS_STR_T                    objName;
    ESS_PMBRINFO_T         pMbrInfo;
    memset(&Object, '\0', sizeof(Object));
    Object.hCtx =             hCtx;
    Object.ObjType =         ESS_OBJTYPE_OUTLINE;
    Object.AppName =         szAppName;
    Object.DbName =         szDbName;
    Object.FileName =         szFileName;
    sts = EssOtlOpenOutline(hCtx, &Object,
                          ESS_TRUE, ESS_TRUE, &hOutline);

    /* Get the member(s) of the object that is referenced */
    objType = OBJECT_SMARTLIST;
    objName = "SmartList1";
    sts = EssOtlFindObject(hOutline, objType, objName, &hObjHandle);

    ulMaxCount = 256;
    sts = EssOtlGetObjectReferences(hOutline, hObjHandle,
                                   ulMaxCount, hMembers, &ulNumMembers);
    printf("EssOtlGetObjectReferences sts: %ld\n",sts);
    for(i = 0; i < ulNumMembers; i++)
    {
        sts = EssOtlGetMemberInfo(hOutline, hMembers[i], &pMbrInfo);
        if(pMbrInfo)
            printf("\tMember: %s\n", pMbrInfo->szMember);
    }
    sts = EssUnlockObject(hCtx, Object.ObjType,
                         Object.AppName, Object.DbName, Object.FileName);
    sts = EssOtlCloseOutline(hOutline);
}
```

**See Also**

- EssOtlGetMemberSmartList
- EssOtlCreateObject
**EssOtlGetOriginalMember**

Returns the original member name of a shared or extended shared member. If the member is not shared, the return value is NULL. This function returns the fully qualified original member name.

**Syntax**

```c
ESS_FUNC_M EssOtlGetOriginalMember (hOutline, hMember, ppOriMember);
```

**Parameter** | **Data Type** | **Description**
---|---|---
`hOutline` | ESS_HOUTLINE_T | Outline context handle (input).
`hMember` | ESS_HMEMBER_T | Member name (input).
`ppOriMember` | ESS_PSTR_T | The original member name (output).

**Notes**

- This function works in both edit and query modes.
- If you use this function on an outline in which all member names are unique, it will have no effect.
- In an outline that allows duplicate member names, if the member handle passed in is an extended shared member or a regular shared member, this function returns its original member as a path expression.
- Given the following hierarchy, if you pass to this function the member handle corresponding to [Diet].[100-10], it returns [200].[100-10].

```
  100
   100-10
  200
   100-10 (duplicate)
Diet
   100-10 (shared with [200.100-10])
```
Return Value

Returns 0 if successful; otherwise, returns an error.

Example

The "original member" returned for the Sample Basic shared member 100-10 is [100].
[100-20].

ESS_FUNC_M ESS_GetOrigMember()
{

    ESS_STS_T    sts = 0;
    ESS_HOUTLINE_T  hOutline;
    ESS_OBJDEF_T   Object;
    ESS_APPNAME_T  szAppName;
    ESS_DBNAME_T   szDbName;
    ESS_OBJNAME_T  szFileName;
    ESS_HMEMBER_T  hMember = ESS_NULL, ChildMember = ESS_NULL;
    ESS_STR_T     OriMember;

    memset(&Object, '\0', sizeof(Object));
    Object.hCtx =   hCtx;
    Object.ObjType =  ESS_OBJTYPE_OUTLINE;
    strcpy(szAppName, "Sample");
    strcpy(szDbName, "Basic");
    strcpy(szFileName, "Basic");
    Object.AppName =  szAppName;
    Object.DbName =   szDbName;
    Object.FileName =  szFileName;

    sts = EssOtlOpenOutline(hCtx, &Object, ESS_TRUE, 
        ESS_TRUE, &hOutline);

    // sts = EssOtlOpenOutlineQuery (hCtx, &Object, &hOutline);
    if (!sts)
    {
        sts = EssOtlFindMember(hOutline, "Diet", &hMember);
    }

    //Get member handle for shared member "100-10"
    if (!sts && hMember)
    {
        sts = EssOtlGetChild(hOutline, hMember, &ChildMember);
    }

    if (!sts && ChildMember)
    {
        sts = EssOtlGetOriginalMember (hOutline, ChildMember, &OriMember);
        printf("Original member for shared member \"100-10\" is: %s", OriMember);
    }
See Also

- EssOtlSetOriginalMember

**EssOtlGetOutlineInfo**

Returns information about the outline file.

**Syntax**

```c
ESS_FUNC_M EssOtlGetOutlineInfo (hOutline, ppInfo);
```

**Parameter**  **Data Type**  **Description**

- `hOutline`  **ESS_HOUTLINE_T**  Outline context handle.
- `ppInfo`  **“ESS_OUTLINEINFO_T”** on page 716  Pointer to a pointer to a structure allocated by the API for storing outline information.

**Notes**

Use EssFree() to free the information structure.

**Return Value**

Returns 0 if successful.

**Example**

```c
#include <essapi.h>
#include <essotl.h>

ESS_STS_T     sts = 0;
ESS_HOUTLINE_T  hOutline;
ESS_POUTLINEINFO_T  pInfo = ESS_NULL;
ESS_OBJDEF_T   Object;
ESS_APPNAME_T     szAppName;
ESS_DBNAME_T      szDbName;
ESS_OBJNAME_T     szFileName;
memset(&Object, '\0', sizeof(Object));
Object.hCtx = hCtx;
Object.ObjType = ESS_OBJTYPE_OUTLINE;
strcpy(szAppName, "Sample");
strcpy(szDbName, "Basic");
strcpy(szFileName, "Basic");
Object.AppName = szAppName;
Object.DbName = szDbName;
Object.FileName = szFileName;

sts = EssOtlOpenOutline(hCtx, &Object, ESS_TRUE,
                        ESS_TRUE, &hOutline);

if (!sts)
```

```c
}
```
{ 
    sts = EssOtlGetOutlineInfo(hOutline, &pInfo);
}

if(pInfo)
{
    EssFree(hInst, pInfo);
}

See Also
- EssFree
- EssOtlSetOutlineInfo

**EssOtlGetParent**

Returns the parent of a member.

**Syntax**

```c
ESS_FUNC_M EssOtlGetParent (hOutline, hMember, phMember);
```

**Parameter** | **Data Type** | **Description**
--- | --- | ---
hesOutline | ESS_HOUTLINE_T | Outline context handle.
hMember | ESS_HMEMBER_T | Handle of member to retrieve the parent of.
phMember | ESS_PHMEMBER_T | Pointer for return of a member handle of the parent of the hMember parameter.

**Notes**

If there is no parent, *phMember is set to ESS_NULL and the call returns 0. (The hMember is a dimension.)

**Return Value**

Returns 0 if successful.

**Example**

```c
#include <essapi.h>
#include <essotl.h>

ESS_STS_T          sts = 0;
ESS_HOUTLINE_T     hOutline;
ESS_HMEMBER_T      hMemberChild;
ESS_HMEMBER_T      hMemberParent;
ESS_OBJDEF_T       Object;
ESS_APPNAME_T      szAppName;
ESS_DBNAME_T       szDbName;
ESS_OBJNAME_T      szFileName;

memset(&Object, '\0', sizeof(Object));
Object.hCtx = hCtx;
Object.ObjType = ESS_OBJTYPE_OUTLINE;
strcpy(szAppName, "Sample");
```
strcpy(szDbName, "Basic");
strcpy(szFileName, "Basic");
Object.AppName = szAppName;
Object.DbName = szDbName;
Object.FileName = szFileName;

sts = EssOtlOpenOutline(hCtx, &Object, ESS_TRUE,
                      ESS_TRUE, &hOutline);

if (!sts)
{
    sts = EssOtlFindMember(hOutline, "Jan",
                        &hMemberChild);
}
if (!sts  && hMemberChild)
{
    sts = EssOtlGetParent(hOutline,
                        hMemberChild, &hMemberParent);
}

See Also

- EssOtlGetChild
- EssOtlGetNextSibling
- EssOtlGetPrevSibling
- EssOtlGetFirstMember

**EssOtlGetPrevSibling**

Returns the previous sibling of a member.

**Syntax**

ESS_FUNC_M EssOtlGetPrevSibling (hOutline, hMember, phMember);

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hOutline</td>
<td>ESS_HOUTLINE_T</td>
<td>Outline context handle.</td>
</tr>
<tr>
<td>hMember</td>
<td>ESS_HMEMBER_T</td>
<td>Handle of member to retrieve the previous sibling of.</td>
</tr>
<tr>
<td>phMember</td>
<td>ESS_PHMEMBER_T</td>
<td>Pointer for return of a member handle of the previous sibling of the hMember parameter.</td>
</tr>
</tbody>
</table>

**Notes**

If there is no previous sibling, *phMember is set to ESS_NULL and the call returns 0.*

**Return Value**

Returns 0 if successful.

**Example**

```c
#include <essapi.h>
#include <essotl.h>
```
memset(&Object, '\0', sizeof(Object));
Object.hCtx = hCtx;
Object.ObjType = ESS_OBJTYPE_OUTLINE;
strcpy(szAppName, "Sample");
strcpy(szDbName, "Basic");
strcpy(szFileName, "Basic");
Object.AppName = szAppName;
Object.DbName = szDbName;
Object.FileName = szFileName;

sts = EssOtlOpenOutline(hCtx, &Object, ESS_TRUE, ESS_TRUE, &hOutline);

if (!sts)
{
    sts = EssOtlFindMember(hOutline, "Feb", &hMemberFeb);
}

if (!sts && hMemberFeb)
{
    sts = EssOtlGetPrevSibling(hOutline, hMemberFeb, &hMemberSibling);
}

See Also

- EssOtlGetNextSibling
- EssOtlGetParent
- EssOtlGetChild
- EssOtlGetFirstMember

**EssOtlGetQueryHint**

Returns the query hint indicated by the input outline and hint number.

Hints are numbered from 1 to \( n \). The first query hint has a hint number of 1. Each new query hint is added to the end of the list, with its number increased by 1.

**Syntax**

ESS_FUNC_M EssOtlGetQueryHint (hOutline, hintNum, numMembers, pMemberArray);
<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hOutline</td>
<td>ESS_HOUTLINE_T</td>
<td>Outline context handle (input).</td>
</tr>
<tr>
<td>hintNum</td>
<td>ESS_SHORT_T</td>
<td>Query hint number (input).</td>
</tr>
<tr>
<td>numMembers</td>
<td>ESS_SHORT_T</td>
<td>Number of members that the array provided is able to hold - usually the number of real dimensions in the outline (input)</td>
</tr>
<tr>
<td>pMemberArray</td>
<td>ESS_PHMEMBER_T</td>
<td>An array of members for the hint. Usually the array has one member per real dimension, with NULL used for dimensions that are not part of the hint. This array needs to be allocated with size numMembers. (Output)</td>
</tr>
</tbody>
</table>

**Notes**
- Query hints enable you to influence normal view selection by informing Essbase about the profile of common queries.
- This function is applicable only to Release 9.3 or higher aggregate storage databases.

**Return Value**
Returns 0 if successful.

**Example**

```c
ESS_STS_T         sts = ESS_STS_NOERR;
ESS_HOUTLINE_T    hOutline = ESS_NULL;
ESS_SHORT_T       nmHints = 0;
ESS_SHORT_T       i, j, hintNum;
ESS_HMEMBER_T     hMember[10]; /* (nm real dimensions) < 10 */

/* clear array just to be safe */
memset(hMember, 0x00, 10*sizeof(ESS_HMEMBER_T));

/* Code to assign hOutline variable omitted */

sts = EssOtlGetNumQueryHints(hOutline, &nmHints);
if (sts) return sts; /* error out */

for (i = 0; i < nmHints; i++)
{
    hintNum = i+1;
    sts = EssOtlGetQueryHint(hOutline, hintNum, 10, hMember);
    if (sts) return sts; /* error out */
}

for (j = 0; j < 10; j++)
{
    if (hMember[j] != AD_NULL)
    {
        sts = EssOtlGetMemberInfo(hOutline, hMember[j], &pMemberInfo);
        if (sts) return sts; /* error out */
        printf("Hint (%d), member (%d): [%s]\n",
                hintNum, j, pMemberInfo->szMember);
        /* Code to free pMemberInfo omitted */
    }
    else
    {
```
printf("Hint (%d), member (%d): [NULL]\n", hintNum, j);
}
}

See Also

- EssOtlAddQueryHint
- EssOtlSetQueryHint
- EssOtlGetNumQueryHints
- EssOtlGetQueryHintSize
- EssOtlDeleteQueryHint

**EssOtlGetQueryHintSize**

Returns the size (in number of members) of the query hints defined on the outline.

Hints are numbered from 1 to \(n\). The first query hint has a hint number of 1. Each new query hint is added to the end of the list, with its number increased by 1.

**Syntax**

```c
ESS_FUNC_M EssOtlGetQueryHintSize (hOutline, pHintSize);
```

**Parameter** | Data Type     | Description
-------------|--------------|-------------
hOutline     | ESS_HOUTLINE_T | Outline context handle (input).
pHintSize    | ESS_SHORT_T   | Query hint size (output).

**Notes**

Usually the number of members in a query hint is the same as the number of real dimensions. But if you add or delete dimensions after the hints were added, the number of members in the \(hMember\) array might be different than the number of real dimensions. This function returns how large the member array should be in GetQueryHint.

**Return Value**

Returns 0 if successful.

**See Also**

- EssOtlAddQueryHint
- EssOtlSetQueryHint
- EssOtlGetQueryHint
- EssOtlGetNumQueryHints
- EssOtlDeleteQueryHint
EssOtlGetSmartListInfo

Returns the Text List (SmartList) information for the Text List (SmartList) passed in the hSmartList handle. This must be followed by an EssOtlFreeSmartListInfo call on ppSmartListInfo.

Syntax

ESS_FUNC_M EssOtlGetSmartListInfo(hOutline, hSmartList, **ppSmartListInfo);

Parameter | Data Type | Description
---|---|---
hOutline | ESS_HOUTLINE_T | Outline handle
hSmartlist | ESS_HSMARTLIST_T | Text List (SmartList) handle
**ppSmartListInfo | ESS_SMARTLISTINFO_T | Contains the Text List (SmartList) information structure.

Return Value

Returns:

- 0—If successful
  
  ppSmartListInfo contains the Text List (SmartList) information.

- Error number—If unsuccessful
  
  ppSmartListInfo is NULL.

Example

DisplaySmartListInfo(ESS_HOUTLINE_T hOutline, ESS_PHOBJECT_T ObjHandles)
{
    ESS_STS_T                        sts = ESS_STS_NOERR;
    ESS_PSMARTLISTINFO_T    SmartListInfo;
    ESS_ULONG_T                    i;
    
    sts = EssOtlGetSmartListInfo(hOutline, ObjHandles, &SmartListInfo);
    if(!sts)
    {
        printf("\n");
        printf("\tName: %s\n", SmartListInfo->szName);
        printf("\tMissing Name: %s\n", SmartListInfo->szMissingName);
        printf("\tOutOfRange Name: %s\n", SmartListInfo->szOutOfRangeName);
        printf("\tusLen: %d\n", SmartListInfo->usLen);
        for (i = 0; i < SmartListInfo->usLen; i++)
        {
            printf("\tpIDs: %d, \tpsText[%d]: %s\n", 
                        i, SmartListInfo->pIDs[i], SmartListInfo->ppszText[i]);
        }
        printf("\n");
    }
    else
    {
        printf("\t\tEssOtlGetSmartListInfo   sts: %d\n",sts);
    }
}
if(SmartListInfo)
    sts = EssOtlFreeSmartListInfo(hOutline, SmartListInfo);
}

**EssOtlGetServerDateFormats**

This function returns the list of server date formats supported.

**Syntax**

```c
ESS_FUNC_M EssOtlGetServerDateFormats(
    ESS_HCTX_T hCtx,
    ESS_STR_T localeStr,
    ESS_USHORT_T* pcount,
    ESS_STR_T** ppdateStrings,
    ESS_STR_T** ppformatStrings)
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hCtx</td>
<td>ESS_HCTX_T</td>
<td>Server context handle</td>
</tr>
<tr>
<td>localeStr</td>
<td>ESS_STR_T</td>
<td>Locale in which the example date Strings to be generated.</td>
</tr>
<tr>
<td>pcount</td>
<td>ESS_USHORT_T*</td>
<td>Count of date formats supported</td>
</tr>
<tr>
<td>ppdateStrings</td>
<td>ESS_STR_T**</td>
<td>Returns the example current date in different date formats as an array (to be de allocated).</td>
</tr>
<tr>
<td>ppformatStrings</td>
<td>ESS_STR_T**</td>
<td>Returns the array of formats supported (to be de allocated).</td>
</tr>
</tbody>
</table>

**Return Value**

Returns:
- 0—If successful
  Values are contained in `ppdateStrings` and `ppformatStrings`.
- Error number—If unsuccessful

**Example**

```c
void TestGetSetDateFormatString()
{
    ESS_STS_T                    sts = ESS_STS_NOERR;
    ESS_HOUTLINE_T              hOutline = ESS_NULL;
    ESS_OBJDEF_T                Object;
    ESS_SHORT_T                 length = 80;
    ESS_STR_T                   dateFormatString = "";
    ESS_STR_T                   localeStr;
    ESS_USHORT_T                count, i;
```
ESS_STR_T*                pdateStrings;
ESS_STR_T*                pformatStrings;
memset(&Object, '\0', sizeof(Object));
Object.hCtx =         hCtx;
Object.ObjType =         ESS_OBJTYPE_OUTLINE;
Object.AppName =         szAppName;
Object.DbName =         szDbName;
Object.FileName =     szFileName;
sts = EssOtlOpenOutline(hCtx, &Object,
     ESS_TRUE, ESS_TRUE, &hOutline);

/* Get current value */
sts = EssOtlGetDateFormatString(hOutline, &dateFormatString);
printf("EssOtlGetSMDateFormatString sts: %d \n", sts);
printf(" \tDate format string: %s\n", dateFormatString);

printf("\n");
localeStr = "English_UnitedStates.Latin1@Binary";
sts = EssOtlGetServerDateFormats(hCtx, localeStr,
 &Count, &pdateStrings, &pformatStrings);
printf("EssOtlGetServerDateFormats sts: %d \n", sts);
for (i = 0; i < count; i++)
{
    printf("\nCase with %s:\n", pformatStrings[i]);
    sts = EssOtlSetDateFormatString(hOutline,
         pformatStrings[i]);
    printf("EssOtlSetSMDateFormatString sts: %d \n", sts);
    SaveOutline(hOutline);

    sts = EssOtlGetDateFormatString(hOutline,
         &dateFormatString);
    printf("EssOtlGetSMDateFormatString sts: %d \n", sts);
    printf(" \tDate format string: %s\n", dateFormatString);
}
sts = EssUnlockObject(hCtx, Object.ObjType,
     Object.AppName, Object.DbName, Object.FileName);
sts = EssOtlCloseOutline(hOutline);
printf("EssOtlCloseOutline   sts: %d\n",sts);

See Also

- EssOtlSetDateFormatString
- EssOtlGetDateFormatString

EssOtlGetUpdateTime

Returns a timestamp for the specified outline.

Syntax
### EssOtlGetUserAttributes

Retrieves all user-defined attributes for a member.

#### Syntax

```c
ESS_FUNC_M EssOtlGetUserAttributes (hOutline, hMember, pusCount, ppAttributeList);
```

#### Parameter

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hOutline</td>
<td>ESS_HOUTLINE_T</td>
<td>Outline context handle.</td>
</tr>
<tr>
<td>hMember</td>
<td>ESS_HMEMBER_T</td>
<td>Handle of member for which to get the user-defined attribute.</td>
</tr>
<tr>
<td>pusCount</td>
<td>ESS_PUSHORT_T</td>
<td>Count of user attributes returned; defines the number of elements in the ppAttributeList array.</td>
</tr>
<tr>
<td>ppAttributeList</td>
<td>ESS_PPMBRNAME_T</td>
<td>Array of *pusCount members. Each element of the array contains a single user-defined attribute string.</td>
</tr>
</tbody>
</table>

#### Notes

- The value for time, of type ESS_ULONG_T, is represented by the number of seconds since 00:00:00 1/1/1970 GMT.
- The value for time is not persistent; that is, the value for time is reset whenever the server loads the database.

#### Return Value

Returns the timestamp for the specified outline.

#### Example

```c
ESS_HOUTLINE_T hOutline;
ESS_TIME_T     TimeStamp;

sts = EssOtlGetUpdateTime(hOutline, &TimeStamp);
```

#### See Also

- EssOtlGetOutlineInfo
- EssOtlSetOutlineInfo
- EssOtlVerifyOutline
- EssOtlSortChildren
- EssOtlGenerateCurrencyOutline
Notes

- A caller can set any number of user-defined attributes for a member using the 
  \texttt{EssOtlSetUserAttribute()} call. Each attribute is defined as a unique string 
  that follows the same conventions as member names.
- A user attribute can be the same as any member name, alias, or generation or level name.
- Call \texttt{EssFree()} to free the returned attribute list.

Return Value

Returns 0 if successful.

Example

```c
#include <essapi.h>
#include <essotl.h>

ESS_STS_T                     sts = 0;
ESS_HOUTLINE_T                hOutline;
ESS_OBJDEF_T                  Object;
ESS_APPNAME_T                 szAppName;
ESS_DBNAME_T                  szDbName;
ESS_OBJNAME_T                 szFileName;
ESS_HMEMBER_T                 hMember;
ESS_USHORT_T                  Count, ind;
ESS_PMBRNAME_T                AttributeList = ESS_NULL;

memset(&Object, '\0', sizeof(Object));
Object.hCtx = hCtx;
Object.ObjType = ESS_OBJTYPE_OUTLINE;
strcpy(szAppName, "Sample");
strcpy(szDbName, "Basic");
strcpy(szFileName, "Basic");
Object.AppName  = szAppName;
Object.DbName   = szDbName;
Object.FileName = szFileName;

sts = EssOtlOpenOutline(hCtx, &Object, ESS_TRUE, ESS_TRUE, &hOutline);

/*******  Get User Attributes **********/

if (!sts)
{
    sts = EssOtlFindMember(hOutline, "Jan", &hMember);
}
if (!sts && hMember)
{
    sts = EssOtlGetUserAttributes(hOutline, hMember, &Count, &AttributeList);
}
if (!sts && AttributeList)
{
    printf("User Attribute:\n");
```
for(ind = 0; ind < Count; ind++)
{
    printf("%s\n",AttributeList[ind]);
}
EssFree(hInst, AttributeList);

See Also

- EssOtlDeleteUserAttribute
- EssOtlSetUserAttribute

EssOtlImportExportObject

Imports or exports the contents of the input object to the input file based on bImport being true or false.

Syntax

ESS_FUNC_M EssOtlImportExportObject(hOutline, objHandle, FileName, bImport)

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hOutline</td>
<td>ESS_HOUTLINE_T</td>
<td>Outline handle (Edit mode only)</td>
</tr>
<tr>
<td>objHandle</td>
<td>ESS_HOBJECT_T</td>
<td>Object handle to be imported or exported</td>
</tr>
<tr>
<td>FileName</td>
<td>ESS_STR_T</td>
<td>Name of the file to which object needs to be exported or imported from</td>
</tr>
</tbody>
</table>
| bImport   | ESS_BOOL_T        | true
                                    | Import
                                    | false
                                    | Export

Return Value

Returns:

- 0—If successful
- Error number—If unsuccessful

Example

void TestImportExportObject()
{
    ESS_STS_T st = ESS_STS_NOERR;
    ESS_OBJDEF_T Object;
    ESS_HOUTLINE_T hOutline = ESS_NULL;
    ESS_HOBJECT_T hObjHandle = ESS_NULL;
    ESS_POBJECT_T hObjHandles;
    ESS_STR_T sFileName;
    ESS_BOOL_T bImport;
    ESS_OBJECT_TYPES objType;
    ESS_STR_T objName = "";
    ESS ULONG_T Count, i;

memset(&Object, '\0', sizeof(Object));
Object.hCtx = hCtx;
Object.ObjType = ESS_OBJTYPE_OUTLINE;
Object.AppName = szAppName;
Object.DbName = szDbName;
Object.FileName = szFileName;
sts = EssOtlOpenOutline(hCtx, &Object,
            ESS_TRUE, ESS_TRUE, &hOutline);

/* Create an object for the test */
objType = OBJECT_SMARTLIST;
objName = "CSRatings";
sts = EssOtlCreateObject(hOutline, objType,
            objName, &hObjHandle);

/* Import a SmartList */
sFileName = "F:\testArea\Smartlist\ImpCSRatingsSL.txt";
bImport = ESS_TRUE;
sts = *EssOtlImportExportObject(hOutline, hObjHandle,
            sFileName, bImport);
printf("EssOtlImportExportObject sts: %ld\n",sts);

/* Verify import results */
sts = EssOtlListObjects(hOutline, objType,
            &Count, &hObjHandles);
for (i = 0; i < Count; i++)
    DisplaySmartListInfo(hOutline, hObjHandles[i]);

SaveOutline(hOutline);

printf("\n");
objName = "CSRatings";
sts = EssOtlFindObject(hOutline, objType,
            objName, &hObjHandle);
printf("EssOtlFindObject sts: %ld\n",sts);

/* Export a SmartList */
bImport = ESS_FALSE;
sFileName = "F:\testArea\Smartlist\ExpCSRatingsSL.txt";
sts = *EssOtlImportExportObject(hOutline, hObjHandle,
            sFileName, bImport);
/* Unlock objects */
sts = EssUnlockObject(hCtx, Object.ObjType,
            Object.AppName, Object.DbName, Object.FileName);

/* Close */
sts = EssOtlCloseOutline(hOutline);

See Also
- EssOtlGetMemberSmartList
- EssOtlCreateObject
- EssOtlDeleteObject
EssOtlIsMemberNameNonUnique

Discovers if a member name is duplicate.

**Syntax**

ESS_FUNC_M EssOtlIsMemberNameNonUnique (hOutline, hMember, fNameNonUnique);

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hOutline</td>
<td>ESS_HOUTLINE_T</td>
<td>Outline context handle (input).</td>
</tr>
<tr>
<td>hMember</td>
<td>ESS_HMEMBER_T</td>
<td>The member to query for non-uniqueness (input).</td>
</tr>
<tr>
<td>*fNameNonUnique</td>
<td>ESS_BOOL_T</td>
<td>TRUE if the member queried is a duplicate member name (output).</td>
</tr>
</tbody>
</table>

**Notes**

- Before you call this function, call EssOtlOpenOutline to open the outline in editing mode.
- Use aMember Traversal Function to get a member handle for the second argument of this function.
- This function checks whether a member name is duplicated. If a member name is duplicated, you might be interested in getting the fully qualified name of a member (its unique name or its key), because if a non specific name is used by other functions in your program to refer to a member name that is duplicated, unexpected behavior could occur.
- However, if all names are unique, you do not need to spend the resources to use fully qualified names or keys.
- After you use this function, if you discover that a member name is duplicated, you can get the fully qualified name and save it somewhere using EssOtlGetMemberUniqueName.

**Return Value**

Returns 0 if successful; otherwise, returns an error.
Example

```c
ESS_FUNC_M ESS_ISUniqueMemberName()
{
    ESS_STS_T    sts = 0;
    ESS_HOUTLINE_T   hOutline;
    ESS_OBJDEF_T   Object;
    ESS_APPNAME_T   szAppName;
    ESS_DBNAME_T   szDbName;
    ESS_OBJNAME_T   szFileName;
    ESS_HMEMBER_T   hMemberParent, hMemberChild;
    ESS_BOOL_T    pbNameUnique;

    memset(&Object, '\0', sizeof(Object));
    Object.hCtx =   hCtx;
    Object.ObjType =  ESS_OBJTYPE_OUTLINE;
    strcpy(szAppName, "Demo");
    strcpy(szDbName, "Test");
    strcpy(szFileName, "Test");
    Object.AppName =  szAppName;
    Object.DbName =   szDbName;
    Object.FileName =  szFileName;

    sts = EssOtlOpenOutline(hCtx, &Object, ESS_FALSE,
                             ESS_TRUE, &hOutline);

    if (!sts)
    {
        sts = EssOtlFindMember(hOutline, "2004", &hMemberParent);
    }

    if (!sts && hMemberParent)
    {
        sts = EssOtlGetChild(hOutline, hMemberParent, &hMemberChild);
    }

    if (!sts)
    {
        //Check whether Qtr1 is unique member name, returns 0 if unique and 1 if non-unique
        sts =   EssOtlIsMemberNameNonUnique (hOutline, hMemberChild, &pbNameUnique);
        if (sts)
            printf("EssOtlIsMemberNameNonUnique failed sts %ld\n",sts);
    }

    return sts;
}
```

See Also

- `EssOtlIsMemberNameUniqueWithinDim`
- `EssOtlIsMemberNameUniqueWithinDimAtGenLevel`
EssOtlIsMemberNameUniqueWithinDim

Discovers if member names are all unique within a dimension.

Syntax

ESS_FUNC_M EssOtlIsMemberNameUniqueWithinDim (hOutline, hDim, *pbNameUnique);

Parameter | Data Type | Description
--- | --- | ---
| hOutline | ESS_HOUTLINE_T | Outline context handle (input).
| hDim | ESS_HMEMBER_T | Input dimension, returned by EssOtlQueryGetFirstDimension() or EssOtlQueryGetNextDimension().
| *pbNameUnique | ESS_BOOL_T | TRUE if the dimension queried contains no duplicate member names; FALSE otherwise.

Notes

- This function is one of three functions that query for member name uniqueness or non-uniqueness.
  - EssOtlIsMemberNameNonUnique discovers if a member name is duplicate within an outline.
  - EssOtlIsMemberNameUniqueWithinDim discovers if all member names are unique within a dimension.
  - EssOtlIsMemberNameUniqueWithinDimAtGenLevel discovers if all member names are unique within a dimension at the generation or level specified.
- Before you call this function, call EssOtlOpenOutlineQuery() to open the outline in query mode.

Return Value

Returns 0 if successful; otherwise, returns an error.

Example

ESS_FUNC_M ESS_ISUniq()
{
    ESS_STS_T    sts = 0;
    ESS_HOUTLINE_T  hOutline;
    ESS_OBJDEF_T   Object;
    ESS_APPNAME_T   szAppName;
    ESS_DBNAME_T   szDbName;
    ESS_OBJNAME_T   szFileName;
    ESS_HMEMBER_T   hDim = ESS_NULL;
    ESS_BOOL_T    pbNameUnique = 0;

    memset(&Object, '\0', sizeof(Object));
    Object.hCtx = hCtx;
    Object.ObjType = ESS_OBJTYPE_OUTLINE;
    strcpy(szAppName, "Demo");
    strcpy(szDbName, "Test");
    strcpy(szFileName, "Test");

Object.AppName =  szAppName;
Object.DbName =   szDbName;
Object.FileName =  szFileName;

sts = EssOtlOpenOutlineQuery (hCtx, &Object, &hOutline);

if (!sts)
{
   sts = EssOtlQueryGetFirstDimension (hOutline, &hDim);
   if (sts)
      printf("EssOtlQueryGetFirstDimension failed sts %ld\n",sts);
}

if (!sts)
{
   sts = EssOtlIsMemberNameUniqueWithinDim (hOutline, hDim, &pbNameUnique);
   if (sts)
      printf("EssOtlIsMemberNameUniqueWithinDim failed sts %ld\n",sts);
   else
      printf("pbNameUnique is %d\n", pbNameUnique);
}

return sts;

See Also

EssOtlGetCountOfDupMemberNameInDim
EssOtlIsMemberNameNonUnique
EssOtlIsMemberNameUniqueWithinDimAtGenLevel

EssOtlIsMemberNameUniqueWithinDimAtGenLevel

Discovers if all member names are unique within a dimension at the generation or level specified.

Syntax

ESS_FUNC_M EssOtlIsMemberNameUniqueWithinDimAtGenLevel (hOutline, hDim, bGen, usGenLevel, *pbNameUnique);

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hOutline</td>
<td>ESS_HOUTLINE_T</td>
<td>Outline context handle.</td>
</tr>
<tr>
<td>hDim</td>
<td>ESS_HMEMBER_T</td>
<td>Input dimension, returned by EssOtlQueryGetFirstDimension() or EssOtlQueryGetNextDimension().</td>
</tr>
<tr>
<td>bGen</td>
<td>ESS_BOOL_T</td>
<td>Input. If TRUE, usGenLevel is considered a generation number. If FALSE, usGenLevel is considered a level number.</td>
</tr>
</tbody>
</table>
### Parameter | Data Type | Description
--- | --- | ---
usGenLevel | ESS_USHORT_T | Input generation or level number.
*pNameUnique | ESS_BOOL_T | Output. TRUE if the dimension queried contains duplicate member names at the generation or level specified; FALSE otherwise.

**Notes**

- This function is one of three functions that query for member name uniqueness or non-uniqueness.
  - `EssOtlIsMemberNameNonUnique` discovers if a member name is duplicate within an outline.
  - `EssOtlIsMemberNameUniqueWithinDim` discovers if all member names are unique within a dimension.
  - `EssOtlIsMemberNameUniqueWithinDimAtGenLevel` discovers if all member names are unique within a dimension at the generation or level specified.
- Before you call this function, call `EssOtlOpenOutlineQuery()` to open the outline in query mode.

**Return Value**

Returns 0 if successful; otherwise, returns an error.

**Example**

```c
ESS_FUNC_M ESS_ISUniqMemberNameWithinDimatGenLev()
{
    ESS_STS_T    sts = 0;
    ESS_HOUTLINE_T   hOutline;
    ESS_OBJDEF_T   Object;
    ESS_APPNAME_T   szAppName;
    ESS_DBNAME_T   szDbName;
    ESS_OBJNAME_T   szFileName;
    ESS_HMEMBER_T   hDim, hNextDim;
    ESS_BOOL_T    pbNameUnique, bGen = ESS_TRUE;
    ESS_USHORT_T   usGenLevel = 3;

    memset(&Object, '\0', sizeof(Object));
    Object.hCtx = hCtx;
    Object.ObjType = ESS_OBJTYPE_OUTLINE;
    strcpy(szAppName, "Demo");
    strcpy(szDbName, "Test");
    strcpy(szFileName, "Test");
    Object.AppName = szAppName;
    Object.DbName = szDbName;
    Object.FileName = szFileName;

    sts = EssOtlOpenOutlineQuery (hCtx, &Object, &hOutline);

    if (!sts)
```
{ 
    sts = EssOtlQueryGetFirstDimension(hOutline, &hDim);
    if (sts) 
        printf("EssOtlQueryGetFirstDimension failed sts %ld\n",sts);
}

if (!sts) {
    sts = EssOtlIsMemberNameUniqueWithinDimAtGenLevel(hOutline, hDim, bGen, usGenLevel, &pbNameUnique);
    if (sts) 
        printf("EssOtlIsMemberNameUniqueWithinDimAtGenLevel failed sts %ld\n",sts);
    else 
        printf("pbNameUnique is %d\n", pbNameUnique);
}

    if (!sts) {
    sts = EssOtlQueryGetNextDimension(hOutline, hDim, &hNextDim);
    if (sts) 
        printf("EssOtlQueryGetFirstDimension failed sts %ld\n",sts);
}

    if (!sts) {
    sts = EssOtlIsMemberNameUniqueWithinDimAtGenLevel(hOutline, hNextDim, bGen, usGenLevel, &pbNameUnique);
    if (sts) 
        printf("EssOtlIsMemberNameUniqueWithinDimAtGenLevel failed sts %ld\n",sts);
    else 
        printf("pbNameUnique is %d\n", pbNameUnique);
}

return sts;
}

See Also

- EssOtlGetCountOfDupMemberNameInDim
- EssOtlIsMemberNameNonUnique
- EssOtlIsMemberNameUniqueWithinDim

**EssOtlListObjects**

Returns an array of all object handles of the specified type.

**Syntax**

```c
ESS_FUNC_M EssOtlListObjects(hOutline, objType, pCount, pObjHandles)
```
### Parameter | Data Type | Description
--- | --- | ---
| hOutline | ESS_HOUTLINE_T | Outline handle (Edit mode only)
| objType | ESS_OBJECT_TYPES | Object type with the following value:
| | | OBJECT_SMARTLIST (Object type is Text List)
| pCount | ESS_ULONGLONG_T* | Count of object handles
| pObjHandles | ESS_PPHOBJECT_T | Returns an array of object handles. Must be deallocated using EssFree.

### Return Value

Returns:

- **0**—If successful
  - `pCount` and `pObjHandles` contain values.
- **Error number**—If unsuccessful
  - `pCount` and `pObjHandles` are NULL.

### Example

```c
void TestCreateObject()
{
    ESS_STS_T           sts = ESS_STS_NOERR;
    ESS_HOUTLINE_T      hOutline = ESS_NULL;
    ESS_OBJDEF_T        Object;
    ESS_OBJECT_TYPES    objType;
    ESS_STR_T           smartListName;
    ESS_HOBJECT_T       ObjHandle;
    ESS_ULONG_T         Count, i;
    ESS_PHOBJECT_T      ObjHandles;
    ESS_HOBJECT_T       hObjHandle;
    ESS_HSMARTLIST_T    hSmartList;
    ESS_STR_T           objName;

    memset(&Object, '\0', sizeof(Object));
    Object.hCtx = hCtx;
    Object.ObjType = ESS_OBJTYPE_OUTLINE;
    Object.AppName = szAppName;
    Object.DbName = szDbName;
    Object.FileName = szFileName;

    /* Open outline */
    sts = EssOtlOpenOutline(hCtx, &Object,
                            ESS_TRUE, ESS_TRUE, &hOutline);

    /* Create a static SmartList */
    objType = OBJECT_SMARTLIST;
    smartListName = "SList1";
    sts = EssOtlCreateObject(hOutline, objType,
                             smartListName, &ObjHandle);

    /* List all SmartList objects */
    objType = OBJECT_SMARTLIST;
    sts = EssOtlListObjects(hOutline, objType,
                          &ObjHandles);
}
```
&Count, &ObjHandles);

/* Save */
SaveOutline(hOutline);

/* Find objects */
objName = "SList1";
sts = EssOtlFindObject(hOutline, objType, objName, &hObjHandle);

/* Delete objects */
hSmartList = (ESS_HSMARTLIST_T)hObjHandle;
sts = EssOtlDeleteObject(hOutline, hSmartList);
SaveOutline(hOutline);

if(ObjHandles)
    EssFree (hInst, ObjHandles);

/* Unlock objects */
sts = EssUnlockObject(hCtx, Object.ObjType, Object.AppName, Object.DbName, Object.FileName);

/* Close outline */
sts = EssOtlCloseOutline(hOutline);
}

See Also
- EssOtlGetMemberSmartList
- EssOtlCreateObject
- EssOtlFindObject
- EssOtlDeleteObject
- EssOtlGetSmartListInfo
- EssOtlFindObject
- EssOtlFreeObjectArray
- EssOtlFreeSmartListInfo
- EssOtlGetMemberSmartList
- EssOtlGetMemberType
- EssOtlGetObjectReferenceCount
- EssOtlGetObjectReferences
- EssOtlImportExportObject
- EssOtlListObjects
- EssOtlQueryObjects
- EssOtlSetMemberType
- EssOtlSetMemberTypeToSmartList

### EssOtlMoveMember

Moves a member.

**Syntax**

```c
ESS_FUNC_M EssOtlMoveMember (hOutline, hMember, hNewParent, hNewPrevSibling);
```
<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hOutline</td>
<td>ESS_HOUTLINE_T</td>
<td>Outline context handle</td>
</tr>
<tr>
<td>hMember</td>
<td>ESS_HMEMBER_T</td>
<td>Handle of member to move</td>
</tr>
<tr>
<td>hNewParent</td>
<td>ESS_HMEMBER_T</td>
<td>Handle of new parent. Use this field only if the hNewPrevSibling field is ESS_NULL.</td>
</tr>
<tr>
<td>hNewPrevSibling</td>
<td>ESS_HMEMBER_T</td>
<td>Handle of new previous sibling</td>
</tr>
</tbody>
</table>

**Notes**

- The moved member is inserted following the hPrevSibling member. If this field is ESS_NULL, the moved member becomes the first child of the parent specified by hParent.
- If both hParent and hPrevSibling are ESS_NULL, the moved member becomes the first dimension in the outline.
- Moving a zero-level (leaf node) attribute member that is not of type ESS_ATTRMBRDT_STRING resets the member’s long name, using the specifications for the outline in the "ESS_ATTRSPECS_T" on page 113 structure.
- Moving an ancestor may affect the long name of a zero-level attribute member.

**Return Value**

Returns 0 if successful; otherwise:

OTLAPI_BAD_MOVE

**Example**

```c
#include <essapi.h>
#include <essotl.h>

ESS_STS_T          sts = 0;
ESS_HOUTLINE_T     hOutline;
ESS_HMEMBER_T      hMemberJan;
ESS_HMEMBER_T      hMemberMar;
ESS_OBJDEF_T       Object;
ESS_APPNAME_T      szAppName;
ESS_DBNAME_T       szDbName;
ESS_OBJNAME_T      szFileName;
memset(&Object, '\0', sizeof(Object));
Object.hCtx = hCtx;
Object.ObjType = ESS_OBJTYPE_OUTLINE;
strcpy(szAppName, "Sample");
strcpy(szDbName, "Basic");
strcpy(szFileName, "Basic");
Object.AppName = szAppName;
Object.DbName = szDbName;
Object.FileName = szFileName;

sts = EssOtlOpenOutline(hCtx, &Object, ESS_TRUE,
                        ESS_TRUE, &hOutline);
```
if (!sts)
{
    sts = EssOtlFindMember(hOutline, "Jan",
                      &hMemberJan);
}
if (!sts && hMemberJan)
{
    sts = EssOtlFindMember(hOutline, "Mar",
                      &hMemberMar);
}
if (!sts && hMemberMar)
{
    sts = EssOtlMoveMember(hOutline, hMemberJan, 
                      ESS_NULL, hMemberMar);
}

See Also

- EssOtlFindMember
- EssOtlRenameMember
- EssOtlAddMember
- EssOtlDeleteMember

EssOtlNewOutline

Creates an outline without creating a file. This call is used as an alternative to EssOtlOpenOutline().

Syntax

```
ESS_FUNC_M EssOtlNewOutline (hCtx, pNewInfo, phOutline);
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hCtx</td>
<td>ESS_HCTX_T</td>
<td>Essbase Context handle.</td>
</tr>
<tr>
<td>pNewInfo</td>
<td>&quot;ESS_OUTLINEINFO_T&quot; on page 716</td>
<td>Structure describing the new outline.</td>
</tr>
<tr>
<td>phOutline</td>
<td>ESS_PHOUTLINE_T</td>
<td>Pointer to ESS_HOUTLINE_T variable. This handle is set by the API and should be passed in to subsequent Outline API functions.</td>
</tr>
</tbody>
</table>

Notes

- This function creates an empty outline in memory.
- No transactions are kept when this call is used. See EssOtlOpenOutline() for more information on keeping transactions.

Return Value

Returns 0 if successful.
Example

```c
#include <essapi.h>
#include <essotl.h>

ESS_STS_T        sts = 0;
ESS_OUTLINEINFO_T NewInfo;
ESS_HOUTLINE_T   hOutline;

memset(&NewInfo, '\0', sizeof(NewInfo));
sts = EssOtlNewOutline(hCtx, &NewInfo, &hOutline);
```

See Also

- EssOtlOpenOutline
- EssOtlWriteOutline
- EssOtlRestructure
- EssOtlCloseOutline
- EssOtlVerifyOutline

**EssOtlOpenOutline**

Opens and reads in an existing outline. This function (or EssOtlNewOutline) must be called before any operations on the outline can take place.

**Syntax**

```c
ESS_FUNC_M EssOtlOpenOutline (hCtx, pObject, fLock, fKeepTrans, phOutline);
```

**Parameter**  |  **Data Type**  |  **Description**
---|---|---
```
hCtx
pObject
fLock
fKeepTrans
phOutline
```
| ESS_HCTX_T | Essbase Context handle. |
| ESS_POBJDEF_T | Pointer to an object structure defining the outline object to open. |
| ESS_BOOL_T | Flag to determine if the outline should be locked when it is opened. This is valid only for server outlines. |
| ESS_BOOL_T | Flag to determine whether to keep transactions. |

- If you are opening an existing outline to make changes, and you intend to restructure the database and keep data, we recommend that you set this flag to ESS_TRUE. When ESS_TRUE, a log is kept of activities done to the outline.
- If you are starting from an empty outline or are not planning on saving data when you restructure, we recommend that you set this field to ESS_FALSE. When ESS_FALSE, no log is kept, saving time and memory.

**Notes**

- For Unicode mode outlines, use EssOtlOpenOutlineEx.
- If the outline file exists on the server, this call copies the file locally for client access.
For aggregate storage database outlines, this function keeps the outline open until
EssOtlCloseOutline is called. Because aggregate storage outlines are paged into memory
(instead of being read entirely into memory) the outline is kept open. As a result, temporary
files remain in your computer's Temp folder until EssOtlCloseOutline is called.

Return Value

Returns 0 if successful; otherwise one of the following:

- OTLAPI_BAD_OBJTYPE
- OTLAPI_ERR_FILEOPEN
- OTLAPI_ERR_FILEIO

Access

This function requires you to have the appropriate level of access to the specified application
and/or database to contain the outline object. To lock the outline object (lock flag is ESS_TRUE),
you must have Application Designer or Database Designer privilege (ESS_PRIV_APPDESIGN
or ESS_PRIV_DBDESIGN) for the specified application or database containing the outline.

Example

```c
#include <essapi.h>
#include <essotl.h>

ESS_STS_T          sts = 0;
ESS_OBJDEF_T       Object;
ESS_HOUTLINE_T     hOutline;
ESS_APPNAME_T      szAppName;
ESS_DBNAME_T       szDbName;
ESS_OBJNAME_T      szFileName;
memset(&Object, '\0', sizeof(Object));
Object.hCtx = hCtx;
Object.ObjType = ESS_OBJTYPE_OUTLINE;
strcpy(szAppName, "Sample");
strcpy(szDbName, "Basic");
strcpy(szFileName, "Basic");
Object.AppName = szAppName;
Object.DbName = szDbName;
Object.FileName = szFileName;
sts = EssOtlOpenOutline(hCtx, &Object, ESS_TRUE,
                        ESS_TRUE, &hOutline);
```

See Also

- EssOtlOpenOutlineEx
- EssOtlCloseOutline
- EssOtlGetMemberCommentEx
- EssOtlNewOutline
- EssOtlRestructure
- EssOtlSetMemberCommentEx
- EssOtlVerifyOutline
- EssOtlWriteOutline
**EssOtlOpenOutlineEx**

Opens and reads in an existing outline, identifying the correct locale. This function (or **EssOtlNewOutline()**) must be called before any operations on the outline can take place.

**Syntax**

```c
ESS_FUNC_M EssOtlOpenOutlineEx(hCtx, pObject, fLock, fKeepTrans, pLocaleDescription, phOutline);
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hCtx</td>
<td>ESS_HCTX_T</td>
<td>Essbase Context handle.</td>
</tr>
<tr>
<td>pObject</td>
<td>ESS_POBJDEF_T</td>
<td>Pointer to an object structure defining the outline object to open.</td>
</tr>
<tr>
<td>fLock</td>
<td>ESS_BOOL_T</td>
<td>Flag to determine if the outline should be locked when it is opened. This is valid only for server outlines.</td>
</tr>
<tr>
<td>fKeepTrans</td>
<td>ESS_BOOL_T</td>
<td>Flag to determine whether to keep transactions. If you are opening an existing outline to make changes, and you intend to restructure the database and keep data, we recommend that you set this flag to ESS_TRUE. When ESS_TRUE, a log is kept of activities done to the outline. If you are starting from an empty outline or are not planning on saving data when you restructure, we recommend that you set this field to ESS_FALSE. When ESS_FALSE, no log is kept, saving time and memory.</td>
</tr>
<tr>
<td>pLocaleDescription</td>
<td>The identifier used by GlobalC to identify the Locale. The LocaleDescription is in the form of: [language]_[territory].[codepage]@[sort]. For example: Japanese_japan.MS932@binary to provide the locale description of the language of the outline file. It is the program's responsibility to pass pLocaleDescription in the current format.</td>
<td></td>
</tr>
<tr>
<td>phOutline</td>
<td>ESS_PHOUTLINE_T</td>
<td>Pointer to an ESS_HOUTLINE_T variable. This handle is set by the API and should be passed to subsequent Outline API functions.</td>
</tr>
</tbody>
</table>

**Notes**

- This function works like **EssOtlOpenOutline()**, but with the addition of a Unicode-specific **LocaleDescription** argument.
- If the outline file exists on the server, this call copies the file locally for client access.
- For aggregate storage database outlines, **EssOtlOpenOutline** keeps the outline open until **EssOtlCloseOutline** is called. Because aggregate storage outlines are paged into memory (instead of being read entirely into memory) the outline is kept open. As a result, temporary files remain in your computer's Temp folder until **EssOtlCloseOutline** is called.

**Return Value**

Returns 0 if successful; otherwise one of the following:

- OTLAPI_BAD_OBJTYPE
OTLAPI_ERR_FILEOPEN
OTLAPI_ERR_FILEIO

Access

This function requires you to have the appropriate level of access to the specified application and/or database to contain the outline object. To lock the outline object (lock flag is ESS_TRUE), you must have Application Designer or Database Designer privilege (ESS_PRIV_APPDESIGN or ESS_PRIV_DBDESIGN) for the specified application or database containing the outline.

See Also

- EssOtlCloseOutline
- EssOtlGetMemberCommentEx
- EssOtlNewOutline
- EssOtlRestructure
- EssOtlSetMemberCommentEx
- EssOtlVerifyOutline
- EssOtlWriteOutlineEx

**EssOtlOpenOutlineQuery**

Opens an existing outline.

**Syntax**

```plaintext
ESS_FUNC_M EssOtlOpenOutlineQuery (hCtx, pObject, phOutline);
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hCtx</td>
<td>ESS_HCTX_T</td>
<td>Outline context handle. This must be a valid server login context.</td>
</tr>
<tr>
<td>pObject</td>
<td>ESS_POBJDEF_T</td>
<td>Pointer to object structure defining the outline object to open. Currently this is ignored. You should call EssSetActive() for the database you are accessing.</td>
</tr>
<tr>
<td>phOutline</td>
<td>ESS_PHOUTLINE_T</td>
<td>Pointer to an ESS_HOUTLINE_T variable. This will be set by the API and should be passed in to subsequent API functions.</td>
</tr>
</tbody>
</table>

**Notes**

- Use this function to access an outline using EssOtlQueryMembers().
- The call will not download the outline and load the entire file into memory.
- Therefore, many of the outline API calls will not work with hOutline that is passed back from this call.
- The following calls are accessible after this call is made. All other Outline API calls will return an error.
  - EssOtlCloseOutline
  - EssOtlGetMemberAlias
  - EssOtlGetMemberFormula
EssOtlGetMemberInfo
- EssOtlGetNextAliasCombination
- EssOtlGetOutlineInfo
- EssOtlGetUserAttributes
- EssOtlGetGenName
- EssOtlGetGenNames
- EssOtlGetLevelName
- EssOtlGetLevelNames
- EssOtlGetMemberLastFormula

**Return Value**

The return value is zero if the function was successful.

- OTLAPI_BAD_OBJTYPE
- OTLAPI_ERR_FILEOPEN
- OTLAPI_ERR_FILEIO

**Example**

```c
#include <essapi.h>
#include <essotl.h>

ESS_STS_T st = ESS_STS_NOERR;
ESS_HOUTLINE_T hOutline;
ESS_OBJDEF_T Object;
ESS_ACCESS_T Access;
ESS_STR_T AppName;
ESS_STR_T DbName;

AppName = "Sample";
DbName = "Basic";

st = EssSetActive(hCtx, AppName, DbName, &Access);
if (st == 0) {
    memset(&Object, '\0', sizeof(Object));
    st = EssOtlOpenOutlineQuery(hCtx, &Object, &hOutline);
}
```

**See Also**

- EssOtlCloseOutline
- EssOtlOpenOutline
- EssOtlQueryMembers
- EssOtlQueryMembersByName
- Ess.SetActive
**EssOtlPutSmartList**

Populates the contents of the Text List (SmartList) handle created by EssOtlCreateObject. The object handle created can be typecast to an ESS_HSMARTLIST_T handle.

**Verification rules:**
- Each entry in *pIDs* and in *ppszText* must be unique
- The strings in *ppszText* must pass the same name validation rules as specified for text list names.
- *ppszText* text strings may not be empty, #OUTOF RANGE, or the same as pszMissingName or pszOutOfRangeName
- The number of entries len cannot be more than 1024.

**Syntax**

```
ESS_FUNC_M EssOtlPutSmartList(hOutline, hSmartList, len, *pIDs, *ppszText, pszMissingName, pszOutOfRangeName);
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hOutline</td>
<td>ESS_HOUTLINE_T</td>
<td>The source Essbase outline for the text list.</td>
</tr>
<tr>
<td>hSmartList</td>
<td>ESS_HSMARTLIST_T</td>
<td>Text list handle</td>
</tr>
<tr>
<td>len</td>
<td>ESS_UINT16</td>
<td>Number of items</td>
</tr>
<tr>
<td>*pIDs</td>
<td>ESS_UINT32_T</td>
<td>Integer IDs</td>
</tr>
<tr>
<td>*ppszText</td>
<td>ESS_STR_T</td>
<td>Enumerated text</td>
</tr>
<tr>
<td>pszMissingName</td>
<td>ESS_STR_T</td>
<td>Name of the missing smart text</td>
</tr>
<tr>
<td>pszOutOfRangeName</td>
<td>ESS_STR_T</td>
<td>Name of the out of range smart text.</td>
</tr>
</tbody>
</table>

**Return Value**

Returns:
- 0—If successful
  - *pIDs* and *ppszText* contain values.
- Error number—If unsuccessful
  - *pIDs* and *ppszText* are NULL.

**Example**

```c
void TestPutSmartList()
{
    ESS_STS_T                        sts = ESS_STS_NOERR;
    ESS_HOUTLINE_T                hOutline = ESS_NULL;
    ESS_OBJECT_TYPES            objType;
    ESS_HOBJECT_T                hObjHandle;
    ESS_PHOBJECT_T                hObjHandles;
    ESS_PSMARTLISTINFO_T    SmartListInfo = ESS_NULL;
    ESS_OBJDEF_T                    Object;
```
# ESS_HSMARTLIST_T
# ESS_USHORT_T
# ESS_SMARTLISTID_T
# ESS_STR_T
# ESS_STR_T
# ESS_USHORT_T
# ESS_SMARTLISTID_T

hSmartList;

len;

pIds[4];

ppszText[4];

pszMissingName;

pszOutOfRangeName;

Count, i;

smartListNames[3] =

{ "MainColors", "TempColors1", "TempColors2" };

memset(&Object, '\0', sizeof(Object));

Object.hCtx = hCtx;

Object.ObjType = ESS_OBJTYPE_OUTLINE;

Object.AppName = szAppName;

Object.DbName = szDbName;

Object.FileName = szFileName;

/* Open outline */

sts = EssOtlOpenOutline(hCtx, &Object, ESS_TRUE,
                         ESS_TRUE, &hOutline);

/* Create a SmartList */

objType = OBJECT_SMARTLIST;

sts = EssOtlCreateObject(hOutline, objType,
                         smartListNames[0], &hObjHandle);

/* Set up and put SmartList */

hSmartList = (ESS_HSMARTLIST_T)hObjHandle;

len = 4;

pIds[0] = 1;

pIds[1] = 2;

pIds[2] = 3;

pIds[3] = -1;

ppszText[0] = "Red";

ppszText[1] = "Green";

ppszText[2] = "Blue";

ppszText[3] = "Yellow";

pszMissingName = "Missing";

pszOutOfRangeName = "OutOfRange";

sts = EssOtlPutSmartList(hOutline, hSmartList,
                         len, pIds, ppszText, pszMissingName,
                         pszOutOfRangeName);

SaveOutline(hOutline);

/* Clean up */

for(i = 0; i <= 12; i++)
{
    sts = EssOtlFindObject(hOutline, objType,
                         smartListNames[i], &hObjHandle);
    hSmartList = (ESS_HSMARTLIST_T)hObjHandle;
    sts = EssOtlDeleteObject(hOutline, hSmartList);
}

SaveOutline(hOutline);

objType = OBJECT_SMARTLIST;
sts = EssOtlListObjects(hOutline, objType,
                    &Count, &hObjHandles);
for (i = 0; i < Count; i++)
    DisplaySmartListInfo(hOutline, hObjHandles[i]);
if(hObjHandles)
    EssFree (hInst, hObjHandles);

sts = EssUnlockObject(hCtx, Object.ObjType,
                  Object.AppName, Object.DbName, Object.FileName);
sts = EssOtlCloseOutline(hOutline);
}

EssOtlQueryAttributes
Queries member information for a given attribute member or dimension.

Syntax

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hOutline;</td>
<td>ESS_HOUTLINE_T</td>
<td>Handle to the outline</td>
</tr>
<tr>
<td>pAttributeQuery;</td>
<td>&quot;ESS_ATTRIBUTEQUERY_T&quot; on page 707</td>
<td>Structure that defines the query</td>
</tr>
<tr>
<td>pCount;</td>
<td>ESS_PULONG_T</td>
<td>Number of member handles returned</td>
</tr>
<tr>
<td>pphMemberArray;</td>
<td>ESS_PPHMEMBER_T</td>
<td>Pointer to an array of member handles returned</td>
</tr>
</tbody>
</table>

Notes
Before you call this function, call EssOtlOpenOutlineQuery to open the outline in query mode.

Example

```c
void ESS_OtlQueryAttributes()
{
    ESS_STS_T             sts = ESS_STS_NOERR;
    ESS_HMEMBER_T         hMember;
    ESS_OBJDEF_T          Object;
    ESS_APPNAME_T         szAppName;
    ESS_DBNAME_T          szDbName;
    ESS_OBJNAME_T         szFileName;
    ESS_SHORT_T           hOutlineQuery;
    ESS_ATTRIBUTEQUERY_T  pAttributeQuery;
    ESSULONG_T            Count = 0;
    ESS_PPHMEMBER_T       phMemberArray = ESS_NULL;
    ESS_PMBRINFO_T        pMbrInfo = ESS_NULL;
    int                   index;

    memset(&pAttributeQuery, 0x00, sizeof(ESS_ATTRIBUTEQUERY_T));
    memset(&Object, '\0', sizeof(Object));
    Object.hCtx = hCtx;
    Object.ObjType = ESS_OBJTYPE_OUTLINE;
    strcpy(szAppName, "Sample");
```
strcpy(szDbName, "Basic");
strcpy(szFileName, "Basic");
Object.AppName = szAppName;
Object.DbName = szDbName;
Object.FileName = szFileName;

sts = EssOtlOpenOutlineQuery(hCtx, &Object, &hOutlineQuery);
printf("EssOtlOpenOutlineQuery() sts: %ld\n", sts);
pAttributeQuery.bInputMemberIsHandle == ESS_FALSE;
pAttributeQuery.uInputMember.szMember = "100-10";
pAttributeQuery.usInputMemberType = ESS_BASE_MEMBER;
pAttributeQuery.usOutputMemberType = ESS_ATTRIBUTE_MEMBER;
pAttributeQuery.usOperation = ESS_ALL;
pAttributeQuery.Attribute.usDataType = ESS_ATTRMBRDT_NONE;

sts = EssOtlQueryAttributes(hOutlineQuery, &pAttributeQuery, &Count, &phMemberArray);
printf("EssOtlQueryAttributes() sts: %ld\n", sts);

if (!sts && phMemberArray) {
    printf("\n------- Query Results -------\n"),
    for (index = 0; index < Count; index++) {
        sts = EssOtlGetMemberInfo(hOutlineQuery,phMemberArray[index],&pMbrInfo);
        printf("\t%s\n",pMbrInfo->szMember);
    }

    if (Count && phMemberArray) {
        sts = EssOtlFreeMembers(hOutlineQuery,Count, phMemberArray);
    }
}

See Also

- EssCheckAttributes
- EssFreeStructure
- EssGetAssociatedAttributesInfo
- EssGetAttributeInfo
- EssGetAttributeSpecifications
- EssOtlAssociateAttributeDimension
- EssOtlAssociateAttributeMember
- EssOtlDisassociateAttributeDimension
- EssOtlDisassociateAttributeMember
- EssOtlFindAttributeMembers
- EssOtlFreeStructure
- EssOtlGetAssociatedAttributes
- EssOtlGetAttributeInfo
- EssOtlGetAttributeSpecifications
- EssOtlSetAttributeSpecifications
**EssOtlQueryAttributesEx**

Queries member information for a given attribute member or dimension.

**Syntax**

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hOutline;</td>
<td>ESS_HOUTLINE_T</td>
<td>Handle to the outline</td>
</tr>
<tr>
<td>pAttributeQuery;</td>
<td>“ESS_ATTRIBUTEQUERY_T” on page 707</td>
<td>Structure that defines the query</td>
</tr>
<tr>
<td>pCount;</td>
<td>ESS_PMBRCOUNTS_T</td>
<td>Number of member handles returned</td>
</tr>
<tr>
<td>pphMemberArray;</td>
<td>ESS_PPHMEMBER_T</td>
<td>Pointer to an array of member handles returned</td>
</tr>
</tbody>
</table>

**Notes**

Before you call this function, call **EssOtlOpenOutlineQuery** to open the outline in query mode.

**See Also**

- EssCheckAttributes
- EssFreeStructure
- EssGetAssociatedAttributesInfo
- EssGetAttributeInfo
- EssGetAttributeSpecifications
- EssOtlQueryAttributes
- EssOtlOpenOutlineQuery
- EssOtlAssociateAttributeDimension
- EssOtlAssociateAttributeMember
- EssOtlDisassociateAttributeDimension
- EssOtlDisassociateAttributeMember
- EssOtlFindAttributeMembers
- EssOtlFreeStructure
- EssOtlGetAssociatedAttributes
- EssOtlGetAttributeInfo
- EssOtlGetAttributeSpecifications
- EssOtlSetAttributeSpecifications

**EssOtlQueryGenerationInfo**

**EssOtlQueryGenerationInfo**() queries for the time dimension generation information contained in the comment field for the dimension’s top member. Once this information is known, it can be used with **EssOtlGetLinkedAttributeAttachLevel()** to provide period over period analysis.

**Syntax**

```c
ESS_FUNC_M EssOtlQueryGenerationInfo (hOutline, szName, queryID, ppReturns);
```
<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hOutline</td>
<td>ESS_HOUTLINE_T</td>
<td>Outline handle. This must have been returned from EssOtlOpenOutlineQuery().</td>
</tr>
<tr>
<td>szName</td>
<td>ESS_STS_T</td>
<td>Name of the top member of the date-time dimension</td>
</tr>
<tr>
<td>queryID</td>
<td>ESS_ULONG_T</td>
<td>Use the query identifier constant ESS_OTLQRYTIDIM_TIMEPERIODS</td>
</tr>
<tr>
<td>ppReturns</td>
<td>ESS_PPVOID_T</td>
<td>A pointer to the query information structure for this dimension.</td>
</tr>
</tbody>
</table>

**Notes**

The caller of EssOtlQueryGenerationInfo() should call EssOtlFreeStructure() with structure ID ESS_DT_STRUCT_TIGENINFO to free the memory set aside for the returned structure pointer.

**Return Value**

If successful, returns a pointer to a ESS_PTIMEDIM_GENINFO_T structure.

**Example**

```c
SS_STR_T strBuf1 = "Year";
ESS_ULONG_T queryId = ESS_OTLQRYTIDIM_TIMEPERIODS;
ESS_PVOID_T pReturns;
ESS_PTIMEDIM_GENINFO_T tpStruc = NULL;

sts = EssOtlQueryGenerationInfo (hOutline, /*query outline handle*/
   strBuf1, /* IN - date-time dimension member name*/
   queryId, /* IN - query ID */
   &pReturns);

if (sts)
   goto exit;

switch (queryId)
{
   case ESS_OTLQRYTIDIM_TIMEPERIODS:
      tpStruc = (ESS_PTIMEDIM_GENINFO_T)pReturns;

      for (ii = 0; ii < tpStruc->usCount; ii++)
         fprintf(cmdctxp->output, "Time period for Gen %d = %s\n", ii+1, TimePeriodNames[tpStruc->ptps[ii]]);

      sts = EssOtlFreeStructure (cmdctxp->hOutline[outlineChoice], ESS_DT_STRUCT_TIGENINFO,
         1, pReturns);
      if (sts)
         goto exit;
      break;
```

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default:
    break;
}

See Also

- EssOtlGetLinkedAttributeAttachLevel
- EssOtlFreeStructure

**EssOtlQueryGetFirstDimension**

Returns the dimension handle of the first dimension in the outline.

**Syntax**

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hOutline</td>
<td>ESS_HOUTLINE_T</td>
<td>Handle to the outline (input).</td>
</tr>
<tr>
<td>phDim</td>
<td>ESS_PHMEMBER_T</td>
<td>The dimension handle (output).</td>
</tr>
</tbody>
</table>

**Notes**

- Before you call this function, call EssOtlOpenOutlineQuery to open the outline in query mode.
- This function returns the dimension handle of the first dimension in the outline. The handle returned by this function can then be used to call EssOtlGetDimensionNameUniqueness, EssOtlGetCountOfDupMemberNameInDim, or EssOtlIsMemberNameUniqueWithinDim.

**Return Value**

Returns 0 if successful; otherwise, returns an error.

**Example**

```c
ESS_FUNC_M ESS_ISUniq()
{
    ESS_STS_T    sts = 0;
    ESS_HOUTLINE_T  hOutline;
    ESS_OBJDEF_T   Object;
    ESS_APPNAME_T  szAppName;
    ESS_DBNAME_T   szDbName;
    ESS_OBJNAME_T  szFileName;
    ESS_HMEMBER_T  hDim = ESS_NULL;
    ESS_BOOL_T    pbNameUnique = 0;

    memset(&Object, '\0', sizeof(Object));
    Object.hCtx =   hCtx;
    Object.ObjType =  ESS_OBJTYPE_OUTLINE;
```
strcpy(szAppName, "Demo");
strcpy(szDbName, "Test");
strcpy(szFileName, "Test");
Object.AppName = szAppName;
Object.DbName = szDbName;
Object.FileName = szFileName;

sts = EssOtlOpenOutlineQuery (hCtx, &Object, &hOutline);

if (!sts)
{
    sts = EssOtlQueryGetFirstDimension (hOutline, &hDim);
    if (sts)
        printf("EssOtlQueryGetFirstDimension failed sts %ld\n",sts);
}

if (!sts)
{
    sts = EssOtlIsMemberNameUniqueWithinDim (hOutline, hDim, &pbNameUnique);
    if (sts)
        printf("EssOtlIsMemberNameUniqueWithinDim failed sts %ld\n",sts);
    else
        printf("pbNameUnique is %d\n", pbNameUnique);
}

return sts;

See Also
● EssOtlQueryGetNextDimension
● EssOtlIsMemberNameUniqueWithinDim

EssOtlQueryGetNextDimension

Returns the next dimension handle of the dimension in the outline opened in query mode.

Syntax

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hOutline;</td>
<td>ESS_HOUTLINE_T</td>
<td>Handle to the outline (input)</td>
</tr>
<tr>
<td>hDim;</td>
<td>ESS_HMEMBER_T</td>
<td>The dimension handle (input)</td>
</tr>
<tr>
<td>phNextDim;</td>
<td>ESS_PHMEMBER_T</td>
<td>The handle of the next dimension (output)</td>
</tr>
</tbody>
</table>
Notes

- Before you call this function, call `EssOtlOpenOutlineQuery` to open the outline in query mode.
- As shown in the example, you must call `EssOtlQueryGetFirstDimension` before you call this function. Otherwise, an error will be returned.
- If you pass in the handle of the dimension that appears last in the dimension, this function returns null.

Return Value

Returns 0 if successful; otherwise, returns an error.

Example

```c
ESS_FUNC_M ESS_ISUniqMemberNameWithinDimAtGenLev()
{
    ESS_STS_T    sts = 0;
    ESS_HOUTLINE_T   hOutline;
    ESS_OBJDEF_T   Object;
    ESS_APPNAME_T   szAppName;
    ESS_DBNAME_T   szDbName;
    ESS_OBJNAME_T   szFileName;
    ESS_HMEMBER_T   hDim,hNextDim;
    ESS_BOOL_T    pbNameUnique, bGen = ESS_TRUE;
    ESS_USHORT_T   usGenLevel = 3;

    memset(&Object, '\0', sizeof(Object));
    Object.hCtx =   hCtx;
    Object.ObjType =  ESS_OBJTYPE_OUTLINE;
    strcpy(szAppName, "Demo");
    strcpy(szDbName, "Test");
    strcpy(szFileName, "Test");
    Object.AppName =  szAppName;
    Object.DbName =   szDbName;
    Object.FileName =  szFileName;

    sts = EssOtlOpenOutlineQuery (hCtx, &Object, &hOutline);

    if (!sts)
    {
        sts = EssOtlQueryGetFirstDimension(hOutline, &hDim);

        if (sts)
            printf("EssOtlQueryGetFirstDimension failed sts %ld\n",sts);
    }

    if (!sts)
    {
        sts =  EssOtlIsMemberNameUniqueWithinDimAtGenLevel (hOutline, hDim, bGen, usGenLevel, &pbNameUnique);
        if (sts)
```
printf("EssOtlIsMemberNameUniqueWithinDimAtGenLevel failed sts %ld\n",sts);
else
  printf("pbNameUnique is %d\n", pbNameUnique);
}

if (!sts)
{
  sts = EssOtlQueryGetNextDimension (hOutline, hDim, &hNextDim);

  if (sts)
    printf("EssOtlQueryGetFirstDimension failed sts %ld\n",sts);
}

if (!sts)
{
  sts = EssOtlIsMemberNameUniqueWithinDimAtGenLevel (hOutline, hNextDim, bGen,
              usGenLevel, &pbNameUnique);
  if (sts)
    printf("EssOtlIsMemberNameUniqueWithinDimAtGenLevel failed sts %ld\n",sts);
  else
    printf("pbNameUnique is %d\n", pbNameUnique);
}

return sts;
}

See Also

- EssOtlQueryGetFirstDimension

**EssOtlQueryMembers**

Queries the outline.

**Syntax**

`ESS_FUNC_M EssOtlQueryMembers (hOutline, hMember, pPredicate, pMbrCounts, phMemberArray);`

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hOutline</td>
<td>ESS_HOUTLINE_T</td>
<td>Essbase outline handle. This must have been returned from EssOtlOpenOutlineQuery.</td>
</tr>
<tr>
<td>Parameter</td>
<td>Data Type</td>
<td>Description</td>
</tr>
<tr>
<td>-----------</td>
<td>-----------</td>
<td>-------------</td>
</tr>
<tr>
<td>hMember</td>
<td>ESS_HMEMBER_T</td>
<td>The handle of the member on which execute the operation. If this value is NULL, it is assumed to be the very top of the outline, representing the logical parent of the dimensions. If the handle is a shared member, this function executes on the stored member on which it is based. This value will be ignored for the following options:</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- ESS_NAMEDGENERATION</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- ESS_NAMEDLEVEL</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- ESS_USERATTRIBUTE</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- ESS_SEARCH</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- ESS_WILDSEARCH</td>
</tr>
<tr>
<td>pPredicate</td>
<td>“ESS_PREDICATE_T” on page 719</td>
<td>Structure defining the query. The fields of this structure are described in Notes.</td>
</tr>
<tr>
<td>pMbrCounts</td>
<td>“ESS_MBRCOUNTS_T” on page 709</td>
<td>Structure defining information about counts. It contains the following fields:</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- ulStart—Starting number to return</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- ulMaxCount—Maximum number of member handles to return</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- ulTotalCount—Total number of members that are defined in the results of the query</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- pulReturnCount—Number of member handles returned in this query</td>
</tr>
<tr>
<td>phMemberArray</td>
<td>ESS_PPHMEMBER_T</td>
<td>An array of member handles returned from the query.</td>
</tr>
</tbody>
</table>

**Notes**

- The call takes a member handle to operate on and returns an array of member handles satisfying the criteria specified by the option value.
- The caller should call EssOtlFreeMembers when the returned *phMembers* member array is no longer needed.
- Each *hMember* element in the array can be used only in calls that are listed in EssOtlOpenOutlineQuery. For example, a returned member handle cannot be used to call EssOtlGetSibling.
- The fields of the *pPredicate* structure are used as follows:
  - *ulQuery*—Value defining the operation to perform. It can be one of the following:|
    - ESS_CHILDREN |
    - ESS_DESCENDANTS |
    - ESS_BOTTOMLEVEL |
    - ESS_SIBLINGS |
    - ESS_SAMELEVEL |
    - ESS_SAMEGENERATION |
- ESS_PARENT
- ESS_DIMENSION
- ESS_NAMEDGENERATION
- ESS_NAMEDLEVEL
- ESS_SEARCH
- ESS_WILDSEARCH
- ESS_USERATTRIBUTE
- ESS_ANCESTORS
- ESS_DTSMEMBERS

- **ulOptions**—Value defining search options. Valid values:
  - ESS_COUNTONLY—Returns no member handles, but fills in the `pTotalCount` field in the `pCounts` structure
  - ESS_NOTOTALCOUNTS
  - ESS_FORCECASESENSITIVE
  - ESS_FORCEIGNORECASE

  When the Query type is set to ESS_SEARCH or ESS_WILDSEARCH, three additional values for Option are valid:
  - ESS_MEMBERSONLY
  - ESS_ALIASESONLY
  - ESS_MEMBERSANDALIASES

  To specify multiple values, use bitwise OR ( | ); for example:
  ```c
  ESS_FORCECASESENSITIVE | ESS_MEMBERSONLY
  ```

- **szDimension**—Dimension to limit the scope of the query. It is used with the following query options and ignored otherwise:
  - ESS_NAMEDGENERATION
  - ESS_NAMEDLEVEL
  - ESS_USERATTRIBUTE
  - ESS_SEARCH—Set to NULL to search through all dimensions
  - ESS_WILDSEARCH—Set to NULL to search through all dimensions

- **pszString1**—
  Input string that is determined by the option. It is used with the following query options and ignored otherwise:
  - ESS_NAMEDGENERATION—Name of the generation
  - ESS_NAMEDLEVEL—Name of the level
  - ESS_SEARCH—String to search for. The string is defined as an exact match.
- ESS_WILDSEARCH—String to search for. The string is defined as an exact search string with an optional '*' at the end to mean any set of characters.
- ESS_USERATTRIBUTE—User defined attribute.
- pszString2—Input string that is determined by the option. It is used with the following query options and ignored otherwise:
  - ESS_USERATTRIBUTE—User defined attribute.
  - ESS_SEARCH, ESS_WILDSEARCH—If the options are set to look in the alias tables, this string specifies the alias table in which to search. If null, all alias tables are searched.

**Return Value**

The return value is zero if the function was successful.

**Example**

```c
#include <essapi.h>
#include <essotl.h>

ESS_STS_T          sts = ESS_STS_NOERR;
ESS_HOUTLINE_T     hOutline;
ESS_OBJDEF_T       Object;
ESS_HMEMBER_T      hMember = 0;
ESS_PREDICATE_T    Predicate;
ESS_MBRCOUNTS_T    Counts;
ESS_PHMEMBER_T     phMemberArray = ESS_NULL;
ESS_ULONG_T        i;
ESS_ACCESS_T       Access;
ESS_STR_T          AppName;
ESS_STR_T          DbName;

AppName = "Sample";
DbName = "Basic";

sts = EssSetActive(hCtx, AppName, DbName, &Access);

if ( sts == 0)
{
    memset(&Object, '\0', sizeof(Object));
    sts = EssOtlOpenOutlineQuery(hCtx, &Object, &hOutline);

    memset(&Predicate, '\0', sizeof(Predicate));
    Predicate.ulQuery           = ESS_CHILDREN;
    Predicate.pszDimension  = "Year";

    memset(&Counts, '\0', sizeof(Counts));
    Counts.ulStart          = 0;
    Counts.ulMaxCount = 10;

    if(!sts)
    {
        sts = EssOtlQueryMembers(hOutline, hMember,
                                &Predicate, &Counts, &phMemberArray);
    }
}
```
if (!sts && Counts.ulReturnCount)
{
    sts = EssOtlFreeMembers(hOutline,
        Counts.ulReturnCount, phMemberArray);
}
}

See Also

- EssOtlFreeMembers
- EssOtlGetDimensionUserAttributes
- EssOtlOpenOutlineQuery
- EssOtlQueryMembersByName

**EssOtlQueryMembersByName**

Queries the outline.

**Syntax**

```
ESS_FUNC_M EssOtlQueryMembersByName (hOutline, pszMember, pPredicate, 
    pMbrCounts, phMemberArray);
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hOutline</td>
<td>ESS_HOUTLINE_T</td>
<td>Outline context handle. This must have been returned from EssOtlOpenOutlineQuery().</td>
</tr>
<tr>
<td>pszMember</td>
<td>ESS_STR_T</td>
<td>The member name string of the member to do the operation on. If this value is NULL, it is assumed to be the very top of the outline, representing the logical parent of the dimensions. This value will be ignored for the following options:</td>
</tr>
<tr>
<td>pPredicate</td>
<td>“ESS_PREDICATE_T” on page 719</td>
<td>Structure defining the query. The fields of this structure are described in Notes.</td>
</tr>
<tr>
<td>pMbrCounts</td>
<td>“ESS_MBRCOUNTS_T” on page 709</td>
<td>Structure defining information about member counts. It contains the following fields:</td>
</tr>
<tr>
<td>phMemberArray</td>
<td>ESS_PPHMEMBER_T</td>
<td>An array of member handles returned from the query.</td>
</tr>
</tbody>
</table>
Notes

- The call takes a member name string to operate on and returns an array of member handles satisfying the criteria specified by the option value.
- The caller should call `EssOtlFreeMembers()` when the returned `phMembers` member array is no longer needed.
- Each `hMember` element in the array can only be used in calls that are listed in `EssOtlOpenOutlineQuery()`. For example, a returned member handle cannot be used to call `EssOtlGetSibling()`.
- The fields of the `pPredicate` structure are used as follows:
  - **ulQuery**—Value defining the operation to perform. It can be one of the following:
    - `ESS_CHILDREN`
    - `ESS_DESCENDANTS`
    - `ESS_BOTTOMLEVEL`
    - `ESS_SIBLINGS`
    - `ESS_SAMELEVEL`
    - `ESS_SAMEGENERATION`
    - `ESS_PARENT`
    - `ESS_DIMENSION`
    - `ESS_NAMEDGENERATION`
    - `ESS_NAMEDLEVEL`
    - `ESS_SEARCH`
    - `ESS_WILDSEARCH`
    - `ESS_USERATTRIBUTE`
    - `ESS_ANCESTORS`
    - `ESS_DTSMEMBERS`
  - **ulOptions**—Value defining search options. Valid values:
    - `ESS_COUNTONLY`—Returns no member handles, but only fills in the `pTotalCount` field in the `pCounts` structure
    - `ESS_NOTOTALCOUNTS`
    - `ESS_FORCECASESENSITIVE`
    - `ESS_FORCEIGNORECASE`
    - When the `Query` type is set to `ESS_SEARCH` or `ESS_WILDSEARCH` three additional values for `Option` are valid:
      - `ESS_MEMBERSONLY`
      - `ESS_ALIASSESONLY`
      - `ESS_MEMBERSANDALIASES`
To specify multiple values, use bitwise OR ( | ); for example:

```
ESS_FORCECASESENSITIVE | ESS_MEMBERSONLY
```

- **pszString1**—Input string that is determined by the option. It is used with the following query options and ignored otherwise:
  - ESS_NAMEDGENERATION—Name of the generation
  - ESS_NAMEDLEVEL—Name of the level
  - ESS_SEARCH—String to search for. The string is defined as an exact
  - ESS_WILDSEARCH—String to search for. The string is defined as an exact search string with an optional '*' at the end to mean any set of characters.
  - ESS_USERATTRIBUTE—User defined attribute

- **pszString2**—Input string that is determined by the option. It is used with the following query options and ignored otherwise:
  - ESS_USERATTRIBUTE—User defined attribute.
  - ESS_SEARCH, ESS_WILDSEARCH—If the options are set to look in the alias tables, this string specifies the alias table to search in. If it's null, all alias tables will be searched.

**Return Value**

The return value is zero if the function was successful.

**Example**

```c
#include <essapi.h>
#include <essotl.h>

ESS_STS_T         sts = ESS_STS_NOERR;
ESS_HOUTLINE_T    hOutline;
ESS_OBJDEF_T       Object;
ESS_STR_T          pszMember;
ESS_PREDICATE_T    Predicate;
ESS_MBRCOUNTS_T    Counts;
ESS_PHMEMBER_T     phMemberArray = ESS_NULL;
ESS_ULONG_T        i;
ESS_ACCESS_T       Access;
ESS_STR_T          AppName;
ESS_STR_T          DbName;

pszMember = "Qtr1";
AppName = "Sample";
DbName = "Basic";

sts = EssSetActive(hCtx, AppName, DbName, &Access);
if (sts == 0)
{
    memset(&Object, '\0', sizeof(Object));
    sts = EssOtlOpenOutlineQuery(hCtx, &Object, &hOutline);
    memset(&Predicate, '\0', sizeof(Predicate));
}
```
Predicates:

- `ulQuery` = `ESS_CHILDREN`
- `pszDimension` = "Year"

```
memset(&Counts, '\0', sizeof(Counts));
Counts.ulStart = 0;
Counts.ulMaxCount = 10;
```

```
if(!sts)
{
    sts = EssOtlQueryMembersByName(hOutline, pszMember,
                            &Predicate, &Counts, &phMemberArray);

    if (!sts && Counts.ulReturnCount)
    {
        sts = EssOtlFreeMembers(hOutline,
                                Counts.ulReturnCount, phMemberArray);
    }
}
```

**See Also**

- `EssOtlFreeMembers`
- `EssOtlGetDimensionUserAttributes`
- `EssOtlOpenOutlineQuery`
- `EssOtlQueryMembers`

---

### `EssOtlQueryMembersEx`

Queries the outline for specific members and member fields, and returns an array of member handles. The returned member handles can be used with other Outline API functions such as `EssOtlGetMemberInfo()`. (`EssOtlGetMemberInfo()` can retrieve any of the individual fields contained in "ESS_MEMBERINFO_T" on page 143 and "ESS_MBRINFO_T" on page 709.)

**Syntax**

```
ESS_FUNC_M EssOtlQueryMembersEx (hOutline, pszFieldSelection, pszMemberSelection, 
pMaxCount, ppMemberArray, ppqryErrorList)
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
</table>
| hOutline                  | ESS_HOUTLINE_T  | Essbase outline handle. This must have been returned from `EssOtlOpenOutlineQuery()`.
<p>| pszFieldSelection         | ESS_STR_T       | The query string which defines the set of fields that will be returned for each member. The syntax of this query string is shown in Notes. |
| pszMemberSelection        | ESS_STR_T       | The query string which defines the set of members to be returned. The syntax of this query string is the syntax for member selection; that is, the query string can be anything that you can use in a FIX() statement. |</p>
<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>pMaxCount</td>
<td>ESS_PULONG_T</td>
<td>Input: A pointer to the maximum number of member handles to be returned.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Output: A pointer to the number of member handles returned.</td>
</tr>
<tr>
<td>ppMemberArray</td>
<td>ESS_PPHMEMBER_T</td>
<td>Reference to a pointer to the first in an array of member handles returned.</td>
</tr>
<tr>
<td>ppqryErrorList</td>
<td>“ESS_OTLQUERYERRORLIST_T” on page 713</td>
<td>Reference to a pointer to a structure containing the list of errors in the query.</td>
</tr>
</tbody>
</table>

**Notes**

- In an outline that allows duplicate member names, this function returns the fully qualified names of shared members. For example, in Sample Basic, any query that includes the shared member `100-20` would return its fully qualified name, `[Diet].[100-20]`.
- Use of `UniqueName` as part of the member fields selection automatically includes `ShareOption` as part of the field selection.
- `EssOtlQueryMemberEx()` takes an outline handle and returns an array of member handles specified by `pszMemberSelection`.
- The caller should call `EssOtlFreeMembers()` when the returned `pPhMembers` member array is no longer needed.
- Each member handle element of the array can only be used in calls that are listed in `EssOtlOpenOutlineQuery()`. For example, a returned member handle cannot be used to call `EssOtlGetSibling()`.
- The syntax of `pszFieldSelection` is the following:

  QueryString ==: <SelectMbrInfo (FieldName {, FieldName}, ... )

  where `FieldName` is one of the following:

  ```
  MemberName          /* Member name */
  MemberLevel         /* Member level number */
  MemberGeneration    /* Member generation number */
  Cosolidation        /* Whether this member is consolidated */
  TwoPass             /* Whether this member undergoes a two pass operation */
  Expense             /* Whether this is an expense member */
  CurrencyConvType    /* Currency conversion type */
  CurrencyMember      /* Whether this is a currency member */
  TimeBalance         /* Time balance measure */
  SkipOption          /* Whether this member skips the time balance operation */
  ShareOption         /* Whether this is a shared member*/
  StorageType         /* Dimension’s storage type */
  DimensionCategory   /* Dimension category: accounts, time, currency, etc. */
  DimensionStorageCategory /* Dimension storage category: time, units, scenario, etc. */
  Comment             /* Member comment */
  ChildrenCount       /* Number of children */
  ```
MemberNumber                 /* Member number */
DimensionName                 /* Dimension name */
DimensionNumber               /* Dimension number */
MemberAliasName               /* Alias for this member */
ParentMemberName              /* Parent’s name */
ChildMemberName               /* Child’s name */
PreviousMemberName            /* Left sibling’s name */
NextMemberName                 /* Right sibling’s name */
CurrencyConversionDatabase    /* Whether this database has currency conversion */
MemberStatus                  /* Member status */
UDAList                       /* List of UDAs attached to this member */
MemberFormula                 /* Formula for this member */
MemberValidity                 /* Whether this member is valid */
Attributes                    /* All attribute fields. If the member is not
attributed, then attribute name is set to NULL */
UniqueName                    /* If the member is duplicate, its fully qualified,
unique name. */

Note: There is no leading '<' character for the individual fieldnames.

To use this function with EssOtlGetMemberField(), include in this function’s
pszFieldSelection string the same fields that you will specify using the MbrFieldID constants
of EssOtlGetMemberField(). Otherwise, EssOtlGetMemberField() returns the error
OTLAPI_ERR_MBRINVALID.

Return Value

The return value is zero if the function was successful.

Example

The following code snippet return the name, consolidation and formula for each member
which is a child of Market or a child of Product. Upon return, MaxCount contains the number
of members returned, and phMemberArray contains the array of handles for the set of members
returned. Further Outline API calls allow interrogation of the members using the returned array
of member handles in phMemberArray.

member_fields     = "<SelectMbrInfo ( MemberName, Consolidation, MemberFormula ) ";
member_selection  = "@ichild(Product), @ichild(Market)"
MaxCount          = -1;
phMemberArray     = ESS_NULL;
pqryErrorList     = ESS_NULL;

sts = EssOtlQueryMembersEx(hOutline,
    member_fields,
    member_selection,
    &MaxCount,
    &phMemberArray,
    &pqryErrorList);

if (sts != 0) goto error_exit;

See “Extended Member Query Code Example” on page 1000 for an example that uses
EssOtlQueryMembersEx(), EssOtlGetMemberField(), and ESS_OTLQUERYERRORLIST_T,
and includes calls to EssOtlFreeMembers() and EssFree().
EssOtlQueryMembersExArray

Queries the outline for specific members and member fields, and returns an array of member handles. The returned member handles can be used with other Outline API functions such as EssOtlGetMemberInfo(). (EssOtlGetMemberInfo() can retrieve any of the individual fields contained in “ESS_MEMBERINFO_T” on page 143 and “ESS_MBRINFO_T” on page 709.)

Syntax

`ESS_FUNC_M EssOtlQueryMembersExArray (hOutline, pszFieldSelection, queryCount, pszMemberSelectionArr, pMaxCountArr, pphMemberArr, ppqryErrorList)`

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hOutline</td>
<td>ESS_HOUTLINE_T</td>
<td>Outline handle returned from EssOtlOpenOutlineQuery().</td>
</tr>
<tr>
<td>pszFieldSelection</td>
<td>ESS_STR_T</td>
<td>Selects the member fields that the queries return. The same selections are used for all queries in the array.</td>
</tr>
<tr>
<td>queryCount</td>
<td>ESS_SHORT_T</td>
<td>Count of members in the input array.</td>
</tr>
<tr>
<td>pszMemberSelectionArr</td>
<td>ESS_STR_T</td>
<td>Array of queryCount query strings for member selection. The syntax of this query string is the syntax for member selection; that is, the query string can be anything that you can use in a FIX() statement.</td>
</tr>
<tr>
<td>pMaxCountArr</td>
<td>ESS_PULONG_T</td>
<td>Array of queryCount values for how many members each query in the array at most should return. Each value is replaced with the actual returned count.</td>
</tr>
<tr>
<td>pphMemberArr</td>
<td>ESS_PPHMEMBER_T</td>
<td>queryCount array of returned member handle arrays (each with pMaxCountArr[i] values).</td>
</tr>
<tr>
<td>ppqryErrorList</td>
<td>“ESS_OTLQUERYERRORLIST_T” on page 713</td>
<td>List of members with errors.</td>
</tr>
</tbody>
</table>

Notes

- In an outline that allows duplicate member names, this function returns the fully qualified names of shared members. For example, in Sample Basic, any query that includes the shared member 100-20 would return its fully qualified name, [Diet].[100-20].

- Use of `UniqueName` as part of the member fields selection automatically includes `ShareOption` as part of the field selection.
EssOtlQueryMemberExArray() takes an outline handle and returns an array of member handles specified by pszMemberSelection.

The caller should call EssOtlFreeMembers() when the returned pphMembers member array is no longer needed.

Each member handle element of the array can only be used in calls that are listed in EssOtlOpenOutlineQuery(). For example, a returned member handle cannot be used to call EssOtlGetSibling().

The syntax of pszFieldSelection is the following:

QueryString ==: <SelectMbrInfo ( FieldName {, FieldName}, ... )

where FieldName is one of the following:

- MemberName /* Member name */
- MemberLevel /* Member level number */
- MemberGeneration /* Member generation number */
- Consolidation /* Whether this member is consolidated */
- TwoPass /* Whether this member undergoes a two pass operation */
- Expense /* Whether this is an expense member */
- CurrencyConvType /* Currency conversion type */
- CurrencyMember /* Whether this is a currency member */
- TimeBalance /* Time balance measure */
- SkipOption /* Whether this member skips the time balance operation */
- ShareOption /* Whether this is a shared member */
- StorageType /* Dimension's storage type */
- DimensionCategory /* Dimension category: accounts, time, currency, etc. */
- DimensionStorageCategory /* Dimension storage category: time, units, scenario, etc. */
- Comment /* Member comment */
- ChildrenCount /* Number of children */
- MemberNumber /* Member number */
- DimensionName /* Dimension name */
- DimensionNumber /* Dimension number */
- MemberAliasName /* Alias for this member */
- ParentMemberName /* Parent's name */
- ChildMemberName /* Child's name */
- PreviousMemberName /* Left sibling's name */
- NextMemberName /* Right sibling's name */
- CurrencyConversionDatabase /* Whether this database has currency conversion */
- MemberStatus /* Member status */
- UDAList /* List of UDAs attached to this member */
- MemberFormula /* Formula for this member */
- MemberValidity /* Whether this member is valid */
- Attributes /* All attribute fields. If the member is not attributed, then attribute name is set to NULL */
- UniqueName /* If the member is duplicate, its fully qualified, unique name. */

**Note:** There is no leading '</‘ character for the individual fieldnames.
Return Value

Returns zero (0) if successful.

Example

The following code snippet returns the name, consolidation and formula for each member that is a child of Market and for each member that is a child of Product in two separate member arrays. It combines what would have been two queries in EssOtlQueryMembersEx into just one call to EssOtlQueryMembersExArray. Note that the member fields returned will be the same for all queries in the array, and that the size of all arrays must match `queryCount`.

Upon return, `MaxCountArray[i]` contains the number of members returned in each query, and `phMemberArrayArray[i]` contains the array of handles for the set of members returned for each query. Further Outline API calls allow interrogation of the members using the returned array of member handles in `phMemberArrayArray[i]`.

```
member_fields = "<SelectMbrInfo ( MemberName, Consolidation, MemberFormula ) ";
queryCount = 2;
member_selectionArray[0] = "@ichild(Product)";
member_selectionArray[1] = "@ichild(Market)";
MaxCountArray[0] = -1;
MaxCountArray[1] = -1;
phMemberArrayArray[0] = ESS_NULL;
phMemberArrayArray[1] = ESS_NULL;
pqryErrorListArray[0] = ESS_NULL;
pqryErrorListArray[1] = ESS_NULL;

sts = EssOtlQueryMembersExArray(hOutline, member_fields, queryCount,
          member_selectionArray, MaxCountArray, &phMemberArrayArray, pqryErrorListArray);
```

See “Extended Member Query Code Example” on page 1000 for an example that uses `EssOtlQueryMembersEx()`, `EssOtlGetMemberField()`, and `ESS_OTLQUERYERRORLIST_T`, and includes calls to `EssOtlFreeMembers()` and `EssFree()`.

See Also

- `EssOtlFreeMembers`
- `EssOtlGetDimensionUserAttributes`
- `EssOtlGetMemberField`
- `EssOtlOpenOutlineQuery`
- `EssOtlQueryMembers`
- `EssOtlQueryMembersByName`

**EssOtlQueryObjects**

Returns an array of object handles of the specified type for the input object names, or if the `*pcount` is zero, then it returns all the object handles.

Syntax

```
ESS_FUNC_M EssOtlQueryObjects(hOutline, objType, objNames, pcount, ppObjHandles)
```
<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hOutline</td>
<td>ESS_HOUTLINE_T</td>
<td>Outline handle (Query mode only)</td>
</tr>
<tr>
<td>objType</td>
<td>ESS_OBJECT_TYPES</td>
<td>Object type:</td>
</tr>
<tr>
<td></td>
<td></td>
<td>OBJECT_SMARTLIST (Object type is Text List)</td>
</tr>
<tr>
<td>objNames</td>
<td>ESS_PSTR_T</td>
<td>Array of object names to be queried</td>
</tr>
<tr>
<td>pcount</td>
<td>ESS_PULONG_T</td>
<td>Count of object names. If pcount is zero, this contains the number of Text List (SmartList) handles on execution.</td>
</tr>
<tr>
<td>ppObjHandles</td>
<td>ESS_PPHOBJECT_T</td>
<td>Array of object handles</td>
</tr>
<tr>
<td></td>
<td></td>
<td>This must be de allocated using EssOtlFreeObjectArray</td>
</tr>
</tbody>
</table>

**Return Value**

Returns:

- 0—If successful  
  pcount contains a value.
- Error number—If unsuccessful  
  pcount is NULL.

**Example**

```c
void TestFreeObjectArray()
{
    ESS_STS_T                    sts = ESS_STS_NOERR;
    ESS_HOUTLINE_T            hOutline = ESS_NULL;
    ESS_OBJDEF_T                Object;
    ESS_PSTR_T                    objNames[1];
    ESS_OBJECT_TYPES        objType;
    ESS_PULONG_T                count;
    ESS_PPHOBJECT_T            hObjHandles = ESS_NULL;

    memset(&Object, '\0', sizeof(Object));
    Object.hCtx =             hCtx;
    Object.ObjType =         ESS_OBJTYPE_OUTLINE;
    Object.AppName =         szAppName;
    Object_DbName =         szDbName;
    Object.FileName =     szFileName;

    /* Set up */
    sts = EssOtlOpenOutlineQuery(hCtx, &Object, &hOutline);
    count = 2;
    objType = OBJECT_SMARTLIST;
    objNames[0] = "Smartlist1";
    objNames[1] = "Smartlist2";

    /* Query objects */
    sts = EssOtlQueryObjects(hOutline, objType,  
                             objNames, &Count, &hObjHandles);

    /* Free object array */
}  
```

907
if(hObjHandles)
{
    sts = EssOtlFreeObjectArray(hOutline, count, hObjHandles);
}

/* Close outline */
sts = EssOtlCloseOutline(hOutline);

See Also

- EssOtlGetMemberSmartList
- EssOtlCreateObject
- EssOtlDeleteObject
- EssOtlGetSmartListInfo
- EssOtlFindObject
- EssOtlFreeObjectArray
- EssOtlFreeSmartListInfo
- EssOtlGetMemberSmartList
- EssOtlGetMemberType
- EssOtlGetObjectReferenceCount
- EssOtlGetObjectReferences
- EssOtlImportExportObject
- EssOtlListObjects
- EssOtlQueryObjects
- EssOtlSetMemberType
- EssOtlSetMemberTypeToSmartList

EssOtlQueryVaryingAttributes

Queries member information for a given attribute member or function, enabling specification of the perspective for varying attributes.

Syntax

ESS_FUNC_M EssOtlQueryVaryingAttributes (hOutline, pAttrQuery, pPerspective, pCount, pphMembers);

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hOutline</td>
<td>ESS_HOUTLINE_T</td>
<td>Outline context handle.</td>
</tr>
<tr>
<td>pAttrQuery</td>
<td>ESS_PATTRIBUTEQUERY_T</td>
<td>Pointer to the structure that defines the query.</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>If pAttrQuery.bInputMemberIsHandle = ESS_TRUE, make sure</td>
</tr>
<tr>
<td></td>
<td></td>
<td>pAttrQuery.uInputMember.hMember is assigned a handle to a member.</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>If pAttrQuery.bInputMemberIsHandle = ESS_FALSE, make sure</td>
</tr>
<tr>
<td></td>
<td></td>
<td>pAttrQuery.uInputMember.szMember is assigned a member name.</td>
</tr>
</tbody>
</table>
### Parameter Table

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>pPerspective</td>
<td>ESS_PERSPECTIVE_T</td>
<td>Pointer to a collection of independent members used when querying the client or server for associations.</td>
</tr>
<tr>
<td>pCount</td>
<td>ESS_PMBRCOUNTS_T</td>
<td>Pointer to the number of base members returned.</td>
</tr>
<tr>
<td>pphMembers</td>
<td>ESS_PPHMEMBER_T</td>
<td>Pointer to the array of attribute member handles.</td>
</tr>
</tbody>
</table>

### Notes

Similar to `EssOtlQueryAttributesEx`, this function performs an attribute query. When the query involves an input base member and output attribute members, or an input attribute member and output base members, the given perspective is used to restrict the results based on the associations that are valid in the perspective.

The structure ESS_VARYING_ATTRIBUTEQUERY_T is identical to ESS_ATTRIBUTEQUERY_T, except that the varying version contains a field for the attribute dimension.

Note that the perspective must specify discrete independent members individually.

If no perspective is specified, or if the perspective specifies a NULL set of independent members, the routine will consider all associations that exist for any combination of independent members. In this case, the returned validity sets may contain ranges for discrete independent members, and it is the responsibility of the client to split this accordingly.

### Return Value

Returns 0 if successful.

### Example

```c
void TestEssOtlQueryVaryingAttributes()
{
    ESS_STS_T    sts = ESS_STS_NOERR;
    ESS_HOUTLINE_T    hOutline = ESS_NULL;
    ESS_OBJDEF_T    Object;
    ESS_USHORT_T    i = 0;
    ESS_HMEMBER_T    hBaseMbr = ESS_NULL;
    ESS_PMEMBERINFO_T    pMbrInfo = ESS_NULL;
    ESS_VARYING_ATTRIBUTEQUERY_T    pAttrQuery;
    ESS_MBRCOUNTS_T    Counts;
    ESS_HMEMBER_T    hIndepMbrHandlesArray[4];
    ESS_PERSPECTIVE_T    Perspective;
    ESS_PHMEMBER_T    phMbrHandles;
    ESS_HMEMBER_T    hAttrMbr;
    ESS_HMEMBER_T    hAttrDim;
    ESS_PREDICATE_T    Predicate;

    memset(&Object, '\0', sizeof(Object));
    Object.hCtx = hCtx;
    Object.ObjType = ESS_OBJTYPE_OUTLINE;
    Object.AppName = szAppName;
    Object.DbName = szDbName;
    Object.FileName = szDbName;
```
printf("\n");
sts = EssOtlOpenOutlineQuery(hCtx, &Object, &hOutline);
printf("EssOtlOpenOutlineQuery sts: %ld\n",sts);

memset(&Counts, '\0', sizeof(Counts));
Counts.ulStart = 0;
Counts.ulMaxCount = 0;

/* Get handles for independent members */
memset(&Predicate, '\0', sizeof(Predicate));
Predicate.ulQuery = ESS_SEARCH;
Predicate.ulOptions = ESS_MEMBERSONLY;
Predicate.pszDimension = "";
Predicate.pszString1 = "Jan";
Predicate.pszString2 = "";
sts = EssOtlQueryMembersByName(hOutline, ESS_NULL, &Predicate, &Counts, &phMbrHandles);
hIndepMbrHandlesArray[0] = phMbrHandles[0];
hIndepMbrHandlesArray[2] = phMbrHandles[0];

Predicate.pszString1 = "FY03";
sts = EssOtlQueryMembersByName(hOutline, ESS_NULL, &Predicate, &Counts, &phMbrHandles);
hIndepMbrHandlesArray[1] = phMbrHandles[0];
Predicate.pszString1 = "FY04";
sts = EssOtlQueryMembersByName(hOutline, ESS_NULL, &Predicate, &Counts, &phMbrHandles);
hIndepMbrHandlesArray[3] = phMbrHandles[0];

/* Get handles for attribute member and dimension */
Predicate.pszString1 = "Type";
sts = EssOtlQueryMembersByNames(hOutline, ESS_NULL, &Predicate, &Counts, &phMbrHandles);
hAttrDim = phMbrHandles[0];
Predicate.pszString1 = "Contractor";
sts = EssOtlQueryMembersByName(hOutline, ESS_NULL, &Predicate, &Counts, &phMbrHandles);
ahAttrMbr = phMbrHandles[0];

memset(&Perspective, '\0', sizeof(ESS_PERSPECTIVE_T));
Perspective.usValiditySetType = ESS_VALIDITYSET_TYPE_MBRHDLS;
Perspective.countOfIndepDims = 2;
Perspective.countOfIndepRanges = 1;
Perspective.pIndepMbrs = hIndepMbrHandlesArray;

/* Query by handle with InputMemberType of ESS_ATTRIBUTE_MEMBER and OutputMemberType of ESS_BASE_MEMBER */
printf("*** Query by handle with InputMemberType of ESS_ATTRIBUTE_MEMBER and OutputMemberType of ESS_BASE_MEMBER:
");
memset(&pAttrQuery, '\0', sizeof(ESS_ATTRIBUTEQUERY_T));
pAttrQuery.bInputMemberIsHandle = ESS_TRUE;
pAttrQuery.uInputMember.hMember = hAttrMbr;
pAttrQuery.uAttributeDimension.hMember = hAttrDim;
pAttrQuery.usInputMemberType = ESS_ATTRIBUTE_MEMBER;
pAttrQuery.usOutputMemberType = ESS_BASE_MEMBER;
pAttrQuery.usDataType = ESS_ATTRMBRDT_NONE;
pAttrQuery.usOperation = ESS_ALL;

sts = EssOtlQueryVaryingAttributes(hOutline, &pAttrQuery, &Perspective, &Counts, &phMbrHandles);
printf("EssOtlQueryVaryingAttributes sts: %d\n", sts);
if (!sts)
{
    if(phMbrHandles)
    {
        GetMemberInfo(hOutline, Counts, phMbrHandles);
        if(Counts.ulReturnCount && phMbrHandles)
            sts = EssOtlFreeMembers(hOutline, Counts.ulReturnCount, phMbrHandles);
    }
    else
        printf("\tNo member returned.\n");
}

sts = EssUnlockObject(hCtx, ESS_OBJTYPE_OUTLINE, Object.AppName, Object.DbName, Object.FileName);
printf("\nEssUnlockObject sts: %d\n", sts);

sts = EssOtlCloseOutline(hOutline);
printf("EssOtlCloseOutline sts: %d\n", sts);
}

See Also
● EssOtlVaryingAssociateAttribute
● EssOtlVaryingAssociateAttributeDimension
● EssOtlVaryingDisassociateAttribute
● EssOtlVaryingGetAssociatedAttributes
● EssOtlVaryingGetAttributeIndepDims

EssOtlRenameAliasTable

Renames an existing alias table.

Syntax

ESS_FUNC_M EssOtlRenameAliasTable (hOutline, pszAliasTable, pszNewAliasTable);

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hOutline</td>
<td>ESS_HOUTLINE_T</td>
<td>Outline context handle.</td>
</tr>
<tr>
<td>pszAliasTable</td>
<td>ESS_STR_T</td>
<td>Name of alias table to rename.</td>
</tr>
<tr>
<td>pszNewAliasTable</td>
<td>ESS_STR_T</td>
<td>New name for alias table.</td>
</tr>
</tbody>
</table>

Notes
● The default alias table cannot be renamed from "Default".
● When renaming an alias table, language codes associated with the alias table are preserved in the renamed alias table.
Return Value

Returns 0 if successful; otherwise one of the following:

- OTLAPI_BAD_ALIASSTABLE
- OTLAPI_ERR_RENAMEDEFALIAS
- OTLAPI_ERR_ALIASSTABLENAME
- OTLAPI_ERR_ALIASSTABLEEXISTS

Example

```c
#include <essapi.h>
#include <essotl.h>

ESS_STS_T          sts = 0;
ESS_HOUTLINE_T     hOutline;
ESS_OBJDEF_T       Object;
ESS_APPNAME_T      szAppName;
ESS_DBNAME_T       szDbName;
ESS_OBJNAME_T      szFileName;
memset(&Object, '\0', sizeof(Object));
Object.hCtx = hCtx;
Object.ObjType = ESS_OBJTYPE_OUTLINE;
strcpy(szAppName, "Sample");
strcpy(szDbName, "Basic");
strcpy(szFileName, "Basic");
Object.AppName = szAppName;
Object.DbName = szDbName;
Object.FileName = szFileName;

sts = EssOtlOpenOutline(hCtx, &Object, ESS_TRUE,
                         ESS_TRUE, &hOutline);

if (!sts)
{
    sts = EssOtlRenameAliasTable(hOutline,
                                  "Alias Table 2","2nd alias table");
}
```

See Also

- `EssOtlCreateAliasTable`
- `EssOtlCopyAliasTable`
- `EssOtlClearAliasTable`
- `EssOtlDeleteAliasTable`
- `EssOtlSetAliasTableLanguage`

**EssOtlRenameMember**

Renames a member.

Syntax

```
ESS_FUNC_M EssOtlRenameMember (hOutline, hMember, pszNewMember);
```
Parameter | Data Type | Description
--- | --- | ---
hOutline | ESS_HOUTLINE_T | Outline context handle
hMember | ESS_HMEMBER_T | Handle of member to rename
pszNewMember | ESS_STR_T | New member name

**Notes**
- All shared members are also renamed.
- This call fails if the hMember parameter points to a shared member.
- Renaming a zero-level (leaf node) attribute member that is not of type ESS_ATTRMBRDT_STRING resets the following:
  - the attribute value
  - the member's long name, using the specifications for the outline in the "ESS_ATTRSPECS_T" on page 113 structure
- Renaming an ancestor may affect the long name of a zero-level attribute member.

**Return Value**
Returns 0 if successful; otherwise one of the following:
- OTLAPI_BAD_MBRNAME
- OTLAPI_BAD_RENAMESHARE
- OTLAPI_ERR_RENAMENAMEUSED

**Example**
```
#include <essapi.h>
#include <essotl.h>

ESS_STS_T          sts = 0;
ESS_OBJDEF_T       Object;
ESS_HOUTLINE_T     hOutline;
ESS_HMEMBER_T      hMemberJan;
ESS_APPNAME_T      szAppName;
ESS_DBNAME_T       szDbName;
ESS_OBJNAME_T      szFileName;
memset(&Object, '\0', sizeof(Object));
Object.hCtx = hCtx;
Object.ObjType = ESS_OBJTYPE_OUTLINE;
strcpy(szAppName, "Sample");
strcpy(szDbName, "Basic");
strcpy(szFileName, "Basic");
Object.AppName = szAppName;
Object.DbName = szDbName;
Object.FileName = szFileName;

sts = EssOtlOpenOutline(hCtx, &Object, ESS_TRUE, ESS_TRUE, &hOutline);
```
if (!sts)
{
    sts = EssOtlFindMember(hOutline, "Jan",
    &hMemberJan);
}

if (!sts && hMemberJan)
{
    sts = EssOtlRenameMember(hOutline, hMemberJan,
                       "January prelim");
}

See Also
- EssOtlFindMember
- EssOtlMoveMember
- EssOtlAddMember
- EssOtlDeleteMember

**EssOtlRestructure**

Restructures an outline on the server. This is an asynchronous call.

**Syntax**

```
ESS_FUNC_M EssOtlRestructure (hCtx, usRestructType);
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hCtx</td>
<td>ESS_HCTX_T</td>
<td>Server login context handle. This must be the server on which the outline was saved using EssOtlWriteOutline().</td>
</tr>
<tr>
<td>usRestructType</td>
<td>ESS_USHORT_T</td>
<td>Type of restructuring to do. This can be one of the following values:</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- ESS_DOR_ALLDATA</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- ESS_DOR_INDATA</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- ESS_DOR_LOWDATA</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- ESS_DOR_NODATA</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- ESS_DOR_FORCE_ALLDATA</td>
</tr>
</tbody>
</table>

**Notes**

- You must save the outline using EssOtlWriteOutline() before calling this function.
- This call is valid only for outlines saved to the server.
- This call is asynchronous. You should call EssGetProcessState() after making this call until EssGetProcessState() returns a status indicating the restructure operation is complete.
- In order for data to be properly restructured (saving data), the outline must have been opened using EssOtlOpenOutline() with the fKeepTrans flag set to ESS_TRUE.

**Return Value**

Returns 0 if successful; otherwise returns OTLAPI_BAD_RESTRUCTTYPE structure.
Access

This function requires you to have the appropriate level of access to the specified application and/or database to contain the outline object. To restructure the outline object, you must have Application Designer or Database Designer privilege (ESS_PRIV_APPDESIGN or ESS_PRIV_DBDESIGN) for the specified application or database containing the outline.

Example

```c
#include <essapi.h>
#include <essotl.h>

ESS_STS_T        sts = 0;
ESS_HCTX_T       hCtx;
ESS_HOUTLINE_T   hOutline;
ESS_OBJDEF_T     Object;
ESS_APPNAME_T    szAppName;
ESS_DBNAME_T     szDbName;
ESS_OBJNAME_T    szFileName;
memset(&Object, '\0', sizeof(Object));
Object.hCtx = hCtx;
Object.ObjType = ESS_OBJTYPE_OUTLINE;
strcpy(szAppName, "Sample");
strcpy(szDbName, "Basic");
strcpy(szFileName, "Basic");
Object.AppName = szAppName;
Object.DbName = szDbName;
Object.FileName = szFileName;

sts = EssOtlOpenOutline(hCtx, &Object, ESS_TRUE,
                          ESS_TRUE, &hOutline);

/* body of code */
/* write outline to server using */
/* EssOtlWriteOutline()          */

if (!sts)
{
    sts = EssOtlRestructure(hCtx, ESS_DOR_ALLDATA);
}

/* need to call EssGetProcessState() */
/* to check for completion before proceeding */
```

See Also

- EssOtlOpenOutline
- EssOtlNewOutline
- EssOtlWriteOutline
- EssOtlVerifyOutline
- EssOtlCloseOutline
**EssOtlSetAggLevelUsage**

Applies view selection properties to stored hierarchies.

**Syntax**

```
ESS_FUNC_M EssOtlSetAggLevelUsage (hOutline, hMember, sAgglevelUsage);
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hOutline</td>
<td>ESS_HOUTLINE_T</td>
<td>Outline context handle (input)</td>
</tr>
<tr>
<td>hMember</td>
<td>ESS_HMEMBER_T</td>
<td>A hierarchy member (input).</td>
</tr>
<tr>
<td>sAgglevelUsage</td>
<td>ESS_SHORT_T</td>
<td>One of the Level Usage Constants (input).</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Constant</th>
<th>Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ESS_AGGLEVELUSAGE_DEFAULT</td>
<td>11</td>
<td>On primary hierarchies, consider all levels. Do not aggregate secondary hierarchies unless alternate rollups are enabled.</td>
</tr>
<tr>
<td>ESS_AGGLEVELUSAGE_ALL</td>
<td>12</td>
<td>Consider all levels for aggregation. This is same as default for primary hierarchies, but not for secondary hierarchies.</td>
</tr>
<tr>
<td>ESS_AGGLEVELUSAGE_NOAGGREGATION</td>
<td>13</td>
<td>Do not aggregate along this hierarchy. All views selected are at the input level.</td>
</tr>
<tr>
<td>ESS_AGGLEVELUSAGE_BOTTOMONLY</td>
<td>14</td>
<td>Applies only to secondary hierarchies. Consider only lowest level of this hierarchy for aggregation.</td>
</tr>
<tr>
<td>ESS_AGGLEVELUSAGE_TOPONLY</td>
<td>15</td>
<td>Applies only to primary hierarchies. Consider only topmost level of this hierarchy for aggregation.</td>
</tr>
<tr>
<td>ESS_AGGLEVELUSAGE_BOTTOMTOP</td>
<td>16</td>
<td>Applies to primary hierarchies. Select top and bottom levels only.</td>
</tr>
</tbody>
</table>

**Notes**

- This function is applicable only to Release 9.3 or higher aggregate storage databases.
- Use this function to apply view selection properties to stored hierarchies to restrict Essbase from choosing certain levels for aggregation.

**Return Value**

Returns 0 if successful.
Example

```
ESS_STS_T     sts = ESS_STS_NOERR;
ESS_HOUTLINE_T hOutline = ESS_NULL;
ESS_HMEMBER_T hMember = ESS_NULL;
ESS_SHORT_T    sAggLevelUsage = 0;

/* code to assign hOutline variable omitted */
/* code to assign hMember variable omitted */
/* code to assign sAggLevelUsage variable omitted */

if (hOutline && hMember)
{
    sts = EssOtlSetAggLevelUsage (hOutline, hMember, sAggLevelUsage);
    if (sts)
        printf("Error (%ld) setting AggLevelUsage\n", sts);
    else
    {
        if (!hOutline)
            printf("Outline not provided\n");
        if (!hMember)
            printf("Member not provided\n");
    }
}
```

See Also

- EssOtlGetAggLevelUsage

### EssOtlSetAliasTableLanguage

Sets a language code for the specified alias table.

By setting alias table language codes, when an application running in an ApplCore session accesses an Essbase database, the correct alias table is automatically selected on application selection.

#### Syntax

```
ESS_FUNC_M EssOtlSetAliasTableLanguage (hOutline, pszAliasTable, pszLanguageCode);
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hOutline</td>
<td>ESS_HOUTLINE_T</td>
<td>Outline context handle.</td>
</tr>
<tr>
<td>pszAliasTable</td>
<td>ESS_STR_T</td>
<td>Name of the alias table for which to set a language code.</td>
</tr>
<tr>
<td>pszLanguageCode</td>
<td>ESS_STR_T</td>
<td>A language code to assign to the alias table specified in pszAliasTable. The language code should be a middle-tier language tag from an ApplCore session. Language codes are not case-sensitive.</td>
</tr>
</tbody>
</table>

#### Notes

- You cannot set a language code on the default alias table.
Any number of language codes can be assigned to an alias table. To set multiple language codes, call this function for each language code.

Setting a new language code does not override language codes currently assigned to the alias table.

The same language code must not be assigned to another alias table within the same database.

**Return Value**

- If successful, returns 0.
- If unsuccessful, returns one of the following errors:
  - OTLAPI_BAD_ALIASTABLE (invalid alias table)
  - OTLAPI_ERR_DUP_LANGCODE (the language code is assigned to another alias table within the same database)

**Access**

This function does not require special privileges.

**Example**

```c
#include <essapi.h>
#include <essotl.h>

ESS_STS_T               sts = 0;
ESS_OUTLINEINFO_T       NewInfo;
ESS_HOUTLINE_T          hOutline;
ESS_PALIASLANG_T        pLangs=ESS_NULL;
ESS_ULONG_T             nLangs = 0, i=0;

memset(&NewInfo, '\0', sizeof(NewInfo));
sts = EssOtlNewOutline(hCtx, &NewInfo, &hOutline);

if (!sts)
{
    sts = EssOtlCreateAliasTable(hOutline,
                               "French Alias Table");
}

if (!sts)
{
    sts = EssOtlSetAliasTableLanguage (hOutline,
                                        "French Alias Table", "fr");
}

if (!sts)
{
    sts = EssOtlSetAliasTableLanguage (hOutline,
                                        "French Alias Table", "fr-CA");
}

if (!sts)
{
    sts = EssOtlGetAliasTableLanguages(hOutline, "French Alias Table", &nLangs,
                                        &pLangs);
}
```

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if ( !sts == ESS_STS_NOERR && ( pLangs) )
{
  for (i=0;i<nLangs ;++i)
  {
    if (pLangs[i])
    {
      printf("Language Code: %s\n", pLangs[i]);
    }
  }
  EssFree(hInst, pLangs);
}
if (!sts)
{
  sts = EssOtlClearAliasTableLanguages (hOutline, "French Alias Table");
}

See Also
- EssOtlGetAliasTableLanguages
- EssOtlClearAliasTableLanguages

### EssOtlSetAltHierarchyEnabled

Sets a dimension to be multiple-hierarchy enabled.

**Syntax**

```c
ESS_FUNC_M EssOtlSetAltHierarchyEnabled(hOutline, hDimMember, cEnabled);
```

**Parameter** | **Data Type** | **Description**
---|---|---
 hOutline | ESS_HOUTLINE_T | Outline context handle (input).
 hDimMember | ESS_HMEMBER_T | A dimension member (input).
 cEnabled | ESS_BOOL_T | If TRUE, the dimension is set to enable multiple hierarchies. If FALSE, the dimension is set to a single, stored hierarchy.

**Return Value**

- 0—If successful
- Returns error OTLAPI_ERR_BADDIM if `hDimMember` is not a dimension member.

See Also
- EssOtlGetAltHierarchyEnabled
- EssOtlGetHierarchyType
- EssOtlSetHierarchyType
EssOtlSetASOCompressionDimension

Tags an aggregate storage dimension as Compression.

Syntax

```c
ESS_FUNC_M EssOtlSetASOCompressionDimension (hOutline, hDim);
```

Parameter | Data Type | Description
---|---|---
hOutline | ESS_HOUTLINE_T | Outline context handle (input).
hDim | ESS_HMEMBER_T | Dimension handle (input).

Notes

- By default, the compression dimension in aggregate storage databases is the Accounts dimension. To get the current compression dimension, use EssOtlGetASOCompressionDimension. Changing the compression dimension triggers a full restructure of the database.
- Only one dimension can be the compressed dimension at any time. The API will automatically unset any previous dimension when a new one is set. Attribute dimensions cannot be compression dimensions.
- It is legal for an outline to not have any dimension selected as the compressed dimension. Calling this function with `hDim` set to NULL will unset the current compression dimension.
- Essbase requires the compression dimension to be a single, dynamic hierarchy. If the dimension has a different hierarchy setting, such as multiple hierarchies, it will be set to single dynamic hierarchy automatically. The original hierarchy setting is lost (setting a different dimension as compression does not return the original hierarchy setting).
- The choice of compression dimension can significantly affect performance. Large dimensions are never good choices for compression dimensions.

Return Value

Returns 0 if successful.

Example

```c
ESS_STS_T         sts = ESS_STS_NOERR;
ESS_HOUTLINE_T    hOutline = ESS_NULL;
ESS_HMEMBER_T     hMember = ESS_NULL;
/* code to assign hOutline variable omitted */
/* code to assign hMember variable omitted */

if (hOutline)
{
    sts = EssOtlSetASOCompressionDimension(hOutline, hMember);
    if (sts)
        printf("Error (%ld) setting compression dimension\n", sts);
    else
        if (hMember)
            printf("Compression dimension set\n");
```
else
    printf("Compression dimension cleared\n");
} else
{
    printf("Outline not provided\n");
}

See Also

- EssOtlGetASOCompressionDimension

**EssOtlSetAttributeSpecifications**

Sets attribute specifications for the outline.

**Syntax**

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hOutline;</td>
<td>ESS_HOUTLINE_T</td>
<td>Handle to the outline</td>
</tr>
<tr>
<td>pAttrSpecs;</td>
<td>“ESS_ATTRSPECS_T” on page 113</td>
<td>Attribute specifications</td>
</tr>
</tbody>
</table>

**Notes**

- Attribute specifications are used to do the following:
  - Generate a long name
  - Indicate the format of a datetime attribute
  - Indicate a numeric attribute’s bucketing type
  - Provide the name of the attribute calculations dimension and the names for the values used with it
- If you do not set attribute specifications, the outline uses the default attribute specifications.
- Changing attribute specifications may cause a restructure.

**Return Value**

If renaming attribute members fails, OTLAPI_ERR_ATTRRENAMEUSERNAMEUSED error is returned.

**Example**

```c
void ESS_OtlSetAttributeSpecifications()
{
    ESS_STS_T        sts = ESS_STS_NOERR;
    ESS_ATTRSPECS_T  AttrSpecs;
    ESS_CHAR_T       buffer[8][20];
    ESS_OBJDEF_T     Object;
    ESS_HOUTLINE_T   hOutline;
    ESS_APPNAME_T    szAppName;
```
memset(&Object, '\0', sizeof(Object));
Object.hCtx = hCtx;
Object.ObjType = ESS_OBJTYPE_OUTLINE;
strcpy(szAppName, "Sample");
strcpy(szDbName, "Basic");
strcpy(szFileName, "Basic");
Object.AppName = szAppName;
Object.DbName = szDbName;
Object.FileName = szFileName;

sts = EssOtlOpenOutline(hCtx, &Object, ESS_TRUE, ESS_TRUE, &hOutline);

printf("Enter the NUMBERS for the appropriate choices that follow.

Enter GenNameBy:
		0. ESS_GENNAMEBY_PREFIX
		1. ESS_GENNAMEBY_SUFFIX
\n\nChoice: ");
test = atoi(gets(buffer[0]));
switch (test)
{
    case 0:
        AttrSpecs.usGenNameBy=ESS_GENNAMEBY_PREFIX;
        break;
    case 1:
        AttrSpecs.usGenNameBy=ESS_GENNAMEBY_SUFFIX;
        break;
    default:
        printf("Invalid choice.\n\n");
}

printf("Enter UseNameOf:
		0. ESS_USENAMEOF_NONE
		1. ESS_USENAMEOF_PARENT
		2. ESS_USENAMEOF_GRANDPARENTANDPARENT
		3. ESS_USENAMEOF_ALLANCESTORS
		4. ESS_USENAMEOF_DIMENSION
\n\nChoice: ");
test = atoi(gets(buffer[0]));
switch (test)
{
    case 0:
        AttrSpecs.usUseNameOf=ESS_USENAMEOF_NONE;
        break;
    case 1:
        AttrSpecs.usUseNameOf=ESS_USENAMEOF_PARENT;
        break;
    case 2:
        AttrSpecs.usUseNameOf=ESS_USENAMEOF_GRANDPARENTANDPARENT;
        break;
    case 3:
        AttrSpecs.usUseNameOf=ESS_USENAMEOF_ALLANCESTORS;
        break;
    case 4:
        AttrSpecs.usUseNameOf=ESS_USENAMEOF_DIMENSION;
        break;
    default:
printf("\n\nInvalid choice.\n\n");
}

printf("Enter Delimiter:\n\t0.  ESS_DELIMITER_UNDERSCORE\n\t1.  ESS_DELIMITER_PIPE\n\t2.  ESS_DELIMITER_CARET\n\nChoice: ");
test = atoi(gets(buffer[0]));
switch (test)
{
  case 0:
    AttrSpecs.cDelimiter=ESS_DELIMITER_UNDERSCORE;
    break;
  case 1:
    AttrSpecs.cDelimiter=ESS_DELIMITER_PIPE;
    break;
  case 2:
    AttrSpecs.cDelimiter=ESS_DELIMITER_CARET;
    break;
  default:
    printf("\n\nInvalid choice.\n\n");
}

printf("Enter DateFormat:\n\t0.  ESS_DATEFORMAT_MMDDYYYY\n\t1.  ESS_DATEFORMAT_DDMMYYYY\n\nChoice: ");
test = atoi(gets(buffer[0]));
switch (test)
{
  case 0:
    AttrSpecs.usDateFormat=ESS_DATEFORMAT_MMDDYYYY;
    break;
  case 1:
    AttrSpecs.usDateFormat=ESS_DATEFORMAT_DDMMYYYY;
    break;
  default:
    printf("\n\nInvalid choice.\n\n");
}

printf("Enter BucketingType:\n\t0.  ESS_UPPERBOUNDINCLUSIVE\n\t1.  ESS_LOWERBOUNDINCLUSIVE\n\t2.  ESS_UPPERBOUNDNONINCLUSIVE\n\t3.  ESS_LOWERBOUNDNONINCLUSIVE\nChoice: ");
test = atoi(gets(buffer[0]));
switch (test)
{
  case 0:
    AttrSpecs.usBucketingType=ESS_UPPERBOUNDINCLUSIVE;
    break;
  case 1:
    AttrSpecs.usBucketingType=ESS_LOWERBOUNDINCLUSIVE;
    break;
  default:
    printf("\n\nInvalid choice.\n\n");
}

printf("Enter a word for your default true string (or 'ESS_DEFAULT_TRUESTRING'):\n\n");
gets(buffer[0]);
if (buffer[0] == "ESS_DEFAULT_TRUESTRING")
    AttrSpecs.pszDefaultTrueString = "";
else
    AttrSpecs.pszDefaultTrueString = buffer[0];

printf("Enter your default false string (or 'ESS_DEFAULT_FALSESTRING'):\n");
gets(buffer[1]);
if (buffer[1] == "ESS_DEFAULT_FALSESTRING")
    AttrSpecs.pszDefaultFalseString = "";
else
    AttrSpecs.pszDefaultFalseString = buffer[1];

printf("Enter your default attribute calculation dimension name (or 'ESS_DEFAULT_ATTRIBUTECALCULATIONS'):\n");
gets(buffer[2]);
if (buffer[2] == "ESS_DEFAULT_ATTRIBUTECALCULATIONS")
    AttrSpecs.pszDefaultAttrCalcDimName = "";
else
    AttrSpecs.pszDefaultAttrCalcDimName = buffer[2];

printf("Enter your default sum member name (or 'ESS_DEFAULT_SUM'):\n");
gets(buffer[3]);
if (buffer[3] == "ESS_DEFAULT_SUM")
    AttrSpecs.pszDefaultSumMbrName = "";
else
    AttrSpecs.pszDefaultSumMbrName = buffer[3];

printf("Enter your default count member name (or 'ESS_DEFAULT_COUNT'):\n");
gets(buffer[4]);
if (buffer[4] == "ESS_DEFAULT_COUNT")
    AttrSpecs.pszDefaultCountMbrName = "";
else
    AttrSpecs.pszDefaultCountMbrName = buffer[4];

printf("Enter your default average member name (or 'ESS_DEFAULT_AVERAGE'):\n");
gets(buffer[5]);
if (buffer[5] == "ESS_DEFAULT_AVERAGE")
    AttrSpecs.pszDefaultAverageMbrName = "";
else
    AttrSpecs.pszDefaultAverageMbrName = buffer[5];

printf("Enter your default minimum member name (or 'ESS_DEFAULT_MIN'):\n");
gets(buffer[6]);
if (buffer[6] == "ESS_DEFAULT_MIN")
    AttrSpecs.pszDefaultMinMbrName = "";
else
    AttrSpecs.pszDefaultMinMbrName = buffer[6];

printf("Enter your default maximum member name (or 'ESS_DEFAULT_MAX'):\n");
gets(buffer[7]);
if (buffer[7] == "ESS_DEFAULT_MAX")
    AttrSpecs.pszDefaultMaxMbrName = "";
else
    AttrSpecs.pszDefaultMaxMbrName = buffer[7];

sts = EssOtlSetAttributeSpecifications(hOutline, &AttrSpecs);
printf("EssOtlSetAttributeSpecifications() sts: %ld\n",sts);

sts = EssOtlWriteOutline(hOutline, &Object);
printf("EssOtlWriteOutline() sts: %ld\n",sts);

sts = EssOtlRestructure(hCtx, ESS_DOR_ALLDATA);
printf("EssOtlRestructure() sts: %ld\n",sts);

if (!sts)
{
    sts = EssGetProcessState (hCtx, &pState);
    while (!sts || (pState.State != ESS_STATE_DONE))
    {
        sts = EssGetProcessState (hCtx, &pState);
    }

    sts = EssOtlCloseOutline(hOutline);
    printf("EssOtlCloseOutline() sts: %ld\n",sts);
}

See Also
- EssCheckAttributes
- EssFreeStructure
- EssGetAssociatedAttributesInfo
- EssGetAttributeInfo
- EssGetAttributeSpecifications
- EssOtlAssociateAttributeDimension
- EssOtlAssociateAttributeMember
- EssOtlDisassociateAttributeDimension
- EssOtlDisassociateAttributeMember
- EssOtlFindAttributeMembers
- EssOtlFreeStructure
- EssOtlGetAssociatedAttributes
- EssOtlGetAttributeInfo
- EssOtlGetAttributeSpecifications
- EssOtlQueryAttributes

**EssOtlSetDateFormatString**

This function sets the outline property date format String.

**Syntax**

```c
ESS_FUNC_M EssOtlSetDateFormatString(
    ESS_HOUTLINE_T hOutline,
    ESS_STR_T   formatString)
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hOutline</td>
<td>ESS_HOUTLINE_T</td>
<td>Outline for the Smartlist.</td>
</tr>
<tr>
<td>formatString</td>
<td>ESS_STR_T</td>
<td>Returns the outline date format string to this argument.</td>
</tr>
</tbody>
</table>
Return Value

Returns:

- 0—If successful
  
  `formatString` contains a date format string.
  
- Error number—If unsuccessful

Example

```c
void TestGetSetDateFormatString()
{
    ESS_STS_T         sts = ESS_STS_NOERR;
    ESS_HOUTLINE_T   hOutline = ESS_NULL;
    ESS_OBJDEF_T      Object;
    ESS_SHORT_T      length = 80;
    ESS_STR_T       dateFormatString = "";
    ESS_STR_T       localeStr;
    ESS_USHORT_T    count, i;
    ESS_STR_T*      pdateStrings;
    ESS_STR_T*      pformatStrings;

    memset(&Object, '\0', sizeof(Object));
    Object.hCtx =         hCtx;
    Object.ObjType = ESS_OBJTYPE_OUTLINE;
    Object.AppName = szAppName;
    Object.DbName = szDbName;
    Object.FileName = szFileName;

    sts = EssOtlOpenOutline(hCtx, &Object, ESS_TRUE, ESS_TRUE, &hOutline);

    /* Get current value */
    sts = EssOtlGetDateFormatString(hOutline, &dateFormatString);
    printf("EssOtlGetSMDateFormatString sts: %d \n", sts);
    printf("\tDate format string: %s\n", dateFormatString);

    printf("\n");
    localeStr = "English_UnitedStates.Latin1@Binary";
    sts = EssOtlGetServerDateFormats(hCtx, localeStr, &Count, &pdateStrings, &pformatStrings);
    printf("EssOtlGetServerDateFormats sts: %d \n", sts);

    for (i = 0; i < count; i++)
    {
        printf("\nCase with %s: \n", pformatStrings[i]);
        sts = EssOtlSetDateFormatString(hOutline, pformatStrings[i]);
        printf("EssOtlSetSMDateFormatString sts: %d \n", sts);
        SaveOutline(hOutline);

        sts = EssOtlGetDateFormatString(hOutline, &dateFormatString);
        printf("EssOtlGetSMDateFormatString sts: %d \n", sts);
        printf("\tDate format string: %s\n", dateFormatString);
    }
}
```
sts = EssUnlockObject(hCtx, Object.ObjType, 
    Object.AppName, Object.DbName, Object.FileName);
sts = EssOtlCloseOutline(hOutline);
printf("EssOtlCloseOutline   sts: %d\n",sts);
}

See Also
- EssOtlGetServerDateFormats
- EssOtlGetDateFormatString

**EssOtlSetDimensionNameUniqueness**

Sets the dimension to prohibit duplicate (non-unique) member names.

**Syntax**

ESS_FUNC_M EssOtlSetDimensionNameUniqueness (hOutline, hMember, bNameUnique);

**Parameter | Data Type | Description**
--- | --- | ---
| hOutline | ESS_HOUTLINE_T | Outline context handle (input). |
| hMember | ESS_HMEMBER_T | Member handle of the dimension root member (input). |
| bNameUnique | ESS_BOOL_T | The dimension member-name uniqueness setting (input). If set to TRUE, then the dimension cannot have duplicate member names. |

**Notes**

Call **EssOtlFindMember** to set up the ESS_HMEMBER_T (hDim) variable.

**Return Value**

Returns 0 if successful; otherwise, returns an error.

**Example**

ESS_FUNC_M ESS_GetSetDimNameUniq()
{
    ESS_STS_T    sts = 0;
    ESS_POUTLINEINFO_T pInfo = ESS_NULL;
    ESS_HOUTLINE_T   hOutline;
    ESS_OBJDEF_T   Object;
    ESS_APPNAME_T   szAppName;
    ESS_DBNAME_T   szDbName;
    ESS_OBJNAME_T   szFileName;
    ESS_BOOL_T    pbNameUnique;
    ESS_HMEMBER_T   hDim = ESS_NULL;

    memset(&Object, '\0', sizeof(Object));
    Object.hCtx = hCtx;
    Object.ObjType = ESS_OBJTYPE_OUTLINE;
    strcpy(szAppName, "Demo");
    strcpy(szDbName, "Test");
    strcpy(szFileName, "Test");
}
Object.AppName = szAppName;
Object.DbName = szDbName;
Object.FileName = szFileName;

sts = EssOtlOpenOutline(hCtx, &Object, ESS_TRUE,
            ESS_TRUE, &hOutline);

if (!sts)
{
    sts = EssOtlFindMember(hOutline, "Year", &hDim);

    if (sts)
        printf("EssOtlFindMember failed sts %ld\n", sts);
}

/*Get the dimension's, Year, member-name uniqueness setting */
if (!sts)
{
    sts = EssOtlGetDimensionNameUniqueness (hOutline, hDim, &pbNameUnique);

    if (sts)
        printf("EssOtlGetDimensionNameUniqueness failed sts %ld\n", sts);
    else
        printf("Dimension Year has Member Name Uniqueness value: %ld\n", pbNameUnique);
}

if (!sts)
{
    sts = EssOtlFindMember(hOutline, "Product", &hDim);

    if (sts)
        printf("EssOtlFindMember failed sts %ld\n", sts);
}

if (!sts)
{
    /*set Product to prohibit duplicate (non-unique) member names*/
    pbNameUnique = ESS_TRUE;
    sts = EssOtlSetDimensionNameUniqueness (hOutline, hDim, pbNameUnique);

    if (sts)
        printf("EssOtlSetDimensionNameUniqueness failed sts %ld\n", sts);
    else
        printf("Dimension Product has Member Name Uniqueness value: %ld\n", pbNameUnique);
}

return sts;


See Also

● EssOtlGetDimensionNameUniqueness
**EssOtlSetDimensionSolveOrder**

Sets the solve order of a dimension.

**Syntax**

```c
ESS_FUNC_M EssOtlSetDimensionSolveOrder (hOutline, hMember, cOrder);
```

**Parameter**  
**Data Type**  
**Description**

- **hOutline**  
  ESS_HOUTLINE_T  
  Outline context handle (input).

- **hMember**  
  ESS_HMEMBER_T  
  Dimension handle (input).

- **cOrder**  
  ESS_UCHAR_T  
  Solve order (input). 0 - 127

**Notes**

- Solve order property on a member or dimension specifies its calculation order.
- Member solve order takes precedence over dimension solve order. Solve order can be between 0 and 127. The default is 0.
- Members without formulas that do not have a specified solve order inherit the solve order of their dimension. Members with formulas that do not have a specified solve order have a solve order of zero.

**Return Value**

Returns 0 if successful.

**Example**

```c
ESS_STS_T         sts = ESS_STS_NOERR;
ESS_HOUTLINE_T    hOutline = ESS_NULL;
ESS_HMEMBER_T     hMember = ESS_NULL;
ESS_UCHAR_T       ucOrder = 0;

/* code to assign hOutline variable omitted */
/* code to assign hMember variable omitted */
/* code to assign ucOrder variable omitted */

if (hOutline && hMember)
{
    if (ucOrder > 127)
    {
        printf("Solveorder must be less than 128\n");
    }
    else
    {
        sts = EssOtlSetDimensionSolveOrder(hOutline, hMember, ucOrder);

        if (sts)
            printf("Error [%ld] returned\n", sts);
        else
            printf("Solve Order: %d\n", ucOrder);
    }
}
```
else
    printf("Both hOutline and hMember must have values\n");

See Also

- EssOt1GetDimensionSolveOrder
- EssOt1SetMemberSolveOrder
- EssOt1GetMemberSolveOrder

EssOt1SetDTSMemberAlias

Sets an alias name for a Dynamic Time Series (DTS) member.

Syntax

ESS_STS_T EssOt1SetDTSMemberAlias(hOutline, pszDTSMember, pszAlias, pszAliasTable);

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hOutline</td>
<td>ESS_HOUTLINE_T</td>
<td>The Essbase outline handle returned from the EssOt1OpenOutline call.</td>
</tr>
<tr>
<td>pszDTSMember</td>
<td>ESS_STR_T</td>
<td>Name of the DTS member which provides the alias.</td>
</tr>
<tr>
<td>pszAlias</td>
<td>ESS_STR_T</td>
<td>Pointer to a C string containing the alias name for the DTS member.</td>
</tr>
<tr>
<td>pszAliasTable</td>
<td>ESS_STR_T</td>
<td>Name of the alias table which provides the alias. If NULL, the default alias table is used.</td>
</tr>
</tbody>
</table>

Return Value

If successful the return value is zero. Otherwise, one of the following is returned:

- OTLAPI_ERR_DTSMBRNOTDEFINED
- OTLAPI_BAD_ALIASTABLE
- OTLAPI_ERR_ILLEGALALIASSTRING
- OTLAPI_ERR_DUPLICATEALIAS

Example

```c
#include "essapi.h"
#include "essotl.h"
#include "esserror.h"

ESS_STS_T ESS_OtlSetDTSMemberAlias(ESS_HCTX_T hCtx, ESS_HINST_T hInst)
{
    ESS_STS_T st = ESS_STS_NOERR;
    ESS_OBJDEF_T Object;
    ESS_HOUTLINE_T hOutline;
    ESS_APPNAME_T szAppName;
    ESS_DBNAME_T szDbName;
    ESS_OBJNAME_T szFileName;
    ESS_CHAR_T pszAliasTable[ESS_ALIASNAMELEN];
    ESS_CHAR_T pszAlias[ESS_ALIASNAMELEN];
    ESS_CHAR_T pszDTSMember[ESS_MBRNAMELEN];
```
ESS_PROCSTATE_T pState;
ESS ULONG_T ulErrors;
ESS ULONG_T ulCount;
ESS POUTERROR_T pMbrErrors = NULL;

strcpy(szAppName, "sample");
strcpy(szDbName, "Basic");
strcpy(szFileName, "Basic");
strcpy(pszDTSMember, "Q-T-D");
strcpy(pszAliasTable, "Default");
strcpy(pszAlias, "QuarterToDate");

memset(&Object, '\0', sizeof(ESS_OBJDEF_T));
Object.hCtx = hCtx;
Object.ObjType = ESS_OBJTYPE_OUTLINE;
Object.AppName = szAppName;
Object.DbName = szDbName;
Object.FileName = szFileName;

sts = EssOtlOpenOutline(hCtx, &Object, ESS_TRUE, ESS_TRUE, &hOutline);

if (sts)
  {
    printf("Could not open outline\n");
    return sts;
  }
sts = EssOtlSetDTSMemberAlias(hOutline, pszDTSMember, pszAlias, pszAliasTable);
if (sts)
  {
    printf("Could not set DTS member alias. Error is %d\n", sts);
  }

sts = EssOtlWriteOutline(hOutline, &Object);
if (sts)
  {
    printf("Could not write outline\n");
    return sts;
  }

sts = EssOtlRestructure(hCtx, ESS_DOR_ALLDATA);
if (sts)
  {
    printf("Could not restructure outline\n");
    return sts;
  }

memset (&pState, 0, sizeof(ESS_PROCSTATE_T));
sts = EssGetProcessState(hCtx, &pState);

while ((sts == ESS_STS_NOERR) && (pState.State != ESS_STATE_DONE))
  {
    memset (&pState, 0, sizeof(ESS_PROCSTATE_T));
    sts = EssGetProcessState(hCtx, &pState);
  }

sts = EssUnlockObject(hCtx, ESS_OBJTYPE_OUTLINE, szAppName, szDbName,
szFileName);
    if (sts)
    {
        printf("Could not unlock outline\n");
        return sts;
    }

    EssOtlCloseOutline(hOutline);
    return sts;
}

See Also

- EssOtlDeleteDTSMemberAlias
- EssOtlEnableDTSMember
- EssOtlGetEnabledDTSMembers
- EssOtlGetDTSMemberAlias

EssOtlSetGenName

Sets the name for a specific generation within a dimension.

Syntax

ESS_FUNC_M EssOtlSetGenName(hOutline, pszDimension, usGen, pszName);

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hOutline</td>
<td>ESS_HOUTLINE_T</td>
<td>Outline context handle.</td>
</tr>
<tr>
<td>pszDimension</td>
<td>ESS_STR_T</td>
<td>Name of dimension that contains the generation.</td>
</tr>
<tr>
<td>usGen</td>
<td>ESS_USHORT_T</td>
<td>Number of generation for which to set a name. The dimension itself is generation 1.</td>
</tr>
<tr>
<td>pszName</td>
<td>ESS_STR_T</td>
<td>Name to give the generation.</td>
</tr>
</tbody>
</table>

Notes

- The generation name must be unique across the entire member name space. It cannot duplicate any other generation, level, member name, or alias. Attempting to add a duplicate generation name generates an error.
- Each specific dimension and generation must have only one name.

Return Value

Returns 0 if successful; otherwise one of the following:

- OTLAPI_BAD_GENLEVELNAME
- OTLAPI_ERR_GENLEVELNAMEEXISTS
- OTLAPI_ERR_GENLEVELVALUE
- OTLAPI_ERR_GENLEVELVALUE
- OTLAPI_ERR_NOTADIM

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Example

```c
#include <essapi.h>
#include <essotl.h>

ESS_STS_T     sts = 0;
ESS_HOUTLINE_T hOutline;
ESS_OBJDEF_T   Object;
ESS_APPNAME_T  szAppName;
ESS_DBNAME_T   szDbName;
ESS_OBJNAME_T  szFileName;
ESS_STR_T      Dimension;
ESS_USHORT_T   GenNum;
ESS_STR_T      GenName;

memset(&Object, '\0', sizeof(Object));
Object.hCtx = hCtx;
Object.ObjType = ESS_OBJTYPE_OUTLINE;
strcpy(szAppName, "Sample");
strcpy(szDbName, "Basic");
strcpy(szFileName, "Basic");
Object.AppName  = szAppName;
Object.DbName   = szDbName;
Object.FileName = szFileName;

sts = EssOtlOpenOutline(hCtx, &Object, ESS_TRUE, 
                        ESS_TRUE, &hOutline);

/**************** Set Generation Name ****************/
Dimension = "Year";
GenNum = 2;
GenName = "Qtr123";

if (!sts)
{
    sts = EssOtlSetGenNameEx(hOutline, Dimension, 
                             GenNum, GenName);
}
```

See Also

- EssOtlDeleteGenName

---

**EssOtlSetGenNameEx**

Sets the generation name and member uniqueness setting for the specified generation number.

**Syntax**

```c
ESS_FUNC_M EssOtlSetGenNameEx (hOutline, pszDimension, usGen, pszName, bUniqueName);
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hOutline</td>
<td>ESS_HOUTLINE_T</td>
<td>Outline context handle.</td>
</tr>
</tbody>
</table>
### Parameter Data Type Description

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>pszDimension</td>
<td>ESS_STR_T</td>
<td>Dimension name.</td>
</tr>
<tr>
<td>usGen</td>
<td>ESS_USHORT_T</td>
<td>The number of the generation for which to set a name.</td>
</tr>
<tr>
<td>pszName</td>
<td>ESS_STR_T</td>
<td>The name to give the generation.</td>
</tr>
<tr>
<td>bUniqueName</td>
<td>ESS_BOOL_T</td>
<td>If TRUE, members at generation usGen in dimension pszDimension cannot have duplicate names.</td>
</tr>
</tbody>
</table>

**Notes**

- This function sets the name of a generation as well as the uniqueness property of a generation. If you only want to set the name, use `EssOt1SetGenName`.
- If you only want to set the uniqueness property, but not change the name, you must still pass in the name. To do so, call `EssOt1GetGenName` and pass its value to this function as `usGen`.
- Do not pass null for the `usGen` parameter.

**Return Value**

Returns 0 if successful; otherwise, returns an error code.

**Example**

```c
void ESS_GetGenNameEx()
{

    ESS_STS_T          sts = 0;
    ESS_HOUTLINE_T     hOutline;
    ESS_OBJDEF_T       Object;
    ESS_APPNAME_T      szAppName;
    ESS_DBNAME_T       szDbName;
    ESS_OBJNAME_T      szFileName;
    ESS_STR_T          Dimension;
    ESS_USHORT_T       GenNum;
    ESS_STR_T          GenName;
    ESS_BOOL_T         bUnique= ESS_FALSE;

    memset(&Object, '\0', sizeof(Object));
    Object.hCtx = hCtx;
    Object.ObjType = ESS_OBJTYPE_OUTLINE;
    strcpy(szAppName, "Demo");
    strcpy(szDbName, "Test");
    strcpy(szFileName, "Test");
    Object.AppName = szAppName;
    Object.DbName = szDbName;
    Object.FileName = szFileName;

    sts = EssOt1OpenOutline(hCtx, &Object, ESS_TRUE,
                            ESS_TRUE, &hOutline);
    printf("EssOt1OpenOutline sts: %ld\n",sts);
}
```

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/***************  Set and Get GenName **************/
Dimension = "Year";
GenNum = 1;
GenName = "Gen 1 Year";

// SetGenNameEx() so that Gen 1 members of Year cannot be non-unique
if (!sts)
{
    sts = EssOtlSetGenNameEx(hOutline, Dimension,
            GenNum, GenName, ESS_TRUE);
}

// GetGenNameEx() to see if the gen is able to be non-unique
if (!sts)
{
    sts = EssOtlGetGenNameEx(hOutline, Dimension,
            GenNum, &GenName, &bUnique);
    printf("Generation 1 members of Year have bUnique value of %ld\n", bUnique);
    printf("EssOtlGetGenNameEx sts: %ld\n",sts);
}
if (!sts && GenName)
{
    printf("Gen Name: %s\n",GenName);
    EssFree(hInst, GenName);
}
}

See Also
- EssOtlSetGenName
- EssFree
- EssOtlDeleteGenName
- EssOtlGetGenNameEx

### EssOtlSetHierarchyType

Sets the dimension’s hierarchy type designation: Multiple hierarchies enabled, dynamic hierarchy, or stored hierarchy.

#### Syntax

```c
ESS_FUNC_M EssOtlSetHierarchyType(hOutline, hMember, cType);
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hOutline</td>
<td>ESS_HOUTLINE_T</td>
<td>Outline context handle (input).</td>
</tr>
<tr>
<td>hMember</td>
<td>ESS_HMEMBER_T</td>
<td>A dimension member (input).</td>
</tr>
</tbody>
</table>
### EssOtlSetImpliedShare

Changes the Implied Share setting of an outline.

#### Syntax

```c
ESS_FUNC_M EssOtlSetImpliedShare(hOutline, impliedShareSetting);
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hOutline</td>
<td>ESS_HOUTLINE_T</td>
<td>Outline context handle (input).</td>
</tr>
<tr>
<td>impliedShareSetting</td>
<td>ESS_USHORT</td>
<td>The implied share setting value. See “Implied Share Setting (C)” on page 97</td>
</tr>
</tbody>
</table>

#### Return Value

- 0—If successful
- Error number—If unsuccessful

---

**Parameter | Data Type | Description**
---|---|---
`cType` | ESS_UCHAR_T | If `hMember` is a dimension member, one of the following values (input):
  - ESS_STORED_HIERARCHY—The dimension is a single, stored hierarchy.
  - ESS_DYNAMIC_HIERARCHY—The dimension is a single, dynamic hierarchy.
  - ESS_MULTIPLE_HIERARCHY_IS_ENABLED—The dimension is multiple-hierarchy enabled (same as using `EssOtlSetAltHierarchyEnabled`).

**Notes**

Once the dimension is multiple-hierarchy enabled, the hierarchy types are determined by the generation 2 members. If `hMember` is a generation 2 member, `cType` can have the following values:

- ESS_STORED_HIERARCHY—The hierarchy with `hMember` as top is a single, stored hierarchy.
- ESS_DYNAMIC_HIERARCHY—The hierarchy with `hMember` as top is a single, dynamic hierarchy.

**Return Value**

Returns 0 if successful; otherwise, returns an error.

**See Also**

- `EssOtlGetHierarchyType`
- `EssOtlSetAltHierarchyEnabled`
- `EssOtlGetAltHierarchyEnabled`
See Also
- EssOt1GetImpliedShare

EssOtlSetLevelName
Sets the name for a specific level within a dimension.

Syntax

```c
ESS_FUNC_M EssOtlSetLevelName (hOutline, pszDimension, usLevel, pszName);
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hOutline</td>
<td>ESS_HOUTLINE_T</td>
<td>Outline context handle.</td>
</tr>
<tr>
<td>pszDimension</td>
<td>ESS_STR_T</td>
<td>Name of dimension that contains the level.</td>
</tr>
<tr>
<td>usLevel</td>
<td>ESS_USHORT_T</td>
<td>Number of level for which to set a name. Leaf members are level 0.</td>
</tr>
<tr>
<td>pszName</td>
<td>ESS_STR_T</td>
<td>Name to give the level.</td>
</tr>
</tbody>
</table>

Notes
- The level name follows the same rules as a member name and must be unique across the entire member name space. It cannot duplicate any other generation, level, member name, or alias. Attempting to add a duplicate name generates an error.
- Each specific dimension and level must have only one name.

Return Value

Returns 0 if successful; otherwise one of the following:
- OTLAPI_BAD_GENLEVELNAME
- OTLAPI_ERR_GENLEVELNAMEEXISTS
- OTLAPI_ERR_GENLEVELNAMEEXISTS
- OTLAPI_ERR_NOTADIM
- OTLAPI_ERR_GENLEVELNAMEMEMBR

Example

```c
#include <essapi.h>
#include <essotl.h>

ESS_STS_T          sts = 0 ;
ESS_HOUTLINE_T     hOutline;
ESS_OBJDEF_T       Object;
ESS_APPNAME_T      szAppName;
ESS_DBNAME_T       szDbName;
ESS_OBJNAME_T      szFileName;
ESS_STR_T          Dimension;
ESS_USHORT_T       LevelNum;
ESS_STR_T          LevelName;
```
memset(&Object, '\0', sizeof(Object));
Object.hCtx = hCtx;
Object.ObjType = ESS_OBJTYPE_OUTLINE;
strcpy(szAppName, "Sample");
strcpy(szDbName, "Basic");
strcpy(szFileName, "Basic");
Object.AppName = szAppName;
Object.DbName = szDbName;
Object.FileName = szFileName;
sts = EssOtlOpenOutline(hCtx, &Object, ESS_TRUE,
                     ESS_TRUE, &hOutline);

/**************** Set Level Name **************/
Dimension = "Year";
LevelNum = 1;
LevelName = "Qtr 1 2 3";

if (!sts)
{
    sts = EssOtlSetLevelName(hOutline, Dimension,
                     LevelNum, LevelName);
}

See Also
- EssOtlDeleteLevelName
- EssOtlGetLevelName

**EssOtlSetLevelNameEx**

Sets whether members in a certain dimension at a certain level are prohibited from having duplicate names.

**Syntax**

```c
ESS_FUNC_M EssOtlSetLevelNameEx (hOutline, pszDimension, usLevel, pszName, bUniqueName);
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hOutline</td>
<td>ESS_HOUTLINE_T</td>
<td>Outline context handle.</td>
</tr>
<tr>
<td>pszDimension</td>
<td>ESS_STR_T</td>
<td>Name of dimension that contains the level.</td>
</tr>
<tr>
<td>usLevel</td>
<td>ESS_USHORT_T</td>
<td>Number of level for which to set a name. Leaf members are level 0.</td>
</tr>
<tr>
<td>pszName</td>
<td>ESS_STR_T</td>
<td>Name to give the level.</td>
</tr>
<tr>
<td>bUniqueName</td>
<td>ESS_BOOL_T</td>
<td>If TRUE, members at level usLevel in dimension pszDimension cannot have duplicate names. If FALSE, duplicate names are allowed.</td>
</tr>
</tbody>
</table>

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Notes

- The level name must be unique across the entire member name space. It cannot duplicate any other generation, level, member name, or alias. Attempting to add a duplicate level name generates an error.

- This function sets the name of a level as well as the uniqueness property of a level. If you only want to set the name, use `EssOtlSetLevelName`.

- If you only want to set the uniqueness property, but not change the name, you must still pass in the name. To do so, call `EssOtlGetLevelName` and pass its value to this function as `usLevel`.

- Do not pass null for the `usLevel` parameter.

Return Value

Returns 0 if successful; otherwise, returns an error code.

Example

```c
ESS_FUNC_M
ESS_GetLevelNameEx() { 
    ESS_STS_T st = 0; 
    ESS_HOUTLINE_T hOutline; 
    ESS_OBJDEF_T Object; 
    ESS_APPNAME_T szAppName; 
    ESS_DBNAME_T szDbName; 
    ESS_OBJNAME_T szFileName; 
    ESS_STR_T Dimension; 
    ESS_USHORT_T LevelNum; 
    ESS_STR_T LevelName; 
    ESS_BOOL_T bUnique= ESS_FALSE; 
    memset(&Object, '\0', sizeof(Object)); 
    Object.hCtx = hCtx; 
    Object.ObjType = ESS_OBJTYPE_OUTLINE; 
    strcpy(szAppName, "Demo"); 
    strcpy(szDbName, "Test"); 
    strcpy(szFileName, "Test"); 
    Object.AppName = szAppName; 
    Object.DbName = szDbName; 
    Object.FileName = szFileName; 
    st = EssOtlOpenOutline(hCtx, &Object, ESS_TRUE, ESS_TRUE, &hOutline); 
    /*************** Set and Get Level Name ***************
    Dimension = "Year"; 
    LevelNum = 0; 
    LevelName = "Level 0 Year"; 

    //SetLevelNameEx() so that level 0 member of Year cannot be non-unique 
    if (!st) 
        { 

            st = EssOtlSetLevelNameEx(hOutline, Dimension, LevelNum, LevelName, ESS_TRUE); 

```
// GetLevelNameEx() to see if the level is able to be non-unique
if (!sts)
{
    sts = EssOtlGetLevelNameEx(hOutline, Dimension,
    LevelNum, &LevelName, &bUnique);
    printf("Level 0 members of Year have bUnique value of %ld\n", bUnique);
}

if (!sts && LevelName)
{
    printf("Level Name: %s\n", LevelName);
    EssFree(hInst, LevelName);
}

return (sts);
}

See Also
● EssOtlGetLevelNameEx

EssOtlSetMemberAlias

Sets the default member alias for the specified member in the specified alias table.

Syntax

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hOutline</td>
<td>ESS_HOUTLINE_T</td>
<td>Outline context handle.</td>
</tr>
<tr>
<td>hMember</td>
<td>ESS_HMEMBER_T</td>
<td>Handle of member to set the alias for.</td>
</tr>
<tr>
<td>pszAliasTable</td>
<td>ESS_STR_T</td>
<td>Alias table to set the alias for. If this parameter is ESS_NULL, the default alias table is used.</td>
</tr>
<tr>
<td>pszAlias</td>
<td>ESS_STR_T</td>
<td>Alias.</td>
</tr>
</tbody>
</table>

Notes

Use EssOtlDeleteMemberAlias() to remove an alias.

Return Value

Returns 0 if successful; otherwise one of the following:

● OTLAPI_BAD_ALIAS_TABLE
● OTLAPI_ERR_ILLEGALDEFALIAS
● OTLAPI_ERR_ILLEGALCOMBOALIAS
● OTLAPI_ERR_ILLEGALALIASSTRING
Example

```c
#include <essapi.h>
#include <essotl.h>

ESS_STS_T         sts = 0;
ESS_OBJDEF_T      Object;
ESS_HOUTLINE_T    hOutline;
ESS_HMEMBER_T     hMember;
ESS_APPNAME_T     szAppName;
ESS_DBNAME_T      szDbName;
ESS_OBJNAME_T     szFileName;

memset(&Object, '\0', sizeof(Object));
Object.hCtx = hCtx;
Object.ObjType = ESS_OBJTYPE_OUTLINE;
strcpy(szAppName, "Sample");
strcpy(szDbName, "Basic");
strcpy(szFileName, "Basic");
Object.AppName = szAppName;
Object.DbName = szDbName;
Object.FileName = szFileName;

sts = EssOtlOpenOutline(hCtx, &Object, ESS_TRUE,
                        ESS_TRUE, &hOutline);

if (!sts)
{
    sts = EssOtlFindMember(hOutline, "Year",
                        &hMember);
}

if (!sts  && hMember)
{
    sts = EssOtlSetMemberAlias(hOutline,
                                hMember, ESS_NULL, "Time Dimension");
}
```

See Also

- EssOtlGetMemberAlias
- EssOtlDeleteMemberAlias

**EssOtlSetMemberCommentEx**

Sets the extended comment for the specified member.

**Syntax**

```c
ESS_FUNC_M EssOtlSetMemberCommentEx (hOutline, hMember, pszCommentEx);
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hOutline</td>
<td>ESS_HOUTLINE_T</td>
<td>Outline context handle</td>
</tr>
</tbody>
</table>
## Parameter | Data Type | Description
--- | --- | ---
hMember | ESS_HMEMBER_T | Member handle.
pszCommentEx | ESS_STR_T | Buffer containing the extended comment.

### Notes
To delete an extended comment, call this function with an empty string or a null pointer.

### Return Value
Returns 0 if successful; OTLAPI_ERR_MBRCOMMENTEXLEN if the comment is too long.

### Example
```c
#include <essapi.h>
#include <essotl.h>

ESS_STS_T         sts = 0;
ESS_HOUTLINE_T    hOutline;
ESS_OBJDEF_T      Object;
ESS_APPNAME_T     szAppName;
ESS_DBNAME_T      szDbName;
ESS_OBJNAME_T     szFileName;
ESS_HMEMBER_T     hMember;
ESS_STR_T         pszCommentEx;
memset(&Object, '\0', sizeof(Object));
Object.hCtx     = hCtx;
Object.ObjType  = ESS_OBJTYPE_OUTLINE;
strcpy(szAppName, "Sample");
strcpy(szDbName, "Basic");
strcpy(szFileName, "Basic");
Object.AppName  = szAppName;
Object.DbName   = szDbName;
Object.FileName = szFileName;

sts = EssOtlOpenOutline(hCtx, &Object, ESS_TRUE, ESS_TRUE, &hOutline);

/**************** Set Extended Member Comment **************/
pszCommentEx = "EXTENDED MEMBER COMMENT";

if (!sts)
{
    sts = EssOtlFindMember(hOutline, "Variance", &hMember);
}

if (!sts && hMember)
{
    sts = EssOtlSetMemberCommentEx(hOutline, hMember, pszCommentEx);
}

### See Also
- EssFree
- EssOtlGetMemberCommentEx
- EssOtlOpenOutline
EssOtlSetMemberFormula

Sets the formula for the specified member.

**Syntax**

```c
ESS_FUNC_M EssOtlSetMemberFormula (hOutline, hMember, pszFormula);
```

**Parameter**

<table>
<thead>
<tr>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hOutline</td>
<td>Outline context handle.</td>
</tr>
<tr>
<td>hMember</td>
<td>Member handle.</td>
</tr>
<tr>
<td>pszFormula</td>
<td>Buffer containing the member formula.</td>
</tr>
</tbody>
</table>

**Notes**

Use `EssOtlDeleteMemberFormula()` to remove a member formula.

**Return Value**

Returns 0 if successful; otherwise one of the following:

- OTLAPI_ERR_SHAREDMEMBERFORMULA
- OTLAPI_ERR_MEMBERCALC

**Example**

```c
#include <essapi.h>
#include <essotl.h>

ESS_STS_T          sts = 0;
ESS_HOUTLINE_T     hOutline;
ESS_OBJDEF_T       Object;
ESS_APPNAME_T      szAppName;
ESS_DBNAME_T       szDbName;
ESS_OBJNAME_T      szFileName;
ESS_HMEMBER_T      hMember;
ESS_STR_T          pszFormula;

memset(&Object, '\0', sizeof(Object));
Object.hCtx = hCtx;
Object.ObjType = ESS_OBJTYPE_OUTLINE;
strcpy(szAppName, "Sample");
strcpy(szDbName, "Basic");
strcpy(szFileName, "Basic");
Object.AppName  = szAppName;
Object.DbName   = szDbName;
Object.FileName = szFileName;

sts = EssOtlOpenOutline(hCtx, &Object, ESS_TRUE, ESS_TRUE, &hOutline);

/************  Set Member Formula *************/
pssizeFormula = "@VAR(Budget, Actual);";
if (!sts)
{
```
sts = EssOtlFindMember(hOutline, "Variance", &hMember);
}

if (!sts && hMember)
{
    sts = EssOtlSetMemberFormula(hOutline, hMember, pszFormula);
}

See Also

- EssOtlGetMemberFormula
- EssOtlDeleteMemberFormula

**EssOtlSetMemberInfo**

Sets member attribute information.

**Syntax**

```c
ESS_FUNC_M EssOtlSetMemberInfo (hOutline, hMember, pInfo);
```

**Parameter** | **Data Type** | **Description**
--- | --- | ---
 hOutline | ESS_HOUTLINE_T | Outline context handle
 hMember | ESS_HMEMBER_T | Handle to member to set attributes for
 pInfo | “ESS_MBRINFO_T” on page 709 | Member information structure

**Notes**

Attributes

- Three fields of the ESS_MBRINFO_T structure are for attributes only:

<table>
<thead>
<tr>
<th>Data Type</th>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ESS_BOOL_T</td>
<td>fAttributed</td>
<td>Indicates whether a base member has attributes associated with it: either ESS_TRUE or ESS_FALSE.</td>
</tr>
</tbody>
</table>
### Data Type | Field | Description
---|---|---
ESS_USHORT_T | Attribute.usDataType | For an attribute dimension or zero-level (leaf node) attribute member, one of the following data types:
- ESS_ATTRMBRDT_BOOL
- ESS_ATTRMBRDT_DATETIME
- ESS_ATTRMBRDT_DOUBLE
- ESS_ATTRMBRDT_STRING
For any attribute member, but not an attribute dimension:
- ESS_ATTRMBRDT_NONE
- ESS_ATTRMBRDT_AUTO

#### Note:
Use ESS_ATTRMBRDT_AUTO only when adding a member. See Notes on Adding an Attribute Member.

union | Attribute.value | One of the following attribute member values:
- Boolean value
- String value
- Date and time value
- Double value

- Values for two fields of the ESS_MBRINFO_T structure are for attributes only:

<table>
<thead>
<tr>
<th>Data Type</th>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
</table>
ESS_USHORT_T | usCategory | One of the following dimension categories:
- ESS_CAT_ATTRIBUTE
- ESS_CAT_ATTRCALC (for internal use only)

<table>
<thead>
<tr>
<th>Data Type</th>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
</table>
ESS_USHORT_T | usStorageCategory | One of the following dimension storage categories:
- ESS_STORECAT_ATTRIBUTE
- ESS_STORECAT_ATTRCALC (for internal use only)

### Return Value
Returns 0 if successful; otherwise one of the following:
- OTLAPI_BAD_CONSOL
- OTLAPI_BAD_MBRNAME
- OTLAPI_BAD_MEMBER
- OTLAPI_ERR_ADDNAMEUSED
- OTLAPI_ERR_CURTOOMANYDIMS
- OTLAPI_ERR_BADSHARE
- OTLAPI_ERR_BADSKIP
- OTLAPI_ERR_BADSTORAGE
Example

```
#include <essapi.h>
#include <essotl.h>

ESS_STS_T          sts = 0;
ESS_HOUTLINE_T     hOutline;
ESS_HMEMBER_T      hMemberJan;
ESS_MBRINFO_T      MbrInfo;
ESS_PMBRINFO_T     pMbrInfo = ESS_NULL;
ESS_OBJDEF_T       Object;
ESS_APPNAME_T      szAppName;
ESS_DBNAME_T       szDbName;
ESS_OBJNAME_T      szFileName;
memset(&Object, '\0', sizeof(Object));
Object.hCtx = hCtx;
Object.ObjType = ESS_OBJTYPE_OUTLINE;
strcpy(szAppName, "Sample");
strcpy(szDbName, "Basic");
strcpy(szFileName, "Basic");
Object.AppName = szAppName;
Object.DbName = szDbName;
Object.FileName = szFileName;

sts = EssOtlOpenOutline(hCtx, &Object, ESS_TRUE,
                        ESS_TRUE, &hOutline);

if (!sts)
{
    sts = EssOtlFindMember(hOutline, "Jan",
                          &hMemberJan);
}

if (!sts && hMemberJan)
{
    sts = EssOtlGetMemberInfo(hOutline,
                              hMemberJan, &pMbrInfo);
}
```
if (!sts && pMbrInfo)
{
    pMbrInfo->usConsolidation = ESS_UCALC_SUB;
    pMbrInfo->fTwoPass = ESS_TRUE;
    pMbrInfo->fExpense = ESS_TRUE;
    sts = EssOtlSetMemberInfo(hOutline,
                        hMemberJan, pMbrInfo);
}

if (pMbrInfo)
{
    EssOtlFreeStructure(hOutline, count, structId, structPtr);
}

See Also
● EssOtlGetMemberInfo
● EssOtlFindMember

EssOtlSetMemberSolveOrder
Sets the solve order of a member.

Syntax

ESS_FUNC_M EssOtlSetMemberSolveOrder (hOutline, hMember, cOrder);

Parameter  Data Type  Description
hOutline   ESS_HOUTLINE_T  Outline context handle (input).

hMember    ESS_HMEMBER_T   Dimension handle (input).

cOrder     ESS_UCHAR_T     Solve order (input). 0 - 127

Notes
● Solve order is applicable only to aggregate storage databases.
● Solve order property on a member or dimension specifies its calculation order.
● Member solve order takes precedence over dimension solve order. Solve order can be
  between 0 and 127. The default is 0.
● Members without formulas that do not have a specified solve order inherit the solve order
  of their dimension. Members with formulas that do not have a specified solve order have a
  solve order of zero.

Return Value
Returns 0 if successful.

Example

ESS_STS_T         sts = ESS_STS_NOERR;
ESS_HOUTLINE_T    hOutline = ESS_NULL;
ESS_HMEMBER_T hMember = ESS_NULL;
ESS_UCHAR_T ucOrder = 0;

/* code to assign hOutline variable omitted */
/* code to assign hMember variable omitted */
/* code to assign ucOrder variable omitted */

if (hOutline && hMember)
{
    if (ucOrder > 127)
    {
        printf("Solve order must be less than 128\n");
    }
    else
    {
        sts = EssOtlSetMemberSolveOrder(hOutline, hMember, ucOrder);
        if (sts)
            printf("Error [%ld] returned\n", sts);
        else
            printf("Solve Order: %d\n", ucOrder);
    }
}
else
    printf("Both hOutline and hMember must have values\n");

See Also

- EssOtlGetMemberSolveOrder
- EssOtlSetDimensionSolveOrder
- EssOtlGetDimensionSolveOrder

**EssOtlSetMemberType**

Sets the member type of the input outline member.

**Syntax**

ESS_FUNC_M EssOtlSetMemberType(hOutline, hMember, usType)

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hOutline</td>
<td>ESS_HOUTLINE_T</td>
<td>Outline handle (Edit mode only)</td>
</tr>
<tr>
<td>hMember</td>
<td>ESS_HMEMBER_T</td>
<td>Outline member handle</td>
</tr>
<tr>
<td>usType</td>
<td>ESS_USHORT_T</td>
<td>Type of the outline member:</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- ESS_MEMBERTYPE_NUMERIC</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Member type is a numeric.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- ESS_MEMBERTYPE_DATE</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Member type is date typed.</td>
</tr>
</tbody>
</table>
Notes
Does not allow setting the type to ESS_MEMBERTYPE_SMARTLIST. Instead, use
EssOtlSetMemberTypeToSmartList.

Return Value
Returns:
- 0—If successful
- Error number—If unsuccessful

Example

```c
void TestGetSetMemberType()
{
    ESS_STS_T sts = ESS_STS_NOERR;
    ESS_HOUTLINE_T hOutline = ESS_NULL;
    ESS_OBJDEF_T Object;
    ESS_HMEMBER_T hMember;
    ESS_USHORT_T usMemberType;

    memset(&Object, '\0', sizeof(Object));
    Object.hCtx = hCtx;
    Object.ObjType = ESS_OBJTYPE_OUTLINE;
    Object.AppName = szAppName;
    Object.DbName = szDbName;
    Object.FileName = szFileName;

    /* Open outline */
    sts = EssOtlOpenOutline(hCtx, &Object, ESS_TRUE,
            ESS_TRUE, &hOutline);

    /* Find a member */
    sts = EssOtlFindMember(hOutline, "Original Price", &hMember);

    /* Get Member Type of an outline that is not member
type enabled */
    /* Get original type */
    sts = EssOtlGetMemberType(hOutline, hMember, &usMemberType);
    DisplayMemberType(usMemberType); /* a display function */

    /* Set type to NUMERIC */
    usMemberType = ESS_MEMBERTYPE_NUMERIC;
    sts = EssOtlSetMemberType(hOutline, hMember, usMemberType);
    printf("EssOtlSetMemberType sts: %d\n",sts);

    /* Set type to SmartList */
    usMemberType = ESS_MEMBERTYPE_SMARTLIST;
    sts = EssOtlSetMemberType(hOutline, hMember, usMemberType);
    printf("EssOtlSetMemberType sts: %d\n",sts);

    /* Set type to DATE */
    usMemberType = ESS_MEMBERTYPE_DATE;
    sts = EssOtlSetMemberType(hOutline, hMember, usMemberType);
    printf("EssOtlSetMemberType sts: %d\n",sts);

    /* Get Member Type of an outline that is member
```
type enabled */
EnableSmartList(hOutline);

/* Get original type */
sts = EssOtlGetMemberType(hOutline, hMember, &usMemberType);
printf("EssOtlGetMemberType sts: %d\n", sts);
DisplayMemberType(usMemberType);

/* Set type to DATE */
usMemberType = ESS_MEMBERTYPE_DATE;
sts = EssOtlSetMemberType(hOutline, hMember, usMemberType);
printf("EssOtlSetMemberType sts: %d\n", sts);

sts = EssOtlGetMemberType(hOutline, hMember, &usMemberType);
printf("EssOtlGetMemberType sts: %d\n", sts);
DisplayMemberType(usMemberType);

/* Set type to NUMERIC */
usMemberType = ESS_MEMBERTYPE_NUMERIC;
sts = EssOtlSetMemberType(hOutline, hMember, usMemberType);
printf("EssOtlSetMemberType sts: %d\n", sts);

sts = EssOtlGetMemberType(hOutline, hMember, &usMemberType);
printf("EssOtlGetMemberType sts: %d\n", sts);
DisplayMemberType(usMemberType);

/* Clean up */
sts = EssUnlockObject(hCtx, Object.ObjType,
Object.AppName, Object.DbName, Object.FileName);

/* Close outline */
sts = EssOtlCloseOutline(hOutline);
}

See Also

- EssOtlGetMemberSmartList
- EssOtlCreateObject
- EssOtlDeleteObject
- EssOtlGetSmartListInfo
- EssOt1FindObject
- EssOtlFindObjectArray
- EssOtlFreeSmartListInfo
- EssOtlGetMemberSmartList
- EssOtlGetMemberType
- EssOtlGetObjectReferenceCount
- EssOtlGetObjectReferences
- EssOtlImportExportObject
- EssOtlListObjects
- EssOtlQueryObjects
- EssOtlSetMemberType
- EssOtlSetMemberTypeToSmartList
EssOtlSetMemberTypeToSmartList

Sets the input outline member as ESS_MEMBERTYPE_SMARTLIST and associates the input Text List (SmartList object with it).

Syntax

```c
ESS_FUNC_M EssOtlSetMemberTypeToSmartList(hOutline, hMember, hSmartList)
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hOutline</td>
<td>ESS_HOUTLINE_T</td>
<td>Outline handle (Edit mode only)</td>
</tr>
<tr>
<td>hMember</td>
<td>ESS_HMEMBER_T</td>
<td>Outline member handle</td>
</tr>
<tr>
<td>hSmartList</td>
<td>ESS_HSMARTLIST_T</td>
<td>SmartList handle to be associated with.</td>
</tr>
</tbody>
</table>

Return Value

Returns:

- 0—If successful
- Error number—If unsuccessful

Example

```c
void TestSetMemberTypeToSmartList()
{
    ESS_STS_T                    sts = ESS_STS_NOERR;
    ESS_HOUTLINE_T            hOutline = ESS_NULL;
    ESS_OBJDEF_T                Object;
    ESS_OBJECT_TYPES        objType;
    ESS_STR_T                    objName;
    ESS_HOBJECT_T            hObjHandle1, hObjHandle2;
    ESS_HMEMBER_T            hMember;
    ESS_HSMARTLIST_T        hSmartList;
    //ESS_USHORT_T            usVerifyType;
    memset(&Object, '\0', sizeof(Object));
    Object.hCtx =             hCtx;
    Object.ObjType =         ESS_OBJTYPE_OUTLINE;
    Object.AppName =         szAppName;
    Object.DbName =         szDbName;
    Object.FileName =     szFileName;
    /* Open outline */
    sts = EssOtlOpenOutline(hCtx, &Object, ESS_TRUE,
                            ESS_TRUE, &hOutline);

    /* Find a member */
    sts = EssOtlFindMember(hOutline, "Original Price",
                            &hMember);

    /* Get original SmartList association */
    sts = EssOtlGetMemberSmartList(hOutline, hMember,
                                    &hSmartList);
}```
/* Set member type to SmartList */
    hSmartList = (ESS_HSMARTLIST_T)hObjHandle1;
    sts = EssOtlSetMemberTypeToSmartList(hOutline, hMember, hSmartList);

    /* Unlock */
    sts = EssUnlockObject(hCtx, Object.ObjType, 
                           Object.AppName, Object.DbName, Object.FileName);

    /* Close outline */
    sts = EssOtlCloseOutline(hOutline);
}

See Also

- EssOtlGetMemberSmartList
- EssOtlCreateObject
- EssOtlDeleteObject
- EssOtlGetSmartListInfo
- EssOtlFindObject
- EssOtlFindObjectArray
- EssOtlFreeObjectArray
- EssOtlFreeSmartListInfo
- EssOtlGetMemberSmartList
- EssOtlGetMemberType
- EssOtlGetObjectReferenceCount
- EssOtlGetObjectReferences
- EssOtlImportExportObject
- EssOtlListObjects
- EssOtlQueryObjects
- EssOtlSetMemberType
- EssOtlSetMemberTypeToSmartList

### EssOtlSetOriginalMember

Sets a member as an extended shared member.

**Syntax**

```c
ESS_FUNC_M EssOtlSetOriginalMember (hOutline, hMember, pszOriginalMbr);
```

**Parameter**  |  **Data Type**  |  **Description**  
---|---|---
  hOutline  |  ESS_HOUTLINE_T  |  Outline context handle (input).  
  hMember  |  ESS_HMEMBER_T  |  Member name (input). This member will be set as extended shared.  
  pszOriginalMbr  |  ESS_STR_T  |  The original member name intended to share with (input).  

**Notes**

- If `hMember` is not shared already, it will be marked as extended shared.
If you use this function on an outline in which all member names are unique, it will have no effect.

Before you call this function, call `EssOtlOpenOutline` to open the outline in editing mode.

Given the following hierarchy, if you pass to this function the member handle (`hMember`) corresponding to `[Diet].[100-10]`, and the original member (`pszOriginalMbr`) as `[200].[100-10]`, then `[Diet].[100-10]` becomes an extended shared member of `[200].[100-10]`.

```
100
  100-10
200
  100-10 (duplicate)
      Diet
  100-10 (shared with [200.100-10])
```

**Return Value**

Returns 0 if successful; otherwise, returns an error.

**Example**

```c
ESS_FUNC_M ESS_SetOrigMember()
{
    ESS_STS_T    sts = 0;
    ESS_HOUTLINE_T   hOutline;
    ESS_OBJDEF_T   Object;
    ESS_APPNAME_T   szAppName;
    ESS_DBNAME_T   szDbName;
    ESS_OBJNAME_T   szFileName;
    ESS_HMEMBER_T   hMember = ESS_NULL;

    memset(&Object, '\0', sizeof(Object));
    Object.hCtx =   hCtx;
    Object.ObjType =  ESS_OBJTYPE_OUTLINE;
    strcpy(szAppName, "Sample");
    strcpy(szDbName, "Basic");
    strcpy(szFileName, "Basic");
    Object.AppName =  szAppName;
    Object.DbName =   szDbName;
    Object.FileName =  szFileName;

    sts = EssOtlOpenOutline(hCtx, &Object, ESS_TRUE, ESS_TRUE, &hOutline);

    if (!sts)
    {
        sts = EssOtlFindMember(hOutline, "[Diet].[100-10]", &hMember);
    }
    if (!sts && hMember)
    {
```
sts = EssOtlSetOriginalMember (hOutline, hMember, "[100].[100-10]");
}

return sts;
}

See Also

- EssOtlGetOriginalMember

## EssOtlSetOutlineInfo

Sets outline information.

### Syntax

```c
ESS_FUNC_M EssOtlSetOutlineInfo (hOutline, pInfo);
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hOutline</td>
<td>ESS_HOUTLINE_T</td>
<td>Outline context handle.</td>
</tr>
<tr>
<td>pInfo</td>
<td>“ESS_OUTLINEINFO_T” on page 716</td>
<td>Pointer to a structure allocated by the caller to store outline information.</td>
</tr>
</tbody>
</table>

### Notes

- Only some of the fields of the “ESS_OUTLINEINFO_T” on page 716 structure are used to set information. See the structure description for more information.
- If the `fCaseSensitive` flag in the ESS_OUTLINEINFO_T structure is being changed from ESS_TRUE to ESS_FALSE, and this causes duplicate member names, the call will fail. If your outline is a duplicate member name outline, use EssOtlSetOutlineInfoEx instead of this function.

### Return Value

Returns 0 if successful; otherwise, returns an error.

### Example

```c
#include <essapi.h>
#include <essotl.h>

ESS_STS_T   sts = 0;
ESS_FALSE = 0;
ESS_TRUE  = 1;
ESS_OUTLINEINFO_T pInfo = ESS_NULL;
ESS_HOUTLINE_T hOutline;
ESS_OBJDEF_T  Object;
ESS_APPNAME_T szAppName;
ESS_DBNAME_T  szDbName;
ESS_OBJNAME_T szFileName;

memset(&Object, '\0', sizeof(Object));
Object.hCtx = hCtx;
Object.ObjType = ESS_OBJTYPE_OUTLINE;
```
strcpy(szAppName, "Sample");
strcpy(szDbName, "Basic");
strcpy(szFileName, "Basic");
Object.AppName = szAppName;
Object.DbName = szDbName;
Object.FileName = szFileName;

sts = EssOtlOpenOutline(hCtx, &Object, ESS_TRUE,
                      &hOutline);

if (!sts)
{
    sts = EssOtlGetOutlineInfo(hOutline, &pInfo);
}

if (!sts && Info)
{
    pInfo->fCaseSensitive = ESS_FALSE;
    sts = EssOtlSetOutlineInfo(hOutline, pInfo);
}

if (pInfo)
{
    EssFree(hInst, pInfo);
}

See Also
- EssOtlGetOutlineInfo
- EssOtlSetOutlineInfoEx

**EssOtlSetOutlineInfoEx**

Converts a unique-member-name outline to an outline that allows duplicate names.

When pInfo->fNonUniqueName is set to TRUE, this function converts a unique member name outline to an outline allowing duplicate member names. You cannot convert an outline allowing duplicate member names back to a unique member name outline.

**Syntax**

```
ESS_FUNC_M EssOtlSetOutlineInfoEx (hOutline, pInfo);
```

**Parameter** | **Data Type** | **Description**
--- | --- | ---
| hOutline | ESS_HOUTLINE_T | Outline context handle (input). |
| pInfo | “ESS_OUTLINEINFO_T” on page 716 | Pointer to a structure allocated by the caller to store outline information (input). |

**Notes**

Only some of the fields of the “ESS_OUTLINEINFO_T” on page 716 structure are used to set information. See the structure description for more information.
Return Value

Returns 0 if successful; otherwise, see the Outline API “C Outline API Error Return Values” on page 695.

Example

```c
void SetOutlineInfoEx()
{
    ESS_STS_T                      sts = 0;
    ESS_POUTLINEINFO_T     pInfo = ESS_NULL;
    ESS_HOUTLINE_T             hOutline;
    ESS_OBJDEF_T                Object;
    ESS_APPNAME_T             szAppName;
    ESS_DBNAME_T               szDbName;
    ESS_OBJNAME_T              szFileName;
    memset(&Object, '\0', sizeof(Object));
    Object.hCtx = hCtx;
    Object.ObjType = ESS_OBJTYPE_OUTLINE;
    strcpy(szAppName, "Sample");
    strcpy(szDbName, "Basic");
    strcpy(szFileName, "Basic");
    Object.AppName = szAppName;
    Object.DbName = szDbName;
    Object.FileName = szFileName;

    sts = EssOtlOpenOutline(hCtx, &Object, ESS_TRUE, ESS_TRUE, &hOutline);
    if (!sts)
    {
        sts = EssOtlGetOutlineInfo(hOutline, &pInfo);
    }

    if (!sts && pInfo)
    {
        pInfo->fNonUniqueName = ESS_TRUE;
        sts = EssOtlSetOutlineInfoEx(hOutline, pInfo);
    }

    if (!sts)
    {
        sts = EssOtlWriteOutline(hOutline, &Object);
    }

    if (!sts)
    {
        sts = EssOtlRestructure(hCtx, ESS_DOR_ALLDATA);
    }

    if (pInfo)
    {
        EssFree(hInst, pInfo);
    }
}```
EssOtlGetOutlineInfo

EssOtlSetQueryHint

Changes the contents (pMemberArray) of an existing query hint; applies only to Release 9.3 or higher aggregate storage databases.

Syntax

ESS_FUNC_M EssOtlSetQueryHint (hOutline, hintNum, numMembers, pMemberArray);

Parameter | Data Type | Description
--- | --- | ---

hOutline | ESS_HOUTLINE_T | Outline context handle (input).
hintNum | ESS_SHORT_T | Query hint number (input).
numMembers | ESS_SHORT_T | Number of members in the array provided - usually the number of real dimensions in the outline (input).
pMemberArray | ESS_PHMEMBER_T | An array of members for the hint. Usually the array has one member per real dimension, with NULL used for dimensions that are not part of the hint. This array needs to be allocated. (Input)

Notes

- Level usage constraints override query hints whenever a conflict occurs (see SetAggLevelUsage).
- Hints may not contain dynamic, label-only, or shared members.
- Hints may become invalid when the outline changes. Invalid hints result in a warning message.
- Hints enable you to influence normal view selection by informing Essbase about the profile of common queries.
- Hints are written as MDX tuples, with no more than one member from each dimension specified.
- Each member used in the query hint is considered a representative member. Essbase Server interprets representative members as "this member or any member at the similar level of aggregation." For example, using a query hint of (Qtr1, Sales, 100, East, Actual) on Sample Basic means that quarterly, actual profit margin measures for level 1 products at level 1 markets is a common type of query.
- For any given dimension, Essbase interprets the omission of representative members to mean that any member from the dimension may be used in a query. For example, using a query hint of (Sales, 100, East) on Sample Basic means that profit margin measures for level 1 products at level 1 markets is a common type of query, regardless of Year and
Scenario dimensions, which were omitted. The hint (Sales, 100, East) is treated as identical to (NULL, Sales, 100, East, NULL).

Return Value

Returns 0 if successful.

Example

```c
ESS_STS_T     sts = ESS_STS_NOERR;
ESS_HOUTLINE_T hOutline = ESS_NULL;
ESS_SHORT_T    nmHints = 0;
ESS_SHORT_T    i, j, hintNum;
ESS_HMEMBER_T  hMember[10]; /* (nm real dimensions) < 10 */

/* clear array just to be safe */
memset(hMember, 0x00, 10*sizeof(ESS_HMEMBER_T));

/* Code to assign hOutline variable omitted */
/* Code to assign hintNum variable omitted */

sts = EssOtlGetNumQueryHints(hOutline, &nmHints);
if (sts) return sts; /* error out */

if (hintNum <= nmHints)
{
    sts = EssOtlGetQueryHint(hOutline, hintNum, 10, hMember);
    if (sts) return sts; /* error out */

    for (j = 0; j < 10; j++)
    {
        /* Code to inspect and change hMember[j] omitted */
    }

    sts = EssOtlSetQueryHint(hOutline, hintNum, 10, hMember);
    if (sts) return sts; /* error out */
    printf("Query-Hint number: (%d) updated\n", hintNum);
}
else
{
    printf("Query-Hint number: (%d) does not exist\n", hintNum);
}
```

See Also

- EssOtlAddQueryHint
- EssOtlGetQueryHint
- EssOtlGetNumQueryHints
- EssOtlGetQueryHintSize
- EssOtlDeleteQueryHint

**EssOtlSetUserAttribute**

Sets a user-defined attribute for a member.
Syntax

```c
ESS_FUNC_M EssOtlSetUserAttribute (hOutline, hMember, pszString);
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hOutline</td>
<td>ESS_HOUTLINE_T</td>
<td>Outline context handle.</td>
</tr>
<tr>
<td>hMember</td>
<td>ESS_HMEMBER_T</td>
<td>Handle of member for which to set the user-defined attribute.</td>
</tr>
<tr>
<td>pszString</td>
<td>ESS_STR_T</td>
<td>User-defined attribute to set.</td>
</tr>
</tbody>
</table>

Notes

- A caller can set any number of user-defined attributes for a member. The string passed in uniquely defines each attribute and follows the same conventions as user names. See `EssOtlGetUserAttributes`.
- Attempting to set a user attribute for a shared member generates an error.

Return Value

Returns 0 if successful; otherwise one of the following:

- OTLAPI_BAD_USERATTR
- OTLAPI_ERR_SHAREUDA

Example

```c
#include <essapi.h>
#include <essotl.h>

ESS_STS_T          sts = 0;
ESS_HOUTLINE_T     hOutline;
ESS_OBJDEF_T       Object;
ESS_APPNAME_T      szAppName;
ESS_DBNAME_T       szDbName;
ESS_OBJNAME_T      szFileName;
ESS_HMEMBER_T      hMember;
ESS_STR_T          AttributeList;

memset(&Object, \0, sizeof(Object));
Object.hCtx = hCtx;
Object.ObjType = ESS_OBJTYPE_OUTLINE;
strcpy(szAppName, "Sample");
strcpy(szDbName, "Basic");
strcpy(szFileName, "Basic");
Object.AppName  = szAppName;
Object.DbName   = szDbName;
Object.FileName = szFileName;

sts = EssOtlOpenOutline(hCtx, &Object, ESS_TRUE, ESS_TRUE, &hOutline);

/************ Set User Attributes ************/
AttributeList = "Read Write";

if (!sts)
```
{ 
    sts = EssOtlFindMember(hOutline, "Jan", 
                        &hMember);
}

if ( !sts & hMember )
{
    sts = EssOtlSetUserAttribute(hOutline, hMember, 
                                 AttributeList);
}

See Also
- EssOtlDeleteUserAttribute
- EssOtlGetUserAttributes

**EssOtlSortChildren**

Sorts the children of an outline member.

**Syntax**

```c
ESS_FUNC_M EssOtlSortChildren (hOutline, hParent, usType, fpCompare, pUserData);
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hOutline</td>
<td>ESS_HOUTLINE_T</td>
<td>Outline context handle.</td>
</tr>
<tr>
<td>hParent</td>
<td>ESS_HMEMBER_T</td>
<td>Handle of parent of the children to sort. If this is ESS_NULL, the dimensions are sorted.</td>
</tr>
<tr>
<td>usType</td>
<td>ESS_USHORT_T</td>
<td>Sort type. This can be one of the following:</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- ESS.Sort.Ascending</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- ESS.Sort.Descending</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- ESS.Sort.UserDefined</td>
</tr>
<tr>
<td>fpCompare</td>
<td>ESS_POTLSORTFUNC_T</td>
<td>Pointer to user-defined comparison function. This is only used if the <em>usType</em> parameter is ESS.Sort.UserDefined. It points to a function defined as follows:</td>
</tr>
</tbody>
</table>
|           |                     | (ESS_INTFUNC_M Compare 
|           |                     | ESS_HMEMBER_T mbr1, 
|           |                     | ESS_HMEMBER_T mbr2, 
|           |                     | ESS_PVOID_T pUserData);                                                   |
|           |                     | The function accepts handles for two members and should return the following: |
|           |                     | - < 0 if mbr1 goes before mbr2.                                             |
|           |                     | - = 0 if mbr1 is equivalent to mbr2.                                       |
|           |                     | - > 0 if mbr1 goes after mbr2.                                             |
| pUserData | ESS_PVOID_T         | Pointer to any user-specified data. This is only used if the *usType* parameter is ESS.Sort.UserDefined. Each time the comparison function is called, the value of this parameter is passed into the comparison function. |
Notes

During the callback function, you should not call any outline functions that might change the outline. Only `EssOtlGetMemberInfo()`, `EssOtlGetMemberFormula()`, and `EssOtlGetMemberAlias()` can be called.

Return Value

Returns 0 if successful; otherwise one of the following:

- OTLAPI_BAD_SORTTYPE
- OTLAPI_BAD_SORTCOMPAREFUNC
- OTLAPI_SORT_TOOMANY

Example

```c
#include <essapi.h>
#include <essotl.h>

ESS_STS_T          sts = 0;
ESS_HOUTLINE_T     hOutline;
ESS_HMEMBER_T      hMeasures;
FARPROC            pfnSort;
ESS_OBJDEF_T       Object;
ESS_APPNAME_T      szAppName;
ESS_DBNAME_T       szDbName;
ESS_OBJNAME_T      szFileName;

memset(&Object, '\0', sizeof(Object));
Object.hCtx = hCtx;
Object.ObjType = ESS_OBJTYPE_OUTLINE;
strcpy(szAppName, "Sample");
strcpy(szDbName, "Basic");
strcpy(szFileName, "Basic");
Object.AppName = szAppName;
Object.DbName = szDbName;
Object.FileName = szFileName;

sts = EssOtlOpenOutline(hCtx, &Object, ESS_TRUE, ESS_TRUE, &hOutline);

if (!sts)
{
    sts = EssOtlFindMember(hOutline, "Measures", &hMeasures);
}

if (!sts)
{
    sts = EssOtlSortChildren(hOutline, hMeasures, ESS_SORT_USERDEFINED, (ESS_POTLSORTFUNC_T)pfnSort, (ESS_PVOID_T)hOutline);
}

/****************************
int ESS_INTFUNCT_M SortCompare {
```
ESS_HMEMBER_T hMember1,
ESS_HMEMBER_T hMember2,
ESS_PVOID_T pData)
{
    int nRet = 0;
    int nLen1;
    int nLen2;
    ESS_STS_T sts = 0;
    ESS_PMBRINFO_T pMbrInfo1 = ESS_NULL;
    ESS_PMBRINFO_T pMbrInfo2 = ESS_NULL;
    ESS_HOUTLINE_T hOutline =
(ESS_HOUTLINE_T)pData;

    sts = EssOtlGetMemberInfo(hOutline, hMember1,
&pMbrInfo1);

    if (!sts && pMbrInfo1)
sts = EssOtlGetMemberInfo(hOutline,
    hMember2, &pMbrInfo2);

    if (!sts && pMbrInfo2)
    {
        nLen1 = strlen(pMbrInfo1->szMember);
        nLen2 = strlen(pMbrInfo2->szMember);
        if (nLen1 < nLen2)
            nRet = -1;
        else if (nLen1 > nLen2)
            nRet = 1;
    }

    if (pMbrInfo1)
    {
        EssFree(hInst, pMbrInfo1);
    }

    if (pMbrInfo2)
    {
        EssFree(hInst, pMbrInfo2);
    }
return (nRet);
}

See Also
● EssOtlFindMember

EssOtlVaryingAssociateAttribute

Associates an attribute member to a base member, with the validity of the associations specified by the given validity set.

Syntax

ESS_FUNC_M EssOtlVaryingAssociateAttribute (hOutline, hBaseMember, hAttrMember, mode, pValiditySet);
<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hOutline</td>
<td>ESS_HOUTLINE_T</td>
<td>Outline context handle</td>
</tr>
<tr>
<td>hBaseMember</td>
<td>ESS_HMEMBER_T</td>
<td>Handle to the base member</td>
</tr>
<tr>
<td>hAttrMember</td>
<td>ESS_HMEMBER_T</td>
<td>Handle to the attribute member</td>
</tr>
<tr>
<td>mode</td>
<td>ESS_INT_T</td>
<td>Association mode. Possible values:</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- MODE_OVERWRITE</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- MODE_NOOVERWRITE</td>
</tr>
<tr>
<td>pValiditySet</td>
<td>“ESS_VALIDITYSET_T” on page 720</td>
<td>Pointer to the validity set that defines the independent dimension for which the association is valid</td>
</tr>
</tbody>
</table>

**Notes**

- When a full range is specified, the association is made as specified.
- Association mode determines how to handle open-ended situations when only the starting tuple is specified instead of a full range. (For these description examples, assume the following associations of the Ounces attribute members associated with product 100-10 prior to association):

<table>
<thead>
<tr>
<th>Jan</th>
<th>Feb</th>
<th>Mar</th>
<th>Apr</th>
<th>May</th>
</tr>
</thead>
<tbody>
<tr>
<td>12</td>
<td>12</td>
<td>16</td>
<td>16</td>
<td>20</td>
</tr>
</tbody>
</table>
  
  - MODE_OVERWRITE—Association starts from the specified member through all members that follow it. Example: Associating 12 starting with Mar.

  Result: Mar and all members after it are associated with 12. Conflicting associations are overwritten:

<table>
<thead>
<tr>
<th>Jan</th>
<th>Feb</th>
<th>Mar</th>
<th>Apr</th>
<th>May</th>
</tr>
</thead>
<tbody>
<tr>
<td>12</td>
<td>12</td>
<td>12</td>
<td>12</td>
<td>12</td>
</tr>
</tbody>
</table>
  
  - MODE_NOOVERWRITE—Association starts at the specified tuple and continues until the existing associated attribute member is different. Example: Associating 12 starting with Mar.

  Result: Both Mar and Apr had the same attribute so association continues until May where it was different:

<table>
<thead>
<tr>
<th>Jan</th>
<th>Feb</th>
<th>Mar</th>
<th>Apr</th>
<th>May</th>
</tr>
</thead>
<tbody>
<tr>
<td>12</td>
<td>12</td>
<td>12</td>
<td>12</td>
<td>20</td>
</tr>
</tbody>
</table>

**Return Value**

Returns 0 if successful.

**Example**

```c
void TestEssOtlVaryingAssociateAttribute()
{
    ESS_STS_T   sts = ESS_STS_NOERR;
    ESS_HOUTLINE_T      hOutline = ESS_NULL;
    ESS_OBJDEF_T              Object;
    ESS_HMEMBER_T           hBaseMbr, hAttrMbr, hBaseDim, hAttrDim, hIndDim = ESS_NULL;
```
memset(&Object, '\0', sizeof(Object));
Object.hCtx = hCtx;
Object.ObjType = ESS_OBJTYPE_OUTLINE;
Object.AppName = szAppName;
Object.DbName = szDbName;
Object.FileName = szDbName;
printf("\n");
sts = EssOtlOpenOutline(hCtx, &Object, ESS_TRUE, ESS_TRUE, &hOutline);
printf("EssOtlOpenOutline sts: %ld\n", sts);

/* Disassociate base dimension from attribute dimension before test.*/
printf("\nDisassociate base dimension from attribute dimension before test:\n");
sts = EssOtlFindMember(hOutline, "Entities", &hBaseDim);
printf("\nEssOtlFindMember sts: %d\n", sts);
sts = EssOtlFindMember(hOutline, "Type", &hAttrDim);
printf("EssOtlFindMember sts: %d\n", sts);
sts = EssOtlDisassociateAttributeDimension(hOutline, hBaseDim, hAttrDim);
printf("EssOtlDisassociateAttributeDimension sts: %d\n", sts);

/* Get handle for base member*/
printf("\nGet handle for base member:\n");
sts = EssOtlFindMember(hOutline, "Doe,Jane", &hBaseMbr);
printf("EssOtlFindMember sts: %d\n", sts);

/* Get handle for indep dimensions*/
printf("\nGet handle for indep dimensions:\n");
sts = EssOtlFindMember(hOutline, "Time Periods", &IndDimsArray[0]);
printf("EssOtlFindMember sts: %d\n", sts);
sts = EssOtlFindMember(hOutline, "Years", &IndDimsArray[1]);
printf("EssOtlFindMember sts: %d\n", sts);

/* Associate the dimension Entities and Type*/
printf("\nAssociate the dimensions:\n");
countOfIndDims = 2;
pucIndependentTypes[0] = ESS_ASSOCIATE_TYPE_DISCRETE;
pucIndependentTypes[1] = ESS_ASSOCIATE_TYPE_CONTINUOUS;
sts = EssOtlVaryingAssociateAttributeDimension(hOutline, hBaseDim, hAttrDim,
countOfIndDims, IndDimsArray, pucIndependentTypes);
printf("EssOtlVaryingAssociateAttributeDimension sts: %d\n", sts);

/* Initial valid case with ValiditySetType of member handles*/
printf("\n*** Initial valid case with ValiditySetType of member handles ***\n");
sts = EssOtlFindMember(hOutline, "Regular", &hAttrMbr);
printf("EssOtlFindMember sts: %d\n", sts);
sts = EssOtlFindMember(hOutline, "Jan", &IndepMbrsArray[0]);
sts = EssOtlFindMember(hOutline, "FY03", &hIndepMbrsArray[1]);
st = EssOtlFindMember(hOutline, "Jan", &hIndepMbrsArray[2]);
st = EssOtlFindMember(hOutline, "FY06", &hIndepMbrsArray[3]);
memset(&ValiditySet, '\0', sizeof(ValiditySet));
ValiditySet.countOfIndepDims = 2;
ValiditySet.usValiditySetType = ESS_VALIDITYSET_TYPE_MBRHDLS;
ValiditySet.countOfIndepRanges = 1;
ValiditySet.pIndepMbrs = hIndepMbrsArray;
printf("\nBefore association:");
usValiditySetType = ESS_VALIDITYSET_TYPE_MBRHDLS;
DisplayVaryingAttributes(hOutline, hBaseMbr, hAttrDim, ESS_NULL, usValiditySetType);

mode = ESS_ASSOCIATE_MODE_NOOVERWRITE;
st = EssOtlVaryingAssociateAttribute(hOutline, hBaseMbr, hAttrMbr, mode, &ValiditySet);
printf("EssOtlVaryingAssociateAttribute sts: %d\n", sts);
/* Restructure and save outline */
SaveOutline(hOutline);

sts = EssUnlockObject(hCtx, ESS_OBJTYPE_OUTLINE, Object.AppName, Object.DbName, Object.FileName);
printf("\nEssUnlockObject sts: %d\n", sts);

sts = EssOtlCloseOutline(hOutline);
printf("EssOtlCloseOutline sts: %d\n", sts);
}

See Also
• EssOtlQueryVaryingAttributes
• EssOtlVaryingAssociateAttributeDimension
• EssOtlVaryingDisassociateAttribute
• EssOtlVaryingGetAssociatedAttributes
• EssOtlVaryingGetAttributeIndepDims

EssOtlVaryingAssociateAttributeDimension

 Associates a base dimension with an attribute dimension and defines the base dimension as
having varying attributes. Member attribute associations vary depending on the level-0 members
of the given independent dimensions, of types specified in pucIndependentTypes.
Continuous independent dimensions must be specified last.

Syntax

\texttt{ESS\_FUNC\_M\ EssOtlVaryingAssociateAttributeDimension (hOutline, hBaseDim, hAttrDim,}
\texttt{ countOfIndepDims, *pIndepDims, *pucIndependentTypes);}
<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hAttrDim</td>
<td>ESS_HMEMBER_T</td>
<td>Attribute dimension handle</td>
</tr>
<tr>
<td>countOfIndepDims</td>
<td>ESS_INT32_T</td>
<td>The number of independent dimensions that control the varying attribute</td>
</tr>
<tr>
<td>*pIndepDims</td>
<td>ESS_HMEMBER_T</td>
<td>Pointer to an array of member handles for the independent dimensions</td>
</tr>
<tr>
<td>*pucIndependentTypes</td>
<td>ESS_UCHAR_T</td>
<td>Pointer to an array of independent types contained in *pIndepDims.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>The independent types supported are:</td>
</tr>
<tr>
<td></td>
<td></td>
<td>• ESS_ASSOCIATE_TYPE_DISCRETE</td>
</tr>
<tr>
<td></td>
<td></td>
<td>• ESS_ASSOCIATE_TYPE_CONTINUOUS</td>
</tr>
</tbody>
</table>

**Return Value**

Returns 0 if successful.

**Example**

```c
void TestEssOtlVaryingAssociateAttributeDimension() {
    ESS_STS_T    sts = ESS_STS_NOERR;
    ESS_HOUTLINE_T    hOutline = ESS_NULL;
    ESS_OBJDEF_T    Object;
    ESS_HMEMBER_T    hBaseDim = ESS_NULL;
    ESS_HMEMBER_T    IndDimsArray[2];
    ESS_HMEMBER_T    hAttrDimArray[9];
    ESS_INT32_T    countOfIndDims;
    ESS_UCHAR_T    pucIndependentTypes[2];
    ESS_OUTLINEINFO_T *pOutlineInfo;
    ESS_MBRINFO_T     *pMemberInfo;
    int        i;

    memset(&Object, '\0', sizeof(Object));
    Object.hCtx = hCtx;
    Object.ObjType = ESS_OBJTYPE_OUTLINE;
    Object.AppName = szAppName;
    Object.DbName = szDbName;
    Object.FileName = szDbName;

    /* Open the outline.*/
    printf("\n");
    sts = EssOtlOpenOutline(hCtx, &Object, ESS_TRUE, ESS_TRUE, &hOutline);
    printf("EssOtlOpenOutline sts: %ld\n",sts);
    SetupTest(hOutline);

    /* Enable Varying Attributes - optional if already enabled */
    sts = EssOtlGetOutlineInfo(hOutline, &pOutlineInfo);
    pOutlineInfo->fEnableVaryingAttrs = ESS_TRUE;
    sts = EssOtlSetOutlineInfo(hOutline, pOutlineInfo);
}
```
/* Assign independent dimension array, identifying independent dims */
sts = EssOtlFindMember(hOutline, "Time Periods", &IndDimsArray[0]);
printf("EssOtlFindMember sts: %d\n", sts);
sts = EssOtlFindMember(hOutline, "Years", &IndDimsArray[1]);
printf("EssOtlFindMember sts: %d\n", sts);

/* Get handles to base and attribute dimensions for test.*/
sts = EssOtlFindMember(hOutline, "Entities", &hBaseDim);
printf("\nEssOtlFindMember sts: %d\n", sts);

sts = EssOtlFindMember(hOutline, "Type", &hAttrDimArray[0]);
printf("EssOtlFindMember sts: %d\n", sts);
sts = EssOtlFindMember(hOutline, "FT/PT", &hAttrDimArray[1]);
printf("EssOtlFindMember sts: %d\n", sts);

/* Set independent dimensions. Optional if already set */
sts = EssOtlGetMemberInfo(hOutline, hAttrDimArray[0], &pMemberInfo);
pMemberInfo->fIndependentDim = ESS_TRUE;
EssOtlFreeStructure(hOutline, ESS_DT_STRUCT_MBRINFO, 1, pMemberInfo);

sts = EssOtlGetMemberInfo(hOutline, hAttrDimArray[1], &pMemberInfo);
pMemberInfo->fIndependentDim = ESS_TRUE;
EssOtlFreeStructure(hOutline, ESS_DT_STRUCT_MBRINFO, 1, pMemberInfo);

/* Disassociate current association before tests.*/
for (i = 0; i < 2; i++)
{
    sts = EssOtlDisassociateAttributeDimension(hOutline, hBaseDim,
                                               hAttrDimArray[i]);
    printf("EssOtlDisassociateAttributeDimension sts: %d\n", sts);
}

/* Associate the dimension Entities to Type */
printf("\nValid case: Associate the dimension Entities and Type:\n"),
countOfIndDims = 2;
pucIndependentTypes[0] = ESS_ASSOCIATE_TYPE_DISCRETE;
pucIndependentTypes[1] = ESS_ASSOCIATE_TYPE_CONTINUOUS;
sts = EssOtlVaryingAssociateAttributeDimension(hOutline, hBaseDim, hAttrDimArray[0],
                                               countOfIndDims, IndDimsArray, pucIndependentTypes);
printf("EssOtlVaryingAssociateAttributeDimension sts: %d\n", sts);

sts = EssUnlockObject(hCtx, ESS_OBJTYPE_OUTLINE, Object.AppName, Object.DbName,
                      Object.FileName);
printf("\nEssUnlockObject sts: %d\n", sts);

/* Close the outline */
sts = EssOtlCloseOutline(hOutline);
printf("EssOtlCloseOutline sts: %d\n", sts);
}

See Also

- EssOtlQueryVaryingAttributes
- EssOtlVaryingAssociateAttribute
**EssOtlVaryingDisassociateAttribute**

Disassociates the attribute members in the given attribute dimension from the specified base member. The given validity set specifies where the disassociations should occur.

**Syntax**

```c
ESS_FUNC_M EssOtlVaryingDisassociateAttribute (hOutline, hBaseMember, hAttrDim, mode, pValiditySet);
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hOutline</td>
<td>ESS_HOUTLINE_T</td>
<td>Outline context handle</td>
</tr>
<tr>
<td>hBaseMember</td>
<td>ESS_HMEMBER_T</td>
<td>Base member handle</td>
</tr>
<tr>
<td>hAttrDim</td>
<td>ESS_HMEMBER_T</td>
<td>Attribute member handle</td>
</tr>
<tr>
<td>mode</td>
<td>ESS_INT_T</td>
<td>Association mode. Possible values:</td>
</tr>
<tr>
<td></td>
<td></td>
<td>● MODE_OVERWRITE</td>
</tr>
<tr>
<td></td>
<td></td>
<td>● MODE_NOOVERWRITE</td>
</tr>
<tr>
<td></td>
<td></td>
<td>● MODE_EXTEND</td>
</tr>
<tr>
<td>pValiditySet</td>
<td>“ESS_VALIDITYSET_T” on page 720</td>
<td>Pointer to the set of independent members where the disassociation occurs</td>
</tr>
</tbody>
</table>

**Notes**

- This function removes attribute associations from the specified base members.
- When a full range is specified, the disassociation is made as specified.
- Association mode determines how to handle situations when only the starting tuple is specified instead of a full range. (For these description examples, assume the following associations of members of the Ounces attribute dimension with product 100-10 prior to disassociation):

<table>
<thead>
<tr>
<th>Jan</th>
<th>Feb</th>
<th>Mar</th>
<th>Apr</th>
<th>May</th>
</tr>
</thead>
<tbody>
<tr>
<td>12</td>
<td>12</td>
<td>16</td>
<td>16</td>
<td>12</td>
</tr>
</tbody>
</table>

- **MODE_OVERWRITE**: Disassociation starts from the specified member through all members that follow it. Example: Disassociation starting with Feb.

  Result: Associations are removed from Feb and all members after it:

<table>
<thead>
<tr>
<th>Jan</th>
<th>Feb</th>
<th>Mar</th>
<th>Apr</th>
<th>May</th>
</tr>
</thead>
<tbody>
<tr>
<td>12</td>
<td></td>
<td></td>
<td></td>
<td>12</td>
</tr>
</tbody>
</table>

- **MODE_NOOVERWRITE**: Disassociation starts at the specified tuple and continues until the existing associated attribute member is different. Example: Disassociation starting with Mar.
Result: Since Mar also has attribute 16, both the Apr and Mar associations are removed:

<table>
<thead>
<tr>
<th>Jan</th>
<th>Feb</th>
<th>Mar</th>
<th>Apr</th>
<th>May</th>
</tr>
</thead>
<tbody>
<tr>
<td>12</td>
<td>12</td>
<td></td>
<td>12</td>
<td>12</td>
</tr>
</tbody>
</table>

- MODE_EXTEND: Similar to MODE_NOOVERWRITE except that the association immediately ahead of the start tuple is extended over the disassociated member.

Example: Disassociation starting with Mar

Result: The Mar and Apr associations are removed; they assume the association of the previous month, Feb.

<table>
<thead>
<tr>
<th>Jan</th>
<th>Feb</th>
<th>Mar</th>
<th>Apr</th>
<th>May</th>
</tr>
</thead>
<tbody>
<tr>
<td>12</td>
<td>12</td>
<td>12</td>
<td>12</td>
<td>12</td>
</tr>
</tbody>
</table>

Return Value

Returns 0 if successful.

Example

```c
void TestEssOtlVaryingDisassociateAttribute()
{

    ESS_STS_T sts = ESS_STS_NOERR;
    ESS_HOUTLINE_T hOutline = ESS_NULL;
    ESS_OBJDEF_T Object;
    ESS_HMEMBER_T hBaseMbr, hAttrMbr, hBaseDim, hAttrDim, hIndDim = ESS_NULL;
    ESS_INT_T mode;
    ESS_VALIDITYSET_T ValiditySet;
    ESS_HMEMBER_T IndDimsArray[2];
    ESS_HMEMBER_T hIndepMbrsArray[4];
    ESS_STR_T IndepMbrsArray[4];
    ESS_INT32_T countOfIndDims;
    ESS_USHORT_T usValiditySetType;
    ESS_UCHAR_T pucIndependentTypes[2];

    memset(&Object, '\0', sizeof(Object));
    Object.hCtx = hCtx;
    Object.ObjType = ESS_OBJTYPE_OUTLINE;
    Object.AppName = szAppName;
    Object.DbName = szDbName;
    Object.FileName = szDbName;
    printf("\n");
    sts = EssOtlOpenOutline(hCtx, &Object, ESS_TRUE, ESS_TRUE, &hOutline);
    printf("EssOtlOpenOutline sts: %ld\n",sts);

    /* Disassociate base dimension from attribute dimension before test.*/
    printf("\nDisassociate base dimension from attribute dimension before test:"");
    sts = EssOtlFindMember(hOutline, "Entities", &hBaseDim);
    printf("\nEssOtlFindMember sts: %ld\n",sts);
    sts = EssOtlFindMember(hOutline, "Type", &hAttrDim);
    printf("EssOtlFindMember sts: %ld\n",sts);
    sts = EssOtlDisassociateAttributeDimension(hOutline, hBaseDim, hAttrDim);
    printf("EssOtlDisassociateAttributeDimension sts: %ld\n",sts);

    /* Get handle for base member*/
    printf("\nGet handle for base member:\n");

```
sts = EssOtlFindMember(hOutline, "Doe,Jane", &hBaseMbr);
printf("EssOtlFindMember sts: %d\n", sts);

/* Get handle for indep dimensions*/
printf("\nGet handle for indep dimensions:\n");
sts = EssOtlFindMember(hOutline, "Time Periods", &IndDimsArray[0]);
printf("EssOtlFindMember sts: %d\n", sts);
sts = EssOtlFindMember(hOutline, "Years", &IndDimsArray[1]);
printf("EssOtlFindMember sts: %d\n", sts);

/* Associate the dimension Entities and Type*/
printf("\nAssociate the dimensions:\n");
countOfIndDims = 2;
pucIndependentTypes[0] = ESS_ASSOCIATE_TYPE_DISCRETE;
pucIndependentTypes[1] = ESS_ASSOCIATE_TYPE_CONTINUOUS;
sts = EssOtlVaryingAssociateAttributeDimension(hOutline, hBaseDim, hAttrDim, countOfIndDims, IndDimsArray, pucIndependentTypes);
printf("EssOtlVaryingAssociateAttributeDimension sts: %d\n", sts);

/* Initial valid case with ValiditySetType of member handles*/
printf("\n*** Initial valid case with ValiditySetType of member handles ***\n");
sts = EssOtlFindMember(hOutline, "Regular", &hAttrMbr);
printf("EssOtlFindMember sts: %d\n", sts);
sts = EssOtlFindMember(hOutline, "Jan", &hIndepMbrsArray[0]);
sts = EssOtlFindMember(hOutline, "FY03", &hIndepMbrsArray[1]);
sts = EssOtlFindMember(hOutline, "Jan", &hIndepMbrsArray[2]);
sts = EssOtlFindMember(hOutline, "FY06", &hIndepMbrsArray[3]);
memset(&ValiditySet, '\0', sizeof(ValiditySet));
ValiditySet.countOfIndepDims = 2;
usValiditySetType = ESS_VALIDITYSET_TYPE_MBRHDLS;
ValiditySet.countOfIndepRanges = 1;
ValiditySet.pIndepMbrs = hIndepMbrsArray;
printf("\nBefore association:"");
DisplayVaryingAttributes(hOutline, hBaseMbr, hAttrDim, ESS_NULL, usValiditySetType);
mode = ESS_ASSOCIATE_MODE_NOOVERWRITE;
sts = EssOtlVaryingAssociateAttribute(hOutline, hBaseMbr, hAttrDim, mode, &ValiditySet);
printf("EssOtlVaryingAssociateAttribute sts: %d\n", sts);

/* Disassociation */
IndepMbrsArray[0]= "";
IndepMbrsArray[1]= "";
IndepMbrsArray[2]= "";
IndepMbrsArray[3]= "";
memset(&ValiditySet, '\0', sizeof(ValiditySet));
ValiditySet.countOfIndepDims = 2;
ValiditySet.pIndepMbrs = IndepMbrsArray;
mode = ESS_DISASSOCIATE_MODE_NOOVERWRITE;
sts = EssOtlVaryingDisassociateAttribute(hOutline, hBaseMbr, hAttrDim, mode, &ValiditySet);
printf("EssOtlVaryingDisassociateAttribute sts: %d\n", sts);

/* Restructure and save outline */
SaveOutline(hOutline);

sts = EssUnlockObject(hCtx, ESS_OBJTYPE_OUTLINE, Object.AppName, Object.DbName, Object.FileName);
printf("\nEssUnlockObject sts: %d\n", sts);

sts = EssOtlCloseOutline(hOutline);
printf("EssOtlCloseOutline sts: %d\n",sts);
}

See Also
● EssOtlQueryVaryingAttributes
● EssOtlVaryingAssociateAttribute
● EssOtlVaryingAssociateAttributeDimension
● EssOtlVaryingGetAssociatedAttributes
● EssOtlVaryingGetAttributeIndepDims

EssOtlVaryingGetAssociatedAttributes

Returns the attribute members in the specified attribute dimension associated with the given base member where the association validity includes at least one of the tuples in the given perspective.

For each qualifying attribute member, the full validity set of its association to the base member can be optionally returned (by specifying a non-null value for pppValiditySets).

pphMembers and pppValiditySets will contain the array of member handles and array of validity set pointers, respectively.

The type of validity set desired is indicated using usValiditySetType.

Note that the perspective must specify discrete independent members individually.

If no perspective is specified, or if the perspective specifies a NULL set of independent members, the routine will consider all associations that exist for any combination of independent members.

In this case, the returned validity sets may contain ranges for discrete independent members, and it is the responsibility of the client to split these accordingly.

Syntax

ESS_FUNC_M EssOtlVaryingGetAssociatedAttributes (hOutline, hBaseMember, hAttrDim, ppPerspective, pusCount, pphMembers, usValiditySetType, **pppValiditySets);

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hOutline</td>
<td>ESS_HOUTLINE_T</td>
<td>Outline context handle</td>
</tr>
<tr>
<td>Parameter</td>
<td>Data Type</td>
<td>Description</td>
</tr>
<tr>
<td>---------------</td>
<td>--------------------</td>
<td>-----------------------------------------------------------------------------</td>
</tr>
<tr>
<td>hBaseMember</td>
<td>ESS_HMEMBER_T</td>
<td>Handle to the member of the base dimension</td>
</tr>
<tr>
<td>hAttrDim</td>
<td>ESS_HMEMBER_T</td>
<td>Attribute member handle</td>
</tr>
<tr>
<td>pPerspective</td>
<td>“ESS_PERSPECTIVE_T” on page 718</td>
<td>Pointer to the collection of independent members used when querying the client or server for associations</td>
</tr>
<tr>
<td>pusCount</td>
<td>ESS_PUSHORT_T</td>
<td>Pointer to the number of varying attribute members returned</td>
</tr>
<tr>
<td>pphMembers</td>
<td>ESS_PPHMEMBER_T</td>
<td>Pointer to the array of attribute member handles</td>
</tr>
<tr>
<td>usValiditySetType</td>
<td>ESS_USHORT_T</td>
<td>Type of validity set assigned to independent members:</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- ESS_VALIDITYSET_TYPE_MBRHDLS—As an XRange of member handles. For example, Mar 2003-Feb 2004 consists of ten months of 2003 (starting with March) and the first two months of 2004 (ending with February).</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- ESS_VALIDITYSET_TYPE_MBRNAMS—As an XRange of member names</td>
</tr>
</tbody>
</table>

**pppValiditySets “ESS_VALIDITYSET_T” on page 720**

A collection of independent members for which an association is true

**Return Value**

Returns 0 if successful.

**Example**

```c
void DisplayVaryingAttributes(ESS_HOUTLINE_T hOutline, ESS_HMEMBER_T hBaseMbr,
                               ESS_HMEMBER_T hAttrDim,
                               ESS_PERSPECTIVE_T *pPerspective,
                               ESS_USHORT_T usValiditySetType)
{
    ESS_STS_T                sts = ESS_STS_NOERR;
    ESS_USHORT_T            Count, i, j, totalIndMbrs;
    ESS_PPHMEMBER_T            phAttrMbrs;
    ESS_PVALIDITYSET_T  *ppValiditySets;
    ESS_PMBRINFO_T            pMemberInfo1, pMemberInfo2;

    sts = EssOtlVaryingGetAssociatedAttributes(hOutline,
                                              hBaseMbr,
                                              hAttrDim,
                                              pPerspective,
                                              &Count,
                                              &phAttrMbrs,
                                              usValiditySetType,
                                              &ppValiditySets);
    printf("\nEssOtlVaryingGetAssociatedAttributes sts: %d", sts);
    if(!sts)
    {
        if(Count)
        {
            for (i = 0; i < Count ;++i)
            {
                sts = EssOtlGetMemberInfo(hOutline, phAttrMbrs[i], &pMemberInfo1);
```
printf("\n\t%s", pMemberInfo1->szMember);
EssOtlFreeStructure(hOutline, ESS_DT_STRUCT_MBRINFO, 1, pMemberInfo1);

if(ppValiditySets[i])
{
    totalIndMbrs = (ESS_SHORT_T)(ppValiditySets[i]->countOfIndepRanges) + 4;
    printf("\n\t\tValidity Type: %d - ", ppValiditySets[i]->usValiditySetType);
    switch(ppValiditySets[i]->usValiditySetType)
    {
        case ESS_VALIDITYSET_TYPE_MBRHDLS:
            printf("Member Handles");
            for(j = 0; j < totalIndMbrs; j++)
            {
                if(j >= 3)
                    if(j%4 == 0)
                        printf("\n");
                sts = EssOtlGetMemberInfo(hOutline, ppValiditySets[i]->pIndepMbrs[j], &pMemberInfo2);
                printf("\n\t\tValidity independent member: %s", pMemberInfo2->szMember);
                EssOtlFreeStructure(hOutline, ESS_DT_STRUCT_MBRINFO, 1, pMemberInfo2);
            }
            break;
        case ESS_VALIDITYSET_TYPE_MBRNAMS:
            printf("Member Names");
            for(j = 0; j < totalIndMbrs; j++)
            {
                if(j >= 3)
                    if(j%4 == 0)
                        printf("\n");
                printf("\n\t\tValidity independent member: %s", ppValiditySets[i]->pIndepMbrs[j]);
            }
            break;
        default:
        printf("Unrecognized");
    }
    printf("\n\t\tValidity count of Indep Dims: %d", ppValiditySets[i]->countOfIndepDims);
    printf("\n\t\tValidity count of Indep Ranges: %d", ppValiditySets[i]->countOfIndepRanges);
    printf("\n");
    EssFree(hInst, ppValiditySets[i]);
}
else
    printf("\n\tNo member returned.\n");
printf("\n");
EssFree(hInst, ppValiditySets);
See Also

- EssOtlQueryVaryingAttributes
- EssOtlVaryingAssociateAttribute
- EssOtlVaryingAssociateAttributeDimension
- EssOtlVaryingDisassociateAttribute
- EssOtlVaryingGetAttributeIndepDims

**EssOtlVaryingGetAttributeIndepDims**

Returns the independent dimensions, if any, for the given attribute member.

**Syntax**

```c
ESS_FUNC_M EssOtlVaryingGetAttributeIndepDims (hOutline, hAttrMember, *pCountOfIndepDims, **ppIndepDims, **ppucIndependentTypes);
```

**Parameter**

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hOutline</td>
<td>ESS_HOUTLINE_T</td>
<td>Outline context handle</td>
</tr>
<tr>
<td>hAttrMember</td>
<td>ESS_HMEMBER_T</td>
<td>Attribute member handle</td>
</tr>
<tr>
<td>*pCountOfIndepDims</td>
<td>ESS_INT32_T</td>
<td>Pointer to the number of independent dimensions that control the varying attributes</td>
</tr>
<tr>
<td>**ppIndepDims</td>
<td>ESS_HMEMBER_T</td>
<td>Pointer to an array of member handles for the independent dimensions</td>
</tr>
<tr>
<td>**ppucIndependentTypes</td>
<td>ESS_UCHAR_T</td>
<td>Pointer to an array of independent types contained in *pIndepDims</td>
</tr>
</tbody>
</table>

**Notes**

An independent dimension is a dimension the values of which identify where the attribute associations may change. Independent dimensions are selected when attribute dimensions are associated with a base dimension. VaryingGetAttributeIndepDims returns a list of independent dimensions associated with the dimension of the specified attribute.

**Return Value**

Returns 0 if successful.

**Example**

```c
void TestEssOtlVaryingGetAttributeIndepDims()
{
    ESS_STS_T   sts = ESS_STS_NOERR;
    ESS_HOUTLINE_T    hOutline = ESS_NULL;
    ESS_OBJDEF_T    Object;
    ESS_STR_T    attrMbr, attrDim, baseMbr, baseDim;
    ESS_UCHAR_T    i;
    ESS_HMEMBER_T    hAttrMbr;
```
ESS_HMEMBER_T hAttrDim;
ESS_HMEMBER_T hBaseMbr;
ESS_HMEMBER_T hBaseDim;
ESS_INT32_T pCountOfIndepDims;
ESS_HMEMBER_T *ppIndepDims;
ESS_PMBRINFO_T pMemberInfo;
ESS_UCHAR_T *pucIndependentTypes;

memset(&Object, '\0', sizeof(Object));
Object.hCtx = hCtx;
Object.ObjType = ESS_OBJTYPE_OUTLINE;
Object.AppName = szAppName;
Object.DbName = szDbName;
Object.FileName = szDbName;

printf("\n");
sts = EssOtlOpenOutline(hCtx, &Object, ESS_TRUE, ESS_TRUE, &hOutline);
printf("EssOtlOpenOutline sts: %ld\n", sts);

printf("\nGet handles of members for tests:\n");
attrMbr = "Contractor";
sts = EssOtlFindMember(hOutline, attrMbr, &hAttrMbr);
printf("EssOtlFindMember sts: %d\n", sts);
attrDim = "Type";
sts = EssOtlFindMember(hOutline, attrDim, &hAttrDim);
printf("EssOtlFindMember sts: %d\n", sts);
baseMbr = "Doe,Jane";
sts = EssOtlFindMember(hOutline, baseMbr, &hBaseMbr);
printf("EssOtlFindMember sts: %d\n", sts);
baseDim = "Entities";
sts = EssOtlFindMember(hOutline, baseDim, &hBaseDim);
printf("EssOtlFindMember sts: %d\n", sts);

/* Valid case with a valid attribute member handle. */
printf("\nValid case with a valid attribute member handle:\n");
sts = EssOtlVaryingGetAttributeIndepDims(hOutline, hAttrMbr, &pCountOfIndepDims,
    &ppIndepDims, &pucIndependentTypes);
printf("EssOtlVaryingGetAttributeIndepDims sts: %d\n", sts);
if(pCountOfIndepDims)
{
    printf("Independent dimension(s) for attribute member %s:\n", attrMbr);
    for (i = 0; i < pCountOfIndepDims; i++)
    {
        sts = EssOtlGetMemberInfo(hOutline, ppIndepDims[i], &pMemberInfo);
        printf("\n\t%s", pMemberInfo->szMember);
        switch(pucIndependentTypes[i])
        {
            case ESS_ASSOCIATE_TYPE_CONTINUOUS:
                printf(" - (Continuous)\n");
                break;
            case ESS_ASSOCIATE_TYPE_DISCRETE:
                printf(" - (Discrete)\n");
                break;
        }
    }
    printf("\n");
else
  printf("\tAttribute member %s has no independent dimension.\n", attrMbr);

  sts = EssUnlockObject(hCtx, ESS_OBJCTYPE_OUTLINE, Object.AppName, Object.DbName, Object.FileName);
  printf("\nEssUnlockObject sts: %d\n", sts);

  sts = EssOtlCloseOutline(hOutline);
  printf("EssOtlCloseOutline sts: %d\n",sts);
}

See Also

- EssOtlQueryVaryingAttributes
- EssOtlVaryingAssociateAttribute
- EssOtlVaryingAssociateAttributeDimension
- EssOtlVaryingDisassociateAttribute
- EssOtlVaryingGetAssociatedAttributes

**EssOtlVerifyFormula**

Verifies that an outline is correct. This function returns both global outline errors and errors for each incorrect member. This function is called by EssOtlVerifyOutlineEx, but can also be called directly from a client program.

**Syntax**

```c
ESS_FUNC_M EssOtlVerifyFormula (hOutline, hCtx, FormulaString, pErrorNumber, pErrorLine, MemberName, ErrorBufferLength, ErrorMessage);
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hOutline</td>
<td>ESS_HOUTLINE_T</td>
<td>Outline context handle.</td>
</tr>
<tr>
<td>hCtx</td>
<td>ESS_HCTX_T</td>
<td>API context handle. If the outline is a local outline, it is necessary to also provide this separate hCtx to a running server, because formula checking only is done on the server, and outlines from the file system do not have a server connected to them. This parameter should normally be NULL.</td>
</tr>
<tr>
<td>FormulaString</td>
<td>ESS_STR_T</td>
<td>The syntactic formula expression.</td>
</tr>
<tr>
<td>pErrorNumber</td>
<td>ESS_PULONG_T</td>
<td>Pointer to the count of errors.</td>
</tr>
<tr>
<td>pErrorLine</td>
<td>ESS_PULONG_T</td>
<td>Pointer to the error line number.</td>
</tr>
<tr>
<td>MemberName</td>
<td>ESS_STR_T</td>
<td>Name of member that has the formula. This is an optional field. Supplying it will enhance the error message, especially if EssOtlVerifyFormula() is called within a loop.</td>
</tr>
<tr>
<td>ErrorBufferLength</td>
<td>ESS_ULONG_T</td>
<td>The size of the error buffer.</td>
</tr>
<tr>
<td>ErrorMessage</td>
<td>ESS_STR_T</td>
<td>The error message contained in the error buffer. This is a pre-allocated string which contains a descriptive message of any error (including error number, line number, and member name). It should be set to a length of at least 400 bytes.</td>
</tr>
</tbody>
</table>
Notes

- The return value is normally zero, even if the formula has errors. A non zero return value means serious code-level error.
- This function is called by `EssOtlVerifyOutlineEx`, but can also be called directly from a client program.

Return Value

This function returns zero if successful, otherwise it returns an error code of either OTLAPI_ERR_HOUTLINE or OTLAPI_NULL_ARG. The return value can be zero even in the case of minor errors in the formula. A non-zero return value indicates a serious code-level error.

Any formula error is returned in the `pErrorNumber` and `pErrorLine` variables.

A non-zero return value indicates a serious code-level error in which case the error checking has been interrupted and `pErrorNumber` and `pErrorLine` both are set to zero.

See Also

- `EssOtlVerifyOutlineEx`
- `EssVerifyFilter`
- `EssVerifyRulesFile`

**EssOtlVerifyOutline**

Verifies that an outline is correct. The function returns both global outline errors and errors for each incorrect member.

Syntax

```c
ESS_FUNC_M EssOtlVerifyOutline (hOutline, pulErrors, pulCount, pMbrErrors);
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hOutline</td>
<td>ESS_HOUTLINE_T</td>
<td>Outline context handle.</td>
</tr>
<tr>
<td>pulErrors</td>
<td>ESS_PULONG_T</td>
<td>Pointer to bitmask destination for global outline errors. Currently, this field has only one value: ESS_OUTERROR_CURTOOMANYDIMS</td>
</tr>
<tr>
<td>pulCount</td>
<td>ESS_PULONG_T</td>
<td>Count of members with errors. This defines the number of elements of the pMbrErrors array.</td>
</tr>
<tr>
<td>pMbrErrors</td>
<td>“ESS_OUTERROR_T” on page 713</td>
<td>Pointer to an array with *pulCount members. Each element of the array contains the errors for a single member.</td>
</tr>
</tbody>
</table>

Notes

- This function checks for:
  - Duplicate user attributes in shared members
  - Duplicate level or generation names or aliases
  - Restrictions on adding and associating attributes
● Saving the outline to the server succeeds only when the outline is free of errors (*pulErrors == 0 and *pulCount == 0).

● Use EssFree() to free the pMbrErrors array.

**Return Value**

Returns 0 if successful; otherwise one of the following:

- **ESS_OUTERROR_SHAREUDA**
- **ESS_OUTERROR_DUPGENLEVNAME**

**Example**

```c
#include <essapi.h>
#include <essotl.h>

ESS_STS_T          sts = 0;
ESS_OBJDEF_T       Object;
ESS_HOUTLINE_T     hOutline;
ESS_ULONG_T        ulErrors;
ESS_ULONG_T        ulCount;
ESS_POUTERROR_T    pMbrErrors = ESS_NULL;
ESS_APPNAME_T      szAppName;
ESS_DBNAME_T       szDbName;
ESS_OBJNAME_T      szFileName;

memset(&Object, '\0', sizeof(Object));
Object.hCtx = hCtx;
Object.ObjType = ESS_OBJTYPE_OUTLINE;
strcpy(szAppName, "Sample");
strcpy(szDbName, "Basic");
strcpy(szFileName, "Basic");
Object.AppName = szAppName;
Object.DbName = szDbName;
Object.FileName = szFileName;

sts = EssOtlOpenOutline(hCtx, &Object, ESS_TRUE, 
                      ESS_TRUE, &hOutline);

if (!sts)
{
    sts = EssOtlVerifyOutline(hOutline, &ulErrors,
                    &ulCount, &pMbrErrors);
}

if (pMbrErrors)
{
    EssFree(hInst, pMbrErrors);
}
```

**See Also**

- **EssOtlNewOutline**
- **EssOtlOpenOutline**
- **EssOtlVerifyOutlineEx**
- **EssOtlWriteOutline**
EssOtlVerifyOutlineEx

Verifies that the specified outline is correct and builds an array of the errors found in that outline. The function returns both global outline errors and errors for each incorrect member.

Syntax

ESS_FUNC_M EssOtlVerifyOutlineEx (hOutline, pulErrors, pulCount, pMbrErrors);

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hOutline</td>
<td>ESS_HOUTLINE_T</td>
<td>Outline context handle.</td>
</tr>
<tr>
<td>pulErrors</td>
<td>ESS_PULONG_T</td>
<td>Pointer to bitmask destination for global outline errors. If the outline had formula errors the only field with a value is: ESS_OUTERROREX_OUTLINEHASFORMULAERROR</td>
</tr>
<tr>
<td>pulCount</td>
<td>ESS_PULONG_T</td>
<td>Count of members with errors. This defines the number of elements of the pMbrErrors array. The errors will be bitmasks if the outline had errors. If the outline had only formula errors the pMbrError fields comprise error numbers (ulErrors) and line numbers (ulErrors2). In that case pulErrors is set to ESS_OUTERROREX_OUTLINEHASFORMULAERROR.</td>
</tr>
<tr>
<td>pMbrErrors</td>
<td>&quot;ESS_OUTERROR_T&quot;</td>
<td>on page 713</td>
</tr>
</tbody>
</table>

Notes

- This function calls EssOtlVerifyOutline. If that call is successful, this function then calls EssOtlVerifyFormula for each member that has a formula and includes any formula errors in the output error array. If the call to EssOtlVerifyOutline() in not successful, this function operates exactly like EssOtlVerifyOutline().

- This function checks for:
  - Duplicate user attributes in shared members.
  - Duplicate level or generation names or aliases.
  - Restrictions on adding and associating attributes.

- Use EssFree() to free the pMbrErrors array.

Return Value

Returns 0 if successful; otherwise one of the following:

- OTLAPI_ERR_OPENMODE
- OTLAPI_BAD_HOUTLINE OTLAPI_NULL_ARG

Example

ESS_STS_T TestVerifyOtlEx(ADT_CMDCTX_T *cmdctxp) {
    ESS_STS_T         sts = ESS_STS_NOERR;
    ESS_STS_T         sts2 = ESS_STS_NOERR;
    ESS_SHORT_T       hOutline;
    ESS ULONG_T       ulErrors;
    ESS ULONG_T       ulCount;
}
if (cmdctxp->cmdbuf.argn < 2)
{
    hOutlineChoice = ishOutlineMenu(cmdctxp);
}
else
{
    hOutlineChoice = atoi(*(cmdctxp->cmdbuf.args + 1));
}
sts = EssOtlVerifyOutlineEx(cmdctxp->hOutline[hOutlineChoice], 
&ulErrors, 
&ulCount, &pMbrErrors);

if (sts == ESS_STS_NOERR)
{
    fprintf(cmdctxp->output, "\n------Global Errors------\n");

    if (ulErrors & ESS_OUTERROR_CURTOOMANYDIMS)
    {
        fprintf(cmdctxp->output, "Too many dimensions in currency outline\n");
    }
    else if(ulErrors & ESS_OUTERROR2_ATTRCALCABSENT)
    {
        fprintf(cmdctxp->output, "Attribute calculations dimension is absent\n");
    }
    else if(ulErrors & ESS_OUTERROREX_OUTLINEHASFORMULAERROR)
    {
        fprintf(cmdctxp->output, "Outline has formula error\n");
    }
    else if (ulErrors == 0)
    {
        fprintf(cmdctxp->output, "No errors\n");
    }
    else
    {
        fprintf(cmdctxp->output, "Unknown error\n");
    }

    fprintf(cmdctxp->output, "\n------Member Errors------\n");

    if(ulErrors != ESS_OUTERROREX_OUTLINEHASFORMULAERROR)
    {
        for (ind = 0; ind < ulCount; ind++)
        {
            sts2 = EssOtlGetMemberInfo(cmdctxp->hOutline[hOutlineChoice],
&pMbrErrors[ind].hMember, &ppMbrInfo);

            if (sts2 == ESS_STS_NOERR)
            {
                fprintf(cmdctxp->output, "Member: %s\n", 
ppMbrInfo->szMember);
                EssFree(cmdctxp->hInst, ppMbrInfo);
            }
        }
    }
else
{
    fprintf(cmdctxp->output, "Member: Unknown member
\n");
}

if (pMbrErrors[ind].ulErrors & ESS_OUTERROR_ILLEGALNAME)
{
    fprintf(cmdctxp->output, " ESS_OUTERROR_ILLEGALNAME\n");
}

if (pMbrErrors[ind].ulErrors & ESS_OUTERROR_DUPLICATENAME)
{
    fprintf(cmdctxp->output, " ESS_OUTERROR_DUPLICATENAME\n");
}

if (pMbrErrors[ind].ulErrors & ESS_OUTERROR_ILLEGALCURRENCY)
{
    fprintf(cmdctxp->output, " ESS_OUTERROR_ILLEGALCURRENCY\n");
}

if (pMbrErrors[ind].ulErrors & ESS_OUTERROR_ILLEGALDEFALIAS)
{
    fprintf(cmdctxp->output, " ESS_OUTERROR_ILLEGALDEFALIAS\n");
}

if (pMbrErrors[ind].ulErrors & ESS_OUTERROR_ILLEGALCOMBOALIAS)
{
    fprintf(cmdctxp->output, " ESS_OUTERROR_ILLEGALCOMBOALIAS\n");
}

if (pMbrErrors[ind].ulErrors & ESS_OUTERROR_ILLEGALALIASSTRING)
{
    fprintf(cmdctxp->output, " ESS_OUTERROR_ILLEGALALIASSTRING\n");
}

if (pMbrErrors[ind].ulErrors & ESS_OUTERROR_ILLEGALTAG)
{
    fprintf(cmdctxp->output, " ESS_OUTERROR_ILLEGALTAG\n");
}

if (pMbrErrors[ind].ulErrors & ESS_OUTERROR_NOTIMEDIM)
ESS_OUTERROR_NOTIMEDIM
"
);

if (pMbrErrors[ind].ulErrors &

ESS_OUTERROR_DUPLICATEALIAS)
{
 fprintf(cmdctxp->output,"

ESS_OUTERROR_DUPLICATEALIAS
"
);

if (pMbrErrors[ind].ulErrors & ESS_OUTERROR_MEMBERCALC)
{
 fprintf(cmdctxp->output,"

ESS_OUTERROR_MEMBERCALC
"
);

if (pMbrErrors[ind].ulErrors &

ESS_OUTERROR_SHARENOTLEVEL0)
{
 fprintf(cmdctxp->output,"

ESS_OUTERROR_SHARENOTLEVEL0
"
);

if (pMbrErrors[ind].ulErrors &

ESS_OUTERROR_NOSHAKEPROTO)
{
 fprintf(cmdctxp->output,"

ESS_OUTERROR_NOSHAKEPROTO
"
);

if (pMbrErrors[ind].ulErrors & ESS_OUTERROR_TIMESPARSE)
{
 fprintf(cmdctxp->output,"

ESS_OUTERROR_TIMESPARSE
"
);

if (pMbrErrors[ind].ulErrors & ESS_OUTERROR_LEAFLABEL)
{
 fprintf(cmdctxp->output,"

ESS_OUTERROR_LEAFLABEL
"
);

if (pMbrErrors[ind].ulErrors &

ESS_OUTERROR_ALIASSHARED)
{
 fprintf(cmdctxp->output,"

ESS_OUTERROR_ALIASSHARED
"
);

if (pMbrErrors[ind].ulErrors & ESS_OUTERROR_BADTIMEBAL)
{
 fprintf(cmdctxp->output,"

ESS_OUTERROR_BADTIMEBAL
"
);

if (pMbrErrors[ind].ulErrors & ESS_OUTERROR_BADSKIP)
fprintf(cmdctxp->output," ESS_OUTERROR_BADSKIP
\n");

if (pMbrErrors[ind].ulErrors & ESS_OUTERROR_BADSHARE)
{
    fprintf(cmdctxp->output," ESS_OUTERROR_BADSHARE
\n");
}

if (pMbrErrors[ind].ulErrors & ESS_OUTERROR_BADSTORAGE)
{
    fprintf(cmdctxp->output,
    ESS_OUTERROR_BADSTORAGE\n");
}

if (pMbrErrors[ind].ulErrors & ESS_OUTERROR_BADCATEGORY)
{
    fprintf(cmdctxp->output,
    ESS_OUTERROR_BADCATEGORY\n");
}

if (pMbrErrors[ind].ulErrors & ESS_OUTERROR_BADSTORAGECATEGORY)
{
    fprintf(cmdctxp->output,
    ESS_OUTERROR_BADSTORAGECATEGORY\n");
}

if (pMbrErrors[ind].ulErrors & ESS_OUTERROR_SHAREDMEMBERFORMULA)
{
    fprintf(cmdctxp->output,
    ESS_OUTERROR_SHAREDMEMBERFORMULA\n");
}

if (pMbrErrors[ind].ulErrors & ESS_OUTERROR_SHAREUDA)
{
    fprintf(cmdctxp->output," ESS_OUTERROR_SHAREUDA
\n");
}

if (pMbrErrors[ind].ulErrors & ESS_OUTERROR_DUPGENLEVNAME)
{
    fprintf(cmdctxp->output," ESS_OUTERROR_DUPGENLEVNAME\n");
}

if (pMbrErrors[ind].ulErrors & ESS_OUTERROR_VIRTLEV0NOFORMULA)
{
    fprintf(cmdctxp->output," ESS_OUTERROR_VIRTLEV0NOFORMULA\n");
}
if (pMbrErrors[ind].ulErrors & ESS_OUTERROR_VIRTBADPARENT) {
    fprintf(cmdctxp->output,"ESS_OUTERROR_VIRTBADPARENT\n");
}

if (pMbrErrors[ind].ulErrors & ESS_OUTERROR_VIRTBADCHILD) {
    fprintf(cmdctxp->output,"ESS_OUTERROR_VIRTBADCHILD\n");
}

if (pMbrErrors[ind].ulErrors & ESS_OUTERROR_VIRTWHOLEDIMVIRTUAL) {
    fprintf(cmdctxp->output,"ESS_OUTERROR_VIRTWHOLEDIMVIRTUAL\n");
}

if (pMbrErrors[ind].ulErrors2 & ESS_OUTERROR2_NOTLEVEL0) {
    fprintf(cmdctxp->output,"ESS_OUTERROR2_NOTLEVEL0\n");
}

if (pMbrErrors[ind].ulErrors2 & ESS_OUTERROR2_LEVELMISMATCH) {
    fprintf(cmdctxp->output,"ESS_OUTERROR2_LEVELMISMATCH\n");
}

if (pMbrErrors[ind].ulErrors2 & ESS_OUTERROR2_ILLEGALORDER) {
    fprintf(cmdctxp->output,"ESS_OUTERROR2_ILLEGALORDER\n");
}

if (pMbrErrors[ind].ulErrors2 & ESS_OUTERROR2_ILLEGALDATATYPE) {
    fprintf(cmdctxp->output,"ESS_OUTERROR2_ILLEGALDATATYPE\n");
}

if (pMbrErrors[ind].ulErrors2 & ESS_OUTERROR2_DATATYPEMISMATCH) {
    fprintf(cmdctxp->output,"ESS_OUTERROR2_DATATYPEMISMATCH\n");
}

if (pMbrErrors[ind].ulErrors2 & ESS_OUTERROR2_ILLEGALATTRIBUTEPARENT) {
    fprintf(cmdctxp->output,"ESS_OUTERROR2_ILLEGALATTRIBUTEPARENT\n");
}
if (pMbrErrors[ind].ulErrors2 &
    ESS_OUTERROR2_ATTRDIMNOTASSOCIATED)
    {
        fprintf(cmdctxp->output,"ESS_OUTERROR2_ATTRDIMNOTASSOCIATED\n");
    }
if (pMbrErrors[ind].ulErrors2 &
    ESS_OUTERROR2_ILLEGALUDA)
    {
        fprintf(cmdctxp->output,"ESS_OUTERROR2_ILLEGALUDA\n");
    }
if (pMbrErrors[ind].ulErrors2 &
    ESS_OUTERROR2_CHILDCCOUNT)
    {
        fprintf(cmdctxp->output,"ESS_OUTERROR2_CHILDCCOUNT\n");
    }
if (pMbrErrors[ind].ulErrors2 &
    ESS_OUTERROR2_ILLEGALATTRCALC)
    {
        fprintf(cmdctxp->output,"ESS_OUTERROR2_ILLEGALATTRCALC\n");
    }
if (pMbrErrors[ind].ulErrors2 &
    ESS_OUTERROR2_DUPLICATEATTRCALC)
    {
        fprintf(cmdctxp->output,"ESS_OUTERROR2_DUPLICATEATTRCALC\n");
    }
if (pMbrErrors[ind].ulErrors2 &
    ESS_OUTERROR2_ILLEGALATTRSET)
    {
        fprintf(cmdctxp->output,"ESS_OUTERROR2_ILLEGALATTRSET\n");
    }
if (pMbrErrors[ind].ulErrors2 &
    ESS_OUTERROR2_ILLEGALATTRCALCSET)
    {
        fprintf(cmdctxp->output,"ESS_OUTERROR2_ILLEGALATTRCALCSET\n");
    }
if (pMbrErrors[ind].ulErrors2 &
    ESS_OUTERROR2_NOTATTRIBUTE)
    {
        fprintf(cmdctxp->output,"ESS_OUTERROR2_NOTATTRIBUTE\n");
    }
if (pMbrErrors[ind].ulErrors2 &
    ESS_OUTERROR2_ATTRCALCABSENT)
    {
        fprintf(cmdctxp->output,"ESS_OUTERROR2_ATTRCALCABSENT\n");
    }
if (pMbrErrors[ind].ulErrors2 &
    ESS_OUTERROR2_ILLEGALATTRVALUE)
if(ulErrors == ESS_OUTERROREX_OUTLINEHASFORMULAERROR)
{
    for (ind = 0; ind < ulCount; ind++)
    {
        sts2 = EssOtlGetMemberInfo(cmdctxp->hOutline[hOutlineChoice],
                                 pMbrErrors[ind].hMember, &ppMbrInfo);

        if (sts2 == ESS_STS_NOERR)
        {
            fprintf(cmdctxp->output, "Member: %s\n", ppMbrInfo->szMember);
            EssFree(cmdctxp->hInst, ppMbrInfo);
        }
        else
        {
            fprintf(cmdctxp->output, "Member: Unknown member\n");
        }

        fprintf(cmdctxp->output, "Error %d at line %d\n",
                 pMbrErrors[ind].ulErrors, pMbrErrors[ind].ulErrors2);
    }
}
if (ulCount == 0)
{
    fprintf(cmdctxp->output, "No errors\n");
}

EssFree(cmdctxp->hInst, pMbrErrors);

fprintf(cmdctxp->output, "\nsts: %ld\n\n", sts);

return(sts);
}

See Also

- EssOtlNewOutline
- EssOtlOpenOutline
- EssOtlWriteOutline
- EssOtlVerifyOutline
- EssOtlVerifyFormula
- EssOtlVerifyOutlineEx3
EssOtlVerifyOutlineEx3

Verifies that the specified outline is correct, and builds two arrays of errors. The function returns member errors in `ppMbrErrors`, and formula errors in `ppFormulaErrors`.

Syntax

```c
ESS_FUNC_M EssOtlVerifyOutlineEx3 (hOutline, pulErrors, pulCount, ppMbrErrors, pulFormulaCount, ppFormulaErrors);
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hOutline</td>
<td>ESS_HOUTLINE_T</td>
<td>Outline context handle.</td>
</tr>
<tr>
<td>pulErrors</td>
<td>ESS_PULONG_T</td>
<td>Pointer to bitmask destination for global outline errors. If the outline had formula errors the only field with a value is: ESS_OUTERROREX_OUTLINEHASFORMULAERROR</td>
</tr>
<tr>
<td>pulCount</td>
<td>ESS_PULONG_T</td>
<td>Count of members with errors. This defines the number of elements of the <code>pMbrErrors</code> array. The errors will be bitmasks.</td>
</tr>
<tr>
<td>ppMbrErrors</td>
<td>ESS_PPOUTERROR_T</td>
<td>Pointer to an array with <code>*pulCount</code> members. Each element of the array contains the errors for a single member.</td>
</tr>
<tr>
<td>pulFormulaCount</td>
<td>ESS_PULONG_T</td>
<td>Count of members with formula errors. This defines the number of elements of the <code>pFormulaErrors</code> array.</td>
</tr>
<tr>
<td>ppFormulaErrors</td>
<td>ESS_PPOUTERROR_T</td>
<td>Pointer to an array with <code>*pulFormulaCount</code> members. Each element of the array contains the errors for a single formula.</td>
</tr>
</tbody>
</table>

Notes

- This function differs from EssOtlVerifyOutlineEx in that it provides both member warnings and formula errors.
- This function checks for:
  - Duplicate user attributes in shared members.
  - Duplicate level or generation names or aliases.
  - Restrictions on adding and associating attributes.
  - Formula errors (however, if there are verification errors, this function does not display formula errors).
- Use `EssFree()` to free the `pMbrErrors` array and the `pFormulaErrors` array.

Return Value

Returns 0 if successful; otherwise one of the following:

- OTLAPI_ERR_OPENMODE
- OTLAPI_BAD_HOUTLINE OTLAPI_NULL_ARG

Example

```c
ESS_STS_T TestVerifyOt1Ex3(ADT_CMDCTX_T *cmdctxp)
{
```
ESS_STS_T     sts = ESS_STS_NOERR;
ESS_STS_T     sts2 = ESS_STS_NOERR;
ESS_SHORT_T   hOutline;
ESS_ULONG_T   ulErrors;
ESS_ULONG_T   ulCount;
ESS_POUTERROR_T   pMbrErrors;
ESS_ULONG_T   ulFormulaCount;
ESS_POUTERROR_T   pFormulaErrors;
ESS_ULONG_T   ind;
ESS_PMBRINFO_T    ppMbrInfo;

if (cmdctxp->cmdbuf.argn < 2)
{  
  hOutlineChoice = ishOutlineMenu(cmdctxp);
}
else
{
  hOutlineChoice = atoi(*(cmdctxp->cmdbuf.args + 1));
}

sts = EssOtlVerifyOutlineEx3(cmdctxp->hOutline[hOutlineChoice], &ulErrors,
                           &ulCount, &pMbrErrors, &ulFormulaCount, &pFormulaErrors);

if (sts == ESS_STS_NOERR)
{
  fprintf(cmdctxp->output, \n------Global Errors------\n);
  if (ulErrors & ESS_OUTERROR_CURTOOMANYDIMS)
  {  
    fprintf(cmdctxp->output, "Too many dimensions in currency outline\n");
  }
  else if(ulErrors & ESS_OUTERROR2_ATTRCALCABSENT)
  {  
    fprintf(cmdctxp->output, "Attribute calculations dimension is absent\n");
  }
  else if(ulErrors & ESS_OUTERROREX_OUTLINEHASFORMULAERROR)
  {  
    fprintf(cmdctxp->output, "Outline has formula error\n");
  }
  else if (ulErrors == 0)
  {  
    fprintf(cmdctxp->output, "No errors\n");
  }
  else
  {
    fprintf(cmdctxp->output, "Unknown error\n");
  }

  fprintf(cmdctxp->output, \n------Member Errors------\n);
  if(ulErrors != ESS_OUTERROREX_OUTLINEHASFORMULAERROR)
  {  
    for (ind = 0; ind < ulCount; ind++)
    {  
      sts2 = EssOtlGetMemberInfo(cmdctxp-
>hOutline[hOutlineChoice],
  
}
errors[ind].hMember, &ppMbrInfo);
    
    if (sts2 == ESS_STS_NOERR)
    {
        fprintf(cmdctxp->output, "Member: %s\n",
            ppMbrInfo->szMember);
        EssFree(cmdctxp->hInst, ppMbrInfo);
    }
    else
    {
        fprintf(cmdctxp->output, "Member: Unknown member\n");
    }

    if (pMbrErrors[ind].ulErrors &
        ESS_OUTERROR_ILLEGALNAME)
    {
        fprintf(cmdctxp->output, "ESS_OUTERROR_ILLEGALNAME\n");
    }

    if (pMbrErrors[ind].ulErrors &
        ESS_OUTERROR_DUPLICATENAME)
    {
        fprintf(cmdctxp->output, "ESS_OUTERROR_DUPLICATENAME\n");
    }

    if (pMbrErrors[ind].ulErrors &
        ESS_OUTERROR_ILLEGALCURRENCY)
    {
        fprintf(cmdctxp->output, "ESS_OUTERROR_ILLEGALCURRENCY\n");
    }

    if (pMbrErrors[ind].ulErrors &
        ESS_OUTERROR_ILLEGALDEFALIAS)
    {
        fprintf(cmdctxp->output, "ESS_OUTERROR_ILLEGALDEFALIAS\n");
    }

    if (pMbrErrors[ind].ulErrors &
        ESS_OUTERROR_ILLEGALCOMBOALIAS)
    {
        fprintf(cmdctxp->output, "ESS_OUTERROR_ILLEGALCOMBOALIAS\n");
    }

    if (pMbrErrors[ind].ulErrors &
        ESS_OUTERROR_ILLEGALALIASSTRING)
    {
        fprintf(cmdctxp->output, "ESS_OUTERROR_ILLEGALALIASSTRING\n");
    }
if (pMbrErrors[ind].ulErrors & ESS_OUTERROR_ILLEGALTAG) {
    fprintf(cmdctxp->output," \
        ESS_OUTERROR_ILLEGALTAG\n"");
}

if (pMbrErrors[ind].ulErrors & ESS_OUTERROR_NOTIMEDIM) {
    fprintf(cmdctxp->output," \
        ESS_OUTERROR_NOTIMEDIM\n"");
}

if (pMbrErrors[ind].ulErrors & ESS_OUTERROR_DUPLICATEALIAS) {
    fprintf(cmdctxp->output," \
        ESS_OUTERROR_DUPLICATEALIAS\n"");
}

if (pMbrErrors[ind].ulErrors & ESS_OUTERROR_MEMBERCALC) {
    fprintf(cmdctxp->output," \
        ESS_OUTERROR_MEMBERCALC\n"");
}

if (pMbrErrors[ind].ulErrors & ESS_OUTERROR_SHARENOTLEVEL0) {
    fprintf(cmdctxp->output," \
        ESS_OUTERROR_SHARENOTLEVEL0\n"");
}

if (pMbrErrors[ind].ulErrors & ESS_OUTERROR_NOSHAREPROTO) {
    fprintf(cmdctxp->output," \
        ESS_OUTERROR_NOSHAREPROTO\n"");
}

if (pMbrErrors[ind].ulErrors & ESS_OUTERROR_TIMESPARSE) {
    fprintf(cmdctxp->output," \
        ESS_OUTERROR_TIMESPARSE\n"");
}

if (pMbrErrors[ind].ulErrors & ESS_OUTERROR_LEAFLABEL) {
    fprintf(cmdctxp->output," \
        ESS_OUTERROR_LEAFLABEL\n"");
}

if (pMbrErrors[ind].ulErrors & ESS_OUTERROR_ALIASSHARED) {
    fprintf(cmdctxp->output," \
        ESS_OUTERROR_ALIASSHARED\n"");
}
if (pMbrErrors[ind].ulErrors & ESS_OUTERROR_BADTIMEBAL)
{
    fprintf(cmdctxp->output,"ess_outerror_badtimebal\n");
}

if (pMbrErrors[ind].ulErrors & ESS_OUTERROR_BADSKIP)
{
    fprintf(cmdctxp->output,"ess_outerror_badskip\n");
}

if (pMbrErrors[ind].ulErrors & ESS_OUTERROR_BADSHARE)
{
    fprintf(cmdctxp->output,"ess_outerror_badshare\n");
}

if (pMbrErrors[ind].ulErrors & ESS_OUTERROR_BADSTORAGE)
{
    fprintf(cmdctxp->output,"ess_outerror_badstorage\n");
}

if (pMbrErrors[ind].ulErrors & ESS_OUTERROR_BADCATEGORY)
{
    fprintf(cmdctxp->output,"ess_outerror_badcategory\n");
}

if (pMbrErrors[ind].ulErrors & ESS_OUTERROR_BADSTORAGECATEGORY)
{
    fprintf(cmdctxp->output,"ess_outerror_badstoragecategory\n");
}

if (pMbrErrors[ind].ulErrors & ESS_OUTERROR_SHAREDMEMBERFORMULA)
{
    fprintf(cmdctxp->output,"ess_outerror_sharedmemberformula\n");
}

if (pMbrErrors[ind].ulErrors & ESS_OUTERROR_SHAREUDA)
{
    fprintf(cmdctxp->output,"ess_outerror_shareuda\n");
}

if (pMbrErrors[ind].ulErrors & ESS_OUTERROR_DUPGENLEVNAME)
{
    fprintf(cmdctxp->output,"ess_outerror_dupgenlevname\n");
}
if (pMbrErrors[ind].ulErrors & ESS_OUTERROR_VIRTLEV0NOFORMULA)
{
    fprintf(cmdctxp->output,"ESS_OUTERROR_VIRTLEV0NOFORMULA\n");
}

if (pMbrErrors[ind].ulErrors & ESS_OUTERROR_VIRTBADPARENT)
{
    fprintf(cmdctxp->output,"ESS_OUTERROR_VIRTBADPARENT\n");
}

if (pMbrErrors[ind].ulErrors & ESS_OUTERROR_VIRTBADCHILD)
{
    fprintf(cmdctxp->output,"ESS_OUTERROR_VIRTBADCHILD\n");
}

if (pMbrErrors[ind].ulErrors & ESS_OUTERROR_VIRTWHOLEDIMVIRTUAL)
{
    fprintf(cmdctxp->output,"ESS_OUTERROR_VIRTWHOLEDIMVIRTUAL\n");
}

if (pMbrErrors[ind].ulErrors2 & ESS_OUTERROR2_NOTLEVEL0)
{
    fprintf(cmdctxp->output,"ESS_OUTERROR2_NOTLEVEL0\n");
}

if (pMbrErrors[ind].ulErrors2 & ESS_OUTERROR2_LEVELMISMATCH)
{
    fprintf(cmdctxp->output,"ESS_OUTERROR2_LEVELMISMATCH\n");
}

if (pMbrErrors[ind].ulErrors2 & ESS_OUTERROR2_ILLEGALORDER)
{
    fprintf(cmdctxp->output,"ESS_OUTERROR2_ILLEGALORDER\n");
}

if (pMbrErrors[ind].ulErrors2 & ESS_OUTERROR2_ILLEGALDATATYPE)
{
    fprintf(cmdctxp->output,"ESS_OUTERROR2_ILLEGALDATATYPE\n");
}

if (pMbrErrors[ind].ulErrors2 & ESS_OUTERROR2_DATATYPEMISMATCH)
{
    fprintf(cmdctxp->output,"ESS_OUTERROR2_DATATYPEMISMATCH\n");
}
fprintf(cmdctxp->output,
    ESS_OUTERROR2_DATATYPEMISMATCH\n";)
if (pMbrErrors[ind].ulErrors2 &
    ESS_OUTERROR2_ILLEGALATTRIBUTEPARENT)
    fprintf(cmdctxp->output,
    ESS_OUTERROR2_ILLEGALATTRIBUTEPARENT\n";)
if (pMbrErrors[ind].ulErrors2 &
    ESS_OUTERROR2_ATTRDIMNOTASSOCIATED)
    fprintf(cmdctxp->output,
    ESS_OUTERROR2_ATTRDIMNOTASSOCIATED\n";)
if (pMbrErrors[ind].ulErrors2 &
    ESS_OUTERROR2_ILLEGALUDA)
    fprintf(cmdctxp->output,
    ESS_OUTERROR2_ILLEGALUDA\n";)
if (pMbrErrors[ind].ulErrors2 &
    ESS_OUTERROR2_CHILDCOUNT)
    fprintf(cmdctxp->output,
    ESS_OUTERROR2_CHILDCOUNT\n";)
if (pMbrErrors[ind].ulErrors2 &
    ESS_OUTERROR2_ILLEGALATTRCALC)
    fprintf(cmdctxp->output,
    ESS_OUTERROR2_ILLEGALATTRCALC\n";)
if (pMbrErrors[ind].ulErrors2 &
    ESS_OUTERROR2_DUPLICATEATTRCALC)
    fprintf(cmdctxp->output,
    ESS_OUTERROR2_DUPLICATEATTRCALC\n";)
if (pMbrErrors[ind].ulErrors2 &
    ESS_OUTERROR2_ILLEGALATTRSET)
    fprintf(cmdctxp->output,
    ESS_OUTERROR2_ILLEGALATTRSET\n";)
if (pMbrErrors[ind].ulErrors2 &
    ESS_OUTERROR2_ILLEGALATTRCALCSET)
    fprintf(cmdctxp->output,
    ESS_OUTERROR2_ILLEGALATTRCALCSET\n";)
if (pMbrErrors[ind].ulErrors2 &
    ESS_OUTERROR2_NOTATTRIBUTE)
    fprintf(cmdctxp->output,
    ESS_OUTERROR2_NOTATTRIBUTE\n";)
}
if (pMbrErrors[ind].ulErrors2 &  
ESS_OUTERROR2_ATTRCALCABSENT)  
{  
    fprintf(cmdctxp->output,  
"ESS_OUTERROR2_ATTRCALCABSENT\n");  
}  
if (pMbrErrors[ind].ulErrors2 &  
ESS_OUTERROR2_ILLEGALATTRVALUE)  
{  
    fprintf(cmdctxp->output,  
"ESS_OUTERROR2_ILLEGALATTRVALUE\n");  
}  

if (ulErrors == ESS_OUTERROREX_OUTLINEHASFORMULAERROR)  
{  
    for (ind = 0; ind < ulFormulaCount; ind++)  
    {  
        sts2 = EssOtlGetMemberInfo(cmdctxp->hOutline[hOutlineChoice],  
            pFormulaErrors[ind].hMember, &ppMbrInfo);  
        if (sts2 == ESS_STS_NOERR)  
            {  
                fprintf(cmdctxp->output, "Member: %s\n", ppMbrInfo-  
>szMember);  
                EssFree(cmdctxp->hInst, ppMbrInfo);  
            }  
        else  
            {  
                fprintf(cmdctxp->output, "Member: Unknown member\n");  
            }  

        fprintf(cmdctxp->output, "Error %d at line %d\n",  
            pFormulaErrors[ind].ulErrors, pFormulaErrors[ind].ulErrors2);  
    }  

    if (ulCount == 0)  
        {  
            fprintf(cmdctxp->output, "No errors\n");  
        }  

    EssFree(cmdctxp->hInst, pMbrErrors);  
    EssFree(cmdctxp->hInst, pFormulaErrors);  
}  

fprintf(cmdctxp->output, "\ns: %ld\n", sts);  

return(sts);  
}  

See Also  
• EssOtlVerifyOutlineEx  
• EssOtlNewOutline

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EssOt1WriteOutline

Writes the existing outline information to disk.

Syntax

```c
ESS_FUNC_M EssOt1WriteOutline (hOutline, pObject);
```

Parameter | Data Type     | Description
----------|---------------|-------------
hOutline  | ESS_HOUTLINE_T | Outline context handle.
pObject   | ESS_POBJDEF_T  | Outline object to write.

Notes

- If you are saving the outline as a server object, the outline is initially saved as a .OTN file. You should then call `EssOt1Restructure()` to create the actual .OTL file.
- If you are saving the outline as a server object, the object name must be the same as the database name.
- The database must already exist if you are saving a server outline object, or a client outline object to a local database.
- This call fails if the outline is not currently locked by the specified user (`hCtx` parameter in the ESS_OBJDEF_T structure).

Return Value

Returns 0 if successful; otherwise one of the following:

- OTLAPI_BAD_OBJTYPE
- OTLAPI_ERR_NOTVERIFIED

Access

This function requires you to have the appropriate level of access to the specified application and/or database to contain the outline object. To write the outline object, you must have Application Designer or Database Designer privilege (ESS_PRIV_APPDESIGN or ESS_PRIV_DBDESIGN) for the specified application or database containing the outline.

Example

```c
#include <essapi.h>
#include <esstotl.h>

ESS_STS_T          sts = 0;
ESS_HOUTLINE_T     hOutline;
ESS_OBJDEF_T       Object;
```
memset(&Object, '\0', sizeof(Object));
Object.hCtx = hCtx;
Object.ObjType = ESS_OBJTYPE_OUTLINE;
strcpy(szAppName, "Sample");
strcpy(szDbName, "Basic");
strcpy(szFileName, "Basic");
Object.AppName = szAppName;
Object.DbName = szDbName;
Object.FileName = szFileName;

sts = EssOtlOpenOutline(hCtx, &Object, ESS_TRUE,
                        ESS_TRUE, &hOutline);

/* body of code */
if (!sts)
{
    sts = EssOtlWriteOutline(hOutline, &Object);
}

/* restructure db using EssOtlRestructure() */

See Also
- EssOtlWriteOutlineEx
- EssOtlOpenOutline
- EssOtlNewOutline
- EssOtlVerifyOutline
- EssOtlRestructure
- EssOtlCloseOutline

EssOtlWriteOutlineEx

Writes the existing outline information to disk, specifying whether to save in UTF-8 encoding or in non-Unicode encoding.

Syntax

\[\text{ESS\_FUNC\_M } \text{EssOtlWriteOutlineEx}(\text{hOutline}, \text{pObject}, \text{iOtlType});\]

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hOutline</td>
<td>ESS_HOUTLINE_T</td>
<td>Outline context handle.</td>
</tr>
<tr>
<td>pObject</td>
<td>ESS_POBJDEF_T</td>
<td>Outline object to write.</td>
</tr>
<tr>
<td>iOtlType</td>
<td></td>
<td>Whether the outline is saved in Unicode mode or non-Unicode mode.</td>
</tr>
</tbody>
</table>

The valid values are:
- ESS\_OUTLINE\_UTF8 0x0002—Encoded in UTF-8.
- ESS\_OUTLINE\_NONUNICODE 0x0003—Not Unicode-encoded.
Notes

- If you are saving the outline as a server object, the outline is initially saved as a .OTN file. You should then call `EssOtlRestructure()` to create the actual .OTL file.
- If you are saving the outline as a server object, the object name must be the same as the database name.
- The database must already exist if you are saving a server outline object, or a client outline object to a local database.
- This call fails if the outline is not currently locked by the specified user (`hCtx` parameter in the ESS_OBJDEF_T structure).

Return Value

Returns 0 if successful; otherwise one of the following:

- OTLAPI_BAD_OBJTYPE
- OTLAPI_ERR_NOTVERIFIED

Access

This function requires you to have the appropriate level of access to the specified application and/or database to contain the outline object. To write the outline object, you must have Application Designer or Database Designer privilege (ESS_PRIV_APPDESIGN or ESS_PRIV_DBDESIGN) for the specified application or database containing the outline.

See Also

- `EssOtlOpenOutlineEx`
- `EssOtlCloseOutline`
- `EssOtlGetMemberCommentEx`
- `EssOtlNewOutline`
- `EssOtlRestructure`
- `EssOtlSetMemberCommentEx`
- `EssOtlVerifyOutline`
Example of Traversing an Outline

This example demonstrates the use of the outline tree. TraverseTree is a recursive algorithm that traverses the outline tree to provide access to all outline members. It selects each member in turn, allowing processing on each, until it reaches the last member. A comment in the code notes the opportunity for added processing.

This algorithm incorporates several C Outline API commands.

- **EssOtlGetFirstMember()** returns a member handle to the first member (the first dimension defined) in the outline.
- **EssOtlGetMemberInfo()** gets information for the specified member.
- **EssOtlGetChild()** returns the child of a member.
- **EssOtlGetNextSibling()** returns the next sibling of a member.

Before executing this code, initialize the API and open the outline. Following this code, close the outline and terminate the API.

```c
TraverseTree (ESS_HOUTLINE_T) ...
{
    ESS_HMEMBER_T hMember;
    ESS_STS_T  sts = 0;

    sts = EssOtlGetFirstMember (hOutline, &hMember);
    if (!sts && hMember)
        sts = TraverseTreeRecurse (hOutline, hMember);
}

TraverseTreeRecurse (ESS_HOUTLINE_T hOutline, ESS_HMEMBER_T hMember) ...
{
    ESS_MEMBERINFO_T MbrInfo;
    ESS_HMEMBER_T, hChild;
    ESS_STS_T  sts = 0;

    while (!sts && hMember)
    {
```
sts = EssOtlGetMemberInfo (hOutline, hMember, &MbrInfo);

/* ADD THE PROCESSING FOR EACH MEMBER HERE. */

if (!sts)
{
    sts = EssOtlGetChild(hOutline, hMember, &hChild);
    if (!sts && hChild)
    {
        sts = TraverseTreeRecurse(hOutline, hChild);
    }
    sts = EssOtlGetNextSibling(hOutline, hMember, &hMember);
}
return (sts);

---

**Extended Member Query Code Example**

```c
#include <windows.h>
#include <essapi.h>
#include <essotl.h>
#include <string.h>
#include <stdio.h>
#include <stdlib.h>

#define AD_CHK_PRINTF_1(ARG1, ARG2)
do
{
    printf(ARG1, (ARG2) ? (ARG2) : "NullValue");
}while (0)

void PrintResult(ESS_HCTX_T      hCtx,
                 ESS_HINST_T     hInst,
                 ESS_HOUTLINE_T  hOutline,
                 ESS_HMEMBER_T   hMbr)
{
    ESS_PMBRINFO_T  pMbrInfo = NULL;
    ESS_STS_T       sts;
    int             size;
    ESS_STR_T       pszFormula = NULL;
    ESS_STR_T       pszLastFormula = NULL;
    ESS_STR_T       pszCommentEx = NULL;
    ESS_STR_T       pszAlias = NULL;
    ESS_STR_T       pszAliasCombo = NULL;
    ESS_PMBRNAME_T  pUDAList = NULL;
    ESS_USHORT_T    iCount = 0;
    ESS_USHORT_T    iIndex;
    ESS_ULONG_T*     pMemNum;
    ESS_ULONG_T*     pDimNum;
    ESS_STR_T       pDimName = NULL;
    ESS_STR_T       pAliasName = NULL;

    // Code to process member information
}
```
ESS_STR_T pNextName = NULL;
ESS_STR_T pPrevName = NULL;
ESS_STR_T pParentName = NULL;
ESS_STR_T pChildName = NULL;
ESS_BOOL_T* pCurrConv = NULL;
ESS_ULONG_T* pStatus = NULL;

sts = EssOtlGetMemberInfo(hOutline, hMbr, &pMbrInfo);
if (sts != 0) goto Error;

size = sizeof(ESS_MBRINFO_T);

printf("MbrInfo\n");
AD_CHK_PRINTF_1("    szMember --------------->(%s)\n",  pMbrInfo->szMember);
printf("    usLevel  --------------->(%hd)\n", pMbrInfo->usLevel);
printf("    usGen  ----------------->(%hd)\n", pMbrInfo->usGen);
printf("    usConsolidation  ------->(%hd)\n", pMbrInfo->usConsolidation);
printf("    fTwoPass  -------------->(%hd)\n", pMbrInfo->fTwoPass);
printf("    fExpense  -------------->(%hd)\n", pMbrInfo->fExpense);
printf("    usConversion ----------->(%hd)\n", pMbrInfo->usConversion);
AD_CHK_PRINTF_1("    szCurMember ------------>(%s)\n",  pMbrInfo->szCurMember);
printf("    usTimeBalance ---------->(%hd)\n", pMbrInfo->usTimeBalance);
printf("    usSkip ----------------->(%hd)\n", pMbrInfo->usSkip);
printf("    usShare ---------------->(%hd)\n", pMbrInfo->usShare);
printf("    usStorage -------------->(%hd)\n", pMbrInfo->usStorage);
printf("    usCategory ------------->(%hd)\n", pMbrInfo->usCategory);
printf("    usStorageCategory ------>(%hd)\n", pMbrInfo->usStorageCategory);
AD_CHK_PRINTF_1("    szComment ---------------->(%s)\n",  pMbrInfo->szComment);
printf("    ulChildCount ----------->(%ld)\n", pMbrInfo->ulChildCount);

sts = EssOtlGetMemberFormula(hOutline, hMbr, &pszFormula);
if (sts) printf("sts=%d \", sts);
AD_CHK_PRINTF_1("szFormula ------------------>(%s)\n", pszFormula);

sts = EssOtlGetMemberLastFormula(hOutline, hMbr, &pszLastFormula);
if (sts) printf("sts=%d \", sts);
AD_CHK_PRINTF_1("szLastFormula -------------->(%s)\n", pszLastFormula);

sts = EssOtlGetMemberCommentEx(hOutline, hMbr, &pszCommentEx);
if (sts) printf("sts=%d \", sts);
AD_CHK_PRINTF_1("szCommentEx ---------------->(%s)\n", pszCommentEx);

sts = EssOtlGetMemberAlias(hOutline, hMbr, ESS_NULL, &pszAlias);
if (sts) printf("sts=%d \", sts);
AD_CHK_PRINTF_1("szAlias (Default)----------->(%s)\n", pszAlias);

sts = EssOtlGetNextAliasCombination(hOutline, hMbr, ESS_NULL, "\0", &pszAliasCombo);
if (sts) printf("sts=%d \", sts);

printf("szAliasCombo ::\n");
pszPrev = pszAliasCombo;
while (sts && pszAliasCombo)
{
    AD_CHK_PRINTF_1("    (%s)\n", pszAliasCombo);
    sts = EssOtlGetNextAliasCombination(hOutline, hMbr, ESS_NULL, pszPrev, &pszAliasCombo);
    EssFree(hInst, pszPrev);
}
pszPrev = pszAliasCombo;
}

sts = EssOtlGetUserAttributes(hOutline, hMbr, &iCount, &pUDAList);
if (sts) printf("sts=%d ", sts);

printf("User Defined Attributes ::\n");
for(iIndex = 0; iIndex < iCount; iIndex++)
    AD_CHK_PRINTF_1("t(%s)\n", pUDAList[iIndex]);

sts = EssOtlGetMemberField(hOutline, hMbr, ESS_OTLQRYMBR_NUMBER, (ESS_PPVOID_T)&pMemNum);
if (sts)
{
    printf("sts=%d ", sts);
}
else
{
    printf("Member Number ------------------>(%ld)\n", *pMemNum);
    EssFree(hInst, pMemNum);
}

sts = EssOtlGetMemberField(hOutline, hMbr, ESS_OTLQRYMBR_DIMNUMBER, (ESS_PPVOID_T)&pDimNum);
if (sts)
{
    printf("sts=%d ", sts);
}
else
{
    printf("Dimension Number ------------------>(%ld)\n", *pDimNum);
    EssFree(hInst, pDimNum);
}

sts = EssOtlGetMemberField(hOutline, hMbr, ESS_OTLQRYMBR_DIMNAME, (ESS_PPVOID_T)&pDimName);
if (sts)
{
    printf("sts=%d ", sts);
}
else
{
    AD_CHK_PRINTF_1("Dimension Name ------------------>(%s)\n", pDimName);
    EssFree(hInst, pDimName);
}

sts = EssOtlGetMemberField(hOutline, hMbr, ESS_OTLQRYMBR_ALIASNAME, (ESS_PPVOID_T)&pAliasName);
if (sts)
{
    printf("sts=%d ", sts);
}
else
{
    AD_CHK_PRINTF_1("Alias Name ------------------>(%s)\n", pAliasName);
    EssFree(hInst, pAliasName);
}
sts = EssOtlGetMemberField(hOutline, hMbr, ESS_OTLQRYMBR_NEXTNAME, (ESS_PPVOID_T) &pNextName);
if (sts)
{
    printf("sts=%d ", sts);
}
else
{
    AD_CHK_PRINTF_1("Next Mbr Name ------------------>(%s)\n", pNextName);
    EssFree(hInst, pNextName);
}

sts = EssOtlGetMemberField(hOutline, hMbr, ESS_OTLQRYMBR_PREVNAME, (ESS_PPVOID_T) &pPrevName);
if (sts)
{
    printf("sts=%d ", sts);
}
else
{
    AD_CHK_PRINTF_1("Prev Mbr Name ------------------>(%s)\n", pPrevName);
    EssFree(hInst, pPrevName);
}

sts = EssOtlGetMemberField(hOutline, hMbr, ESS_OTLQRYMBR_PARENTNAME, (ESS_PPVOID_T) &pParentName);
if (sts)
{
    printf("sts=%d ", sts);
}
else
{
    AD_CHK_PRINTF_1("Parent MbrName ------------------>(%s)\n", pParentName);
    EssFree(hInst, pParentName);
}

sts = EssOtlGetMemberField(hOutline, hMbr, ESS_OTLQRYMBR_CHILDNAME, (ESS_PPVOID_T) &pChildName);
if (sts)
{
    printf("sts=%d ", sts);
}
else
{
    AD_CHK_PRINTF_1("Child Mbr Name ------------------>(%s)\n", pChildName);
    EssFree(hInst, pChildName);
}

sts = EssOtlGetMemberField(hOutline, hMbr, ESS_OTLQRYMBR_CURRENCYCONVDB, (ESS_PPVOID_T) &pCurrConv);
if (sts)
{
    printf("sts=%d ", sts); printf("Curr Conv Type ------------------>
");
}
else
{

AD_CHK_PRINTF_1("Curr Conv Type ------------------>(%ld)\n", *pCurrConv);
EssFree(hInst, pCurrConv);
}

sts = EssOtlGetMemberField(hOutline, hMbr, ESS_OTLQRYMBR_STATUS, (ESS_PPVOID_T)&pStatus);
if (sts)
{
    printf("sts=%d ", sts); printf("Status ------------------>\n");
} else
{
    printf("Status ------------------>(%hd)\n", *pStatus);
    EssFree(hInst, pStatus);
}

EssFree(hInst, pMbrInfo);
EssFree(hInst, pszFormula);
EssFree(hInst, pszLastFormula);
EssFree(hInst, pszCommentEx);
EssFree(hInst, pszAlias);
EssFree(hInst, pszAliasCombo);
return;

Error:
    printf("*******************************************************************
Error *******************************************************************");
}

int TestCode_EssOtlQueryMembersEx(ESS_HCTX_T hCtx,
    ESS_HINST_T hInst)
{
    ESS_STS_T sts = ESS_STS_NOERR;
    ESS_HOUTLINE_T hOutline;
    ESS_OBJDEF_T Object;
    ESS_HMEMBER_T hMember = 0;
    ESS_PHMEMBER_T phMemberArray = ESS_NULL;
    ESS_ULONG_T i;
    unsigned long MaxCount = -1;
    ESS_STR_T member_fields;
    ESS_STR_T member_selection;

    /* query string to get level numbers of all markets members */
    member_fields    = "<SelectMbrInfo ( MemberName, MemberLevel,Consolidation,
MemberFormula ) ";
    member_selection = "@ichild(Product), @ichild(Market)";
    memset(&Object, '\0', sizeof(Object));
    Object.hCtx     = hCtx;
    Object.ObjType  = ESS_OBJTYPE_OUTLINE;
    Object.AppName  = "Basic";
    Object.DbName   = "Demo";
    Object.FileName = "Demo";

    sts = EssOtlOpenOutlineQuery(hCtx, &Object, &hOutline);
    if (!sts) goto exit;

    if(!sts)
    {
        ESS_POTLQUERYERRORLIST_T pqryErrorList;

sts = EssOtlQueryMembersEx(hOutline, member_fields, member_selection, &MaxCount, &phMemberArray, &pqryErrorList);
    if (sts) goto exit;

    if (phMemberArray)
        for (i = 0; i< MaxCount; i++)
            PrintResult(hOutline, phMemberArray[i]);
}

if(MaxCount && phMemberArray)
{
    sts = EssOtlFreeMembers(hOutline, MaxCount, phMemberArray);
    if (sts)
        printf("EssOtlFreeMembers   sts = %d\n",sts);
}

sts = EssOtlCloseOutline(hOutline);

exit:
    return sts;
}

Return to EssOtlQueryMembersEx or EssOtlGetMemberField.
In C Grid API:

- Using the C Grid API
- C Grid API Declarations
- C Grid API Function Reference
- C Grid API Examples
- C Grid API Error Codes
General Information on the C Grid API

Use the Essbase Application Programming Interface (API) to create custom interfaces to Essbase Server.

The Grid API functions interact with the Essbase Server in a grid paradigm. Use the Grid API functions to extract data from an Essbase database in order to display the data in a grid-based reporting interface or a chart.

The Grid API functions contain all the functionality of Smart View and other automated grid tools. These functions include querying, drill-down, keep-only, and pivots. The Grid API can also launch report specifications and display the resulting data in grid form.

The Essbase Grid API offers significant advantages for developers currently building reporting applications using the Essbase API and report script commands. Some of the benefits are as follows:

- The Grid API is optimized for grid-based data retrieval. It is significantly faster than report script retrieval, providing improved query performance for your application.

- The Grid API makes it easy to add robust interactive update capabilities to your existing applications. Coupled with the intelligent calculator in Essbase, the Grid API has the potential to provide tremendous additional functionality with relatively little effort on your part.
• With the Grid API programs do not need to parse the returned data from Essbase. The Grid API automatically places it in a two dimensional binary form that informs you of the type and value of each individual cell member.

• Most Oracle Smart View for Office commands, such as Zoom In, Zoom Out, Pivot, and so on, are available through the Grid API. You can build custom user interfaces using your own or third-party grid controls.

• The Grid API also provides access to member attributes, such as Shared (implicit or explicit), Parent, or Child. You can customize the look and feel of Essbase data using these attributes.

Overview of C Grid API Architecture

The Essbase Grid API functions use a common grid layer to communicate with the Essbase Server.

The Grid API functions perform their actions on a grid. The result of any action is also a grid. It is the responsibility of the caller to supply the Grid API functions with the two-dimensional data for each call, and to render any returned data. It is also the responsibility of the caller to handle notifications, such as an error message dialog box, in a manner that ensures that the API application’s connection does not time out.

C Grid API Supported Platforms and Compilers

For a list of platforms on which the Essbase API is supported, see the Oracle Enterprise Performance Management System Certification Matrix. For a list of specific compiler releases which are supported by the Essbase API, see “Supported Compilers” on page 27.

Function names and parameter order are the same for all platforms. However, you must link different files for each platform. See “API Libraries” on page 40.

• If you are using an integrated C development environment, such as Microsoft Visual C++, you should check the compiler and linker options carefully to ensure that the Essbase API will work correctly. In particular, you must ensure that structure fields are one byte-aligned, and that the correct libraries are used (using the large memory model on Intel X86 platforms). In addition, don’t forget to include the appropriate Essbase API library in your link process. See “API Libraries” on page 40.

• You must compile all Essbase API functions using single-byte structure alignment. If you are using a Microsoft compiler, you can use a pragma:

```c
#pragma pack(push, id, 1)
#include "essgapi.h"
#pragma pack(pop, id)
```
Files to Include in C Grid API Programs

In order to use the Essbase API functions in your program, you must include the file that contains Essbase API definitions.

To use the Grid API functions in your C program, you must include the Grid API header definitions file (ESSGAPI.H) in the appropriate source modules. If, in addition to Grid API functions, you are using regular API functions, you must also include the Main API definitions file (ESSAPI.H) in the appropriate source modules.

Always include these definition files after any C run-time library header files. If you are programming in the Windows environment, place ESSGAPI.H, and optionally ESSAPI.H, after the Windows include file WIN32API.H.

C Grid API Initialization and Setup

When you use Grid API functions, you must call the initialization function, EssGInit. This function performs the following tasks:

- Passes information about your environment to the Grid API functions.
- Provides you with an instance handle that you use for future communication with the Grid API functions.

Notes:

- When you call EssGInit, you get the Grid instance handle. If you want to use regular API functions, you can use EssGGetAPIInstance to get the API instance handle and EssGGetAPIContext to get the login context handle. See “Using the C Main API Functions” on page 1012.
- You cannot use Main API instance handles and login contexts in Grid API calls. See “Using the C Main API Functions” on page 1012.

C Grid API Memory Management

You must free any memory you allocate and any memory allocated by Grid API functions for your use. There are Grid API functions that free memory where necessary.

C Grid API Versioning

When you use EssGInit to initialize the API, you need to pass in the version number of the API libraries that you used to compile the application. This allows older applications to use new versions of the Grid API DLL and CSL DLL without your having to redistribute the applications.

A Grid API function reports the current release of the Grid API. You do not need to do any initialization before you make this call.
Using the C Grid API Functions

Many of the operations require a call to begin the operation. Other calls need to be made to complete the operation and retrieve data. The following list shows the order in which you should make these operational calls:

1. Call `EssGBeginXxx` to begin the operation.
2. Call `EssGSendRows` to send the rows. You can call this multiple times to send more data.
3. Call `EssGPerformOperation` to tell the API that all information has been passed in.
4. Call `EssGGetResults` to return information on the number of rows and columns that will be returned.
5. Call `EssGetRows` until all data is retrieved.
6. Call `EssGEndOperation` to clean up any internal resources.
7. Optionally call `EssGCancelOperation` at any stage of this process to cancel the operation.

After `EssGEndOperation`, `EssGCancelOperation`, or another `EssGBeginXxxx` operation is called, all information from the previous operation is lost.

Using the C Main API Functions

The Grid API functions are specific to the grid paradigm, and do not replace any of the functionality of the main Essbase API functions. Because of this operational separation, cases can arise where it is necessary to call Main API functions from within a Grid API program.

To call the Main API you need two pieces of information:

- Essbase instance handle
- Valid login context

If you have not called `EssGConnect` and `EssGNewGrid`, but have called `EssGInit`, you can get the Essbase instance handle by calling `EssGGetAPIInstance`. This gives you access to the memory calls `EssAlloc`, `EssFree`, `EssRealloc`, and to the login calls `EssLogin` and `EssAutoLogin`.

After you have a valid grid handle and have connected, you can call `EssGGetAPIContext` to get a valid login context. You can then use this login context handle with any Essbase function that takes a login context handle. Be careful *NOT* to use the login context from the Grid API in any Essbase API functions that would change the login context. The functions that change the login context are `EssLogin`, `EssAutoLogin`, `EssSetActive`, and `EssClearActive`.

Handles and login contexts acquired through the main Essbase API cannot be used in the Grid API calls. If you want to use both the main Essbase API and the Grid API, you need to initialize and connect through the Grid API and use the handles and login contexts from the Grid API for the other Essbase functions.
C Grid API Coordinate Systems

Assume a zero-based column and row numbering scheme in the range structure that you pass into functions that expect a two dimensional array of data. The input and output data ranges will be in the same relative coordinate system, while the data arrays are always zero-based.

For example, assume that your first data cell is in the third row and fourth column, and you have three rows of five columns each. If you pass in the structure ESSG_RANGE_T, it would contain \( ulStartRow = 2, ulStartColumn = 3, ulNumRows = 3, \) and \( ulNumColumns = 5. \)

The two-dimensional array of ESSG_DATA_T items would start at index \([0][0]\) and end at index \([2][4]\).
C Grid API Constants

The following constants are defined in the Essbase Grid API.

Returned on successful API call.

<table>
<thead>
<tr>
<th>Constant</th>
<th>Definition</th>
</tr>
</thead>
<tbody>
<tr>
<td>ESSG_STS_NOERR</td>
<td>0</td>
</tr>
</tbody>
</table>

Defines the version of the EGAPI API. Changes each time the API is modified.

<table>
<thead>
<tr>
<th>Constant</th>
<th>Definition</th>
</tr>
</thead>
<tbody>
<tr>
<td>ESSG_VERSION</td>
<td>0x00040000</td>
</tr>
</tbody>
</table>

Define the maximum number of rows and columns supported

<table>
<thead>
<tr>
<th>Constant</th>
<th>Definition</th>
</tr>
</thead>
<tbody>
<tr>
<td>WINDOWS</td>
<td></td>
</tr>
<tr>
<td>ESSG_MAXROWS</td>
<td>0xFFFFFFFF / sizeof(ESSG_PDATA_T)</td>
</tr>
<tr>
<td>ESSG_MAXCOLUMNS</td>
<td>0xFFFFFFFF / sizeof(ESSG_DATA_T)</td>
</tr>
<tr>
<td>OTHER</td>
<td></td>
</tr>
<tr>
<td>ESSG_MAXROWS</td>
<td>0xFFFF / sizeof(ESSG_PDATA_T)</td>
</tr>
<tr>
<td>ESSG_MAXCOLUMNS</td>
<td>0xFFFF / sizeof(ESSG_DATA_T)</td>
</tr>
</tbody>
</table>

Used by the *pAttributes* member of the “ESSG_DATA_T” on page 1024 structure.
<table>
<thead>
<tr>
<th>Constant</th>
<th>Definition</th>
</tr>
</thead>
<tbody>
<tr>
<td>ESSG_CA_READONLY</td>
<td>0x00000001</td>
</tr>
<tr>
<td>ESSG_CA_READWRITE</td>
<td>0x00000002</td>
</tr>
<tr>
<td>ESSG_CA_LINKEDOBJ</td>
<td>0x00000004</td>
</tr>
<tr>
<td>ESSG_CA_LINKPARTITION</td>
<td>0x00000008</td>
</tr>
<tr>
<td>ESSG_CA_LINKCELLNOTE</td>
<td>0x00000010</td>
</tr>
<tr>
<td>ESSG_CA_LINKWINAPP</td>
<td>0x00000020</td>
</tr>
<tr>
<td>ESSG_CA_LINKURL</td>
<td>0x00000040</td>
</tr>
<tr>
<td>ESSG_CA_AISDT</td>
<td>0x00000080</td>
</tr>
<tr>
<td>ESSG_CA_GLDT</td>
<td>0x00000040</td>
</tr>
</tbody>
</table>

Used for the `pAttributes` for members in the “ESSG_DATA_T” on page 1024 structure.

<table>
<thead>
<tr>
<th>Constant</th>
<th>Definition</th>
</tr>
</thead>
<tbody>
<tr>
<td>ESSG_MA_DIMTOP</td>
<td>0x00000001</td>
</tr>
<tr>
<td>ESSG_MA_ZOOMINABLE</td>
<td>0x00000002</td>
</tr>
<tr>
<td>ESSG_MA_NEVERSHARE</td>
<td>0x00000004</td>
</tr>
<tr>
<td>ESSG_MA_LABELONLY</td>
<td>0x00000008</td>
</tr>
<tr>
<td>ESSG_MA_STOREDATA</td>
<td>0x00000010</td>
</tr>
<tr>
<td>ESSG_MA_EXPSHARE</td>
<td>0x00000020</td>
</tr>
<tr>
<td>ESSG_MA_IMPSHARE</td>
<td>0x00000040</td>
</tr>
<tr>
<td>ESSG_MA_DYNCALC</td>
<td>0x00000080</td>
</tr>
<tr>
<td>ESSG_MA_FORMULA</td>
<td>0x00000100</td>
</tr>
<tr>
<td>ESSG_MA_ATTRIBUTE</td>
<td>0x00000200</td>
</tr>
<tr>
<td>ESSG_MA_DIMNUMBITS</td>
<td>0xF8000000 (the last 5 bits contain the dimension number)</td>
</tr>
</tbody>
</table>

Used by the `usType` member in the “ESSG_DATA_T” on page 1024 structure.

<table>
<thead>
<tr>
<th>Constant</th>
<th>Definition</th>
</tr>
</thead>
<tbody>
<tr>
<td>ESSG_DT_UNUSED</td>
<td>0</td>
</tr>
<tr>
<td>ESSG_DT_STRING</td>
<td>1</td>
</tr>
<tr>
<td>ESSG_DT_LONG</td>
<td>2</td>
</tr>
<tr>
<td>Constant</td>
<td>Definition</td>
</tr>
<tr>
<td>---------------------------</td>
<td>------------</td>
</tr>
<tr>
<td>ESSG_DT_DOUBLE</td>
<td>3</td>
</tr>
<tr>
<td>ESSG_DT_BLANK</td>
<td>4</td>
</tr>
<tr>
<td>ESSG_DT_RESERVED</td>
<td>5</td>
</tr>
<tr>
<td>ESSG_DT_ERROR</td>
<td>6</td>
</tr>
<tr>
<td>ESSG_DT_MISSING</td>
<td>7</td>
</tr>
<tr>
<td>ESSG_DT_ZERO</td>
<td>8</td>
</tr>
<tr>
<td>ESSG_DT_NOACCESS</td>
<td>9</td>
</tr>
<tr>
<td>ESSG_DT_MEMBER</td>
<td>10</td>
</tr>
<tr>
<td>ESSG_DT_FORMULA</td>
<td>11</td>
</tr>
<tr>
<td>ESSG_DT_ZEROwFORMULA</td>
<td>12</td>
</tr>
<tr>
<td>ESSG_DT_DOUBLEwFORMULA</td>
<td>13</td>
</tr>
<tr>
<td>ESSG_DT_BLANKwFORMULA</td>
<td>14</td>
</tr>
<tr>
<td>ESSG_DT_STRINGwFORMULA</td>
<td>15</td>
</tr>
<tr>
<td>ESSG_DT_MISSINGwFORMULA</td>
<td>16</td>
</tr>
<tr>
<td>ESSG_DT_NOACCESSwFORMULA</td>
<td>17</td>
</tr>
<tr>
<td>ESSG_DT_STRINGEX</td>
<td>18</td>
</tr>
<tr>
<td>ESSG_DT_MEMBEREX</td>
<td>19</td>
</tr>
<tr>
<td>ESSG_DT_STRINGEXwFORMULA</td>
<td>20</td>
</tr>
<tr>
<td>ESSG_DT_FORMULAEX</td>
<td>21</td>
</tr>
<tr>
<td>ESSG_DT_MEMBERwKEY</td>
<td>23</td>
</tr>
</tbody>
</table>

Note: When the usType field of the ESSG_DATA_T structure is set to ESSG_DT_MEMBERwKEY, the pszStr field of Value(ESSG_DATA_VALUE) field is interpreted as follows: <length of member name><the member-name><length of key><the key> where the length elements are 2 bytes in size. Note that <the member-name> is null-terminated.

Used by the ulOptions parameter of EssGBeginRetrieve
<table>
<thead>
<tr>
<th>Constant</th>
<th>Definition</th>
</tr>
</thead>
<tbody>
<tr>
<td>ESSG_RET_RETRIEVE</td>
<td>0</td>
</tr>
<tr>
<td>ESSG_RET_RETRIEVELOCK</td>
<td>1</td>
</tr>
<tr>
<td>ESSG_RET_LOCKONLY</td>
<td>2</td>
</tr>
</tbody>
</table>

Used by the ulOptions parameter of EssGBeginUpdate

<table>
<thead>
<tr>
<th>Constant</th>
<th>Definition</th>
</tr>
</thead>
<tbody>
<tr>
<td>ESSG_RET_REQUIRELOCK</td>
<td>0</td>
</tr>
<tr>
<td>ESSG_RET_LOCKIFNEEDED</td>
<td>1</td>
</tr>
</tbody>
</table>

This bitmask contant is used by the ulOptions parameter of EssGBeginConditionalRetrieve, EssGBeginConditionalZoomIn, EssGBeginReport, and EssGBeginReportFile

<table>
<thead>
<tr>
<th>Constant</th>
<th>Definition</th>
</tr>
</thead>
<tbody>
<tr>
<td>ESSG_NOATTRIBUTES</td>
<td>0x00001000</td>
</tr>
</tbody>
</table>

These bitmask constants are used by the ulOptions parameter of EssGBeginZoomIn and EssGBeginConditionalZoomIn

<table>
<thead>
<tr>
<th>Constant</th>
<th>Definition</th>
</tr>
</thead>
<tbody>
<tr>
<td>ESSG_ZOOM_DOWN</td>
<td>0x00000080</td>
</tr>
<tr>
<td>ESSG_ZOOM_ACROSS</td>
<td>0x00000100</td>
</tr>
</tbody>
</table>

Describe the connect options

<table>
<thead>
<tr>
<th>Constant</th>
<th>Definition</th>
</tr>
</thead>
<tbody>
<tr>
<td>ESSG_CONNECT_DEFAULT</td>
<td>0</td>
</tr>
<tr>
<td>ESSG_CONNECT_NODIALOG</td>
<td>1</td>
</tr>
</tbody>
</table>

Describe the various zoom levels

<table>
<thead>
<tr>
<th>Constant</th>
<th>Definition</th>
</tr>
</thead>
<tbody>
<tr>
<td>ESSG_OPTIONS</td>
<td>0</td>
</tr>
<tr>
<td>ESSG_NEXTLEVEL</td>
<td>1</td>
</tr>
<tr>
<td>ESSG_ALLLEVELS</td>
<td>2</td>
</tr>
<tr>
<td>ESSG_BOTTOMLEVEL</td>
<td>3</td>
</tr>
<tr>
<td>Constant</td>
<td>Definition</td>
</tr>
<tr>
<td>-----------------</td>
<td>------------</td>
</tr>
<tr>
<td>ESSG_SIBLEVEL</td>
<td>4</td>
</tr>
<tr>
<td>ESSG_SAMELEVEL</td>
<td>5</td>
</tr>
<tr>
<td>ESSG_SAMEGENERATION</td>
<td>6</td>
</tr>
<tr>
<td>ESSG_CALCLEVEL</td>
<td>7</td>
</tr>
<tr>
<td>ESSG_PARENTLEVEL</td>
<td>8</td>
</tr>
<tr>
<td>ESSG_TOLEVEL</td>
<td>9</td>
</tr>
</tbody>
</table>

Used for setting and retrieving grid options

<table>
<thead>
<tr>
<th>Constant</th>
<th>Definition</th>
</tr>
</thead>
<tbody>
<tr>
<td>ESSG_OP_DRILLLEVEL</td>
<td>1</td>
</tr>
<tr>
<td>ESSG_OP_INCSEL</td>
<td>2</td>
</tr>
<tr>
<td>ESSG_OP_SELONLY</td>
<td>3</td>
</tr>
<tr>
<td>ESSG_OP_SELGROUP</td>
<td>4</td>
</tr>
<tr>
<td>ESSG_OP_INDENT</td>
<td>5</td>
</tr>
<tr>
<td>ESSG_OP_SUPMISSING</td>
<td>6</td>
</tr>
<tr>
<td>ESSG_OP_SUPZEROS</td>
<td>7</td>
</tr>
<tr>
<td>ESSG_OP_SUPUNDER</td>
<td>8</td>
</tr>
<tr>
<td>ESSG_OP_UPDATEMODE</td>
<td>9</td>
</tr>
<tr>
<td>ESSG_OP_ALIASNAMES</td>
<td>10</td>
</tr>
<tr>
<td>ESSG_OP_ALIASTABLE</td>
<td>11</td>
</tr>
<tr>
<td>ESSG_OP_USERGRIDDATA</td>
<td>12</td>
</tr>
<tr>
<td>ESSG_OP_RETAINTHREAD</td>
<td>20</td>
</tr>
<tr>
<td>ESSG_OP_EMPTYGRIDERROR</td>
<td>21</td>
</tr>
<tr>
<td>ESSG_OP_DRILLONLEAF</td>
<td>22</td>
</tr>
<tr>
<td>ESSG_OP_DATALESS</td>
<td>23</td>
</tr>
<tr>
<td>ESSG_OP_UNIQUENAMEONLY</td>
<td>32</td>
</tr>
<tr>
<td>ESSG_OP_MEMBERANDUNIQUENAME (see &quot;ESSG_OP_MEMBERANDUNIQUENAME Example&quot; on page 1125)</td>
<td>33</td>
</tr>
</tbody>
</table>
### Constant Definitions

<table>
<thead>
<tr>
<th>Constant</th>
<th>Definition</th>
</tr>
</thead>
</table>
| ESSG_OP_GET_ME.Cells | 36
Return #ME (meaningless) value for cells with no base member-attribute combination
Default: off |
| ESSG_OP_GET_FORMATTED_VALUE | 38
Include formatting values for formatted cells
Default: Return only cell values |
| ESSG_OP_GET_VALUE | 39
Requests original values for cells with non-numeric types
Default: on |
| ESSG_OP_GET_FORMATTED_MISSING | 40
Include formatting values for cells with missing values
Default: off |
| ESSG_OP_GET_DRILLTHRU_URLS | 41
Populates the drill through flag for cells |

### Describe the various indent styles

<table>
<thead>
<tr>
<th>Constant</th>
<th>Definition</th>
</tr>
</thead>
<tbody>
<tr>
<td>ESSG_INDENTNONE</td>
<td>1</td>
</tr>
<tr>
<td>ESSG_INDENTSUBITEMS</td>
<td>2</td>
</tr>
<tr>
<td>ESSG_INDENTTOTALS</td>
<td>3</td>
</tr>
</tbody>
</table>

Used by get results calls to determine the process state

<table>
<thead>
<tr>
<th>Constant</th>
<th>Definition</th>
</tr>
</thead>
<tbody>
<tr>
<td>ESSG_STATE_DONE</td>
<td>1</td>
</tr>
<tr>
<td>ESSG_STATE_INPROGRESS</td>
<td>2</td>
</tr>
</tbody>
</table>

### Buffer length constants (including terminating null)

<table>
<thead>
<tr>
<th>Constant</th>
<th>Definition</th>
</tr>
</thead>
<tbody>
<tr>
<td>ESSG_USERNAMELEN</td>
<td>31</td>
</tr>
<tr>
<td>ESSG_PASSWORDLEN</td>
<td>101</td>
</tr>
<tr>
<td>Constant</td>
<td>Definition</td>
</tr>
<tr>
<td>--------------------------</td>
<td>---------------------------------</td>
</tr>
<tr>
<td>ESSG_SERVERLEN</td>
<td>31</td>
</tr>
<tr>
<td>ESSG_APPLICATIONLEN</td>
<td>9</td>
</tr>
<tr>
<td>ESSG_DATABASELEN</td>
<td>9</td>
</tr>
</tbody>
</table>

Constants used by Grid API Drill-Through functions (`EssGDxxx()`)  

<table>
<thead>
<tr>
<th>Constant</th>
<th>Definition</th>
</tr>
</thead>
<tbody>
<tr>
<td>ESSG_DESCRIPTION_LEN</td>
<td>Maximum buffer length (255) used for report data</td>
</tr>
<tr>
<td>ESSG_DTINPUTOPTION_PROMPT_HISNAME</td>
<td><code>ulnputOption</code> value in <code>ESSG_DTINFO_T</code>, meaning that users have all the default values needed to connect to Essbase Studio and start a drill-through session</td>
</tr>
<tr>
<td>ESSG_DTINPUTOPTION_PROMPT_LOGIN</td>
<td><code>ulnputOption</code> value in <code>ESSG_DTINFO_T</code>, meaning that users must set the password to connect to Essbase Studio and start a drill-through session</td>
</tr>
<tr>
<td>ESSG_DTREPORT_NAME</td>
<td>Maximum string length (80) used for drill-through</td>
</tr>
<tr>
<td>ESSG_ERR_INVALIDDTHANDLE</td>
<td>Error message constant returned if the given drill-through instance handle is invalid</td>
</tr>
<tr>
<td>ESSG_ERR_NODTREPORTS</td>
<td>Error message constant returned if no drill-through report is defined for the given drill-through instance handle</td>
</tr>
<tr>
<td>ESSG_FIELDLEN</td>
<td>Maximum string length (30) used for drill-through</td>
</tr>
<tr>
<td>ESSG_HISDT</td>
<td>Value (5) used for drill-through entry</td>
</tr>
</tbody>
</table>

Used by LRO API calls in the structure `ESSG_LRODESC_T`  

<table>
<thead>
<tr>
<th>Constant</th>
<th>Definition</th>
</tr>
</thead>
<tbody>
<tr>
<td>ESSG_PARTITIONTYPE</td>
<td>1</td>
</tr>
<tr>
<td>ESSG_CELLNOTETYPE</td>
<td>2</td>
</tr>
<tr>
<td>ESSG_WINAPPTYPE</td>
<td>3</td>
</tr>
<tr>
<td>ESSG_URLTYPE</td>
<td>4</td>
</tr>
</tbody>
</table>

**Grid Perspective Types**  

Used by `EssGGetGridPerspective` and `EssGSetGridPerspective`.  

<table>
<thead>
<tr>
<th>Constant</th>
<th>Definition</th>
</tr>
</thead>
<tbody>
<tr>
<td>ESSG_PERSP_EXPLICIT</td>
<td>0</td>
</tr>
<tr>
<td></td>
<td>Requires tuple specification</td>
</tr>
</tbody>
</table>
## Constant Definition

<table>
<thead>
<tr>
<th>Constant</th>
<th>Definition</th>
</tr>
</thead>
<tbody>
<tr>
<td>ESSG_PERSP_REALITY</td>
<td>1</td>
</tr>
<tr>
<td></td>
<td>Uses reality context for attribute dimension</td>
</tr>
</tbody>
</table>

## Text List (SmartList) Types

Text List (SmartList) attributes.

<table>
<thead>
<tr>
<th>Constant</th>
<th>Definition</th>
</tr>
</thead>
<tbody>
<tr>
<td>ESSG_CA_MISSINGCELL</td>
<td>0x00000100</td>
</tr>
<tr>
<td></td>
<td>Set for cells of type SmartList when the cell has a #Missing value. This occurs for SmartList cells where #Missing values map to text values.</td>
</tr>
<tr>
<td>ESSG_CA_OUTOFRANGE</td>
<td>0x00000200</td>
</tr>
<tr>
<td></td>
<td>Set when a SmartList-type cell with a numeric value is out of range in the context of that text list</td>
</tr>
</tbody>
</table>

## Unicode Mode Types

Used as values for usApiType field of ESSG_INIT_T for Unicode Mode.

<table>
<thead>
<tr>
<th>Constant</th>
<th>Definition</th>
</tr>
</thead>
<tbody>
<tr>
<td>ESSG_API_UTF8</td>
<td>0x0003</td>
</tr>
<tr>
<td></td>
<td>This value enables Essbase Server to create or migrate Unicode-mode applications.</td>
</tr>
<tr>
<td>ESSG_API_NONUNICODE</td>
<td>0x0002</td>
</tr>
<tr>
<td></td>
<td>This value disables the creation and migration of Unicode-mode applications on Essbase Server.</td>
</tr>
</tbody>
</table>

## C Grid API Data Types

<table>
<thead>
<tr>
<th>Data Type</th>
<th>Essbase Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>typedef char ESSG_APPLICATION_T[ESSG_APPLICATIONLEN];</td>
<td>ESSG_APPLICATION_T</td>
</tr>
<tr>
<td>typedef unsigned char ESSG_BOOL_T;</td>
<td>ESSG_BOOL_T</td>
</tr>
<tr>
<td>typedef char ESSG_CHAR_T;</td>
<td>ESSG_CHAR_T</td>
</tr>
<tr>
<td>typedef char ESSG_DATABASE_T[ESSG_DATABASELEN];</td>
<td>ESSG_DATABASE_T</td>
</tr>
<tr>
<td>typedef double ESSG_DOUBLE_T;</td>
<td>ESSG_DOUBLE_T</td>
</tr>
<tr>
<td>typedef ESSG_PVOID_T ESSG_DTHINST_T, *ESSG_PDTHINST_T</td>
<td>ESSG_DTHINST_T, ESSG_PDTHINST_T</td>
</tr>
<tr>
<td>typedef float ESSG_FLOAT_T;</td>
<td>ESSG_FLOAT_T</td>
</tr>
<tr>
<td>typedef ESSG_PVOID_T ESSG_HANDLE_T, *ESSG_PHANDLE_T;</td>
<td>ESSG_HANDLE_T, ESSG_PHANDLE_T</td>
</tr>
<tr>
<td>Data Type</td>
<td>Essbase Type</td>
</tr>
<tr>
<td>-----------------------------------------------------------------</td>
<td>--------------------------------------------------</td>
</tr>
<tr>
<td>typedef ESSG_PVOID_T ESSG_HGRID_T,*ESSG_PHGRID_T;</td>
<td>ESSG_HGRID_T, ESSG_PHGRID_T</td>
</tr>
<tr>
<td>typedef long ESSG_LONG_T;</td>
<td>ESSG_LONG_T</td>
</tr>
<tr>
<td>typedef char ESSG_PASSWORD_T[ESSG_PASSWORDLEN];</td>
<td>ESSG_PASSWORD_T</td>
</tr>
<tr>
<td>typedef char *ESSG_PSTR_T;</td>
<td>ESSG_PSTR_T</td>
</tr>
<tr>
<td>typedef ESSG_VOID_T *ESSG_PVOID_T;</td>
<td>ESSG_PVOID_T</td>
</tr>
<tr>
<td>typedef char ESSG_SERVER_T[ESSG_SERVERLEN];</td>
<td>ESSG_SERVER_T</td>
</tr>
<tr>
<td>typedef short ESSG_SHORT_T;</td>
<td>ESSG_SHORT_T</td>
</tr>
<tr>
<td>typedef char *ESSG_STR_T;</td>
<td>ESSG_STR_T</td>
</tr>
<tr>
<td>typedef long ESSG_STS_T;</td>
<td>ESSG_STS_T</td>
</tr>
<tr>
<td>typedef unsigned char ESSG_UCHAR_T;</td>
<td>ESSG_UCHAR_T</td>
</tr>
<tr>
<td>typedef unsigned long ESSG_ULONG_T;</td>
<td>ESSG_ULONG_T</td>
</tr>
<tr>
<td>typedef char ESSG_USERNAME_T[ESSG_USERNAMELEN];</td>
<td>ESSG_USERNAME_T</td>
</tr>
<tr>
<td>typedef unsigned short ESSG_USHORT_T;</td>
<td>ESSG_USHORT_T</td>
</tr>
<tr>
<td>typedef void ESSG VOID_T;</td>
<td>ESSG VOID_T</td>
</tr>
<tr>
<td>typedef unsigned short ESSG_WORD_T;</td>
<td>ESSG_WORD_T</td>
</tr>
</tbody>
</table>

**ESSG_PFUNC_T, ESSG_PFUNC_M**

These types define the prototype for a user’s message callback function.

```c
#ifndef WIN32
#define ESSG_CALLBACK _export
#define ESSG_FUNC_M ESSG_STS_T ESSG_CALLBACK /* for Win32 */
#else
#define ESSG_CALLBACK _export
#define ESSG_FUNC_M ESSG_STS_T ESSG_CALLBACK /* for other platforms */
#endif

#ifndef WIN32
/* function pointer (Win32) */
typedef ESSG_STS_T (ESSG_CALLBACK *ESSG_PFUNC_T)(ESSG_PVOID_T,ESSG_LONG_T, ESSG_USHORT_T, ESSG_STR_T, ESSG_STR_T);
#else
/* function pointer (other) */
typedef ESSG_STS_T (ESSG_CALLBACK *ESSG_PFUNC_T)(ESSG_PVOID_T, ESSG_LONG_T, ESSG_USHORT_T, ESSG_STR_T, ESSG_STR_T);
#endif
```
C Grid API Structures

This section describes the structures used by the Grid API. Click on one of the structure names below to navigate to the description.

- “ESSG_CONNECTINFO_T” on page 1024
- “ESSG_DATA_T” on page 1024
- “ESSG_DRILLDATA_T” on page 1027
- “ESSG_DTDATA_T” on page 1027
- “ESSG_DTHEADER_T” on page 1027
- “ESSG_DTINFO_T” on page 1028
- “ESSG_DREPORT_T” on page 1028
- “ESSG_INIT_T” on page 1029
- “ESSG_LRODESC_T” on page 1029
- “ESSG_LROINFO_T” on page 1030
- “ESSG_RANGE_T” on page 1030

**ESSG_CONNECTINFO_T**

Contains information about database connection for each linked partition. The fields are described as follows:

```
typedef struct ESSG_CONNECTINFO_T
{
    ESSG_SERVER_T Server;
    ESSG_APPLICATION_T Application;
    ESSG_DATABASE_T Database;
    ESSG_USERNAME_T Username;
    ESSG_PASSWORD_T Password;
} ESSG_CONNECTINFO_T, * ESSG_PCONNECTINFO_T, ** ESSG_PPCONNECTINFO_T;
```

<table>
<thead>
<tr>
<th>Data Type</th>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ESSG_SERVER_T</td>
<td>Server</td>
<td>Name of the server</td>
</tr>
<tr>
<td>ESSG_APPLICATION_T</td>
<td>Application</td>
<td>Name of the application</td>
</tr>
<tr>
<td>ESSG_DATABASE_T</td>
<td>Database</td>
<td>Name of the Essbase database</td>
</tr>
<tr>
<td>ESSG_USERNAME_T</td>
<td>Username</td>
<td>User's name</td>
</tr>
<tr>
<td>ESSG_PASSWORD_T</td>
<td>Password</td>
<td>User's password</td>
</tr>
</tbody>
</table>

**ESSG_DATA_T**

Describes the format of the data to be sent and received by the Essbase Grid API. Note that calls returning this structure will return member names in the Member structure. The caller can pass
in the same structure back to the API using the Member structure instead of the pszStr field if the type is ESSG_DT_MEMBER.

The ESSG_DATA_T data structure defines each cell sent or returned via the grid API. If this structure is being returned to the caller, pszStr contains string data and dblData contains numeric data. Use the usType field to determine whether the cell is a member, a number, or text.

Similarly, if the structure is being passed into the API, pszStr should contain a member name or text and dblData should contain numeric data. Set the usType field to correspond to the data type of the cell. If the cell data type is unknown, set it to text (ESSG_DT_STRING), and the server determines whether it is a member.

typedef struct ESSG_DATA_T
{
    ESSG_PVOID_T    pAttributes;
    ESSG_DATA_VALUE Value;
    ESSG_USHORT_T   usType;
    ESSG_PVOID_T    pCellProps;
} ESSG_DATA_T;

ESS_TSA_API_typedef(ESSG_DATA_T *, ESSG_PDATA_T);
ESS_TSA_API_typedef(ESSG_DATA_T **, ESSG_PPDATA_T);

<table>
<thead>
<tr>
<th>Data Type</th>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ESSG_PVOID_T</td>
<td>pAttributes</td>
<td>One of the long integer constants listed below indicating the cell type or member type (OUT)</td>
</tr>
<tr>
<td>ESSG_DATA_VALUE_T</td>
<td>Value</td>
<td>The value of the returned grid string</td>
</tr>
<tr>
<td>ESSG_USHORT_T</td>
<td>usType</td>
<td>One of the tag constants listed below indicating the data type (IN/OUT)</td>
</tr>
<tr>
<td>ESSG_PVOID_T</td>
<td>pCellProps</td>
<td>Stores cell properties; for example, whether or not cell is associated with a drill-through URL</td>
</tr>
</tbody>
</table>

Long Member Names

To send a string that contains more than 255 characters, use ESSG_DT_STRINGEX instead of ESSG_DT_STRING.

Constants for ESSG_DATA_T

For more information about these constants, see “C Grid API Constants” on page 1015.

The following constants are used by the pAttributes field of the ESSG_DATA_T structure for cell data types:

ESSG_CA_READONLY
ESSG_CA_READWRITE
ESSG_CA_LINKOBJ
ESSG_CA_LINKPARTITION
ESSG_CA_LINKCELLNOTE
ESSG_CA_LINKWINAPP
ESSG_CA_LINKURL
ESSG_CA_AISDT
ESSG_CA_GLDT
The following constants are used by the \texttt{pAttributes} field of the ESSG\_DATA\_T structure for member data types:

\begin{itemize}
    \item ESSG\_MA\_DIMTOP
    \item ESSG\_MA\_ZOOMINABLE
    \item ESSG\_MA\_NEVERSHARE
    \item ESSG\_MA\_LABELONLY
    \item ESSG\_MA\_STOREDATA
    \item ESSG\_MA\_EXPSHARE
    \item ESSG\_MA\_IMPSHARE
    \item ESSG\_MA\_DYNCALC
    \item ESSG\_MA\_FORMULA
    \item ESSG\_MA\_ATTRIBUTE
    \item ESSG\_MA\_DIMNUMBITS
\end{itemize}

The following constants are used by the \texttt{usType} field of the ESSG\_DATA\_T structure:

\begin{itemize}
    \item ESSG\_DT\_UNUSED
    \item ESSG\_DT\_STRING
    \item ESSG\_DT\_LONG
    \item ESSG\_DT\_DOUBLE
    \item ESSG\_DT\_BLANK
    \item ESSG\_DT\_RESERVED
    \item ESSG\_DT\_ERROR
    \item ESSG\_DT\_MISSING
    \item ESSG\_DT\_ZERO
    \item ESSG\_DT\_NOACCESS
    \item ESSG\_DT\_MEMBER
    \item ESSG\_DT\_FORMULA
    \item ESSG\_DT\_ZEROwFORMULA
    \item ESSG\_DT\_DOUBLEwFORMULA
    \item ESSG\_DT\_BLANKwFORMULA
    \item ESSG\_DT\_RESERVEDwFORMULA
    \item ESSG\_DT\_ERRORwFORMULA
    \item ESSG\_DT\_MISSINGwFORMULA
    \item ESSG\_DT\_NOACCESSwFORMULA
    \item ESSG\_DT\_STRINGEX
    \item ESSG\_DT\_MEMBEREX
    \item ESSG\_DT\_STRINGEXwFORMULA
    \item ESSG\_DT\_FORMULAEX
    \item ESSG\_DT\_MEMBERwKEY
\end{itemize}

The following constants are additional values for the \texttt{usType} field, to work in Unicode mode.

\begin{table}[h]
\centering
\begin{tabular}{|c|c|l|}
\hline
\textbf{Constant} & \textbf{Definition} & \textbf{Description} \\
\hline
ESSG\_DT\_STRINGEX & 0x0018 & This value specifies a string extended for Unicode mode and for long member names. \\
\hline
ESSG\_DT\_MEMBEREX & 0x0019 & This value specifies a member name extended for Unicode mode. \\
\hline
ESSG\_DT\_STRINGEXwFORMULA & 0x0020 & This value specifies a formula string extended for Unicode mode. \\
\hline
ESSG\_DT\_FORMULAEX & 0x0021 & This value specifies a formula extended for Unicode mode. \\
\hline
\end{tabular}
\end{table}
**ESSG_DRILLDATA_T**

Contains information associating linked objects with specific cell addresses. The fields are described as follows:

```c
typedef struct ESSG_DRILLDATA_T
{
    ESSG_HLRO_T       hLRO;
    ESSG_USHORT_T     usLinkObjType;
    ESSG_LINKOBJDESC  Description;
    ESSG_PSTR_T       pMbrCombos;
    ESSG_ULONG_T      ulNumMbrCombos;
} ESSG_DRILLDATA_T, * ESSG_PDRILLDATA_T, ** ESSG_PPDRILLDATA_T;
```

<table>
<thead>
<tr>
<th>Data Type</th>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ESSG_HLRO_T</td>
<td>hLRO</td>
<td>A unique handle to a linked object</td>
</tr>
<tr>
<td>ESSG_USHORT_T</td>
<td>usLinkObjType</td>
<td>Object type</td>
</tr>
<tr>
<td>ESSG_LINKOBJDESC</td>
<td>DescriptionOo</td>
<td>Object description</td>
</tr>
<tr>
<td>ESSG_PSTR_T</td>
<td>pMbrCombos</td>
<td>An array of member names</td>
</tr>
<tr>
<td>ESSG_ULONG_T</td>
<td>ulNumMbrCombos</td>
<td>Number of member names in pMbrCombos</td>
</tr>
</tbody>
</table>

**ESSG_DTDATA_T**

Defines a report data cell.

```c
typedef struct ESSG_DTDATA_T
{
    ESSG_ULONG_T row;
    ESSG_ULONG_T column;
    ESSG_CHAR_T  data[ESSG_DESCRIPTION_LEN + 1];
} ESSG_DTDATA_T, * ESSG_PDTDATA_T, ** ESSG_PPDTDATA_T;
```

<table>
<thead>
<tr>
<th>Data Type</th>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ESSG_ULONG_T</td>
<td>row</td>
<td>0-indexed row number for the given data block</td>
</tr>
<tr>
<td>ESSG_ULONG_T</td>
<td>column</td>
<td>0-indexed column number for the given data block</td>
</tr>
<tr>
<td>ESSG_CHAR_T</td>
<td>data [ESSG_DESCRIPTION_LEN + 1]</td>
<td>Data value for the given data block</td>
</tr>
</tbody>
</table>

**ESSG_DTHEADER_T**

Defines header information for a specific column.

```c
typedef struct ESSG_DTHEADER_T
{
    ESSG_ULONG_T colIndex;
    ESSG_CHAR_T  viewName[ESSG_DESCLEN + 1];
    ESSG_CHAR_T  data[ESSG_DESCLEN + 1];
} ESSG_DTHEADER_T, * ESSG_PDHTHEAD_T, ** ESSG_PPDTHEAD_T;
```
ESSGDTREPORTDATATYPE dataType;
) ESSG_DTHEADER_T, *ESSG_PDTHEADER_T, **ESSG_PPDTHEADER_T;

<table>
<thead>
<tr>
<th>Data Type</th>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ESSG_ULOG_T</td>
<td>colIndex</td>
<td>0-based index of the column position</td>
</tr>
<tr>
<td>ESSG_CHAR_T</td>
<td>viewName[ESSG_DESCLEN_+ 1]</td>
<td></td>
</tr>
<tr>
<td>ESSG_CHAR_T</td>
<td>data[ESSG_DESCLEN_+ 1]</td>
<td>Heading text for the given column of data</td>
</tr>
<tr>
<td>ESSGDTREPORTDATATYPE</td>
<td>dataType</td>
<td>One of the constants listed below indicating the data type of the given column of data</td>
</tr>
</tbody>
</table>

**Constants for ESSG_DTHEADER_T**

The following constants are used by the dataType field of the ESSG_DTHEADER_T structure:

ESSGDTINT
ESSGDTFLOAT
ESSGDTSTRING

**ESSG_DTINFO_T**

Defines the connection information for a range of data cells.

typedef struct ESSG_DTINFO_T
{
    ESSG_CHAR_T    hisName[ESSG_FIELDLEN + 1];
    ESSG_CHAR_T    dataSource[ESSG_FIELDLEN + 1];
    ESSG_CHAR_T    username[ESSG_FIELDLEN + 1];
    ESSG_CHAR_T    password[ESSG_FIELDLEN + 1];
    ESSG_USHORT_T  inputOption;
} ESSG_DTINFO_T, *ESSG_PDTINFO_T, **ESSG_PPDTINFO_T;

<table>
<thead>
<tr>
<th>Data Type</th>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ESSG_CHAR_T</td>
<td>hisName [ESSG_FIELDLEN + 1]</td>
<td></td>
</tr>
<tr>
<td>ESSG_CHAR_T</td>
<td>dataSource [ESSG_FIELDLEN + 1]</td>
<td>(read only)</td>
</tr>
<tr>
<td>ESSG_CHAR_T</td>
<td>username [ESSG_FIELDLEN + 1]</td>
<td></td>
</tr>
<tr>
<td>ESSG_CHAR_T</td>
<td>password [ESSG_FIELDLEN + 1]</td>
<td>(write only)</td>
</tr>
<tr>
<td>ESSG_USHORT_T</td>
<td>inputOption</td>
<td>(read only)</td>
</tr>
</tbody>
</table>

**ESSG_DTREPORT_T**

Defines a report definition.

typedef struct ESSG_DTREPORT_T
{
    ESSG_LONG_T reportId;

1028
ESSG_CHAR_T name[ESSG_DESCLEN + 1];
ESSG_LONG_T customize;
ESSG_LONG_T rowGoverner;
ESSG_LONG_T timeGoverner;
} ESSG_DTREPORT_T, *ESSG_PDTREPORT_T, **ESSG_PPDTREPORT_T;

<table>
<thead>
<tr>
<th>Data Type</th>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ESSG_LONG_T</td>
<td>reportId</td>
<td></td>
</tr>
<tr>
<td>ESSG_CHAR_T</td>
<td>name [ESSG_DESCLEN + 1]</td>
<td></td>
</tr>
<tr>
<td>ESSG_LONG_T</td>
<td>customize</td>
<td></td>
</tr>
<tr>
<td>ESSG_LONG_T</td>
<td>rowGoverner</td>
<td></td>
</tr>
<tr>
<td>ESSG_LONG_T</td>
<td>timeGoverner</td>
<td></td>
</tr>
</tbody>
</table>

**ESSG_INIT_T**

Describes the information to be passed into the call to EssGInit.

typedef struct
{
    ESSG_ULONG_T ulVersion;
    ESSG_ULONG_T ulMaxRows;
    ESSG_ULONG_T ulMaxColumns;
    ESSG_PFUNC_T pfnMessageFunc;
    ESSG_PVOID_T pUserdata;
    ESSG_USHORT_T usApiType;
} ESSG_INIT_T, *ESSG_PINIT_T;

<table>
<thead>
<tr>
<th>Data Type</th>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ESSG_ULONG_T</td>
<td>ulVersion</td>
<td>This should be set to ESSG_VERSION</td>
</tr>
<tr>
<td>ESSG_ULONG_T</td>
<td>ulMaxRows</td>
<td>Maximum number of rows for the grid</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Limit: 65535 rows</td>
</tr>
<tr>
<td>ESSG_ULONG_T</td>
<td>ulMaxColumns</td>
<td>Maximum number of columns for the grid</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Limit: 256 columns</td>
</tr>
<tr>
<td>ESSG_PFUNC_T</td>
<td>pfnMessageFunc</td>
<td>Pointer to the user-defined message callback function</td>
</tr>
<tr>
<td>ESSG_PVOID_T</td>
<td>pUserdata</td>
<td>Pointer to user data passed to message callback</td>
</tr>
<tr>
<td>ESSG_USHORT_T</td>
<td>usApiType</td>
<td>Encoding type of the Grid API. For valid values, see &quot;Unicode Mode Types&quot; on page 1022.</td>
</tr>
</tbody>
</table>

**ESSG_LRODESC_T**

Contains information describing a specific object linked to a data cell in an Essbase database.

The fields are described as follows:
typedef struct ESSG_LRODESC_T
{
    ESSG_USHORT_T    usLinkObjType;
    ESSG_USERNAME_T  Username;
    ESSG_TIME_T      LastUpdate;
    union
    {
        ESSG_LROINFO_T  lroInfo;
        ESSG_CHAR_T     Note[ESSG_LRONOTELEN];
    } lro;
} ESSG_LRODESC_T, *ESSG_LPLRODESC_T;

Data Type       Field       Description
ESSG_ULONG_T    usLinkObjType Object type
ESSG_USERNAME_T  userName Name of the last user to modify the object
ESSG_TIME_T      LastUpdate Last date the object was modified
ESSG_LROINFO_T  lroInfo LRO information structure, associated by union
ESSG_CHAR_T     Note[ESSG_LRONOTELEN] A cell note, associated by union
The default note length specified by ESSG_LRONOTELEN is 599.

ESSG_LROINFO_T
Contains information about a specific object linked to a data cell in an Essbase database. The fields are described as follows:

typedef struct ESSG_LROINFO_T
{
    ESSG_CHAR_T  ObjName[ESSG_ONAMELEN];
    ESSG_CHAR_T  Desc[ESS_DESCLEN];
} ESSG_LROINFO_T, *ESSG_LPLROINFO_T;

Data Type       Field       Description
ESSG_CHAR_T     objName[ESSG_ONAMELEN] Source file name of object linked to a data cell
ESSG_ONAMELEN specifies the maximum length of an object name; the default value is 511.
ESSG_CHAR_T     Desc[ESS_DESCLEN] Description of an object linked to a data cell
ESS_DESCLEN specifies the maximum length of the description; the default value is 79.

ESSG_RANGE_T
Describes the extent of the data being sent or received.

typedef struct
{
    ESSG_ULONG_T ulRowStart;
}
ESSG_ULONG_T ulColumnStart;
ESSG_ULONG_T ulNumRows;
ESSG_ULONG_T ulNumColumns;
} ESSG_RANGE_T, *ESSG_PRANGE_T;

<table>
<thead>
<tr>
<th>Data Type</th>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ESSG_ULONG_T</td>
<td>ulRowStart</td>
<td>First Row in the report (zero based)</td>
</tr>
<tr>
<td>ESSG_ULONG_T</td>
<td>ulColumnStart</td>
<td>First Column in the report (zero based)</td>
</tr>
<tr>
<td>ESSG_ULONG_T</td>
<td>ulNumRows</td>
<td>Number of rows in the report (maximum 16370)</td>
</tr>
<tr>
<td>ESSG_ULONG_T</td>
<td>ulNumColumns</td>
<td>Number of columns in the report (maximum 256)</td>
</tr>
</tbody>
</table>
Consult the Contents pane for the alphabetical list of C Grid API functions, which are prefaced with EssG.

**EssGBeginConditionalRetrieve**

Begins a conditional retrieval operation.

**Syntax**

```c
ESSG_FUNC_M EssGBeginConditionalRetrieve (hGrid, pszConditions, ulOptions);
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hGrid</td>
<td>ESSG_HGRID_T</td>
<td>Handle passed back from EssGNewGrid.</td>
</tr>
<tr>
<td>pszConditions</td>
<td>ESSG_STR_T</td>
<td>String (no greater than 64K) containing Essbase report specification commands relating to the conditions for the retrieval. Do not use Report Writer member/alias/unique name handling formatting commands for the pszConditions parameter. Use the options available in the EssGSetGridOption function.</td>
</tr>
<tr>
<td>ulOptions</td>
<td>ESSG_ULONG_T</td>
<td>A constant which describes the type of retrieval. One of the following values must be used:</td>
</tr>
<tr>
<td></td>
<td></td>
<td>ESSG_RET_RETRIEVE Retrieve Only</td>
</tr>
<tr>
<td></td>
<td></td>
<td>ESSG_RET_RETRIEVELOCK Retrieve and Lock</td>
</tr>
<tr>
<td></td>
<td></td>
<td>ESSG_RET_LOCKONLY Lock Only (No data is to be retrieved)</td>
</tr>
</tbody>
</table>

The following value may be added into ulOptions using bitwise OR (|): ESSG_NOATTRIBUTES returns grid without pAttributes values.

**Notes**

- Conditions, as defined in a partial report specification, are applied to the provided grid.
- Attributes for returned cell values are obtained using a second server request. Passing ESSG_NOATTRIBUTES in the ulOptions parameter will issue one less request of the server, and could, in large resulting grids, be faster.
- In case of Type-enabled applications, such as applications with SmartList, Date, or Format strings, you will get textual encoded data but without type information if you specify ESSG_NOATTRIBUTES. Type information works like member attributes, so do not use ESSG_NOATTRIBUTES if type information is required.
Return Value

If successful, returns ESSG_STS_NOERR.

Access

None.

Example

```c
ESSG_VOID_T ESSG_BeginConditionalRetrieve(ESSG_HGRID_T hGrid)
{
    ESSG_STS_T     sts = ESS_STS_NOERR;
    ESSG_PPDATA_T   ppDataIn;
    ESSG_PPDATA_T   ppDataOut;
    ESSG_RANGE_T    rDataRangeIn, rDataRangeOut;
    ESSG_ULONG_T    ulOptions;
    ESSG_USHORT_T   usState;
    ESSG_STR_T      pszConditions;

    /* connect the grid to a database on the server */
    sts = EssGConnect(hGrid, "Rainbow", "Admin",
                      "Password", "Demo", "Basic", ESSG_CONNECT_DEFAULT);

    if(sts == 0)
    {
        ppDataIn = BuildTable(&rDataRangeIn);

        ulOptions = ESSG_RET_RETRIEVE;
        pszConditions = "<TOP(Scenario,3,@Datacol(3))";
        /* start the conditional retrieve operation */
        sts = EssGBeginConditionalRetrieve(hGrid,
                                            pszConditions, ulOptions);
    }

    if(sts == 0)
    {
        /* send the entire grid to define the query */
        sts = EssGSendRows(hGrid, &rDataRangeIn, pDataIn);
    }

    if(sts == 0)
    {
        /* perform the retrieval */
        sts = EssGPerformOperation(hGrid, 0);

        /* free the built data */
        FreeTwoDim(ppDataIn, rDataRangeIn.ulNumRows);
    }

    if(sts == 0)
    {
        /* determine the results of the retrieve */
        sts = EssGGetResults(hGrid, 0, &rDataRangeOut,
                             &usState);
    }

    if(sts ==0)
    {
        /* get all the data */
    }
```
sts = EssGGetRows(hGrid, 0, &rDataRangeOut, &rDataRangeOut, &ppDataOut);
}

if(sts == 0)
{
    /* display the results */
    DisplayOutput(ppDataOut, rDataRangeOut);
    /* free the returned data */
    EssGFreeRows(hGrid, &rDataRangeOut, ppDataOut);
}

if(!sts)
{
    EssGEndOperation(hGrid, 0);
    EssGDisconnect(hGrid, 0);
}

See Also

- “Using the C Grid API Functions” on page 1012
- “C Grid API Structures” on page 1024

EssGBeginConditionalZoomIn

 Begins a conditional zoom-in.

Syntax

ESSG_FUNC_M EssGBeginConditionalZoomIn (hGrid, pZoomCell, pszConditions, ulOptions);

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hGrid</td>
<td>ESSG_HGRID_T</td>
<td>Handle passed back from EssGNewGrid.</td>
</tr>
<tr>
<td>pZoomCell</td>
<td>&quot;ESSG_RANGE_T&quot;</td>
<td>Describes the cell to be zoomed in upon. This must be a single cell for conditional zoomin.</td>
</tr>
<tr>
<td>pszConditions</td>
<td>ESSG_STR_T</td>
<td>String (no greater than 64K) containing Essbase report specification commands relating to the conditions for the zoom-in. Do not use Report Writer member/alias/unique name handling formatting commands for the pszConditions parameter. Use the options available in EssGSetGridOption.</td>
</tr>
<tr>
<td>Parameter</td>
<td>Data Type</td>
<td>Description</td>
</tr>
<tr>
<td>-----------</td>
<td>---------------</td>
<td>-------------</td>
</tr>
<tr>
<td>ulOptions</td>
<td>ESSG_ULONG_T</td>
<td>A bitmask which describes the type of zoom-in (across or down). The following two values are mutually exclusive:</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- ESSG_ZOOM_DOWN Any page/title dimensions selected will be zoomed down</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- ESSG_ZOOM_ACROSS Any page dimensions selected will be zoomed across</td>
</tr>
<tr>
<td></td>
<td></td>
<td>The following option may be added into ulOptions using bitwise OR (</td>
</tr>
<tr>
<td></td>
<td></td>
<td>ESSG_NOATTRIBUTES returns grid without pAttributes values.</td>
</tr>
</tbody>
</table>

**Notes**

- The cell to be zoomed in upon is described by single range, the conditions to be applied are passed as a string containing Essbase report specification commands.
- Attributes for returned cell values are obtained using a second server request. Passing ESSG_NOATTRIBUTES for the ulOptions parameter will issue one less request of the server, and could, in large resulting grids, be faster.
- Conditional zoom-in will only work on one zoom cell at a time.
- There are only three valid zoom levels when doing a conditional ZoomIn - ESSG_NEXTLEVEL, ESSG_BOTTOMLEVEL or ESSG_ALLLEVELS. The Zoom level for conditional ZoomIn must be set via EssGSetGridOption to one of the three valid levels. If a non-valid level is set when performing a conditional ZoomIn the API will default to ESSG_NEXTLEVEL.
- If the zoom level is ESSG_BOTTOMLEVEL the resulting members are selected based on the conditions from all Level zero members in the dimension being zoomed on. For example, if the zoom cell contains East, from the Market dimension, and the zoom level is ESS_BOTTOMLEVEL, the resulting members could be any of the leaf members of Market, not just descendents of East.
- In case of Type-enabled applications, such as applications with SmartList, Date, or Format strings, you will get textual encoded data but without type information if you specify ESSG_NOATTRIBUTES. Type information works like member attributes, so do not use ESSG_NOATTRIBUTES if type information is required.

**Return Value**

If successful, returns ESSG_STS_NOERR.

**Access**

None.

**Example**

ESSG_VOID_T ESSG_BeginConditionalZoomIn(ESSG_HGRID_T hGrid)
{
    ESSG_FUNC_M     sts = ESS_STS_NOERR;
    ESSG_PPDATA_T   ppDataIn;
    ESSG_PPDATA_T   ppDataOut;
/* connect the grid to a database on the server */
sts = EssGConnect(hGrid, "Rainbow", "Admin",
                  "Password", "Demo", "Basic", ESSG_CONNECT_DEFAULT);

if (sts == 0)
{
    ppDataIn = BuildTable(&rDataRangeIn);

    ulOptions = ESSG_ZOOM_DOWN | ESSG_ALLLEVELS;

    pZoomCells.ulRowStart = 0;
    pZoomCells.ulColumnStart = 2;
    pZoomCells.ulNumRows = 1;
    pZoomCells.ulNumColumns = 1;
    pszConditions = "<TOP("Scenario",3,@Datacol(3))";

    /* start the conditional zoom-in operation */
    sts = EssGBeginConditionalZoomIn(hGrid,
                                     &pZoomCells, pszConditions, ulOptions);
}

if (sts == 0)
{
    /* send the entire grid to define the query */
    sts = EssGSendRows(hGrid, &rDataRangeIn,
                        ppDataIn);
}

if (sts == 0)
{
    /* perform the conditional zoom-in */
    sts = EssGPerformOperation(hGrid, 0);

    /* Free the built data */
    FreeTwoDim(ppDataIn, rDataRangeIn.ulNumRows);
}

if (sts == 0)
{
    /* determine the results of conditional zoom-in */
    sts = EssGGetResults(hGrid, 0, &rDataRangeOut, &usState);
}

if (sts == 0)
{
    /* get all the data */
    sts = EssGGetRows(hGrid, 0, &rDataRangeOut,
                       &rDataRangeOut, &ppDataOut);
}

if (sts == 0)
{
    DisplayOutput(ppDataOut, rDataRangeOut);
See Also

- “Using the C Grid API Functions” on page 1012
- “C Grid API Structures” on page 1024

EssGBeginCreateLRO

Begins the operation of creating a linked object for a data cell in an Essbase database.

Syntax

```c
ESSG_FUNC_M EssGBeginCreateLRO (hGrid, usCells, pCells, pLroDesc, ulOption);
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hGrid;</td>
<td>ESSG_HGRID_T</td>
<td>Grid handle returned by EssGNewGrid().</td>
</tr>
<tr>
<td>usCells;</td>
<td>ESSG_USHORT_T</td>
<td>The number of cell ranges specified in pCells.</td>
</tr>
<tr>
<td>pCells;</td>
<td>“ESSG_RANGE_T” on page 1030</td>
<td>Array of cell ranges for which to create the link.</td>
</tr>
<tr>
<td>pLroDesc;</td>
<td>“ESSG_LRODESC_T” on page 1029</td>
<td>LRO description information for the new object.</td>
</tr>
<tr>
<td>ulOption;</td>
<td>ESSG_ULONG_T</td>
<td>Option specifying whether to store the object on the server. Use ESS_STORE_OBJECT_API to store winapp and URL objects on the server. Use ESS_NOSTORE_OBJECT_API to store cell notes off the server (and in the index file).</td>
</tr>
</tbody>
</table>

Return Value

If successful, returns ESSG_STS_NOERR.

See Also

- “Using the C Grid API Functions” on page 1012
- “C Grid API Structures” on page 1024
- EssGBeginDeleteLROS
- EssGBeginDrillOrLink
- EssGDeleteLRO
- EssGFreeCellLinkResults
EssGBeginDataPoint

Begins a data point operation.

Syntax

```c
ESS_FUNC_M EssGBeginDataPoint (hGrid, ulRow, ulColumn, ulOptions);
```

**Parameter** | **Data Type** | **Description**
--- | --- | ---
`hGrid` | ESS_HGRID_T | Handle passed back from EssGNewGrid.
`ulRow` | ESS_ULONG_T | Row of the data point.
`ulColumn` | ESS_ULONG_T | Column of the data point.
`ulOptions` | ESS_ULONG_T | Reserved for future use. Should be set to zero.

**Notes**

- This function returns one member from each dimension describing the combination of members for a particular cell in the grid.
- The caller should pass in (EssGSendRows) enough information for Essbase to determine the members for the cell. It is safest to pass in all rows less than or equal to the `ulRow` parameter and all columns. The `ulRow` and `ulColumn` values are zero-based.

**Return Value**

If successful, returns ESS_STS_NOERR.

**Access**

None.

**Example**

```c
ESS_VOID_T EssG_BeginDataPoint (ESS_HGRID_T hGrid)
{
    ESS_FUNC_M sts = ESS_STS_NOERR;
    ESS_ULONG_T ulRow;
    ESS_ULONG_T ulColumn;
    ESS_ULONG_T ulOptions;
    ESS_PPDATA_T pDataIn;
    ESS_RANGE_T rDataRangeIn;
    ESS_ULONG_T ulMembers, i;
    ESS_PSTR_T ppszMembers;
    ESS_USHORT_T usState;

    /* connect the grid to a database on the server */
```
sts = EssGConnect(hGrid, "Rainbow", "Admin", "Password", "Demo", "Basic", ESSG_CONNECT_DEFAULT);

if(sts == 0)
{
    ppDataIn = BuildTable(&rDataRangeIn);
    ulRow = 1;
    ulColumn = 2;
    ulOptions = 0;

    /* start the data point operation */
    sts = EssGBeginDataPoint(hGrid, ulRow, ulColumn, ulOptions);
}

if(sts == 0)
{
    /* send the entire grid to define the query */
    sts = EssGSendRows(hGrid, &rDataRangeIn, ppDataIn);
}

if(sts == 0)
{
    /* perform the data point operation */
    sts = EssGPerformOperation(hGrid, 0);

    /* free the built data */
    FreeTwoDim(ppDataIn, rDataRangeIn.ulNumRows);
}

if(sts == 0)
{
    /* determine the results of the data point operation */
    sts = EssGGetDataPointResults(hGrid, &ulMembers, &ppszMembers, &usState);
}

if(!sts && ulMembers)
{
    printf("\nMembers:\n");
    for (i = 0; i<ulMembers; i++)
        printf("\n\t%s", ppszMembers[i]);
    EssGFreeMemberInfo(hGrid, ulMembers, ppszMembers);
}

if(!sts)
{
    EssGEndOperation(hGrid, 0);
    EssGDisconnect(hGrid, 0);
}

See Also

- “Using the C Grid API Functions” on page 1012
- “C Grid API Structures” on page 1024
**EssGBeginDeleteLROs**

Begins the operation of deleting all objects linked to a data cell in an Essbase database.

**Syntax**

```c
ESSG_FUNC_M EssGBeginDeleteLROs (hGrid, usCells, pCells);
```

**Parameter | Data Type | Description**
---|---|---
`hGrid`; | ESSG_HGRID_T | Grid handle returned by EssGNewGrid().
`usCells`; | ESSG_USHORT_T | The number of cell ranges specified in `pCells`.
`pCells`; | “ESSG_RANGE_T” on page 1030 | Array of cell ranges for which to delete linked objects.

**Notes**

To delete a single LRO use `EssGDeleteLRO`.

**Return Value**

If successful, returns ESSG_STS_NOERR.

**See Also**

- “Using the C Grid API Functions” on page 1012
- “C Grid API Structures” on page 1024
- `EssGBeginCreateLRO`
- `EssGDeleteLRO`
- `EssGFreeCellLinkResults`
- `EssGGetCellLinkResults`
- `EssGGetLRODesc`
- `EssGGetLRO`
- `EssGUpdateLRO`

**EssGBeginDrillAcross**

Begins a drill-across to retrieve cells from a linked partition.

**Syntax**

```c
ESSG_FUNC_M EssGBeginDrillAcross (hGrid, hDAGrid, hLRO, usCells, pDrillCells, usOption);
```

**Parameter | Data Type | Description**
---|---|---
`hGrid`; | ESSG_HGRID_T | Handle of the original grid returned by EssGNewGrid().
`hDAGrid`; | ESSG_HGRID_T | Handle of new grid to receive drill results.
`hLRO`; | ESSG_HLRO_T | Handle of the linked partition.
`usCells`; | ESSG_USHORT_T | The number of cell ranges specified in `pDrillCells`.

---

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### EssGBeginDrillOrLink

Begins the operation of querying the links associated with one or more data cells in an Essbase database.

#### Syntax

```c
ESSG_FUNC_M EssGBeginDrillOrLink (hGrid, usCells, pDrillCells, ulOptions);
```

#### Parameters

- **hGrid**: ESSG_HGRID_T
  - Grid handle returned by EssGNewGrid().

- **usCells**: ESSG_USHORT_T
  - The number of cell ranges in the array of ranges specified in `pDrillCells`.

- **pDrillCells**: “ESSG_RANGE_T” on page 1030
  - Array of cell ranges to query for links.

- **ulOptions**: ESSG_ULONG_T
  - Option specifying whether to return Zoom-In results if sent by the server. Use:
    - ESSG_OPT_ZOOM to return Zoom-In results.
    - ESSG_OPT_NOZOOM to suppress Zoom-In results.

#### Return Value

If successful, returns ESSG_STS_NOERR.

#### See Also

- “Using the C Grid API Functions” on page 1012
- “C Grid API Structures” on page 1024
- EssGBeginRemoveOnly
- EssGGetCellLinkResults
- EssGBeginDrillOrLink
EssGBeginKeepOnly

Begins a keep-only operation to isolate cells to keep, removing all others.

Syntax

```c
ESSG_FUNC_M ESSG_BeginKeepOnly (hGrid, usCells, pKeepCells, ulOptions);
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hGrid</td>
<td>ESSG_HGRID_T</td>
<td>Handle passed back from EssGNewGrid.</td>
</tr>
<tr>
<td>usCells</td>
<td>ESSG_USHORT_T</td>
<td>A count of the number of cell ranges in pKeepCells (the size of array).</td>
</tr>
<tr>
<td>pKeepCells</td>
<td>&quot;ESSG_RANGE_T&quot; on page 1030</td>
<td>Describes the cells to be kept. The members to be kept applies only to one dimension. That is, if the user decides to keep, for example, &quot;Qtr1&quot;, then all other members of the Time dimension will be removed and the only representative of the Time dimension will be &quot;Qtr1&quot;. All other dimensions in the report will be left untouched. This is a one-dimensional array of cell ranges. More than one member from a dimension may be specified. Also, multiple dimensions may be specified.</td>
</tr>
<tr>
<td>ulOptions</td>
<td>ESSG_ULONG_T</td>
<td>Reserved for future use. Should be set to zero.</td>
</tr>
</tbody>
</table>

Notes

The cells to be kept are described by a one-dimensional array of cell ranges. Items to be kept apply on a per dimension basis.

Return Value

If successful, returns ESSG_STS_NOERR.

Access

None.

Example

```c
ESSG_VOID_T ESSG_BeginKeepOnly (ESSG_HGRID_T hGrid)
{

    ESSG_FUNC_M    sts = ESS_STS_NOERR;
    ESSG_PPDATA_T   ppDataIn;
    ESSG_PPDATA_T   ppDataOut;
    ESSG_RANGE_T    rDataRangeIn, rDataRangeOut;
    ESSG_ULONG_T    ulOptions;
    ESSG_USHORT_T   usCells;
    ESSG_RANGE_T    pKeepCells;
    ESSG_USHORT_T   usState;
```

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/ * connect the grid to a database on the server *
sts = EssGConnect(hGrid, "Rainbow", "Admin",
    "Password", "Demo", "Basic",
    ESSG_CONNECT_DEFAULT);

if(sts == 0)
{
    ppDataIn = BuildTable(&rDataRangeIn);
    
    pKeepCells.ulRowStart = 1;
    pKeepCells.ulColumnStart = 0;
    pKeepCells.ulNumRows = 1;
    pKeepCells.ulNumColumns = 1;
    ulOptions = 0;
    usCells = 1;
    
    /* start the keep-only operation */
    sts = EssGBeginKeepOnly(hGrid, usCells,
        &pKeepCells, ulOptions);
}

if(sts == 0)
{
    /* send the entire grid to define the query */
    sts = EssGSendRows(hGrid, &rDataRangeIn,
        ppDataIn);
}

if(sts == 0)
{
    /* perform the keep-only operation */
    sts = EssGPerformOperation(hGrid, 0);
    
    /* free the built data */
    FreeTwoDim(ppDataIn, rDataRangeIn.ulNumRows);
}
if (sts == 0)
{
    /* determine the results of the keep-only operation */
    sts = EssGGetResults(hGrid, 0, &rDataRangeOut,
        &usState);
}
if(sts ==0)
{
    /* get all the data */
    sts = EssGGetRows(hGrid, 0, &rDataRangeOut,
        &rDataRangeOut, &ppDataOut);
}

if(sts == 0)
{
    DisplayOutput(ppDataOut, rDataRangeOut);
    /* Free the returned data */
    EssGFreeRows(hGrid, &rDataRangeOut, ppDataOut);
}

if(!sts)
{  
    EssGEndOperation(hGrid, 0);
    EssGDisconnect(hGrid, 0);
}

See Also

- "Using the C Grid API Functions" on page 1012
- "C Grid API Structures" on page 1024

EssGBeginLock

Locks blocks at the database.

Syntax

```
ESSG_FUNC_M EssGBeginLock (hGrid, ulOptions);
```

Parameter | Data Type   | Description                        
-----------|-------------|------------------------------------
           | ESSG_HGRID_T | Handle passed back from EssGNewGrid.
           | ESSG_ULONG_T | Reserved for future use. Should be set to zero.

Notes

- This function is functionally identical to calling the EssGRetrieve function using ESSG_RET_LOCKONLY for the ulOptions parameter.
- Returns no data to the caller.
- You do not need to retrieve any rows for this operation. It is sufficient to call EssGSendRows and EssGPerformOperation.

Return Value

If successful, returns ESSG_STS_NOERR.

Access

None.

Example

```
ESSG_VOID_T ESSG_BeginLock (ESSG_HGRID_T hGrid)
{
    ESSG_FUNC_M   sts = ESS_STS_NOERR;
    ESSG_PPDATA_T ppDataIn;
    ESSG_RANGE_T  rDataRangeIn;
    ESSG_ULONG_T  ulOptions;

    /* connect the grid to a database on the server */
    sts = EssGConnect(hGrid, "Rainbow", "Admin",
                      "Password", "Demo", "Basic",
                      ESSG_CONNECT_DEFAULT);
```
if(sts == 0) {
    ppDataIn = BuildTable(&rDataRangeIn);

    /* start the lock operation */
    ulOptions = 0;
    sts = EssGBeginLock(hGrid, ulOptions);
}

if(sts == 0) {
    /* send the entire grid to define the query */
    sts = EssGSendRows(hGrid, &rDataRangeIn,
                       ppDataIn);
}

if(sts == 0) {
    /* perform the lock operation */
    sts = EssGPerformOperation(hGrid, 0);

    /* Free the built data */
    FreeTwoDim(ppDataIn, rDataRangeIn.ulNumRows);
}

if(!sts) {
    EssGEndOperation(hGrid, 0);
    EssGDisconnect(hGrid, 0);
}

See Also

- “Using the C Grid API Functions” on page 1012
- “C Grid API Structures” on page 1024

**EssGBeginPivot**

Begins a pivot.

**Syntax**

```c
ESSG_FUNC_M EssGBeginPivot (hGrid, pStartCell, pEndCell, ulOptions);
```

**Parameter** | **Data Type** | **Description**
--- | --- | ---
`hGrid` | ESG_HGRID_T | Handle passed back from EssGNewGrid.
`pStartCell` | “ESSG_RANGE_T” on page 1030 | Describes the cell where the pivot is to originate. The member in this cell describes the dimension to be pivoted. This parameter cannot be NULL.
`pEndCell` | “ESSG_RANGE_T” on page 1030 | Describes the cell where the dimension is to be placed. A NULL value for this parameter indicates a pivot from Row to Column, or Column to Row for the dimension members.
Parameter | Data Type     | Description                                
---        | ------------- | ------------------------------------------- 
ulOptions  | ESSG_ULONG_T  | Reserved for future use. Should be set to zero. 

**Notes**
The caller supplies the starting cell and the destination cell for the pivot.

**Return Value**
If successful, returns ESSG_STS_NOERR.

**Access**
None.

**Example**

```c
ESSG_VOID_T ESSG_BeginPivot (ESSG_HGRID_T hGrid)
{
    ESSG_FUNC_M    sts = ESS_STS_NOERR;
    ESSG_PPDATA_T        ppDataIn;
    ESSG_PPDATA_T        ppDataOut;
    ESSG_RANGE_T         rDataRangeIn, rDataRangeOut;
    ESSG_ULONG_T         ulOptions;
    ESSG_RANGE_T         pStartCell;
    ESSG_RANGE_T         pEndCell;
    ESSG_USHORT_T        usState;

    /* connect the grid to a database on the server */
    sts = EssGConnect(hGrid, "Rainbow", "Admin",
                        "Password", "Demo", "Basic",
                        ESSG_CONNECT_DEFAULT);

    if(sts == 0)
    {
        ppDataIn = BuildTable(&rDataRangeIn);

        pStartCell.ulRowStart = 0;
        pStartCell.ulColumnStart = 3;
        pStartCell.ulNumRows = 1;
        pStartCell.ulNumColumns = 1;

        pEndCell.ulRowStart = 1;
        pEndCell.ulColumnStart = 1;
        pEndCell.ulNumRows = 1;
        pEndCell.ulNumColumns = 1;
        ulOptions = 0;

        /* start the pivot operation */
        sts = EssGBeginPivot(hGrid, &pStartCell, &pEndCell, ulOptions);
    }

    if(sts == 0)
    {
        /* send the entire grid to define the query */
        sts = EssGSendRows(hGrid, &rDataRangeIn ppDataIn);
    }
} 
```
if (sts == 0)
{
    /* perform the pivot operation */
    sts = EssGPerformOperation(hGrid, 0);
    /* free the built data */
    FreeTwoDim(ppDataIn, rDataRangeIn.ulNumRows);
}
if (sts == 0)
{
    /* determine the results of the pivot operation */
    sts = EssGGetResults(hGrid, 0, &rDataRangeOut, &usState);
}
if (sts == 0)
{
    /* get all the data */
    sts = EssGGetRows(hGrid, 0, &rDataRangeOut,
        &rDataRangeOut, &ppDataOut);
}
if (sts == 0)
{
    DisplayOutput(ppDataOut, rDataRangeOut);
    /* free the returned data */
    EssGFreeRows(hGrid, &rDataRangeOut, ppDataOut);
}
if (!sts)
{
    EssGEndOperation(hGrid, 0);
    EssGDisconnect(hGrid, 0);
}

See Also

- “Using the C Grid API Functions” on page 1012
- “C Grid API Structures” on page 1024

**EssGBeginRemoveOnly**

Begins a remove-only operation, isolating the cells to be removed.

**Syntax**

```
ESSG_FUNC_M EssGBeginRemoveOnly (hGrid, usCells, pRemoveCells, ulOptions);
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hGrid</td>
<td>ESSG_HGRID_T</td>
<td>Handle passed back from EssGNewGrid.</td>
</tr>
<tr>
<td>usCells</td>
<td>ESSG_USHORT_T</td>
<td>A count of the number of cell ranges in pRemoveCells (the size of array).</td>
</tr>
<tr>
<td>Parameter</td>
<td>Data Type</td>
<td>Description</td>
</tr>
<tr>
<td>--------------</td>
<td>----------------</td>
<td>-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------</td>
</tr>
<tr>
<td>pRemoveCells</td>
<td>&quot;ESSG_RANGE_T&quot; on page 1030</td>
<td>Describes the cells to be removed. The members removed applies only to one dimension. That is, if the user decides to remove, for example, &quot;Qtr1&quot;, then all other members of the Time dimension will be kept. All other dimensions in the report will be left untouched. This is a one-dimensional array of cell ranges. More than one member from a dimension may be specified. Also, multiple dimensions may be specified.</td>
</tr>
<tr>
<td>ulOptions</td>
<td>ESSG_ULONG_T</td>
<td>Reserved for future use. Should be set to zero.</td>
</tr>
</tbody>
</table>

**Notes**

The cells to be removed are described by a one-dimensional array of cell ranges. Items to be removed apply on a per dimension basis.

**Return Value**

If successful, returns ESS_G_STS_NOERR.

**Example**

```c
ESSG_VOID_T ESSG_BeginRemoveOnly (ESSG_HGRID_T hGrid)
{
    ESSG_STS_T     sts = ESS_STS_NOERR;
    ESSG_PPDATA_T        ppDataIn;
    ESSG_PPDATA_T        ppDataOut;
    ESSG_RANGE_T          rDataRangeIn, rDataRangeOut;
    ESSG_ULONG_T          ulOptions;
    ESSG_USHORT_T        usCells;
    ESSG_RANGE_T          pRemoveCells;
    ESSG_USHORT_T        usState;

    /* connect the grid to a database on the server */
    sts = EssGConnect(hGrid, "Rainbow", "Admin",
                       "Password", "Demo", "Basic",
                       ESSG_CONNECT_DEFAULT);

    if(sts == 0)
    {
        ppDataIn = BuildTable(&rDataRangeIn);

        pRemoveCells.ulRowStart = 1;
        pRemoveCells.ulColumnStart = 0;
        pRemoveCells.ulNumRows = 1;
        pRemoveCells.ulNumColumns = 1;
        ulOptions = 0;
        usCells = 1;

        /* start the remove-only operation */
        sts = EssGBeginRemoveOnly(hGrid, usCells,
                                  &pRemoveCells, ulOptions);
    }

    if(sts == 0)
    {
```
{  
    /* send the entire grid to define the query */
    sts = EssGSendRows(hGrid, &rDataRangeIn,
                      ppDataIn);
}

if(sts == 0)
{
    /* perform the remove-only operation */
    sts = EssGPerformOperation(hGrid, 0);
    /* free the built data */
    FreeTwoDim(ppDataIn, rDataRangeIn.ulNumRows);
}
if (sts == 0)
{
    /* determine the results of the remove-only operation */
    sts = EssGGetResults(hGrid, 0, &rDataRangeOut,
                         &usState);
}
if(sts ==0)
{
    /* get all the data */
    sts = EssGGetRows(hGrid, 0, &rDataRangeOut,
                      &rDataRangeOut, &ppDataOut);
}
if(sts == 0)
{
    DisplayOutput(ppDataOut, rDataRangeOut);
    /* Free the returned data */
    EssGFreeRows(hGrid, &rDataRangeOut, ppDataOut);
}
if(!sts)
{
    EssGEndOperation(hGrid, 0);
    EssGDisconnect(hGrid, 0);
}
}

See Also

- “Using the C Grid API Functions” on page 1012
- “C Grid API Structures” on page 1024
- EssGGetCellLinkResults
- EssGBeginDrillAcross
- EssGBeginDeleteLROs
- EssGBeginDrillOrLink
- EssGFreeCellLinkResults
- EssGGetCellLinkResults
- EssGGetCellLinkResults
EssGBeginReport

Runs a report script at the server.

Syntax

```plaintext
ESSG_FUNC_M EssGBeginReport (hGrid, pszReportIn, ulOptions)
```

Parameter | Data Type | Description
---|---|---

| hGrid | ESSG_HGRID_T | Handle passed back from EssGNewGrid. |
| pszReportIn | ESSG_STR_T | String (no greater than 64K) containing an Essbase report specification. |
| ulOptions | ESSG_ULONG_T | A bitmask which describes returned grid options. Valid values are: ESSG_NOATTRIBUTES returns grid without pAttributes values. |

Notes

- Returns the results as a two-dimensional array of cells.
- You do not need to send any rows for this operation. It is sufficient to call EssGPerformOperation, EssGGetResults, and EssGGetRows.
- Attributes for returned cell values are obtained using a second server request. Passing ESSG_NOATTRIBUTES for the ulOptions parameter will issue one less request of the server, and could, in large resulting grids, be faster.
- Reports passed to the server via the Grid API should be sure to request a tab delimited report format be returned [TABDELIM]. If a non-tab delimited report is returned, the Grid API may be unable to convert the resulting report into a grid.
- If the report specification modifies the string used for #Missing aliases, then Missing cells will be returned as string types (ESSG_DT_STRING) with the new #Missing alias as the text and not as ESSG_DT_MISSING cells.
- Client programs that call EssGBeginReport() and other report functions need to take into account new “C Grid API Structures” on page 1024 and “C Grid API Data Types” on page 1022 (specifically StringEx and MemberEx). Older programs should be revised in order to work with the newer servers.

Return Value

If successful, returns ESSG_STS_NOERR.

Access

None.

Example

```plaintext
ESSG_VOID_T ESSG_BeginReport (ESSG_HGRID_T hGrid)
{
    ESSG_FUNC_M sts = ESS_STS_NOERR;
    ESSG_PPDATA_T ppDataOut;
    ESSG_RANGE_T rDataRangeOut;
    ESSG_ULONG_T ulOptions;
```
ESSG_STR_T pszReportIn;
ESSG_USHORT_T usState;

/* connect the grid to a database on the server */
sts = EssGConnect(hGrid, "Rainbow", "Admin", "Password", "Demo", "Basic",
                   ESSG_CONNECT_DEFAULT);
if(sts == 0)
{
    pszReportIn = "{TabDelim}<idesc Year !";
    ulOptions = ESSG_NOATTRIBUTES;
    sts = EssGBeginReport(hGrid, pszReportIn,
                          ulOptions);
}
if(sts == 0)
{
    /* perform the report */
    sts = EssGPerformOperation(hGrid, 0);
}
if(sts == 0)
{
    /* determine the results of the report */
    sts = EssGGetResults(hGrid, 0, &rDataRangeOut,
                         &usState);
}
if(sts ==0)
{
    /* get all the data */
    sts = EssGGetRows(hGrid, 0, &rDataRangeOut,
                      &rDataRangeOut, &ppDataOut);
}
if(sts == 0)
{
    DisplayOutput (ppDataOut, rDataRangeOut);
    /* Free the returned data */
    EssGFreeRows(hGrid, &rDataRangeOut, ppDataOut);
}
if(!sts)
{
    EssGEndOperation(hGrid, 0);
    EssGDisconnect(hGrid, 0);
}

See Also
● “Using the C Grid API Functions” on page 1012
● “C Grid API Structures” on page 1024

**EssGBeginReportFile**

Runs a report file at the server.

**Syntax**

```c
ESSG_FUNC_M EssGBeginReportFile (hGrid, pszReportName, bLocal, ulOptions);
```
### Parameter Description

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hGrid</td>
<td>ESSG_HGRID_T</td>
<td>Handle passed back from EssGNewGrid.</td>
</tr>
<tr>
<td>pszReportName</td>
<td>ESSG_STR_T</td>
<td>Name of report to run. If this report resides on the server, then it should exist in the APPLICATION\DATABASE directory. If this report resides locally, then this string contains the absolute path name of the report.</td>
</tr>
<tr>
<td>bLocal</td>
<td>ESSG_BOOL_T</td>
<td>Boolean indicating whether the report exists locally or not. A TRUE value indicates the report exists locally while a FALSE value indicates the report exists on the server.</td>
</tr>
<tr>
<td>ulOptions</td>
<td>ESSG_ULONG_T</td>
<td>A bitmask which describes returned grid options. Valid values are: ESSG_NOATTRIBUTES returns grid without pAttributes values</td>
</tr>
</tbody>
</table>

### Notes

- Returns the results as a two-dimensional array of cells.
- You do not need to send any rows for this operation. It is sufficient to call EssGPerformOperation, EssGGetResults, and EssGGetRows.
- Attributes for returned cell values are obtained using a second server request. Passing ESSG_NOATTRIBUTES for the ulOptions parameter will issue one less request of the server, and could, in large resulting grids, be faster.
- Reports passed to the server via the Grid API should be sure to request a tab delimited report format be returned [TABDELIM]. If a non-tab delimited report is returned, the Grid API may be unable to convert the resulting report into a grid.
- If the report spec modifies the string used for #Missing aliases, then Missing cells will be returned as string types (ESSG_DT_STRING) with the new #Missing alias as the text and not as ESSG_DT_MISSING cells.
- For non-local (Server-based) report file objects, no file extension should be used in the pszReportName parameter.

### Return Value

If successful, returns ESSG_STS_NOERR.

### Access

None.

### Example

```
ESSG_VOID_T ESSG_BeginReportFile (ESSG_HGRID_T hGrid)
{
    ESSG_FUNC_M     sts = ESS_STS_NOERR;
    ESSG_PPDATA_T   ppDataOut;
    ESSG_RANGE_T    rDataRangeOut;
    ESSG_ULONG_T    ulOptions;
    ESSG_STR_T      pszReportName;
    ESSG_BOOL_T     bLocal;
    ESSG_USHORT_T   usState;
```
/ connect the grid to a database on the server */
sts = EssGConnect(hGrid, "Rainbow", "Admin",
    "Password", "Demo", "Basic",
    ESSG_CONNECT_DEFAULT);

if (sts == 0)
{
    pszReportName = "DescYear";
    bLocal = ESSG_FALSE;
    ulOptions = ESSG_NOATTRIBUTES;

    /* start the report file operation */
sts = EssGBeginReportFile(hGrid,
        pszReportName, bLocal, ulOptions);
}

if (sts == 0)
{
    /* perform the report operation */
sts = EssGPerformOperation(hGrid, 0);
}

if (sts == 0)
{
    /* determine the results of the report operation */
sts = EssGGetResults(hGrid, 0, &rDataRangeOut, &usState);
}

if (sts == 0)
{
    /* get all the data */
sts = EssGGetRows(hGrid, 0, &rDataRangeOut,
        &rDataRangeOut, &ppDataOut);
}

if (sts == 0)
{
    DisplayOutput(ppDataOut, rDataRangeOut);
    /* Free the returned data */
    EssGFreeRows(hGrid, &rDataRangeOut, ppDataOut);
}

if (!sts)
{
    EssGEndOperation(hGrid, 0);
    EssGDisconnect(hGrid, 0);
}

See Also

- “Using the C Grid API Functions” on page 1012
- “C Grid API Structures” on page 1024
EssGBeginRetrieve

Begins the basic retrieval operation.

Syntax

```
ESSG_FUNC_M EssGBeginRetrieve (hGrid, ulOptions);
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hGrid</td>
<td>ESSG_HGRID_T</td>
<td>Handle passed back from EssGNewGrid.</td>
</tr>
<tr>
<td>ulOptions</td>
<td>ESSG_ULONG_T</td>
<td>A constant which describes the type of retrieval. One of the following values must be used:</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- ESSG_RET_RETRIEVE Retrieve Only</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- ESSG_RET_RETRIEVELOCK Retrieve and Lock</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- ESSG_RET_LOCKONLY Lock Only (No data is to be retrieved)</td>
</tr>
</tbody>
</table>

Notes

- Optionally locks blocks at the server for later update as the rows are passed in via EssGSendRows.
- You can do a retrieval without sending any rows in order to get a default grid with the only the dimension names used as members.

Return Value

If successful, returns ESSG_STS_NOERR.

Access

None.

Example

```c
#include <essapin.h>
#include <essgapin.h>

ESSG_VOID_T ESSG_BeginRetrieve(ESSG_HGRID_T hGrid)
{
    ESSG_FUNC_M     sts = ESS_STS_NOERR;
    ESSG_PPDATA_T   pDataIn;
    ESSG_PPDATA_T   ppDataOut;
    ESSG_RANGE_T    rDataRangeIn, rDataRangeOut;
    ESSG_ULONG_T    ulOptions;
    ESSG_USHORT_T   usState;

    /* connect the grid to a database on the server */
    sts = EssGConnect(hGrid, "Rainbow", "Admin",
                        "Password", "Demo", "Basic", ESSG_CONNECT_NODIALOG);

    if(sts == 0)
    {
        pDataIn = BuildTable(&rDataRangeIn);
        ulOptions = ESSG_RET_RETRIEVE;
        /* start the retrieve operation */
```
sts = EssGBeginRetrieve(hGrid, ulOptions);
}

if(sts == 0)
{
    /* send the entire grid to define the query */
    sts = EssGSendRows(hGrid, &rDataRangeIn, ppDataIn);
}

if(sts == 0)
{
    /* perform the retrieval */
    sts = EssGPerformOperation(hGrid, 0);

    /* free the built data */
    FreeTwoDim(ppDataIn, rDataRangeIn.ulNumRows);
}

if(sts == 0)
{
    /* determine the results of the retrieve */
    sts = EssGGetResults(hGrid, 0, &rDataRangeOut, &usState);
}

if(!sts && usState == ESSG_STATE_DONE)
{
    /* get all the data */
    sts = EssGGetRows(hGrid, 0, &rDataRangeOut, &rDataRangeOut,
                      &ppDataOut);
}

if(sts == 0)
{
    DisplayOutput (ppDataOut, rDataRangeOut);
    /* free the returned data */
    EssGFreeRows(hGrid, &rDataRangeOut, ppDataOut);
}

if(!sts)
{
    EssGEndOperation(hGrid, 0);
    EssGDisconnect(hGrid, 0);
}

See Also

- “Using the C Grid API Functions” on page 1012
- “C Grid API Structures” on page 1024

**EssGBeginSamplingZoomIn**

**(1056)**

Begins a random sampled zoom-in operation.
Syntax


\text{ESSG\_FUNC\_M} \text{ EssGBeginSamplingZoomIn} (hGrid, usCells, pZoomCells, ulSamplingPercentage, ulOptions);

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hGrid</td>
<td>ESSG_HGRID_T</td>
<td>Handle passed back from EssGNewGrid.</td>
</tr>
<tr>
<td>usCells</td>
<td>ESSG_USHORT_T</td>
<td>A count of the number of cell ranges in pZoomCells (the size of array).</td>
</tr>
<tr>
<td>pZoomCells</td>
<td>“ESSG_RANGE_T” on page 1030</td>
<td>Describes the cells to be zoomed in upon. This is a one-dimensional array of cell ranges.</td>
</tr>
<tr>
<td>ulSamplingPercentage</td>
<td>ESSG_ULONG_T</td>
<td>The percentage sampling rate. This number is an integer between 1 and 100, inclusive. A depth of 100 percent will retrieve all members of the dimension. This effectively turns sampling off and retrieves all members. A ulSamplingPercentage of 50 will retrieve half the members.</td>
</tr>
</tbody>
</table>
| ulOptions        | ESSG\_ULONG\_T   | A bitmask which describes the type of zoom-in (across or down) and the level of the zoom. The following two values are mutually exclusive:  
|                  |                   | - ESSG\_ZOOM\_DOWN Any page/title dimensions selected will be zoomed down  
|                  |                   | - ESSG\_ZOOM\_ACROSS Any page dimensions selected will be zoomed across  
|                  |                   | The following level values for ulOptions are themselves mutually exclusive:  
|                  |                   | - ESSG\_NEXTLEVEL Children  
|                  |                   | - ESSG\_ALLLEVELS All members  
|                  |                   | - ESSG\_BOTTOMLEVEL Bottom level  
|                  |                   | - ESSG\_SIBLEVEL Sibling level  
|                  |                   | - ESSG\_SAMELEVEL Same level  
|                  |                   | - ESSG\_SAMEGENERATION Same generation  
|                  |                   | - ESSG\_CALCLEVEL Calculation  
|                  |                   | - ESSG\_OPTIONS Use setting for grid options  
|                  |                   | Use bitwise OR (|) to specify the ulOptions; for example, ESSG\_ZOOM\_DOWN | ESSG\_NEXTLEVEL |

Notes

- The cells to be zoomed in upon are described by a one-dimensional array of cell ranges.
- This function differs from the standard grid Zoom-In function, EssGBeginZoomIn(). This function has an argument that sets the sampling depth in terms of a percentage. A depth of 100 percent will retrieve all members of the dimension and a depth of 50 percent will retrieve half the members. This function is especially useful for zooming in on large or very dense dimensions.

Return Value

If successful, returns ESSG\_STS\_NOERR.
Access
None.

See Also
- “Using the C Grid API Functions” on page 1012
- “C Grid API Structures” on page 1024
- `EssGBeginZoomIn`
- `EssGBeginConditionalZoomIn`
- `EssGBeginConditionalZoomIn`

## EssGBeginUpdate

Begins an update of data at the server. This function returns no data to the caller.

### Syntax

```c
ESSG_FUNC_M EssGBeginUpdate (hGrid, ulOptions);
```

### Parameter | Data Type | Description
--- | --- | ---
`hGrid` | `ESSG_HGRID_T` | Handle passed back from `EssGNewGrid`.
`ulOptions` | `ESSG_ULONG_T` | A constant which indicates whether the blocks must be previously locked or not prior to update. One of the following mutually exclusive values must be used:
- `ESSG_REQUIRELOCK` If the blocks haven’t been previously locked, disallow the update.
- `ESSG_LOCKIFNEEDED` If the blocks haven’t been previously locked, lock them and allow the update.

### Notes

The blocks are unlocked after the operation is complete, when you have called `EssGPerformOperation`. If you want the blocks to remain locked, set the Update Mode option to TRUE in `EssGSetGridOptions`. You do not need to retrieve any rows for this operation; it is sufficient to call `EssGSendRows` and `EssGPerformOperation`.

### Return Value

If successful, returns `ESSG_STS_NOERR`.

### Access

None.

### Example

```c
ESSG_VOID_T ESSG_BeginUpdate (ESSG_HGRID_T hGrid)
{
    ESSG_FUNC_M     sts = ESS_STS_NOERR;
    ESSG_PPDATA_T         pDataIn;
    ESSG_RANGE_T          rDataRangeIn;
    ESSG_ULONG_T          ulOptions;

    // Your code here
}
```
connect the grid to a database on the server */
sts = EssGConnect(hGrid, "Rainbow", "Admin",
    "Password", "Demo", "Basic", ESSG_CONNECT_NODIALOG);

if(sts == 0)
{
    ppDataIn = BuildTable (&rDataRangeIn);
    ulOptions = ESSG_LOCKIFNEEDED;
    /* start the update operation */
    sts = EssGBeginUpdate(hGrid, ulOptions);
}

if(sts == 0)
{
    /* send the entire grid to define the query */
    sts = EssGSendRows(hGrid, &rDataRangeIn, ppDataIn);
}

if(sts == 0)
{
    /* perform the update */
    sts = EssGPerformOperation(hGrid, 0);

    /* free the built data */
    FreeTwoDim(ppDataIn, rDataRangeIn.ulNumRows);
}

if(!sts)
{
    EssGEndOperation(hGrid, 0);
    EssGDisconnect(hGrid, 0);
}

See Also

● “Using the C Grid API Functions” on page 1012
● “C Grid API Structures” on page 1024

EssGBeginZoomIn

Begin a zoom-in.

Syntax

ESSG_FUNC_M EssGBeginZoomIn (hGrid, usCells, pZoomCells, ulOptions);

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hGrid</td>
<td>ESSG_HGRID_T</td>
<td>Handle passed back from EssGNewGrid.</td>
</tr>
<tr>
<td>usCells</td>
<td>ESSG_USHORT_T</td>
<td>A count of the number of cell ranges in pZoomCells (the size of array).</td>
</tr>
<tr>
<td>Parameter</td>
<td>Data Type</td>
<td>Description</td>
</tr>
<tr>
<td>-------------</td>
<td>-----------------</td>
<td>---------------------------------------------------------------------------------------------------------------------------------------------</td>
</tr>
<tr>
<td>pZoomCells</td>
<td>ESSG_RANGE_T</td>
<td>Describes the cells to be zoomed in upon. This is a one-dimensional array of cell ranges.</td>
</tr>
<tr>
<td>ulOptions</td>
<td>ESSG_ULONG_T</td>
<td>A bitmask which describes the type of zoom-in (across or down) and the level of the zoom. The following two values are mutually exclusive:</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- ESSG_ZOOM_DOWN—Any page/title dimensions selected will be zoomed down</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- ESSG_ZOOM_ACROSS—Any page dimensions selected will be zoomed across</td>
</tr>
<tr>
<td></td>
<td></td>
<td>The following level values for ulOptions are themselves mutually exclusive:</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- ESSG_NEXTLEVEL—Children</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- ESSG_ALLLEVELS—All members</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- ESSG_BOTTOMLEVEL—Bottom level</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- ESSG_SIBLEVEL—Sibling level</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- ESSG_SAMELEVEL—Same level</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- ESSG_SAMEGENERATION—Same generation</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- ESSG_CALCLEVEL—Calculation</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- ESSG_OPTIONS—Use setting for grid options</td>
</tr>
</tbody>
</table>
|             |                 | Use bitwise OR (|) to specify the ulOptions; for example, ESSG_ZOOM_DOWN | ESSG_NEXTLEVEL

**Notes**

The cells to be zoomed in upon are described by a one-dimensional array of cell ranges.

**Return Value**

If successful, returns ESSG_STS_NOERR.

**Access**

None.

**Example**

```c
ESSG_VOID_T ESSG_BeginZoomIn (ESSG_HGRID_T hGrid)
{
    ESSG_FUNC_M   sts = ESS_STS_NOERR;
    ESSG_PPDATA_T ppDataIn;
    ESSG_PPDATA_T ppDataOut;
    ESSG_RANGE_T  rDataRangeIn, rDataRangeOut;
    ESSG_ULONG_T  ulOptions;
    ESSG_USHORT_T usCells;
    ESSG_RANGE_T  pZoomCells;
    ESSG_USHORT_T usState;

    /* connect the grid to a database on the server */
    sts = EssGConnect(hGrid, "Rainbow", "Admin",
                     "Password", "Demo", "Basic", ESSG_CONNECT_DEFAULT);
```
if(sts == 0)
{
    ppDataIn = BuildTable(&rDataRangeIn);
    ulOptions = ESSG_ZOOM_DOWN | ESSG_ALLLEVELS;

    pZoomCells.ulRowStart = 0;
    pZoomCells.ulColumnStart = 2;
    pZoomCells.ulNumRows = 1;
    pZoomCells.ulNumColumns = 1;
    usCells = 1;

    /* start the zoom in operation */
    sts = EssGBeginZoomIn(hGrid, usCells, &pZoomCells, ulOptions);
}

if(sts == 0)
{
    /* send the entire grid to define the query */
    sts = EssGSendRows(hGrid, &rDataRangeIn, ppDataIn);
}

if(sts == 0)
{
    /* perform the zoom-in */
    sts = EssGPerformOperation(hGrid, 0);

    /* Free the built data */
    FreeTwoDim(ppDataIn, rDataRangeIn.ulNumRows);
}

if (sts == 0)
{
    /* determine the results of the zoom-in */
    sts = EssGGetResults(hGrid, 0, &rDataRangeOut, &usState);
}

if(sts == 0)
{
    /* get all the data */
    sts = EssGGetRows(hGrid, 0, &rDataRangeOut, &rDataRangeOut, &ppDataOut);
}

if(sts == 0)
{
    DisplayOutput(ppDataOut, rDataRangeOut);
    /* Free the returned data */
    EssGFreeRows(hGrid, &rDataRangeOut, ppDataOut);
}

if(!sts)
{
    EssGEndOperation(hGrid, 0);
    EssGDisconnect(hGrid, 0);
}
EssGBeginZoomOut

Begins a zoom-out.

Syntax

`ESSG_FUNC_M EssGBeginZoomOut (hGrid, usCells, pZoomCells, ulOptions);`

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hGrid</td>
<td>ESSG_HGRID_T</td>
<td>Handle passed back from EssGNewGrid.</td>
</tr>
<tr>
<td>usCells</td>
<td>ESSG_USHORT_T</td>
<td>A count of the number of cell ranges in pZoomCells (the size of array).</td>
</tr>
<tr>
<td>pZoomCells</td>
<td>“ESSG_RANGE_T” on page 1030</td>
<td>Describes the cells to be zoomed out upon. This is a one-dimensional array of cell ranges.</td>
</tr>
<tr>
<td>ulOptions</td>
<td>ESSG_ULONG_T</td>
<td>Reserved for future use. Should be set to zero.</td>
</tr>
</tbody>
</table>

Return Value

If successful, returns ESSG_STS_NOERR.

Access

None.

Example

`ESSG_VOID_T ESSG_BeginZoomOut (ESSG_HGRID_T hGrid)`

```c
{
    ESSG_FUNC_M     sts = ESS_STS_NOERR;
    ESSG_PPDATA_T   ppDataIn;      
    ESSG_PPDATA_T   ppDataOut;     
    ESSG_RANGE_T    rDataRangeIn, rDataRangeOut;  
    ESSG_UULONG_T   ulOptions;     
    ESSG_USHORT_T   usCells;       
    ESSG_RANGE_T    pZoomCells;   
    ESSG_USHORT_T   usState;
    /* connect the grid to a database on the server */
    sts = EssGConnect(hGrid, "Rainbow", "Admin",  
                       "Password", "Demo", "Basic",  
                       ESSG_CONNECT_DEFAULT);

    if(sts == 0)
    {
        ppDataIn = BuildTable(&rDataRangeIn);
```
pZoomCells.ulRowStart = 1;
pZoomCells.ulColumnStart = 1;
pZoomCells.ulNumRows = 1;
pZoomCells.ulNumColumns = 1;
ulOptions = 0;
usCells = 1;

/* start the zoom out operation */
sts = EssGBeginZoomOut(hGrid, usCells,
 &pZoomCells, ulOptions);
}

if(sts == 0)
{
    /* send the entire grid to define the query */
sts = EssGSendRows(hGrid, &rDataRangeIn,
 ppDataIn);
}

if(sts == 0)
{
    /* perform the zoom-out */
sts = EssGPerformOperation(hGrid, 0);
    /* Free the built data */
    FreeTwoDim(ppDataIn, rDataRangeIn.ulNumRows);
}

if (sts == 0)
{
    /* determine the results of the zoom-out */
sts = EssGGetResults(hGrid, 0, &rDataRangeOut,
 &usState);
}

if(sts ==0)
{
    /* get all the data */
sts = EssGGetRows(hGrid, 0, &rDataRangeOut,
 &rDataRangeOut, &ppDataOut);
}

if(sts == 0)
{
    DisplayOutput(ppDataOut, rDataRangeOut);
    /* free the returned data */
    EssGFreeRows(hGrid, &rDataRangeOut, ppDataOut);
}

if(!sts)
{
    EssGEndOperation(hGrid, 0);
    EssGDisconnect(hGrid, 0);
}

See Also

● “Using the C Grid API Functions” on page 1012
EssGCancelOperation

Cancels an operation at any stage during an operation.

Syntax

```c
ESSG_FUNC_M EssGCancelOperation (hGrid, ulOptions);
```

Parameter | Data Type | Description
---|---|---
hGrid | ESSG_HGRID_T | Handle passed back from EssGNewGrid.
ulOptions | ESSG_ULONG_T | Reserved for future use. Should be set to zero.

Notes

- You can make this call at any time after EssGBeginXxx has been called.
- The current operation is cancelled, and all resources are freed.

Return Value

If successful, returns ESSG_STS_NOERR.

Access

None.

Example

```c
ESSG_VOID_T EssGCancelOperation (ESSG_HGRID_T hGrid)
{
    ESSG_FUNC_M     sts = ESS_STS_NOERR;
    ESSG_ULONG_T          ulOptions;
    ESSG_STR_T            pszReportIn;

    /* connect the grid to a database on the server */
    sts = EssGConnect(hGrid, "Rainbow", "Admin",
                      "Password", "Demo", "Basic",
                      ESSG_CONNECT_DEFAULT);

    if(sts == 0)
    {
        pszReportIn = "{TabDelim}<idesc Year !
        ulOptions = ESSG_NOATTRIBUTES;
        sts = EssGBeginReport(hGrid, pszReportIn,
                               ulOptions);
    }

    if(sts == 0)
    {
        ulOptions = 0;
        sts = EssGCancelOperation(hGrid, ulOptions);
    }
}
```
if(!sts)
{
    EssGDisconnect(hGrid, 0);
}

See Also

- “Using the C Grid API Functions” on page 1012
- “C Grid API Structures” on page 1024

**EssGCell**

Retrieves from the server a singular value representing a solitary datapoint.

**Syntax**

```c
ESSG_FUNC_M EssGCell (hGrid, usCount, pszMbrs, pDataCell);
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hGrid</td>
<td>ESSG_HGRID_T</td>
<td>Handle passed back from EssGNewGrid.</td>
</tr>
<tr>
<td>usCount</td>
<td>ESSG_USHORT_T</td>
<td>Number of members being sent in. The maximum number of dimensions that EssGCell can report is 20.</td>
</tr>
<tr>
<td>pszMbrs</td>
<td>ESSG_PSTR_T</td>
<td>Array of member names to query. No more than one representative per dimension is allowed.</td>
</tr>
<tr>
<td>pDataCell</td>
<td>“ESSG_DATA_T” on page 1024</td>
<td>Value returned by server.</td>
</tr>
</tbody>
</table>

**Notes**

- You can specify a maximum of:
  - 20 members.
  - One member per dimension.

- If you do not specify a member for a dimension, the top level (dimension) member is used as the default.

**Return Value**

If successful, returns ESSG_STS_NOERR.

**Access**

None.

**Example**

```c
ESSG_VOID_T ESSG_Cell (ESSG_HGRID_T hGrid)
{
    ESSG_FUNC_M stS = ESS_STS_NOERR;
```
ESSG_USHORT_T        usCount;
ESSG_DATA_T          DataCell;
    "West", "Audio",
    "Sales"};

/* connect the grid to a database on the server */
sts = EssGConnect(hGrid, "Rainbow", "Admin",
    "Password", "Demo", "Basic",
    ESSG_CONNECT_NODIALOG);

/* retrieve cell value */
usCount = 5;
if(sts == 0)
    sts = EssGCell(hGrid, usCount, pszMbrs,&DataCell);

if(!sts)
{
    switch(DataCell.usType)
    {
    case(ESSG_DT_STRING):
        printf("%s", DataCell.Value.pszStr+1);
        break;
    case(ESSG_DT_LONG):
        printf("%ld", DataCell.Value.lData);
        break;
    case(ESSG_DT_DOUBLE):
        printf("%g", DataCell.Value.dblData);
        break;
    case(ESSG_DT_BLANK):
        break;
    case(ESSG_DT_RESERVED):
        printf("#Reserved");
        break;
    case(ESSG_DT_ERROR):
        printf("#Error");
        break;
    case(ESSG_DT_MISSING):
        printf("#Missing");
        break;
    case(ESSG_DT_ZERO):
        printf("%ld", DataCell.Value.lData);
        break;
    case(ESSG_DT_NOACCESS):
        printf("#NoAccess");
        break;
    case(ESSG_DT_MEMBER):
        printf("%s", DataCell.Value.pszStr+1);
        break;
    default:
        break;
    }
    if(!sts)
        EssGDisconnect(hGrid, 0);
}
See Also

- “Using the C Grid API Functions” on page 1012
- “C Grid API Structures” on page 1024

EssGCreateMemberwKeyStr

Creates a combined string using the member name and member key as input. A key is a value generated by Essbase that uniquely identifies a member name in the outline.

Syntax

```c
ESSG_FUNC_M EssGCreateMemberwKeyStr (pszMember, pszKey, *pszOutStr);
```

Parameter | Data Type | Description
--- | --- | ---
pszMember | ESSG_STR_T | Member name (input).
pszKey | ESSG_STR_T | Member key (input).
*pszOutStr | ESSG_STR_T | Output string of the format:

```
<member-name length><member-name><key length ><key>
```

where the length elements are 2 bytes in size. Note that `<member-name>` is null-terminated.

Notes

You must free the string *pszOutStr using EssGFreeMemberwKeyStr.

Example

```c
ESSG_VOID_T ESSG_BeginZoomIn(ESSG_HGRID_T hGrid)
{
    ESSG_STS_T      sts = ESS_STS_NOERR;
    ESSG_DATA_T  **ppDataIn;
    ESSG_DATA_T  **ppDataOut;
    ESSG_RANGE_T rDataRangeIn, rDataRangeOut;
    ESSG_ULONG_T ulOptions;
    ESSG_USHORT_T usCells;
    ESSG_RANGE_T pZoomCells;
    ESSG_USHORT_T usState;
    ESSG_USHORT_T usMember2Len, usKey2Len;
    ESSG_SHORT_T         sOption, sOptionGet;
    ESSG_SHORT_T         tmpShort, tmpShortGet, i;
    ESSG_PVOID_T         pOption, pOptionGet;
    ESSG_STR_T   pMember, pKey, pOutStr;
    ESSG_STR_T     pMember2, pKey2;

    /* connect the grid to a database on the server */
    sts = EssGConnect(hGrid, server, "essexer", pwd, app, db, ESSG_CONNECT_NODIALOG);

    /* set grid option*/
    tmpShort = ESSG_TRUE;
    sOption = ESSG_OP_MEMBERANDUNIQUENAME ;
```
pOption = (ESSG_PVOID_T)tmpShort;     // pOption holds the actual value not a pointer

sts = EssGSetGridOption(hGrid, sOption, pOption);   
printf("EssGSetGridOption  sts  %ld\n",sts);

sOptionGet = ESSG_OP_MEMBERANDUNIQUENAME ;
pOptionGet = &tmpShortGet;
if(!sts)
{
    sts = EssGGetGridOption(hGrid, sOptionGet, pOptionGet);
    printf("EssGGetGridOption  sts  %ld\n",sts);
    printf("EssGSetGridOption set ESSG_OP_MEMBERANDUNIQUENAME TO %d\n", (int)tmpShortGet);
}

if(sts == 0)
{
    ppDataIn = BuildTable(&rDataRangeIn);

    ulOptions = ESSG_ZOOM_DOWN | ESSG_NEXTLEVEL;

    pZoomCells.ulRowStart = 0;
    pZoomCells.ulColumnStart = 2;
    pZoomCells.ulNumRows = 1;
    pZoomCells.ulNumColumns = 1;
    usCells = 1;

    /* start the zoom in operation */
    sts = EssGBeginZoomIn(hGrid, usCells, &pZoomCells, ulOptions);
    printf("EssGBeginZoomIn  sts:  %ld\n",sts);
}

//Display Input
DisplayOutput(ppDataIn, rDataRangeIn);
printf("\n\n");
if(sts == 0)
/* send the entire grid to define the query */
sts = EssGSendRows(hGrid, &rDataRangeIn, ppDataIn);

if(sts == 0)
{
/* perform the zoom-in */
sts = EssGPerformOperation(hGrid, 0);

/* Free the built data */
FreeTwoDim(ppDataIn, rDataRangeIn.ulNumRows);
}
if (sts == 0)
{
/* determine the results of the zoom-in */
sts = EssGGetResults(hGrid, 0, &rDataRangeOut, &usState);
}
if(sts ==0)
{
/* get all the data */
sts = EssGGetRows(hGrid, 0, &rDataRangeOut, &rDataRangeOut, &ppDataOut);
if(sts == 0)
{
    DisplayOutput(ppDataOut, rDataRangeOut);

    /* Retreive member and key from cell */
    sts = EssGGetFromMemberwKey(((ppDataOut[1][0]).Value).pszStr, &pMember, &pKey);
    printf("After EssGGetFromMemberwKey\n Member: %s, Key: %s \n\n", pMember+2, pKey+2);

    //Member is "Qtr1", Key is "[2004].[Qtr1]", pOutStr is in the format
    //nn<member-name>nn<'key> - where nn is string length

    usMember2Len = strlen("Qtr1");
    pMember2 = malloc(usMember2Len+3);
    memset(pMember2, 0, usMember2Len+3);
    usKey2Len = strlen("[2004].[Qtr1]");
    pKey2 = malloc(usKey2Len+3);
    memset(pKey2, 0, usKey2Len+3);

    memcpy(pMember2, &usMember2Len, 2);
    memcpy(pMember2+2, "Qtr1", usMember2Len);
    memcpy(pKey2, &usKey2Len, 2);
    memcpy(pKey2+2, "[2004].[Qtr1]", usKey2Len);

    sts = EssGCreateMemberwKeyStr(pMember2, pKey2, &pOutStr);

    /*Note: because not all elements in pOutStr are actual characters,
    e.g. the 2 bytes for the size of Member and size of Key, plus the
    \0 ending characters, the printf below does not display the actual
    contents of the array */
    for (i=0;i < usMember2Len + usKey2Len + 4 + 2; ++i)
        printf("%c", pOutStr[i]);

    /* Free the returned data */
    EssGFreeRows(hGrid, &rDataRangeOut, ppDataOut);
    sts = EssGFreeMemberwKeyStr(pOutStr);

}

if( sts == 0)
{
    EssGEndOperation(hGrid, 0);
    EssGDisconnect(hGrid, 0);
}

See Also

* EssGFreeMemberwKeyStr
* EssGGetFromMemberwKey
EssGConnect

Connects a grid to an Essbase database.

Syntax

```
ESSG_FUNC_M EssGConnect (hGrid, Server, Username, Password, Application,
                          Database, ulOptions);
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hGrid</td>
<td>ESSG_HGRID_T</td>
<td>Handle passed back from EssGNewGrid.</td>
</tr>
<tr>
<td>Server</td>
<td>ESSG_SERVER_T</td>
<td>Network server name string. The server name can be expressed as hostname or hostname:port.</td>
</tr>
<tr>
<td>Username</td>
<td>ESSG_USERNAME_T</td>
<td>Name of valid user at server.</td>
</tr>
<tr>
<td>Password</td>
<td>ESSG_PASSWORD_T</td>
<td>Password of user.</td>
</tr>
<tr>
<td>Application</td>
<td>ESSG_APPLICATION_T</td>
<td>Name of a valid application on server.</td>
</tr>
<tr>
<td>Database</td>
<td>ESSG_DATABASE_T</td>
<td>Name of a valid database for application on server.</td>
</tr>
<tr>
<td>ulOptions</td>
<td>ESSG_ULONG_T</td>
<td>Options flag. Values are ESSG_CONNECT_NODIALOG, which attempts to login and connect without displaying dialog, using the default/passed setting; or ESSG_CONNECT_DEFAULT which will display the login and selection dialog.</td>
</tr>
</tbody>
</table>

Notes

- Calls EssAutoLogin, therefore all rules that apply to EssAutoLogin apply to this function.
  For example, none of the parameters are case-sensitive.
- If ulOptions is set to ESSG_CONNECT_NODIALOG, none of the connection related parameters can be NULL or empty. When ulOptions is set to ESSG_CONNECT_DEFAULT, and a buffer is passed for the connect parameters, the user's selections from the dialog will be returned in these buffers.
- All security information is utilized. Therefore, if the user connects to a database to which he or she does not have read access, all read operations will fail.

Return Value

If successful, returns ESSG_STS_NOERR.

Access

None.

Example

```
#include <essapin.h>
#include <essgapin.h>

ESSG_FUNC_M         sts = ESS_STS_NOERR;
ESSG_INIT_T         InitStruct;
ESSG_HANDLE_T       Handle;
```
EESG_SERVER_T Server;
EESG_USERNAME_T UserName;
EESG_PASSWORD_T Password;
EESG_APPLICATION_T Application;
EESG_DATABASE_T Database;
EESG_ULONG_T ulOptions;
EESG_HGRID_T hGrid;

InitStruct.ulVersion = ESSG_VERSION;
InitStruct.ulMaxRows = 1000;
InitStruct.ulMaxColumns = 200;
InitStruct.pfnMessageFunc = ESS_NULL;
InitStruct.pUserdata = ESS_NULL;

/* initializes EGAPI */
sts = EssGInit(&InitStruct, &Handle);

/* initializes a specific grid */
if(!sts)
    sts = EssGNewGrid(Handle, &hGrid);

strcpy(Server, "Rainbow");
strcpy(UserName, "Admin");
strcpy(Password, "Password");
strcpy(Application, "Demo");
strcpy(Database, "Basic");
ulOptions = ESSG_CONNECT_NODIALOG;

/* connects the grid to a database on the server */
if(!sts)
    sts = EssGConnect(hGrid, Server, UserName, Password, Application,
                      Database, ulOptions);

See Also

- “Using the C Grid API Functions” on page 1012
- “C Grid API Structures” on page 1024

**EssGConnectEx**

Connects a grid to an Essbase database using a user authentication token rather than a username and password.

**Syntax**

```c
EESG_FUNC_M EssGConnectEx (hGrid, Server, Token, Application, Database, ulOptions);
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hGrid</td>
<td>ESSG_HGRID_T</td>
<td>Handle passed back from EssGNewGrid.</td>
</tr>
<tr>
<td>Server</td>
<td>ESSG_SERVER_T</td>
<td>Network server name string.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>The server name can be expressed as hostname or hostname:port.</td>
</tr>
<tr>
<td>Parameter</td>
<td>Data Type</td>
<td>Description</td>
</tr>
<tr>
<td>---------------</td>
<td>-----------------</td>
<td>-----------------------------------------------------------------------------</td>
</tr>
<tr>
<td>Token</td>
<td>ESSG_TOKEN_T</td>
<td>The token representing the username and password of an authenticated user.</td>
</tr>
<tr>
<td>Username</td>
<td>ESSG_USERNAME_T</td>
<td>Name of valid user at server.</td>
</tr>
<tr>
<td>Password</td>
<td>ESSG_PASSWORD_T</td>
<td>Password of user.</td>
</tr>
<tr>
<td>Application</td>
<td>ESSG_APPLICATION_T</td>
<td>Name of a valid application on server.</td>
</tr>
<tr>
<td>Database</td>
<td>ESSG_DATABASE_T</td>
<td>Name of a valid database for application on server.</td>
</tr>
<tr>
<td>ulOptions</td>
<td>ESSG_ULONG_T</td>
<td>Options flag. Values are ESSG_CONNECT_NODIALOG, which attempts to login and connect without displaying dialog, using the default/passed setting; or ESSG_CONNECT_DEFAULT which will display the login and selection dialog.</td>
</tr>
</tbody>
</table>

Notes

- If this function fails, the corresponding EssGConnect() function is automatically called in order to try to verify a username and password for the user.
- Calls EssAutoLogin, therefore all rules that apply to EssAutoLogin apply to this function. For example, none of the parameters are case-sensitive.
- If ulOptions is set to ESSG_CONNECT_NODIALOG, none of the connection related parameters can be NULL or empty. When ulOptions is set to ESSG_CONNECT_DEFAULT, and a buffer is passed for the connect parameters, the user's selections from the dialog will be returned in these buffers.
- All security information is utilized. Therefore, if the user connects to a database to which he or she does not have read access, all read operations will fail.

Return Value

If successful, returns ESSG_STS_NOERR.

Access

None.

See Also

- EssGConnect
- “Using the C Grid API Functions” on page 1012
- “C Grid API Structures” on page 1024

EssGDeleteLRO

Deletes a specified LRO from an Essbase database.

Syntax

```c
ESSG_FUNC_M EssGDeleteLRO (hGrid, hLRO);
```
## Parameter

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hGrid</td>
<td>ESSG_HGRID_T</td>
<td>Grid handle returned by EssGNewGrid().</td>
</tr>
<tr>
<td>hLRO</td>
<td>ESSG_HLRO_T</td>
<td>Handle to the linked object (returned in a DRILLDATA structure by the EssGGetCellLinkResults() function).</td>
</tr>
</tbody>
</table>

### Notes

To delete *all* objects linked to a particular range of cells, use EssGBeginDeleteLROs.

### Return Value

If successful, returns ESSG_STS_NOERR.

### See Also

- “Using the C Grid API Functions” on page 1012
- “C Grid API Structures” on page 1024
- EssGBeginCreateLRO
- EssGBeginDeleteLROs
- EssGFreeCellLinkResults
- EssGGetCellLinkResults
- EssGGetLRODesc
- EssGGetLRO
- EssGUpdateLRO

---

## EssGDestroyGrid

Destroys a grid instance.

### Syntax

```c
ESSG_FUNC_M EssGDestroyGrid (hGrid)
```

### Parameter

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hGrid</td>
<td>ESSG_HGRID_T</td>
<td>Handle passed back from EssGNewGrid.</td>
</tr>
</tbody>
</table>

### Notes

Frees any memory associated with the passed grid handle, and makes the handle invalid.

### Return Value

If successful, returns ESSG_STS_NOERR.

### Access

None.

### Example

```c
#include <essapin.h>
#include <essgapin.h>
```
ESSG_FUNC_M     sts = ESS_STS_NOERR;
ESSG_INIT_T     InitStruct;
ESSG_HANDLE_T   Handle;
ESSG_HGRID_T    hGrid;

InitStruct.ulVersion = ESSG_VERSION;
InitStruct.ulMaxRows = 1000;
InitStruct.ulMaxColumns = 200;
InitStruct.pfnMessageFunc = ESS_NULL;
InitStruct.pUserData = ESS_NULL;

/* initializes EGAPI */
sts = EssGInit(&InitStruct, &Handle);

/* initializes a specific grid */
if(!sts)
    sts = EssGNewGrid(Handle, &hGrid);

/* destroys a grid instance */
if(!sts)
    sts = EssGDestroyGrid(hGrid);

See Also
- “Using the C Grid API Functions” on page 1012
- “C Grid API Structures” on page 1024
- EssGNewGrid

**EssGDisconnect**

Disconnects a grid from a database at the server.

**Syntax**

ESSG_FUNC_M EssGDisconnect (hGrid, ulOptions);

**Parameter**  **Data Type**  **Description**

hGrid    ESSG_HGRID_T  Handle passed back from EssGNewGrid.
ulOptions    ESSG_ULONG_T  Reserved for future use. Should be set to zero.

**Return Value**

If successful, returns ESS_STS_NOERR.

**Example**

```c
#include <essapin.h>
#include <essgapi.h>

ESSG_FUNC_M     sts = ESS_STS_NOERR;
ESSG_ULONG_T    ulOptions = 0;
ESSG_INIT_T     InitStruct;
ESSG_HANDLE_T   Handle;
```
ESSG_HGRID_T    hGrid;

InitStruct.ulVersion = ESSG_VERSION;
InitStruct.ulMaxRows = 1000;
InitStruct.ulMaxColumns = 200;
InitStruct.pfnMessageFunc = ESS_NULL;
InitStruct.pUserData = ESS_NULL;

/* initializes EGAPI */
sts = EssGInit(&InitStruct, &Handle);

/* initializes a specific grid */
if(!sts)
  sts = EssGNewGrid(&Handle, &hGrid);

/* connects the grid to a database on the server */
if(!sts)
  sts = EssGConnect(hGrid, "Rainbow", "Admin",
  "Password", "Demo", "Basic",
  ESSG_CONNECT_DEFAULT);

/* disconnects a grid from database at server */
if(!sts)
  sts = EssGDisconnect(hGrid, ulOptions);

/* terminate the EGAPI */
if(!sts)
  sts = EssGTerm(Handle);
}

See Also

l  “Using the C Grid API Functions” on page 1012
l  “C Grid API Structures” on page 1024

EssGDTBeginDrillThrough

Returns the drill-through instance handle for the given data cell range(s).

Syntax

ESSG_FUNC_M EssGDTBeginDrillThrough (hGrid, usCells, pCells, ppDTInst);

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hGrid;</td>
<td>ESSG_HGRID_T</td>
<td>Handle of the original grid returned by EssGNewGrid().</td>
</tr>
<tr>
<td>usCells;</td>
<td>ESSG_USHORT_T</td>
<td>Number of cell ranges in the pCells array.</td>
</tr>
<tr>
<td>pCells;</td>
<td>“ESSG_RANGE_T” on page 1030</td>
<td>Array of cell ranges selected to receive drill-through report data.</td>
</tr>
<tr>
<td>ppDTInst;</td>
<td>ESSG_PPDTHINST_T</td>
<td>Drill-through instance handle returned for the given data cell range(s).</td>
</tr>
</tbody>
</table>

See Also

l  “C Grid API Constants” on page 1015
EssGDTConnect

Takes drill-through connection information for a given drill-through handle, and connects to Oracle Essbase Studio.

**Syntax**

```c
ESSG_FUNC_M EssGDTConnect (pDTInst);
```

**Parameter** | **Data Type** | **Description**
---|---|---
pDTInst; | ESSG_PDTHINST_T | Initialized drill-through instance handle

**Example**

For a code example, see “C Grid API Drill-Through Example” on page 1123.

**See Also**

- “C Grid API Constants” on page 1015
- “C Grid API Structures” on page 1024
- EssGDTEndDrillThrough
- EssGDTExecuteReport
- EssGDTGetData
- EssGDTGetHeader
- EssGDTGetInfo
- EssGDTListReports
- EssGDTRequestDrillThrough
- EssGDTSetInfo

EssGDTEndDrillThrough

Ends the drill-through session and frees up memory for the given drill-through instance handle.

**Syntax**

```c
ESSG_FUNC_M EssGDTEndDrillThrough (pDTInst);
```
<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>pDTInst;</td>
<td>ESSG_PDTHINST_T</td>
<td>Initialized drill-through instance handle for the given data cell range.</td>
</tr>
</tbody>
</table>

**Example**

For a code example, see “C Grid API Drill-Through Example” on page 1123.

**See Also**

- “C Grid API Constants” on page 1015
- “C Grid API Structures” on page 1024
- EssGDTConnect
- EssGDTExecuteReport
- EssGDTGetData
- EssGDTGetHeader
- EssGDTGetInfo
- EssGDTListReports
- EssGDTRequestDrillThrough
- EssGDTSetInfo

---

**EssGDTExecuteReport**

Executes the report identified by its index to an array of report structures.

**Syntax**

```c
ESSG_FUNC_M EssGDTExecuteReport (pDTInst, Index);
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>pDTInst;</td>
<td>ESSG_PDTHINST_T</td>
<td>Initialized drill-through instance handle</td>
</tr>
<tr>
<td>Index;</td>
<td>ESSG_ULONG_T</td>
<td>Index of the report to be executed</td>
</tr>
</tbody>
</table>

**Example**

For a code example, see “C Grid API Drill-Through Example” on page 1123.

**See Also**

- “C Grid API Constants” on page 1015
- “C Grid API Structures” on page 1024
- EssGDTConnect
- EssGDTEndDrillThrough
- EssGDTGetData
- EssGDTGetHeader
- EssGDTGetInfo
- EssGDTListReports
- EssGDTRequestDrillThrough
- EssGDTSetInfo
**EssGDTGetData**

Retrieves an array of report data for the given drill-through instance handle.

**Syntax**

```c
ESSG_FUNC_M EssGDTGetData(pDTInst, ppData, pulCount);
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>pDTInst;</td>
<td>ESSG_PDTHINST_T</td>
<td>Initialized drill-through instance handle.</td>
</tr>
<tr>
<td>ppData;</td>
<td>“ESSG_DTDATA_T” on page 1027</td>
<td>Array of report data structures for given data cells.</td>
</tr>
<tr>
<td>pulCount;</td>
<td>ESSG_PULONG_T</td>
<td>Count of data blocks in the ppData array.</td>
</tr>
</tbody>
</table>

**Notes**

- Call EssGDTGetData() until pulCount is 0 (zero).
- Free memory for ppData (ESSG_DTDATA_T) with EssFree() after you call EssGDTGetData().

**Example**

For a code example, see “C Grid API Drill-Through Example” on page 1123.

**See Also**

- “C Grid API Constants” on page 1015
- “C Grid API Structures” on page 1024
- EssGDTConnect
- EssGDTEndDrillThrough
- EssGDTExecuteReport
- EssGDTGetHeader
- EssGDTGetInfo
- EssGDTListReports
- EssGDTRequestDrillThrough
- EssGDTSetInfo
- EssFree

**EssGDTGetHeader**

Retrieves the report data header information for the given drill-through instance handle.

**Syntax**

```c
ESSG_FUNC_M EssGDTGetHeader(pDTInst, ppHeader, pulCount);
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>pDTInst;</td>
<td>ESSG_PDTHINST_T</td>
<td>Initialized drill-through instance handle.</td>
</tr>
<tr>
<td>ppHeader;</td>
<td>“ESSG_DTHEADER_T” on page 1027</td>
<td>Array of header information structures for given columns.</td>
</tr>
<tr>
<td>Parameter</td>
<td>Data Type</td>
<td>Description</td>
</tr>
<tr>
<td>------------</td>
<td>----------------</td>
<td>-----------------------------------------------------------------------------</td>
</tr>
<tr>
<td>pulCount;</td>
<td>ESSG_PULONG_T</td>
<td>Count of data blocks in the ppHeader header information array.</td>
</tr>
</tbody>
</table>

**Notes**

Free memory for ppHeader (ESSG_DTHEADER_T) with EssFree() after you call EssGDTGetHeader().

**Example**

For a code example, see “C Grid API Drill-Through Example” on page 1123.

**See Also**

- “C Grid API Constants” on page 1015
- “C Grid API Structures” on page 1024
- EssGDTConnect
- EssGDTEndDrillThrough
- EssGDTExecuteReport
- EssGDTGetData
- EssGDTGetInfo
- EssGDTListReports
- EssGDTRequestDrillThrough
- EssGDTSetInfo
- EssFree

---

**EssGDTGetInfo**

Retrieves drill-through connection information for a given drill-through handle.

**Syntax**

```c
ESSG_FUNC_M EssGDTGetInfo (pDTInst, pDTInfo);
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>pDTInst;</td>
<td>ESSG_PDTHINST_T</td>
<td>Initialized drill-through instance handle</td>
</tr>
<tr>
<td>pDTInfo;</td>
<td>“ESSG_DTINFO_T”</td>
<td>Pointer to a structure of connection information for a given range of data cells</td>
</tr>
</tbody>
</table>

**Notes**

- Allocate memory for ESSG_DTINFO_T before you call EssGDTGetInfo().
- *password* is not returned in pDTInfo; that is, the *password* field in ESSG_DTINFO_T is not returned.

**Example**

For a code example, see “C Grid API Drill-Through Example” on page 1123.
EssGDTGetReportData

Executes the predefined default drill-through report for the given data cell range, and returns report data via the given grid handle \texttt{hDAGrid}.

Syntax

\begin{verbatim}
ESSG_FUNC_M EssGDTGetReportData (hGrid, hDAgrid, usCells, pCells);
\end{verbatim}

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hGrid;</td>
<td>ESSG_HGRID_T</td>
<td>Handle of the original grid returned by \texttt{EssGNewGrid}().</td>
</tr>
<tr>
<td>hDAgrid;</td>
<td>ESSG_HGRID_T</td>
<td>Handle of the new grid to receive drill-through report data.</td>
</tr>
<tr>
<td>usCells;</td>
<td>ESSG_USHORT_T</td>
<td>Number of cell ranges in the \texttt{pCells} array.</td>
</tr>
<tr>
<td>pCells;</td>
<td>&quot;ESSG_RANGE_T&quot; on page 1030</td>
<td>Array of cell ranges selected to receive drill-through report data.</td>
</tr>
</tbody>
</table>

See Also

- "C Grid API Constants" on page 1015
- "C Grid API Structures" on page 1024
- \texttt{EssGDTConnect}
- \texttt{EssGDTEndDrillThrough}
- \texttt{EssGDTExecuteReport}
- \texttt{EssGDTGetData}
- \texttt{EssGDTGetHeader}
- \texttt{EssGDTListReports}
- \texttt{EssGDTRequestDrillThrough}
- \texttt{EssGDTSetInfo}

EssGDTListReports

Returns an array of report structures for the given drill-through instance handle.
Syntax

_ESSG_FUNC_M EssGDTListReports_ (pDTInst, ppReports, pulCount);

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>pDTInst;</td>
<td>ESSG_PDTINST_T</td>
<td>Initialized drill-through instance handle</td>
</tr>
<tr>
<td>ppReports;</td>
<td>&quot;ESSG_DTREPORT_T&quot; on page 1028</td>
<td>An array of report structures for the given drill-through instance handle</td>
</tr>
<tr>
<td>pulCount;</td>
<td>ESSG_PULONG_T</td>
<td>Number of blocks in the <em>ppReports</em> header information array</td>
</tr>
</tbody>
</table>

Example

For a code example, see “C Grid API Drill-Through Example” on page 1123.

See Also

- “C Grid API Constants” on page 1015  
- “C Grid API Structures” on page 1024  
- _EssGDTConnect_  
- _EssGDTEndDrillThrough_  
- _EssGDTExecuteReport_  
- _EssGDTGetData_  
- _EssGDTHGetHeader_  
- _EssGDTGetInfo_  
- _EssGDTRequestDrillThrough_  
- _EssGDTSetInfo_

_EssGDTReportCount_

Returns the number of reports defined for the given data cell range(s).

Syntax

_ESSG_FUNC_M EssGDTReportCount_ (hGrid, usCells, pCells, uspReportNum);

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hGrid;</td>
<td>ESSG_HGRID_T</td>
<td>Handle of the original grid returned by EssGNewGrid().</td>
</tr>
<tr>
<td>usCells;</td>
<td>ESSG_USHORT_T</td>
<td>Number of cell ranges in the <em>pCells</em> array.</td>
</tr>
<tr>
<td>pCells;</td>
<td>&quot;ESSG_RANGE_T&quot; on page 1030</td>
<td>Array of cell ranges selected to receive drill-through report data.</td>
</tr>
<tr>
<td>uspReportNum;</td>
<td>ESSG_PUSHORT_T</td>
<td>Number of reports defined for the given data cell range(s).</td>
</tr>
</tbody>
</table>

See Also

- “C Grid API Constants” on page 1015  
- “C Grid API Structures” on page 1024  
- _EssGDTEndDrillThrough_  
- _EssGDTGetData_
EssGDTRequestDrillThrough

Returns the drill-through instance handle for the given data cell range.

Syntax
ESSG_FUNC_M EssGDTRequestDrillThrough (hGrid, usCells, pCells, ppDTInst);

Parameter Data Type Description
hGrid;      ESSG_HGRID_T  Handle of the original grid returned by EssGNewGrid().
usCells;    ESSG_USHORT_T Number of cell ranges in the pCells array.
pCells;     "ESSG_RANGE_T" on page 1030 Array of cell ranges selected to receive drill-through report data.
ppDTInst;   ESSG_PPDTHINST_T Drill-through instance handle returned for the given data cell range(s).

Notes
- Sends a request to the Essbase Server for an optimized Extended Member Comment
- Initializes a drill-through session with the given Extended Member Comment
- Returns the drill-through instance handle, ppDTInst.

Example
For a code example, see “C Grid API Drill-Through Example” on page 1123.

See Also
- “C Grid API Constants” on page 1015
- “C Grid API Structures” on page 1024
- EssGDTConnect
- EssGDTEndDrillThrough
- EssGDTExecuteReport
- EssGDTGetData
- EssGDTGetHeader
- EssGDTGetInfo
- EssGDTListReports
- EssGDTSetInfo
- EssOtlGetMemberCommentEx
- EssOtlSetMemberCommentEx
**EssGDTSetInfo**

Sets drill-through connection information for a given drill-through handle.

**Syntax**

```
ESSG_FUNC_M EssGDTSetInfo (pDTInst, pDTInfo);
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>pDTInst</td>
<td>ESSG_PDTHINST_T</td>
<td>Initialized drill-through instance handle</td>
</tr>
<tr>
<td>pDTInfo</td>
<td>“ESSG_DTINFO_T” on page 1028</td>
<td>Pointer to a structure of connection information for a given range of data cells</td>
</tr>
</tbody>
</table>

**Notes**

The `inputOption` field in `ESSG_DTINFO_T` is ignored.

**Example**

For a code example, see “C Grid API Drill-Through Example” on page 1123.

**See Also**

- “C Grid API Constants” on page 1015
- “C Grid API Structures” on page 1024
- EssGDTConnect
- EssGDTEndDrillThrough
- EssGDTExecuteReport
- EssGDTGetData
- EssGDTGetHeader
- EssGDTGetInfo
- EssGDTListReports
- EssGDTRequestDrillThrough

**EssGEndOperation**

Frees any internal resources used after the operation is complete and all rows have been returned.

**Syntax**

```
ESSG_FUNC_M EssGEndOperation (hGrid, ulOptions);
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hGrid</td>
<td>ESSG_HGRID_T</td>
<td>Handle passed back from EssGNewGrid.</td>
</tr>
<tr>
<td>ulOptions</td>
<td>ESSG_UULONG_T</td>
<td>Reserved for future use. Should be set to zero.</td>
</tr>
</tbody>
</table>
**Notes**

This call is optional and can be made to free internal resources after an operation is complete. If you do not make this call, internal resources are freed when the next operation starts, or when the caller disconnects the grid, whichever comes first.

**Return Value**

If successful, returns ESSG_STS_NOERR.

**Access**

None.

**Example**

```c
EssGEndOperation(hGrid, 0);
```

See an example that uses this code in the EssGBeginRetrieve Example section.

**See Also**

- “Using the C Grid API Functions” on page 1012
- “C Grid API Structures” on page 1024

---

**EssGFreeCellLinkResults**

Releases all resources reserved to store the links resulting from a previous call to EssGGetCellLinkResults().

**Syntax**

```c
ESSG_FUNC_M EssGFreeCellLinkResults (hGrid, pDrillData);
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hGrid;</td>
<td>ESG_HGRID_T</td>
<td>Grid handle returned by EssNewGrid().</td>
</tr>
<tr>
<td>pDrillData;</td>
<td>“ESSG_DRILLDATA_T” on page 1027</td>
<td>Reference to an array of ESG_DRILLDATA_T structures containing information about the linked objects.</td>
</tr>
</tbody>
</table>

**Notes**

EssGGetCellLinkResults() takes a reference to a pointer to ESSG_DRILLDATA_T, but that this function only requires the pointer to ESSG_DRILLDATA_T.

**Return Value**

If successful, returns ESSG_STS_NOERR.

**See Also**

- “Using the C Grid API Functions” on page 1012
- “C Grid API Structures” on page 1024
- EssGBeginCreateLRO
- EssGBeginDeleteLROs
EssGFreeMemberInfo

Frees any data returned by any call that returns member information, including EssGGetMemberInfo, and EssGGetDataPointResults.

**Syntax**

```c
ESSG_FUNC_M EssGFreeMemberInfo (hGrid, ulMembers, pszMembers);
```

**Parameter** | **Data Type** | **Description**
--- | --- | ---
`hGrid` | ESSG_HGRID_T | Handle passed back from EssGNewGrid.
`ulMembers` | ESSG_ULONG_T | Describes the number of elements in the `ppszMembers` array to be freed.
`pszMembers` | ESSG_PSTR_T | Pointer to a one-dimensional array of member names to be freed.

**Notes**

The parameters to this function include the number of elements in the one-dimensional array, and the one-dimensional array of member names itself.

**Return Value**

If successful, returns ESSG_STS_NOERR.

**Access**

None.

**Example**

```c
EssGFreeMemberInfo(hGrid, ulMembers, pszMembers);
```

See an example that uses this code in EssGGetMemberInfo.

**See Also**

- “Using the C Grid API Functions” on page 1012
- “C Grid API Structures” on page 1024

EssGFreeMemberwKeyStr

Frees the combined string of member name and member key that is created by EssGCreateMemberwKeyStr.
Syntax

ESSG_FUNC_M EssGFreeMemberwKeyStr (pszStr);

Parameter | Data Type  | Description
--- | --- | ---
pszStr;  | ESSG_STR_T | Input. Combined member/key string of the format: <member-name length><member-name><key length><key>

Example

ESSG_VOID_T ESSG_BeginZoomIn(ESSG_HGRID_T hGrid)
{
    ESSG_STS_T sts = ESS_STS_NOERR;
    ESSG_DATA_T **ppDataIn;
    ESSG_DATA_T **ppDataOut;
    ESSG_RANGE_T rDataRangeIn, rDataRangeOut;
    ESSG_ULONG_T ulOptions;
    ESSG_USHORT_T usCells;
    ESSG_RANGE_T pZoomCells;
    ESSG_USHORT_T usState;
    ESSG_USHORT_T usMember2Len, usKey2Len;
    ESSG_SHORT_T sOption, sOptionGet;
    ESSG_PVOID_T pOption, pOptionGet;
    ESSG_STR_T pMember, pKey, pOutStr;
    ESSG_STR_T pMember2, pKey2;

    /* connect the grid to a database on the server */
    sts = EssGConnect(hGrid, server, "essexer", pwd, app, db, ESSG_CONNECT_NODIALOG);

    /* set grid option*/
    tmpShort = ESSG_TRUE;
    sOption = ESSG_OP_MEMBERANDUNIQUENAME ;
    pOption = (ESSG_PVOID_T)tmpShort;     // pOption holds the actual value not a pointer

    sts = EssGSetGridOption(hGrid, sOption, pOption);
    printf("EssGSetGridOption  sts  %ld\n",sts);

    sOptionGet = ESSG_OP_MEMBERANDUNIQUENAME ;
    pOptionGet = &tmpShortGet;
    if(!sts)
    {
        sts = EssGGetGridOption(hGrid, sOptionGet, pOptionGet);
        printf("EssGGetGridOption  sts  %ld\n",sts);
        printf("EssGSetGridOption set ESSG_OP_MEMBERANDUNIQUENAME TO %d\n", (int)tmpShortGet);
    }

    if(sts == 0)
    {
        ppDataIn = BuildTable(&rDataRangeIn);

        ulOptions = ESSG_ZOOM_DOWN | ESSG_NEXTLEVEL;

        pZoomCells.ulRowStart = 0;
    }
}
pZoomCells.ulColumnStart = 2;
pZoomCells.ulNumRows = 1;
pZoomCells.ulNumColumns = 1;
usCells = 1;

/* start the zoom in operation */
sts = EssGBeginZoomIn(hGrid, usCells, &pZoomCells, ulOptions);
printf("EssGBeginZoomIn  sts:  %ld\n",sts);
}

//Display Input
DisplayOutput(ppDataIn, rDataRangeIn);
printf("\n\n");
if(sts == 0)
/* send the entire grid to define the query */
sts = EssGSendRows(hGrid, &rDataRangeIn, ppDataIn);
if(sts == 0)
{
/* perform the zoom-in */
sts = EssGPerformOperation(hGrid, 0);

/* Free the built data */
FreeTwoDim(ppDataIn, rDataRangeIn.ulNumRows);
}
if (sts == 0)
{
/* determine the results of the zoom-in */
sts = EssGGetResults(hGrid, 0, &rDataRangeOut, &usState);
}
if(sts ==0)
{
/* get all the data */
sts = EssGGetRows(hGrid, 0, &rDataRangeOut, &rDataRangeOut, &ppDataOut);
}
if(sts == 0)
{
DisplayOutput(ppDataOut, rDataRangeOut);

/* Retreive member and key from cell */
sts = EssGGetFromMemberwKey (((ppDataOut[1][0]).Value).pszStr, &pMember, &pKey);
printf("After EssGGetFromMemberwKey\n Member: %s, Key: %s  \n\n",pMember+2,
pKey+2);

//Member is "Qtr1", Key is "[2004].[Qtr1]", pOutStr is in the format 
//nn<member-name>nn<'key> - where nn is string length
usMember2Len = strlen("Qtr1");
pMember2 = malloc(usMember2Len+3);
memset(pMember2, 0, usMember2Len+3);
usKey2Len = strlen("[2004].[Qtr1]"_GRADED="1087"
);pKey2 = malloc(usKey2Len+3);
memset(pKey2, 0, usKey2Len+3);
memcpy(pMember2, &usMember2Len, 2);
mempy(pMember2+2, "Qtr1", usMember2Len);
memcpy(pKey2, &usKey2Len, 2);
mempy(pKey2+2, "[2004].[Qtr1]", usKey2Len);

sts = EssGCreateMemberwKeyStr(pMember2, pKey2, &pOutStr);

/*Note: because not all elements in pOutStr are actual characters, e.g. the 2 bytes for the size of Member and size of Key, plus the \0 ending characters, the printf below does not display the actual contents of the array*/
for (i=0;i < usMember2Len + usKey2Len + 4 + 2; ++i)
printf("%c", pOutStr[i]);

/* Free the returned data */
EssGFreeRows(hGrid, &DataRangeOut, ppDataOut);
sts = EssGFmMemberwKeyStr (pOutStr);
}

if( sts == 0)
{
 EssGEndOperation(hGrid, 0);
 EssGDisconnect(hGrid, 0);
}

See Also

● EssGCreateMemberwKeyStr
● EssGGetFromMemberwKey

**EssGFreeRows**

Frees data that has been returned via EssGGetRows.

**Syntax**

ESSG_FUNC_M EssGFreeRows (hGrid, pRange, ppData);

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hGrid</td>
<td>ESSG_HGRID_T</td>
<td>Handle passed back from EssGNewGrid.</td>
</tr>
<tr>
<td>pRange</td>
<td>“ESSG_RANGE_T”</td>
<td>Describes the extent of the data.</td>
</tr>
<tr>
<td>ppData</td>
<td>“ESSG_DATA_T”</td>
<td>A two-dimensional array of data to be freed.</td>
</tr>
</tbody>
</table>

**Return Value**

If successful, returns ESSG_STS_NOERR.
Access
None.

Example
EssGFreeRows(hGrid, &rDataRangeOut, ppDataOut);

See an example that uses this code in the EssGBeginRetrieve Example section.

See Also
- “Using the C Grid API Functions” on page 1012
- “C Grid API Structures” on page 1024

EssGGetAPIContext

 Gets the API login context handle for the specified grid.

Syntax

ESSG_FUNC_M EssGGetAPIContext (hGrid, pEssHctx);

Parameter Data Type Description
hGrid ESSG_HGRID_T Handle passed back from EssGNewGrid.
pEssHctx ESSG_PPVOID_T Variable for the return of the API context handle of the connected grid.

Notes
- This allows the caller to call non-Grid API functions that require a login context handle.
- If there is no valid connection to the server, there is no valid API context handle and the call will fail and set *pEssHctx to ESS_INVALID_HCTX.
- Do not use the returned login context in API functions that would change the context information.

Return Value

If successful, returns ESSG_STS_NOERR.

Example

#include <essapin.h>
#include <essgapin.h>

ESSG_FUNC_M   sts = ESS_STS_NOERR;
ESSG_INIT_T    InitStruct;
ESSGHANDLE_T   Handle;
ESSG_VOID_T    EssHctx;
ESSG_HGRID_T   hGrid;

InitStruct.ulVersion = ESSG_VERSION;
InitStruct.ulMaxRows = 1000;
InitStruct.ulMaxColumns = 200;
InitStruct.pfnMessageFunc = ESS_NULL;
InitStruct.pUserdata = ESS_NULL;

/* initializes EGAPI */
sts = EssGInit(&InitStruct, Handle);

if(!sts)
    sts = EssGNewGrid(Handle, &hGrid);

/* connect the grid to a database on the server */
if(!sts)
    sts = EssGConnect(hGrid, "Rainbow", "Admin", "Password", "Demo", "Basic", ESSG_CONNECT_DEFAULT);

/* Get API context handle for the specified grid */
if(!sts)
    sts = EssGGetAPIContext(hGrid, &EssHctx);
}

See Also

- "Using the C Grid API Functions" on page 1012
- "C Grid API Structures" on page 1024

**EssGGetAPIInstance**

Gets the API initialization instance handle.

**Syntax**

```
ESSG_FUNC_M EssGGetAPIInstance (Handle, pEssHinst);
```

**Parameter** | **Data Type** | **Description**
--- | --- | ---
Handle | ESSG_HANDLE_T | Handle passed back from EssGInit.
pEssHinst | ESSG_PPVOID_T | Variable for the return of the API instance handle used by the Grid API.

**Notes**

This handle the caller to call non-Grid API functions that require an instance handle.

**Return Value**

If successful, returns ESSG_STS_NOERR.

**Access**

None.

**Example**

```c
#include <essapin.h>
#include <essgapi.h>

ESSG_FUNC_M    sts = ESS_STS_NOERR;
ESSG_PVOID_T   EssHinst;
```
ESSG_INIT_TInitStruct;
ESSG_HANDLE_THandle;

InitStruct.ulVersion = ESSG_VERSION;
InitStruct.ulMaxRows = 1000;
InitStruct.ulMaxColumns = 200;
InitStruct.pfnMessageFunc = ESS_NULL;
InitStruct.pUserData = ESS_NULL;

/* initializes EGAPI */
sts = EssGInit(&InitStruct, Handle);

/* get API initialization instance handle */
if(!sts)
  sts = EssGGetAPIInstance(Handle, &EssHinst);

See Also
- “Using the C Grid API Functions” on page 1012
- “C Grid API Structures” on page 1024

**EssGGetCellLinkResults**

Retrieves a list of links resulting from a previous call to *EssGBeginDrillOrLink()*.  

**Syntax**

```c
ESSG_FUNC_M EssGGetCellLinkResults (hGrid, pfCanDrill, pNumLROs, ppDrillData, pRangeOut, pState);
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
</table>
| hGrid;     | ESSG_HGRID_T | Grid handle returned by *EssGNewGrid()*.
| pfCanDrill;| ESSG_PBOOL_T | Returns True if the cell has linked objects. If you request Zoom-In results by specifying the ESSG_OPT_ZOOM option with *EssGBeginDrillOrLink()* , *pfCanDrill* returns False.
| pNumLROs;  | ESSG_PULONG_T | Returns the number of links retrieved.
| ppDrillData;| “ESSG_DRILLDATA_T” on page 1027 | Returns references to an array of ESSG_DRILLDATA_T structures containing information about the linked objects.
| pRangeOut; | “ESSG_RANGE_T” on page 1030 | Returns the cell ranges for the Zoom-In if no LROs were found and you specified the ESSG_OPT_ZOOM option in your call to *EssGBeginDrillOrLink()*.
| pState;    | ESSG_PUSHORT_T | Returns one of the following states of operation:
|            |              | • In progress—Not all cells have been retrieved
|            |              | • Done—All cells have been retrieved

**Notes**

- This function allocates memory for ESSG_DRILLDATA_T. Release that memory with a call to *EssGFreeCellLinkResults*.  

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The handles retrieved from this function are valid until the next call to any of the following Grid API functions:

- EssGBeginDrillOrLink()
- EssGBeginCreateLRO()
- EssGUpdateLRO()
- EssGBeginDeleteLRO()
- EssGDeleteLRO()

**Return Value**

If successful, returns ESSG_STS_NOERR.

**See Also**

- “Using the C Grid API Functions” on page 1012
- “C Grid API Structures” on page 1024
- EssGBeginRemoveOnly
- EssGGetGridOption
- EssGPerformOperation
- EssGSetGridOption
- EssGBeginCreateLRO
- EssGBeginDrillAcross
- EssGBeginDeleteLROs
- EssGBeginDrillOrLink
- EssGDeleteLRO
- EssGFreeCellLinkResults
- EssGGetLRODesc
- EssGGetLinkedPartitionDesc
- EssGGetLRO
- EssGUpdateLRO

### EssGGetDataPointResults

Retrieves information from the EssGBeginDataPoint call (EssGBeginDataPoint, EssGSendRows, EssGPerformOperation).

**Syntax**

```c
ESSG_FUNC_M EssGGetDataPointResults (hGrid, pulMembers, ppszMembers, pState);
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hGrid</td>
<td>ESSG_HGRID_T</td>
<td>Handle passed back from EssGNewGrid.</td>
</tr>
<tr>
<td>pulMembers</td>
<td>ESSG_PULONG_T</td>
<td>Count of members being returned.</td>
</tr>
</tbody>
</table>
Parameter | Data Type | Description
--- | --- | ---
*ppszMembers | ESSG_PSTR_T | Pointer to a one dimensional array of size pulMembers of members returned from the server. The API allocates this memory and should be freed by the caller using EssGFreeMemberInfo.

**Note:** The *ppszMembers parameter should be freed by the caller using EssGFreeMemberInfo.

pState | ESSG_PUSHORT_T | Variable for the return of the state of the operation. This can be one of the following values:
- ESSG_STATE_DONE Operation complete
- ESSG_STATE_INPROGRESS The operation is in progress

**Notes**
Make this call multiple times until the pState variable returns ESSG_STATE_DONE.

**Return Value**
If successful, returns ESSG_STS_NOERR.

**Access**
None.

**Example**
```c
sts = EssGGetDataPointResults(hGrid, &ulMembers,
See an example that uses this code in the EssGBeginDataPoint Example section.

**See Also**
- “Using the C Grid API Functions” on page 1012
- “C Grid API Structures” on page 1024

**EssGGetFormattedValue**

Returns the formatted value for the given cell.

**Syntax**
```
ESS_FUNC_M EssGGetFormattedValue(hGrid, pData, *fmtVal)
```

**Parameter | Data Type | Description
--- | --- | ---
hGrid | ESSG_HGRID_T | Grid handle
pData | ESSG_PDATA_T | Pointer to the ESSG_DATA_T structure of the cell.
*fmtVal | ESSG_STR_T | Pointer to formatted value for this cell
Notes

- The grid option ESSG_OP_GET_FORMATTED_VALUE should be turned on to obtain the formatted values.
- You do not need to free the returned pointer, as this is managed by the API.

Return Value

- 0—If successful
- Error number—If unsuccessful

### EssGGetFromMemberwKey

Returns a member name and key. A key is a value generated by Essbase that uniquely identifies a member name in the outline.

**Syntax**

```c
ESSG_FUNC_M EssGGetFromMemberwKey (pszOutStr, pszMember, pszKey);
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>pszOutStr</td>
<td>ESSG_STR_T</td>
<td>Input string of the format: <code>&lt;member-name length&gt;&lt;member-name&gt;&lt;key length&gt;&lt;key&gt;</code>, where the length elements are 2 bytes in size. Note that <code>&lt;member-name&gt;</code> is null-terminated. The string is returned from the API or can be created using EssGCreateMemberwKeyStr.</td>
</tr>
<tr>
<td>pszMember</td>
<td>ESSG_STR_T</td>
<td>Member name (output).</td>
</tr>
<tr>
<td>pszKey</td>
<td>ESSG_STR_T</td>
<td>Member key (output).</td>
</tr>
</tbody>
</table>

**Notes**

When the `usType` field of the ESSG_DATA_T structure is set to ESSG_DT_MEMBERwKEY, then the `pszStr` field of Value(ESSG_DATA_VALUE) field is interpreted as the format required for `pszOutStr`.

**Example**

```c
ESSG_VOID_T ESSG_BeginZoomIn(ESSG_HGRID_T hGrid)
{
    ESSG_STS_T      sts = ESS_STS_NOERR;
    ESSG_DATA_T  **ppDataIn;
    ESSG_DATA_T  **ppDataOut;
    ESSG_RANGE_T rDataRangeIn, rDataRangeOut;
    ESSG_ULONG_T ulOptions;
    ESSG_USHORT_T usCells;
    ESSG_RANGE_T pZoomCells;
    ESSG_USHORT_T usState;
    ESSG_USHORT_T usMember2Len, usKey2Len;
    ESSG_SHORT_T     sOption, sOptionGet;
    ESSG_SHORT_T     tmpShort, tmpShortGet, i;
    ESSG_PVOID_T     pOption, pOptionGet;
    ESSG_STR_T   pMember, pKey, pOutStr;
    ESSG_STR_T     pMember2, pKey2;
```
/* connect the grid to a database on the server */
sts = EssGConnect(hGrid, server, "essexer", pwd, app, db, ESSG_CONNECT_NODIALOG);

/* set grid option*/
tmpShort = ESSG_TRUE;
sOption = ESSG_OP_MEMBERANDUNIQUE_NAME;
pOption = (ESSG_PVOID_T)tmpShort;     // pOption holds the actual value not a pointer

    sts = EssGSetGridOption(hGrid, sOption, pOption);
    printf("EssGSetGridOption  sts  %ld\n",sts);

sOptionGet = ESSG_OP_MEMBERANDUNIQUE_NAME;
pOptionGet = &tmpShortGet;
    if(!sts)
    {
        sts = EssGGetGridOption(hGrid, sOptionGet, pOptionGet);
        printf("EssGGetGridOption  sts  %ld\n",sts);
        printf("EssGSetGridOption set ESSG_OP_MEMBERANDUNIQUE_NAME TO %d\n", (int)tmpShortGet);
    }

if(sts == 0)
{
    ppDataIn = BuildTable(&rDataRangeIn);

    ulOptions = ESSG_ZOOM_DOWN | ESSG_NEXTLEVEL;

    pZoomCells.ulRowStart = 0;
pZoomCells.ulColumnStart = 2;
pZoomCells.ulNumRows = 1;
pZoomCells.ulNumColumns = 1;
usCells = 1;

    /* start the zoom in operation */
    sts = EssGBeginZoomIn(hGrid, usCells, &pZoomCells, ulOptions);
    printf("EssGBeginZoomIn  sts:  %ld\n",sts);
}

//Display Input
DisplayOutput(ppDataIn, rDataRangeIn);
printf("\n\n");
if(sts == 0)
/* send the entire grid to define the query */
sts = EssGSendRows(hGrid, &rDataRangeIn, ppDataIn);

if(sts == 0)
{
    /* perform the zoom-in */
    sts = EssGPerformOperation(hGrid, 0);

    /* Free the built data */
    FreeTwoDim(ppDataIn, rDataRangeIn.ulNumRows);
}
if (sts == 0)
{ /* determine the results of the zoom-in */
sts = EssGGetResults(hGrid, 0, &rDataRangeOut, &usState);
}
if(sts == 0)
{
    /* get all the data */
sts = EssGGetRows(hGrid, 0, &rDataRangeOut, &rDataRangeOut, &ppDataOut);
}
if(sts == 0)
{
    DisplayOutput(ppDataOut, rDataRangeOut);
}

/* Retreive member and key from cell */
sts = EssGGetFromMemberwKey (((ppDataOut[1][0]).Value).pszStr, &pMember, &pKey);
printf("After EssGGetFromMemberwKey\n Member: %s, Key: %s \n\n",
pMember+2,
pKey+2);

//Member is "Qtr1", Key is "[2004].[Qtr1]", pOutStr is in the format
//nn<member-name>nn<'key> - where nn is string length

usMember2Len = strlen("Qtr1");
pMember2 = malloc(usMember2Len+3);
    memset(pMember2, 0, usMember2Len+3);
usKey2Len = strlen("[2004].[Qtr1]");
pKey2 = malloc(usKey2Len+3);
    memset(pKey2, 0, usKey2Len+3);
memcpy(pMember2, &usMember2Len, 2);
memcpy(pMember2+2, "Qtr1", usMember2Len);
memcpy(pKey2, &usKey2Len, 2);
memcpy(pKey2+2, "[2004].[Qtr1]", usKey2Len);

sts = EssGCreateMemberwKeyStr(pMember2, pKey2, &pOutStr);

/*Note: because not all elements in pOutStr are actual characters, 
e.g. the 2 bytes for the size of Member and size of Key, plus the \\
0 ending characters, the printf below does not display the actual 
contents of the array */
for (i=0; i < usMember2Len + usKey2Len + 4 + 2; ++i)
    printf("%c", pOutStr[i]);

/* Free the returned data */
EssGFreeRows(hGrid, &rDataRangeOut, ppDataOut);
sts = EssGFreeMemberwKeyStr (pOutStr);
}

if( sts == 0)
{
    EssGEndOperation(hGrid, 0);
    EssGDisconnect(hGrid, 0);
}
EssGGetGridOption

Gets individual grid options.

Syntax

`ESSG_FUNC_M EssGGetGridOption (hGrid, sOption, pOption);`

Parameter | Data Type | Description
--- | --- | ---
hGrid | ESSG_HGRID_T | Handle passed back from EssGNewGrid().
sOption | ESSG_SHORT_T | Number indicating what option is being retrieved.
pOption | ESSG_PVOID_T | Pointer to the option retrieved. With the exception of the ESSG_OP_USERGRIDDATA pointer, this data is read-only and should not be freed by the caller.

Return Value

If successful, returns ESSG_STS_NOERR.

Example

```c
ESSG_VOID_T EssG_GetGridOption(ESSG_HGRID_T hGrid)
{
    ESSG_FUNC_M   sts = ESS_STS_NOERR;
    ESSG_SHORT_T  sOption;
    ESSG_SHORT_T  tmpShort;
    ESSG_PVOID_T  pOption;

    /* connect the grid to a database on the server */
    sts = EssGConnect(hGrid, "Rainbow", "Admin", "Password", "Demo", "Basic",
                       ESSG_CONNECT_DEFAULT);
    /* get grid option */
    sOption = ESSG_OP_DRILLLEVEL;
    pOption = &tmpShort;
    if(!sts)
        sts = EssGGetGridOption(hGrid, sOption, pOption);
    if(!sts)
    {
        printf("\n%s: %d", "DRILLLEVEL", tmpShort);
        EssGDisconnect(hGrid, 0);
    }
}
```

See Also

- “Using the C Grid API Functions” on page 1012
- “C Grid API Structures” on page 1024
EssGGetGridPerspective

Returns the perspective for a grid.

**Syntax**

```c
ESS_FUNC_M EssGGetGridPerspective(hGrid, sAttrdim, *pPerspectiveType, *pPerspectiveString)
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hGrid</td>
<td>ESSG_HGRID_T</td>
<td>Handle passed back from EssGNewGrid().</td>
</tr>
<tr>
<td>sAttrdim</td>
<td>ESSG_STR_T</td>
<td>Attribute dimension name for which the perspective is queried</td>
</tr>
<tr>
<td>*pPerspectiveType</td>
<td>ESSG_SHORT_T</td>
<td>Type of perspective. See “Grid Perspective Types” on page 1021.</td>
</tr>
<tr>
<td>*pPerspectiveString</td>
<td>ESSG_STR_T</td>
<td>Pointer to perspective tuple set being returned.</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>• Null for perspective types other than ESSG_PERSP_EXPLICIT.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>• For ESSG_PERSP_EXPLICIT, this value should be explicitly freed.</td>
</tr>
</tbody>
</table>

**Return Value**

- 0—If successful
- Error number—If unsuccessful

**See Also**

- EssGSetGridPerspective

EssGGetIsCellDrillable

Checks whether a cell is associated with a drill-through URL.

**Syntax**

```c
ESS_FUNC_M EssGGetIsCellDrillable (hGrid, pData, pIsDrillable);
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hGrid</td>
<td>ESSG_HGRID_T</td>
<td>Grid handle returned by EssGNewGrid()</td>
</tr>
<tr>
<td>pData</td>
<td>ESS_PDATA_T</td>
<td>Pointer to the ESSG_DATA_T structure of the cell</td>
</tr>
<tr>
<td>pIsDrillable</td>
<td>ESS_PBOOL_T</td>
<td>True, if the cell is associated with a drill-through URL; False otherwise</td>
</tr>
</tbody>
</table>

**Return Value**

- If successful, sets `pIsDrillable` accordingly.
- If unsuccessful, returns an error code.
Example

```c
#define ESSG_OP_GET_DRILLTHRU_URLS 41

ESSG_STS_T sts = EssGInit(&InitStruct, &Handle);
sts = EssGNewGrid(Handle, &hGrid);
sts = EssGConnect(hGrid, Server, UserName, Password, Application, Database, ulOptions);
sts = EssGSetGridOption(hGrid, ESSG_OP_GET_DRILLTHRU_URLS,(ESSG_PVOID_T)(ESSG_TRUE));

ppDataIn = BuildQuery(&rRangeDataIn);

sts = EssGBeginRetrieve(hGrid, ESSG_RET_RETRIEVE);
sts = EssGSendRows(hGrid, &rRangeDataIn, ppDataIn);
sts = EssGPerformOperation(hGrid, 0);

/*To retrieve the cell drillable property of a cell*/
EssGGetIsCellDrillable(hGrid, &(cells[ulRow][ulCol]), &bIsDrillable);
if (bIsDrillable)
    printf("bIsDrillable: true");
else
    printf("bIsDrillable: false");
```

**EssGGetLinkedPartitionDesc**

Retrieves the description for a linked partition. You specify the partition with a unique handle returned by an EssGGetCellLinkResults() function call.

**Syntax**

```c
ESSG_FUNC_M EssGGetLinkedPartitionDesc(hGrid, hLRO, pConnectInfo);
```

**Parameter**

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hGrid;</td>
<td>ESSG_HGRID_T</td>
<td>Grid handle returned by EssGNewGrid().</td>
</tr>
<tr>
<td>hLRO;</td>
<td>ESSG_HLRO_T</td>
<td>Handle to the linked partition (returned in a DRILLDATA structure by the EssGGetCellLinkResults() function). The handle must specify a linked object of type ESSG_PARTITIONTYPE.</td>
</tr>
<tr>
<td>pConnectInfo;</td>
<td>“ESSG_CONNECTINFO_T” on page 1024</td>
<td>Returns connection information for the linked partition.</td>
</tr>
</tbody>
</table>

**Notes**

To retrieve descriptions for linked objects that are not partitions, use EssGGetLRODesc.

**Return Value**

If successful, returns ESSG_STS_NOERR.

**See Also**

- “Using the C Grid API Functions” on page 1012
- “C Grid API Structures” on page 1024
- EssGBeginRemoveOnly
EssGGetLRO

Retrieves a LRO from an Essbase database.

Syntax

```
ESSG_FUNC_M EssGGetLRO (hGrid, hLRO, szTargetFile, ulOption);
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hGrid</td>
<td>ESSG_HGRID_T</td>
<td>Grid handle returned by EssGNewGrid().</td>
</tr>
<tr>
<td>hLRO</td>
<td>ESSG_HLRO_T</td>
<td>Handle to the linked object (returned in a DRILLDATA structure by the</td>
</tr>
<tr>
<td></td>
<td></td>
<td>EssGetCellLinkResults() function).</td>
</tr>
<tr>
<td>szTargetFile</td>
<td>ESSG_STR_T</td>
<td>The name of the target file, including path, into which the object is retrieved.</td>
</tr>
<tr>
<td>ulOption</td>
<td>ESSG_ULONG_T</td>
<td>Option specifying whether to retrieve the object, its catalog entry, or both. Use one of the following:</td>
</tr>
</tbody>
</table>

- ESS_LRO_OBJ_API to retrieve only the object.
- ESS_LRO_CATALOG_API to retrieve only the catalog entry.
- ESS_LRO_BOTH_API to retrieve object and catalog entry.

Notes

To retrieve a cell note, use EssGGetLRODesc. EssGGetLRO does not retrieve cell note information.

Return Value

If successful, returns ESSG_STS_NOERR.

See Also

- “Using the C Grid API Functions” on page 1012
- “C Grid API Structures” on page 1024
- EssGBeginRemoveOnly

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EssGGetLRODesc

Retrieves the description information for a linked object. You specify the object with a unique handle returned by an EssGGetCellLinkResults() function call.

Syntax

`ESSG_FUNC_M EssGGetLRODesc (hGrid, hLRO, pLroDesc);`

Parameter | Data Type | Description
--- | --- | ---
hGrid; | ESSG_HGRID_T | Grid handle returned by EssGNewGrid().
hLRO; | ESSG_HLRO_T | Handle to the linked partition (returned in a DRILLDATA structure by the EssGGetCellLinkResults() function). The handle can specify a linked object of any type except ESSG_PARTITIONTYPE.
pLroDesc; | ESSG_LPLRODESC_T | Returns an LRO description structure containing information about the specified object.

Notes

To retrieve descriptions for partitions (object type ESSG_PARTITIONTYPE), use EssGGetLinkedPartitionDesc.

Return Value

If successful, returns ESSG_STS_NOERR.

See Also

- “Using the C Grid API Functions” on page 1012
- “C Grid API Structures” on page 1024
- EssGGetCellLinkResults
- EssGBeginCreateLRO
- EssGBeginDeleteLROs
- EssGDeleteLRO
EssGGetMemberInfo

Returns member relationship information from within one dimension.

Syntax

```
ESSG_FUNC_M EssGGetMemberInfo (hGrid, pszMbrName, sAction, bAliases, pulMembers, *ppszMembers);
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hGrid</td>
<td>ESSG_HGRID_T</td>
<td>Handle passed back from EssGNewGrid.</td>
</tr>
<tr>
<td>pszMbrName</td>
<td>ESSG_STR_T</td>
<td>Name of the member for which relationship information will be obtained.</td>
</tr>
<tr>
<td>sAction</td>
<td>ESSG_SHORT_T</td>
<td>Number indicating what type of relationship information will be returned.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>The following values are valid for this parameter and are mutually exclusive:</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- ESSG_NEXTLEVEL Children</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- ESSG_ALLLEVELS All members</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- ESSG_BOTTOMLEVEL Bottom level</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- ESSG_SIBLEVEL Sibling level</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- ESSG_SAMELEVEL Same level</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- ESSG_SAMEGENERATION Same generation</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- ESSG_CALCLEVEL Calculation</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- ESSG_PARENTLEVEL Parent of member</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- ESSG_TOLEVEL Dimension member belongs to</td>
</tr>
<tr>
<td>bAliases</td>
<td>ESSG_BOOL_T</td>
<td>Indicates whether alias names will be returned.</td>
</tr>
<tr>
<td>pulMembers</td>
<td>ESSG_PULONG_T</td>
<td>Count of members being returned.</td>
</tr>
<tr>
<td>*ppszMembers</td>
<td>ESSG_PSTR_T</td>
<td>Pointer to a one dimensional array of size pulMembers of members returned from server. The API allocates this memory and should be freed by the caller.</td>
</tr>
</tbody>
</table>

Notes

- `pszMbrName` cannot be null.
- Free the `ppszMembers` parameter using EssGFreeMemberInfo.
Return Value

If successful, returns ESSG_STS_NOERR.

Access

None.

Example

```
ESSG_VOID_T ESSG_GetMemberInfo(ESSG_HGRID_T hGrid)
{
    ESSG_FUNC_M  sts = ESS_STS_NOERR;
    ESSG_STR_T         pszMbrName;
    ESSG_SHORT_T       sAction;
    ESSG_BOOL_T        bAliases;
    ESSG_ULONG_T       ulMembers, ind;
    ESSG_PSTR_T        pszMembers;
    char tmp[5] = "Year";

    pszMbrName = tmp;
    sAction = ESSG_NEXTELEVEL;
    bAliases = ESSG_FALSE;

    /* connect the grid to a database on the server */
    sts = EssGConnect(hGrid, "Rainbow", "Admin",
                       "Password", "Demo", "Basic",
                       ESSG_CONNECT_NODIALOG);

    /* get member information */
    if(sts == 0)
        sts = EssGGetMemberInfo(hGrid,pszMbrName, sAction, bAliases,
                                 &ulMembers, &pszMembers);

    if (sts == 0)
    {
        printf("\nNext Level of %s:\n", pszMbrName);
        for (ind = 0; ind < ulMembers; ind++)
            printf("\t%s\n", *(pszMembers + ind));
        EssGFreeMemberInfo(hGrid, ulMembers, pszMembers);
    }
    if(!sts)
        sts = EssGDisconnect(hGrid, 0);
}
```

See Also

- “Using the C Grid API Functions” on page 1012
- “C Grid API Structures” on page 1024

**EssGGetResults**

Retrieves information about the data returned after an operation has been completed (EssGBeginXxx, EssGSendRows, EssGPerformOperation).
Syntax

```c
ESSG_FUNC_M EssGGetResults (hGrid, ulOptions, pRangeOut, pState);
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hGrid</td>
<td>ESSG_HGRID_T</td>
<td>Handle passed back from EssGNewGrid.</td>
</tr>
<tr>
<td>ulOptions</td>
<td>ESSG_ULONG_T</td>
<td>Reserved for future use. Should be set to zero.</td>
</tr>
<tr>
<td>pRangeOut</td>
<td>“ESSG_RANGE_T” on page 1030</td>
<td>Describes the extent of the data returned from the server. This parameter describes the total amount of data that will be returned. The caller can break up the retrieval with multiple calls to EssGGetRows.</td>
</tr>
<tr>
<td>pState</td>
<td>ESSG_PUSHORT_T</td>
<td>Variable for the return of the state of the operation. This can be one of the following values:</td>
</tr>
<tr>
<td></td>
<td></td>
<td>• ESSG_STATE_DONE Operation complete</td>
</tr>
<tr>
<td></td>
<td></td>
<td>• ESSG_STATE_INPROGRESS The operation is in progress</td>
</tr>
</tbody>
</table>

Notes

After this call is made and the `pState` variable contains ESSG_STATE_DONE, the caller should call EssGGetRows to retrieve the actual data from the server.

Return Value

If successful, returns ESSG_STS_NOERR.

Access

None.

Example

```c
sts = EssGGetResults(hGrid, 0, &rDataRangeOut, &usState);
```

See an example that uses this code in the EssGBeginRetrieve Example section.

See Also

- “Using the C Grid API Functions” on page 1012
- “C Grid API Structures” on page 1024

### EssGGetRows

Retrieves data after an operation has been completed (EssGBegin, EssGSendRows, EssGPerformOperation, EssGGetResults).

Syntax

```c
ESSG_FUNC_M EssGGetRows (hGrid, ulOptions, pRangeRequested, pRangeOut, pppDataOut);
```
<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hGrid</td>
<td>ESSG_HGRID_T</td>
<td>Handle passed back from EssGNewGrid.</td>
</tr>
<tr>
<td>ulOptions</td>
<td>ESSG_ULONG_T</td>
<td>Reserved for future use. Should be set to zero.</td>
</tr>
<tr>
<td>pRangeRequested</td>
<td>“ESSG_RANGE_T” on page 1030</td>
<td>Describes the extent of the data requested. This can be less than or equal to the number of rows and columns returned from the EssGGetResults call.</td>
</tr>
<tr>
<td>pRangeOut</td>
<td>“ESSG_RANGE_T” on page 1030</td>
<td>Describes the extent of the data returned.</td>
</tr>
<tr>
<td>*pppDataOut</td>
<td>“ESSG_DATA_T” on page 1024</td>
<td>The address of a two-dimensional array of data. The memory for this array is allocated by the API and should be freed by the caller using EssGFreeRows.</td>
</tr>
</tbody>
</table>

**Notes**

- You can make multiple calls to EssGGetRows, but the pRangeRequested->ulStartRow in each subsequent call must be greater than the last row received.
- The pRangeRequested variable should define the rows desired to be returned. If multiple buffers of data are being returned, each subsequent call to EssGGetRows should update the rows in the pRangeRequested parameter.
- If the caller requests rows where some of the requested rows are valid, while others are out of range, the valid rows will be filled in. The invalid rows remain undefined.
- If the caller requests rows that are completely out of range from the information that is available, an error is returned.

**Return Value**

If successful, returns ESSG_STS_NOERR.

**Access**

None.

**Example**

```c
sts = EssGGetRows(hGrid, 0, &rDataRangeOut, &rDataRangeOut, &ppDataOut);
```

See an example that uses this code in the EssGBeginRetrieve Example section.

**See Also**

- “Using the C Grid API Functions” on page 1012
- “C Grid API Structures” on page 1024

### EssGGetSmartlistforCell

Returns the name of SmartList (Text List) object associated with a cell when the cell type is ESSG_DT_SMARTLIST.
An Essbase database can have multiple TextList objects and members.

This API call lets you identify which TextList object a cell is associated with.

You do not have to free returned pointers, as this is managed by the API.

As the grid is stateless, names returned are valid until you perform an EssGEndOperation.

**Syntax**

```
ESS_FUNC_M EssGGetSmartlistforCell (hGrid, pData, *pSmartlistname)
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hGrid</td>
<td>ESSG_HGRID_T</td>
<td>Grid handle</td>
</tr>
<tr>
<td>pData</td>
<td>ESSG_PDATA_T</td>
<td>Pointer to the cell ESSG_DATA_T structure of the cell.</td>
</tr>
<tr>
<td>*pSmartlistname</td>
<td>ESSG_STR_T</td>
<td>Pointer to name of the TextList object the cell is associated with</td>
</tr>
</tbody>
</table>

**Return Value**

- 0—If successful
- Error number—If unsuccessful

**See Also**

- EssOtlFreeSmartListInfo
- EssOtlGetMemberSmartList
- EssOtlGetSmartListInfo
- EssOtlPutSmartList

**EssGInit**

Initializes the Grid API.

**Syntax**

```
ESSG_FUNC_M EssGInit (pInitStruct, pHandle);
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>pInitStruct</td>
<td>&quot;ESSG_INIT_T&quot; on page 1029</td>
<td>Pointer to a structure containing useful information for the EGAPI.</td>
</tr>
<tr>
<td>pHandle</td>
<td>ESSG_PHANDLE_T</td>
<td>Pointer to the handle sent back from the EGAPI.</td>
</tr>
</tbody>
</table>

**Notes**

- Required before calling all other EGAPI functions except for EssGVersion.
- Make this call only once at the beginning of a session.
- This function returns a handle, which you must pass to EssGNewGrid for each grid being used, and to any other EGAPI call requiring a non-grid specific handle.
- A thread may require its own handle (pHandle) to avoid overwriting another thread's networking status information.
Return Value

If successful, returns ESSG_STS_NOERR.

Access

None.

Example

```c
#include <essapin.h>
#include <essgapin.h>

ESSG_FUNC_M     sts = ESS_STS_NOERR;
ESSG_INIT_T     InitStruct;
ESSG_HANDLE_T   Handle;

InitStruct.ulVersion = ESSG_VERSION;
InitStruct.ulMaxRows = 1000;
InitStruct.ulMaxColumns = 200;
InitStruct.pfnMessageFunc = ESS_NULL;
InitStruct.pUserdata = ESS_NULL;

sts = EssGInit(&InitStruct, &Handle);
```

See Also

- “Using the C Grid API Functions” on page 1012
- “C Grid API Structures” on page 1024

EssGLogout

Connects a grid to an Essbase database, and changes the user password.

Syntax

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hGrid;</td>
<td>ESSG_HGRID_T</td>
<td>Handle from EssGNewGrid()</td>
</tr>
<tr>
<td>Server;</td>
<td>ESSG_SERVER_T</td>
<td>Name of a valid server</td>
</tr>
<tr>
<td>Username;</td>
<td>ESSG_USERNAME_T</td>
<td>Name of a valid user on the server</td>
</tr>
<tr>
<td>Password;</td>
<td>ESSG_PASSWORD_T</td>
<td>User's password</td>
</tr>
<tr>
<td>NewPassword;</td>
<td>ESSG_PASSWORD_T</td>
<td>User's new password</td>
</tr>
</tbody>
</table>

Return Value

If successful, returns ESSG_STS_NOERR.

Example

```c
#include
#include
```
{  
    ESSG_FUNC_M   sts = ESS_STS_NOERR;  
    ESSG_INIT_T   InitStruct;  
    ESSG_HANDLE_T Handle;  
    ESSG_SERVER_T Server;  
    ESSG_USERNAME_T UserName;  
    ESSG_PASSWORD_T Password;  
    ESSG_PASSWORD_T NewPassword;  
    ESSG_HGRID_T   hGrid;  
    InitStruct.ulVersion      = ESSG_VERSION;  
    InitStruct.ulMaxRows      = 1000;  
    InitStruct.ulMaxColumns   = 200;  
    InitStruct.pfnMessageFunc = ESS_NULL;  
    InitStruct.pUserData      = ESS_NULL;  
    /* initializes EGAPI */  
    sts = EssGInit(&InitStruct, Handle);  
    /* initializes a specific grid */  
    if(!sts)  
        sts = EssGNewGrid(Handle, &hGrid);  
        strcpy(Server, "Rainbow");  
        strcpy(UserName, "Admin");  
        strcpy(Password, "Password");  
        strcpy(Password, "NewPassword");  
        /* connects the grid to a database on the server */  
        if(!sts)  
            sts = EssGLoginSetPass(hGrid, Server, UserName, Password, NewPassword);  
}  

See Also  
- “C Grid API Constants” on page 1015  
- “C Grid API Structures” on page 1024  
- EssAutoLogin  
- EssGConnect  
- EssGInit  
- EssInit  
- EssLogout  

**EssGNewGrid**  
Initializes a specific grid.  

**Syntax**  

ESSG_FUNC_M EssGNewGrid (Handle, phGrid);
<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Handle; /* IN */</td>
<td>ESSG_HANDLE_T</td>
<td>Handle passed back from EssGInit.</td>
</tr>
<tr>
<td>phGrid; /* OUT */</td>
<td>ESSG_PHGRID_T</td>
<td>Pointer to the grid-specific handle sent back from the EGAPI.</td>
</tr>
</tbody>
</table>

**Notes**
- This call is required prior to calling any grid-specific API.
- The handle returned should be passed to any subsequent grid-specific API call that manipulates the specific grid.
- The call should be made once for each grid that uses the Grid API.
- Each thread in a multithreaded environment must use its own handle (phGrid) to call a grid-specific API, such as EssGSendRows() or EssGBeginOperation().

**Return Value**
If successful, returns ESSG_STS_NOERR.

**Access**
None.

**Example**
```
#include <essapin.h>
#include <essgapin.h>

ESSG_FUNC_M     sts = ESS_STS_NOERR;
ESSG_INIT_T     InitStruct;
ESSG_HANDLE_T   Handle;
ESSG_HGRID_T    hGrid;

InitStruct.ulVersion = ESSG_VERSION;
InitStruct.ulMaxRows = 1000;
InitStruct.ulMaxColumns = 200;
InitStruct.pfnMessageFunc = ESS_NULL;
InitStruct.pUserdata = ESS_NULL;

/* initializes EGAPI */
sts = EssGInit(&InitStruct, &Handle);

/* initializes a specific grid */
if(!sts)
    sts = EssGNewGrid(Handle, &hGrid);
```

**See Also**
- “Using the C Grid API Functions” on page 1012
- “C Grid API Structures” on page 1024
**EssGPerformOperation**

Performs an operation after all rows have been sent to the server using **EssGBeginXxx** and **EssGSendRows**.

**Syntax**

```c
ESSG_FUNC_M EssGPerformOperation (hGrid, ulOptions);
```

**Parameter** | **Data Type** | **Description**  
--- | --- | ---  
`hGrid` | ESSG_HGRID_T | Handle passed back from **EssGNewGrid()**.  
`ulOptions` | ESSG_ULONG_T | Reserved for future use. Set to zero.  

**Notes**

After this call is made, call **EssGGetResults** to get information about the data returned.

**Return Value**

If successful, returns **ESSG_STS_NOERR**.

**Example**

```c
sts = EssGPerformOperation(hGrid, 0);
```

See an example that uses this code in the **EssGBeginPivot** Example section.

**See Also**

- “Using the C Grid API Functions” on page 1012  
- “C Grid API Structures” on page 1024

---

**EssGSendRows**

Sends the rows to the server once an operation has been started.

**Syntax**

```c
ESSG_FUNC_M EssGSendRows (hGrid, pRangeIn, ppDataIn);
```

**Parameter** | **Data Type** | **Description**  
--- | --- | ---  
`hGrid` | ESSG_HGRID_T | Handle passed back from **EssGNewGrid()**.  
`pRangeIn` | “ESSG_RANGE_T” on page 1030 | Describes the extent of the data in `ppDataIn`.  
`ppDataIn` | “ESSG_DATA_T” on page 1024 | A two-dimensional array of cells describing the data.  

**Notes**

- You can make multiple calls to **EssGSendRows**, but the `pRangeIn->ulStartRow` in each subsequent call must be greater than the last row sent in.  
- The `pRangeIn` variable should define the rows in the grid.
If you are sending in multiple buffers of data, each subsequent call to EssGSendRows should update the rows in the pRangeIn parameter.

After all rows are sent in, you can call EssGPerformOperation.

**Return Value**

If successful, returns ESSG_STS_NOERR.

**Access**

None.

**Example**

```c
sts = EssGSendRows(hGrid, &rDataRangeIn, ppDataIn);
```

See an example that uses this code in the EssGBeginRetrieve Example section.

**See Also**

- “Using the C Grid API Functions” on page 1012
- “C Grid API Structures” on page 1024

---

**EssGSetGridOption**

Sets individual grid options.

**Syntax**

```c
ESSG_FUNC_M EssGSetGridOption (hGrid, sOption, pOption);
```

**Parameter Data Type Description**

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hGrid</td>
<td>ESSG_HGRID_T</td>
<td>Handle passed back from EssGNewGrid().</td>
</tr>
<tr>
<td>sOption</td>
<td>ESSG_SHORT_T</td>
<td>Value indicating what option is being set. For a table of valid values, see Notes.</td>
</tr>
<tr>
<td>pOption</td>
<td>ESSG_PVOID_T</td>
<td>Value of option being set cast to an ESSG_PVOID_T.</td>
</tr>
</tbody>
</table>

**Notes**

- You can use the ESSG_OP_USERGRIDDATA pointer to store grid-specific information that is private to the application.
- The following table lists valid options for sOption and the corresponding description and data type:

<table>
<thead>
<tr>
<th>Value</th>
<th>Description</th>
<th>Data Type Expected</th>
<th>Default</th>
</tr>
</thead>
<tbody>
<tr>
<td>ESSG_OP_ALIASNAMES</td>
<td>Alias names</td>
<td>ESSG_BOOL_T</td>
<td>ESSG_FALSE</td>
</tr>
<tr>
<td>ESSG_OP_ALIASSTABLE</td>
<td>Alias names table</td>
<td>ESSG_STR_T</td>
<td></td>
</tr>
<tr>
<td>ESSG_OP_DATALESS</td>
<td>Enable dataless navigation.</td>
<td>ESSG_BOOL_T</td>
<td>ESSG_FALSE</td>
</tr>
<tr>
<td>Value</td>
<td>Description</td>
<td>Data Type Expected</td>
<td>Default</td>
</tr>
<tr>
<td>------------------------</td>
<td>-----------------------------------------------------------------------------</td>
<td>--------------------</td>
<td>---------------</td>
</tr>
<tr>
<td>ESSG_OP_DRILLLEVEL</td>
<td>Drill-level</td>
<td>ESSG_SHORT_T</td>
<td>ESSG_NEXTLEVEL</td>
</tr>
<tr>
<td>ESSG_OP_EMPTYGRIDERROR</td>
<td>If FALSE, don't issue error on queries which result in no data and return only the grid header.</td>
<td>ESSG_BOOL_T</td>
<td>ESSG_TRUE</td>
</tr>
<tr>
<td>ESSG_OP_INCSEL</td>
<td>Include selection</td>
<td>ESSG_BOOL_T</td>
<td>ESSG_FALSE</td>
</tr>
<tr>
<td>ESSG_OP_INDENT</td>
<td>Indent style</td>
<td>ESSG_SHORT_T</td>
<td>ESSG_INDENTTOTALS</td>
</tr>
<tr>
<td>ESSG_OP_LATEST</td>
<td>Turn on the ability to specify the latest member.</td>
<td>ESSG_BOOL_T</td>
<td>ESSG_FALSE</td>
</tr>
<tr>
<td>ESSG_OP_LATESTMEMBER</td>
<td>Specify the latest member.</td>
<td>ESSG_STR_T</td>
<td>NULL</td>
</tr>
<tr>
<td>ESSG_OP_REPEATMBRNAMES</td>
<td>Repeat member names.</td>
<td>ESSG_BOOL_T</td>
<td>ESSG_FALSE</td>
</tr>
<tr>
<td>ESSG_OP_RETAINTHREAD</td>
<td>If set to TRUE, don't disconnect from server thread at end of grid operation. May improve performance when submitting several operations in sequence.</td>
<td>ESSG_BOOL_T</td>
<td>ESSG_FALSE</td>
</tr>
<tr>
<td>ESSG_OP_SELGROUP</td>
<td>Remove Unselected Groups. Zooms on all occurrences of selected member but removes any other members from the same dimension, including the selected member itself.</td>
<td>ESSG_BOOL_T</td>
<td>ESSG_FALSE</td>
</tr>
<tr>
<td>ESSG_OP_SELONLY</td>
<td>Within Selected Group. Zooms on only the exact instance of the member that is selected.</td>
<td>ESSG_BOOL_T</td>
<td>ESSG_FALSE</td>
</tr>
<tr>
<td>ESSG_OP_SUPMISSING</td>
<td>Suppress missing rows.</td>
<td>ESSG_BOOL_T</td>
<td>ESSG_FALSE</td>
</tr>
<tr>
<td>ESSG_OP_SUPUNDER</td>
<td>Replace underscores with spaces.</td>
<td>ESSG_BOOL_T</td>
<td>ESSG_FALSE</td>
</tr>
<tr>
<td>ESSG_OP_SUPZEROS</td>
<td>Suppress zero rows.</td>
<td>ESSG_BOOL_T</td>
<td>ESSG_FALSE</td>
</tr>
<tr>
<td>ESSG_OP_UPDATEMODE</td>
<td>Update mode</td>
<td>ESSG_BOOL_T</td>
<td>ESSG_FALSE</td>
</tr>
<tr>
<td>ESSG_OP_USEBOTHFORROWDIMS</td>
<td>Use both member names and aliases for the row dimensions.</td>
<td>ESSG_BOOL_T</td>
<td>ESSG_FALSE</td>
</tr>
<tr>
<td>ESSG_OP_USERGRIDDATA</td>
<td>Pointer to user data</td>
<td>ESSG_PVOID_T</td>
<td>NULL</td>
</tr>
<tr>
<td>ESSG_OP_RETAINTHREAD</td>
<td>Retain threads</td>
<td>ESSG_BOOL_T</td>
<td>ESSG_FALSE</td>
</tr>
<tr>
<td>ESSG_OP_EMPTYGRIDERROR</td>
<td>Issue an empty grid error</td>
<td>ESSG_BOOL_T</td>
<td>ESSG_FALSE</td>
</tr>
<tr>
<td>ESSG_OP_DATALESS</td>
<td>Navigate without data</td>
<td>ESSG_BOOL_T</td>
<td>ESSG_FALSE</td>
</tr>
</tbody>
</table>

**Return Value**

If successful, returns ESSG_STS_NOERR.
Example

ESSG_VOID_T ESSG_SetGridOption (ESSG_HGRID_T hGrid)
{
    ESSG_STS_T     sts = ESS_STS_NOERR;
    ESSG_SHORT_T   sOption;
    ESSG_SHORT_T   tmpShort;
    ESSG_PVOID_T   pOption;

    /* connect the grid to a database on the server */
    sts = EssGConnect(hGrid, "Rainbow", "Admin", "Password", "Demo", "Basic",
                       ESSG_CONNECT_DEFAULT);

    tmpShort = 2;
    sOption = ESSG_OP_DRILLLEVEL;
    pOption = (ESSG_PVOID_T)tmpShort;

    /* set grid option */
    if(!sts)
        sts = EssGSetGridOption(hGrid, sOption, pOption);

    if(!sts)
        EssGDisconnect(hGrid, 0);
}

See Also

- “Using the C Grid API Functions” on page 1012
- “C Grid API Structures” on page 1024

**EssGSetGridPerspective**

This function sets perspective for a grid. Perspective is similar to grid option. If the set perspective is valid, the grid context is the same.

**Syntax**

ESSG_FUNC_M EssGSetGridPerspective(hGrid, sAttrdim, sPerspectiveType, pPerspectiveString)

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hGrid</td>
<td>ESSG_HGRID_T</td>
<td>Handle passed back from EssGNewGrid().</td>
</tr>
<tr>
<td>sAttrdim</td>
<td>ESSG_STR_T</td>
<td>Attribute dimension name for which perspective has to set</td>
</tr>
<tr>
<td>sPerspectiveType</td>
<td>ESSG_SHORT_T</td>
<td>Type of perspective. See “Grid Perspective Types” on page 1021.</td>
</tr>
</tbody>
</table>
**Parameter** | **Data Type** | **Description**
---|---|---
PerspectiveString | ESG_STR_T | Perspective tuple which should be applied for the given attribute dimension. Level-0 members from one or more "Independent" dimensions (for attrDim) will be the part of the input tuple.

If a member from one "independent" dimension is not present in the perspective tuple, the member of the same dimension from the current query/calculation context will be used.

In case of an explicit perspective missing for an attribute dimension, the default usage for perspective is ESG_PERSP_REALITY. This argument can be NULL for sPerspectiveType other than ESG_PERSP_EXPLICIT, which requires a valid tuple.

**Return Value**
- 0—If successful
- Error number—If unsuccessful

**See Also**
- EssGGetGridPerspective

**EssGSetPath**
Sets the ESSBASEPATH environment variable for the current process.

**Syntax**
```
ESSG_FUNC_M EssGSetPath (pszPath);
```

**Parameter** | **Data Type** | **Description**
pzPath; | ESG_STR_T | Pointer to the string describing the ESSBASEPATH environment variable

**Notes**
- Call EssGSetPath() before calling EssGInit().
- **pszPath** cannot exceed 120 characters, as defined in ESSG_PATHLEN.
- **pszPath** applies only to the current process.
- Essbase DLLs must be accessible from the system path. EssGSetPath() does not resolve the path for the Essbase DLLs.

**Return Value**
- If successful, returns ESSG_STS_NOERR.
- If **pszPath** is too long, returns API_NAME_TOO_LONG (1030009).
Example

```c
ESS_STS_T
ESSG_SetPath(ESS_STR_T pszPath)
{
    ESS_STS_T sts
    ESS_STR_T pszPath = "C:\Hyperion\products\Essbase";
    sts = EssGSetPath (pszPath);
    return sts;
}
```

See Also

- “Using the C Grid API Functions” on page 1012
- “C Grid API Structures” on page 1024

**EssGTerm**

Terminates the Grid API.

**Syntax**

```c
ESSG_FUNC_M EssGTerm (Handle);
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Handle</td>
<td>ESSG_HANDLE_T</td>
<td>Handle to instance of the EGAPI.</td>
</tr>
</tbody>
</table>

**Notes**

- This call is required.
- Signifies termination of use of the Grid API.
- This call should be made only once per session and then only at the end of that session.

**Return Value**

If successful, returns ESSG_STS_NOERR.

**Access**

None.

**Example**

```c
#include <essapin.h>
#include <essgapin.h>

ESSG_FUNC_M     sts = ESS_STS_NOERR;
ESSG_INIT_T     InitStruct;
ESSG_HANDLE_T   Handle;

InitStruct.ulVersion = ESSG_VERSION;
InitStruct.ulMaxRows = 1000;
InitStruct.ulMaxColumns = 200;
InitStruct.pfnMessageFunc = ESS_NULL;
InitStruct.pUserdata = ESS_NULL;
```
/* initialize EGAPI */
sts = EssGInit(&InitStruct, &Handle);

/* terminate the EGAPI */
if(!sts)
    sts = EssGTerm(Handle);

See Also

- “Using the C Grid API Functions” on page 1012
- “C Grid API Structures” on page 1024

**EssGUnlock**

Unlocks any blocks that were locked at the server.

**Syntax**

ESSG_FUNC_M EssGUnlock (hGrid, ulOptions);

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hGrid</td>
<td>ESSG_HGRID_T</td>
<td>Handle passed back from EssGNewGrid.</td>
</tr>
<tr>
<td>ulOptions</td>
<td>ESSG_ULONG_T</td>
<td>Reserved for future use. Should be set to zero.</td>
</tr>
</tbody>
</table>

**Return Value**

If successful, returns ESSG_STS_NOERR.

**Access**

None.

**Example**

ESSG_VOID_T ESSG_Unlock(ESSG_HGRID_T hGrid)
{
    ESSG_FUNC_M     sts = ESS_STS_NOERR;
    ESSG_ULONG_T    ulOptions = 0;

    /* connect the grid to a database on the server */
    sts = EssGConnect(hGrid, "Rainbow", "Admin", "Password", "Demo", "Basic", ESSG_CONNECT_NODIALOG);

    /* unlock the locked blocks at server */
    if(!sts)
        sts = EssGUnlock(hGrid, ulOptions);

    if(!sts)
        EssGDisconnect(hGrid, 0);
}

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See Also
- “Using the C Grid API Functions” on page 1012
- “C Grid API Structures” on page 1024

EssGUpdateLRO

Updates the description and contents of a linked object.

Syntax

```c
ESSG_FUNC_M EssGUpdateLRO(hGrid, hLRO, pLroDesc, ulOption);
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hGrid;</td>
<td>ESSG_HGRID_T</td>
<td>Grid handle returned by EssGNewGrid().</td>
</tr>
<tr>
<td>hLRO;</td>
<td>ESSG_HLRO_T</td>
<td>Handle to the linked object (returned in a DRILLDATA structure by the</td>
</tr>
<tr>
<td></td>
<td></td>
<td>EssGGetCellLinkResults() function).</td>
</tr>
<tr>
<td>pLroDesc;</td>
<td>&quot;ESSG_LRODESC_T&quot; on page 1029</td>
<td>A structure containing information about the LRO to be updated.</td>
</tr>
<tr>
<td>ulOption;</td>
<td>ESSG_ULONG_T</td>
<td>Option specifying whether to store the object on the server. Use</td>
</tr>
<tr>
<td></td>
<td></td>
<td>ESS_STORE_OBJECT_API to store winapp and URL objects on the server. Use</td>
</tr>
<tr>
<td></td>
<td></td>
<td>ESS_NOSTORE_OBJECT_API to store cell notes off the server (and in the</td>
</tr>
<tr>
<td></td>
<td></td>
<td>index file).</td>
</tr>
</tbody>
</table>

Return Value

If successful, returns ESSG_STS_NOERR.

See Also
- “Using the C Grid API Functions” on page 1012
- “C Grid API Structures” on page 1024
- EssGBeginCreateLRO
- EssGBeginDeleteLROs
- EssGDeleteLRO
- EssGGetLRODesc

EssGVersion

Returns the version number for the API.

Syntax

```c
ESSG_FUNC_M EssGVersion(pulVersion);
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>pulVersion</td>
<td>ESSG_PULONG_T</td>
<td>Pointer to the current version number of the Grid API.</td>
</tr>
</tbody>
</table>
Notes

- The number is incremented whenever changes requiring either a recompile or relink by a client occur.
- You do not need to initialize the Grid API before you use this function.

Return Value

If successful, returns ESSG_STS_NOERR.

Access

None.

Example

```c
#include <essapin.h>
#include <essgapin.h>

ESSG_FUNC_M     sts = ESS_STS_NOERR;
ESSG_ULONG_T    ulVersion;

/* get version number for the API */
sts = EssGVersion(&ulVersion);
```

See Also

- “Using the C Grid API Functions” on page 1012
- “C Grid API Structures” on page 1024
C Grid API Example

This example illustrates the steps needed to perform a basic retrieval. The following grid shows a five dimensional template with one datapoint illustrated.

<table>
<thead>
<tr>
<th>Actual</th>
<th>Year</th>
<th>Product</th>
<th>Market</th>
</tr>
</thead>
<tbody>
<tr>
<td>Sales</td>
<td>123.45</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

The following code fragment shows how the data structures are setup and the function calls that are needed to perform the retrieval.

/* This function allocates the necessary data to send to the server */

ESSG_PPDATA_T AllocTwoDims(ESSG_ULONG_T ulRows, ESSG_ULONG_T ulCols)
{
    ESSG_PPDATA_T ppTemp;
    ESSG_ULONG_T ulIndex;

    if(ulRows)
        ppTemp = (ESSG_PPDATA_T) malloc(sizeof(ESSG_DATA_T) * ulRows);
    if(ppTemp == NULL)
        return ppTemp;

    memset(ppTemp, 0, sizeof(ESSG_PPDATA_T) * ulRows);

    for (ulIndex = 0; ulIndex < ulRows; ulIndex++)
    {
        ppTemp[ulIndex] = (ESSG_PPDATA_T)malloc(sizeof(ESSG_DATA_T) * ulCols);
        if(ppTemp[ulIndex])
            memset(ppTemp[ulIndex], 0, sizeof(ESSG_DATA_T) * ulCols));
    }
return ppTemp;
}

/* This function frees the memory allocated by AllocTwoDims */
void FreeTwoDim(ESSG_PPDATA_T ppDataToFree, ESS_ULONG_T ulRows)
{
    ESS_ULONG_T ulIndex;
    
    for (ulIndex = 0; ulIndex < ulRows; ulIndex++)
    {
        if (ppDataToFree[ulIndex]->usType == ESSG_DT_STRING)
        {
            free(ppDataToFree[ulIndex]->Value.pszStr);
        }
        free(ppDataToFree[ulIndex]);
    }
    free(ppDataToFree);
}

/* This function builds a table based on the above grid. */
/* Note: The items in the grid are hard coded. */
ESSG_PPDATA_T BuildTable(ESSG_PRANGE_T pRange)
{
    ESSG_PPDATA_T   ppTable;
    ESS_ULONG_T     ulRow, ulCol;
    
    /* Your code would probably not be hard-coded here... */
    pRange->ulRowStart      = 0;
    pRange->ulColumnStart   = 0;
    pRange->ulNumRows       = 2;
    pRange->ulNumColumns    = 5;
    ppTable = AllocTwoDims(2, 5);

    /* ROW 1 */
    ppTable[0][0].usType = ESSG_DT_BLANK;
    ppTable[0][1].usType = ESSG_DT_BLANK;
    ppTable[0][2].usType = ESSG_DT_STRING;
    /* Some compilers allow you to specify \p to indicate */
    /* the length of the string */
    ppTable[0][2].Value.pszStr = "\pYear";
    ppTable[0][3].usType = ESSG_DT_STRING;
    ppTable[0][3].Value.pszStr = "\pProduct";
    ppTable[0][4].usType = ESSG_DT_STRING;
    ppTable[0][4].Value.pszStr = "\pMarket";

    /* ROW 2 */
    ppTable[1][0].usType = ESSG_DT_STRING;
    ppTable[1][0].Value.pszStr = "\pActual";
    ppTable[1][1].usType = ESSG_DT_STRING;
    ppTable[1][1].Value.pszStr = "\pSales";
    ppTable[1][2].usType = ESSG_DT_DOUBLE;
    ppTable[1][2].dblData = 123.45;
    ppTable[1][3].usType = ESSG_DT_BLANK;
    ppTable[1][4].usType = ESSG_DT_BLANK;
return (ppTable);
}

/* This function makes the necessary calls to the */
/* EGAPI to perform a basic retrieval. */
/* NOTE: This example does not show the */
/* initialization of the EGAPI or the grid. */
/* Also, the hGrid is assumed to be external. */
void CallEGAPI(void)
{
    ESSG_PPDATA_T   ppDataIn,
    ESSG_PPDATA_T   ppDataOut,
    ESSG_RANGE_T    rRangeDataIn, rRangeDataOut;
    ESSG_STS_T      sts;
    ESSG_ULONG_T    ulRow, ulCol;
    ESSG_USHORT_T   usState;

    /* Connect the grid to a database on the server */
    sts = EssGConnect(hGrid, "Server", "User", "Password",
                     "App", "Db", ESSG_CONNECT_DEFAULT);
    if (sts == 0)
    {
        ppDataIn = BuildTable(rRangeDataIn);
        /* Start the retrieve operation */
        sts = EssGBeginRetrieve(hGrid, ESSG_RET_RETRIEVE);
    }
    if (sts == 0)
    {
        /* Send the entire grid to define the query */
        sts = EssGSendRows(hGrid, rRangeDataIn, ppDataIn);
    }
    if (sts == 0)
    {
        /* We're done sending rows, perform the retrieval */
        sts = EssGPerformOperation(hGrid, 0);

        /* Free the data we built */
        FreeTwoDim(ppDataIn, rRangeDataIn.ulNumRows);
    }
    if (sts == 0)
    {
        /* Determine the results of the retrieve and how much data */
        /* is being returned. */
        sts = EssGGetResults(hGrid, 0, rRangeDataOut, usState);
    }
    if (sts == 0)
    {
        /* Get all of the data */
        sts = EssGGetRows(hGrid, 0, rRangeDataOut,
                           rRangeDataOut, ppDataOut);
    }
    if (sts == 0)
    {
        /* Interate though the data ... */
        /* First the rows */
        for (ulRow = rRangeDataOut.ulRowStart;

ulRow < rRangeDataOut.ulNumRows;
ulRow++)
{
    /* Then the columns */
    for (ulCol = rRangeDataOut.ulColumnStart;
        ulCol < rRangeDataOut.ulNumColumns;
        ulCol++)
    {
        /* Here's a cell ... just render it. */
        switch (ppDataOut[ulRow][ulCol].usType)
        {
            case (ESSG_DT_STRING):
                DisplayString(ppDataOut[ulRow][ulCol].Value.pszStr);
                break;
            case (ESSG_DT_LONG):
                DisplayValue(ppDataOut[ulRow][ulCol].Value.lData);
                break;
            case (ESSG_DT_DOUBLE):
                DisplayValue(ppDataOut[ulRow][ulCol].Value.dblData);
                break;
            case (ESSG_DT_BLANK):
                DisplayBlank();
                break;
            case (ESSG_DT_MISSING):
                DisplayMissing();
                break;
            case (ESSG_DT_ZERO):
                DisplayValue(0);
                break;
            case (ESSG_DT_NOACCESS):
                DisplayNoAccess();
                break;
            case (ESSG_DT_MEMBEREX):
                DisplayString(ppDataOut[ulRow][ulCol].Value.pszStr+1);
                break;
            default:
                DisplayOops();
                break;
        }
    }
    /* Tell the API we don't care about this request any more */
    EssGEndOperation(hGrid, 0);
    /* Free the data returned */
    EssGFreeRows(hGrid, rRangeDataOut, ppDataOut);
}

/* Disconnect if you wish */
EssGDisconnect(hGrid, 0);
C Grid API Drill-Through Example

void main(int argc, char *argv[])
{
    ESSG_STS_T      sts = ESS_STS_NOERR;
    ESSG_HGRID_T    hGrid;
    ESSG_HANDLE_T   Handle;
    ESSG_INIT_T     InitStruct;

    /* BEGIN: initialize grid handle and create a new grid */
    InitStruct.ulVersion      = ESSG_VERSION;
    InitStruct.ulMaxRows      = 1000;
    InitStruct.ulMaxColumns   = 200;
    InitStruct.pfnMessageFunc = ESS_NULL;
    InitStruct.pUserData      = ESS_NULL;
    sts = EssGInit(&InitStruct, Handle);
    if (sts != ESS_STS_NOERR)
        return;
    sts = EssGNewGrid(Handle, hGrid);
    if (sts != ESS_STS_NOERR)
        return;
    /* END: initialize grid handle and create a new grid */

    ESSG_DTTest(Handle, hGrid);

    sts = EssGTerm(Handle);
}

void ESSG_DTTest(ESSG_HANDLE_T  Handle, ESSG_HGRID_T hGrid)
{
    ESSG_STS_T         errsts,
    sts                = ESS_STS_NOERR;
    ESSG_HLRO_T        hLRO    = 0;
    ESSG_PPDATA_T      ppDataIn;
    /* ESSG_PPDATA_T ppDataOut; */
    ESSG_RANGE_T       rDataRangeIn,
    rDataRangeOut;
    ESSG_USHORT_T      usCells;
    ESSG_USHORT_T      usState   = 0;
    ESSG_RANGE_T       Range;
    ESSG_PDTHINST_T    pDTInst;
    ESSG_STR_T         ErrMesg;
    ESSG_ULONG_T       ErrSize   = 255;
    memset(&rDataRangeOut, 0, sizeof(ESSG_RANGE_T));
    ErrMesg = malloc(255);

    /* connect the grid to a database on the server */
    sts = EssGConnect(hGrid, server, user, pwd, app, db, ESSG_CONNECT_DEFAULT);

    if (sts == ESS_STS_NOERR)
    {
        ppDataIn = BuildTableForDrillThru (&rDataRangeIn);
DisplayOutput(ppDataIn, rDataRangeIn);

usCells = 1;
Range.ulRowStart = 1;
Range.ulColumnStart = 6;
Range.ulNumRows = 1;
Range.ulNumColumns = 1;
sts = EssGBeginDrillOrLink(hGrid, usCells, &Range, ESSG_OPT_ZOOM);
}

if(sts == ESS_STS_NOERR)
    /* send the entire grid to define the query */
    sts = EssGSendRows(hGrid, &rDataRangeIn, ppDataIn);

if(sts == ESS_STS_NOERR)
{
    /* perform the drillorlink operation */
    sts = EssGPerformOperation(hGrid, 0);

    /* free the built data */
    FreeTwoDim(ppDataIn, rDataRangeIn.ulNumRows);
}

if (sts == ESS_STS_NOERR)
    sts = EssGDTRequestDrillThrough(hGrid, usCells, &Range, &pDTInst);

if (sts == ESS_STS_NOERR)
{
    /* Get the DT Info corresponding to the DT handle */
    sts = ESSGDTGetInfo(pDTInst);

    /* Set the password info for executing the drill through report */
    sts = ESSGDTSetInfo(pDTInst);

    /* determine the list of reports associated with the data cell range. */
    sts = ESSGDTListReports(pDTInst);

    /* Execute the report. Using index 0 for now as we have only one report */
    sts = EssGDTExecuteReport(pDTInst, 0);
    if (sts ) /* Error Condition print error msg */
        errsts = EssDTAPIGetError(pDTInst, &sts, ErrMesg, ErrSize);

    /* Get the headers for the report associated with the data cell range. */
    sts = ESSGDTGetHeader(pDTInst);
    if (sts ) /* Error Condition print error msg */
        EssDTAPIGetError(pDTInst, &sts, ErrMesg, ErrSize);

    /* Get the data for the report associated with the data cell range. */
    sts = ESSGDTGetData(pDTInst);
    if (sts ) /* Error Condition print error msg */
        EssDTAPIGetError(pDTInst, &sts, ErrMesg, ErrSize);
}
See the following functions for more information on Drill-Through:

EssGDTConnect

EssGDTEndDrillThrough

EssGDTExecuteReport

EssGDTGetData

EssGDTGetHeader

EssGDTGetInfo

EssGDTListReports

EssGDTRequestDrillThrough

EssGDTSetInfo

**ESSG_OP_MEMBERANDUNIQUENAME Example**

The following example illustrates the use of the Grid API constant ESSG_OP_MEMBERANDUNIQUENAME.

```c
ESSG_VOID_T ESSG_BeginZoomIn(ESSG_HGRID_T hGrid)
{
    ESSG_STS_T      sts = ESS_STS_NOERR;
    ESSG_DATA_T  **ppDataIn;
    ESSG_DATA_T  **ppDataOut;
    ESSG_RANGE_T rDataRangeIn, rDataRangeOut;
    ESSG_ULONG_T ulOptions;
    ESSG_USHORT_T usCells;
    ESSG_RANGE_T pZoomCells;
    ESSG_USHORT_T usState;
    ESSG_USHORT_T usMember2Len, usKey2Len;
    ESSG_SHORT_T         sOption, sOptionGet;
    ESSG_SHORT_T         tmpShort, tmpShortGet, i;
    ESSG_PVOID_T         pOption, pOptionGet;
    ESSG_STR_T   pMember, pKey, pOutStr;
    ESSG_STR_T     pMember2, pKey2;

    /* connect the grid to a database on the server */
    sts = EssGConnect(hGrid, server, "essexer", pwd, app, db, ESSG_CONNECT_NODIALOG);

    /* set grid option*/
    tmpShort = ESSG_TRUE;
    sOption = ESSG_OP_MEMBERANDUNIQUENAME ;
    pOption = (ESSG_PVOID_T)tmpShort;     // pOption holds the actual value not a pointer

    sts = EssGSetGridOption(hGrid, sOption, pOption);
    printf("EssGSetGridOption  sts  %ld\n",sts);

    sOptionGet = ESSG_OP_MEMBERANDUNIQUENAME ;

    /* set grid option*/
    tmpShort = ESSG_TRUE;
    sOption = ESSG_OP_MEMBERANDUNIQUENAME ;
    pOption = (ESSG_PVOID_T)tmpShort;     // pOption holds the actual value not a pointer

    sts = EssGSetGridOption(hGrid, sOption, pOption);
    printf("EssGSetGridOption  sts  %ld\n",sts);

    sOptionGet = ESSG_OP_MEMBERANDUNIQUENAME ;
```

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pOptionGet = &tmpShortGet;
if(!sts)
{
    sts = EssGGetGridOption(hGrid, sOptionGet, pOptionGet);
    printf("EssGGetGridOption  sts  %ld\n",sts);
    printf("EssGSetGridOption set ESSG_OP_MEMBERANDUNIQUENAME TO %d\n",
           (int)tmpShortGet);
}

if(sts == 0)
{
    ppDataIn = BuildTable(&rDataRangeIn);

    ulOptions = ESSG_ZOOM_DOWN | ESSG_NEXTLEVEL;

    pZoomCells.ulRowStart = 0;
    pZoomCells.ulColumnStart = 2;
    pZoomCells.ulNumRows = 1;
    pZoomCells.ulNumColumns = 1;
    usCells = 1;

    /* start the zoom in operation */
    sts = EssGBeginZoomIn(hGrid, usCells, &pZoomCells, ulOptions);
    printf("EssGBeginZoomIn  sts:  %ld\n",sts);
}

//Display Input
DisplayOutput(ppDataIn, rDataRangeIn);
printf("\n\n");
if(sts == 0)
    /* send the entire grid to define the query */
    sts = EssGSendRows(hGrid, &rDataRangeIn, ppDataIn);

if(sts == 0)
{
    /* perform the zoom-in */
    sts = EssGPerformOperation(hGrid, 0);

    /* Free the built data */
    FreeTwoDim(ppDataIn, rDataRangeIn.ulNumRows);
}
if (sts == 0)
{
    /* determine the results of the zoom-in */
    sts = EssGGetResults(hGrid, 0, &rDataRangeOut, &usState);
}
if(sts ==0)
{
    /* get all the data */
    sts = EssGGetRows(hGrid, 0, &rDataRangeOut, &rDataRangeOut, &ppDataOut);
}

if(sts == 0)
{
    DisplayOutput(ppDataOut, rDataRangeOut);
/* Retrieve member and key from cell */
sts = EssGGetFromMemberwKey (((ppDataOut[1][0]).Value).pszStr, &pMember, &pKey);
    printf("After EssGGetFromMemberwKey\n Member: %s, Key: %s \n\n", 
pMember+2, 
pKey+2);

//Member is "Qtr1", Key is "[2004].[Qtr1]", pOutStr is in the format 
//nn<member-name>nn<key> - where nn is string length

usMember2Len = strlen("Qtr1");
pMember2 = malloc(usMember2Len+3);
    memset(pMember2, 0, usMember2Len+3);
usKey2Len = strlen("[2004].[Qtr1]"); 
pKey2 = malloc(usKey2Len+3);
    memset(pKey2, 0, usKey2Len+3);

memcpy(pMember2, &usMember2Len, 2);
memcpy(pMember2+2, "Qtr1", usMember2Len);

memcpy(pKey2, &usKey2Len, 2);
memcpy(pKey2+2, "[2004].[Qtr1]", usKey2Len);

sts = EssGCreateMemberwKeyStr(pMember2, pKey2, &pOutStr);

/*Note: because not all elements in pOutStr are actual characters, 
e.g. the 2 bytes for the size of Member and size of Key, plus the 
\0 ending characters, the printf below does not display the actual 
contents of the array */
for (i=0;i < usMember2Len + usKey2Len + 4 + 2; ++i)
    printf("%c", pOutStr[i]);

/* Free the returned data */
EssGFreeRows(hGrid, &rDataRangeOut, ppDataOut);
sts = EssGFreeMemberwKeyStr (pOutStr);
}

if( sts == 0)
{
    EssGEndOperation(hGrid, 0);
    EssGDisconnect(hGrid, 0);
}

ESSG_DT_MEMBERwKEY Example

The following example illustrates the use of the Grid API constant ESSG_DT_MEMBERwKEY.

Note: DisplayOutput is a function that is called below in ESSG_BeginZoomIn.
ESSG_VOID_T DisplayOutput(ESSG_PPDATA_T ppDataOut, ESSG_RANGE_T pRangeOut)
{
    ESSG_ULONG_T RowIndex, ColumnIndex;
    for (RowIndex = 0; RowIndex < pRangeOut.ulNumRows; RowIndex++)
    {
        for (ColumnIndex = 0; ColumnIndex < pRangeOut.ulNumColumns; ColumnIndex++)
        {
            switch(ppDataOut[RowIndex][ColumnIndex].usType)
            {
                case(ESSG_DT_STRING):
                    printf("%s", ppDataOut[RowIndex][ColumnIndex].Value.pszStr+1);
                    break;
                case(ESSG_DT_LONG):
                    printf("%ld", ppDataOut[RowIndex][ColumnIndex].Value.lData);
                    break;
                case(ESSG_DT_DOUBLE):
                    printf("%g", ppDataOut[RowIndex][ColumnIndex].Value.dblData);
                    break;
                case(ESSG_DT_BLANK):
                    break;
                case(ESSG_DT_RESERVED):
                    printf("#Reserved");
                    break;
                case(ESSG_DT_ERROR):
                    printf("#Error");
                    break;
                case(ESSG_DT_MISSING):
                    printf("#Missing");
                    break;
                case(ESSG_DT_ZERO):
                    printf("%ld", ppDataOut[RowIndex][ColumnIndex].Value.lData);
                    break;
                case(ESSG_DT_NOACCESS):
                    printf("#NoAccess");
                    break;
                case(ESSG_DT_MEMBER):
                    printf("%s", ppDataOut[RowIndex][ColumnIndex].Value.pszStr+1);
                    break;
                case(ESSG_DT_MEMBERwKEY):
                    printf("%s", ppDataOut[RowIndex][ColumnIndex].Value.pszStr+2);
                    printf(" (Key = %s)", ppDataOut[RowIndex][ColumnIndex].Value.pszStr+5+
                        strlen(ppDataOut[RowIndex][ColumnIndex].Value.pszStr+2));
                    break;
                default:
                    break;
            }
            if (ColumnIndex < pRangeOut.ulNumColumns - 1)
            {
                printf(",");
            }
        }
    }
    printf("\n");
    printf("\n");
}

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BuildTable Example Function

The following function examples call this example function:

```c
...  
ESSG_PPDATA_T BuildTable (ESSG_PRANGE_T pRange)
{
    ESSG_PPDATA_T ppTable;
    ESSG_STR_T current_str;
    ESSG_USHORT_T slen = 0;

    pRange->ulRowStart = 0;
    pRange->ulColumnStart = 0;
    pRange->ulNumRows = 2
    pRange->ulNumColumns = 5;
    ppTable = AllocTwoDims(2, 5);

    /* ROW 1 */
    ppTable[0][0].usType = ESSG_DT_BLANK;
    ppTable[0][1].usType = ESSG_DT_BLANK;

    slen = strlen("Year");
    current_str = malloc(sizeof(ESSG_CHAR_T)*(slen+2));
    *current_str = slen;
    strcpy((current_str + 1), "Year");
    ppTable[0][2].usType = ESSG_DT_STRING;
    ppTable[0][2].Value.pszStr = current_str;

    slen = strlen("Product");
    current_str = malloc(sizeof(ESSG_CHAR_T)*(slen+2));
    *current_str = slen;
    strcpy((current_str + 1), "Product");
    ppTable[0][3].usType = ESSG_DT_STRING;
    ppTable[0][3].Value.pszStr = current_str;

    slen = strlen("Market");
    current_str = malloc(sizeof(ESSG_CHAR_T)*(slen+2));
    *current_str = slen;
    strcpy((current_str + 1), "Market");
    ppTable[0][4].usType = ESSG_DT_STRING;
    ppTable[0][4].Value.pszStr = current_str;

    /* *** ROW 2 ****/
    slen = strlen("Actual");
    current_str = malloc(sizeof(ESSG_CHAR_T)*(slen+2));
    *current_str = slen;
    strcpy((current_str + 1), "Actual");
    ppTable[1][0].usType = ESSG_DT_STRING;
    ppTable[1][0].Value.pszStr = current_str;

    slen = strlen("Sales");
    current_str = malloc(sizeof(ESSG_CHAR_T)*(slen+2));
    *current_str = slen;
    strcpy((current_str + 1), "Sales");
    ppTable[1][1].Value.pszStr = current_str;
```
DisplayOutput Example Function

The following function examples call this example function:

```c
ESSG_VOID_T DisplayOutput(
    ESSG_HGRID_T hGrid,
    ESSG_PPDATA_T ppDataOut,
    ESSG_RANGE_T pRangeOut)
{
    if (!pDataOut)
    {
        printf("Data area is empty !\n");
        return;
    }
    ESSG_ULONG_T RowIndx, ColIndx;
    printf("---- Row: %d Column: %d startRow: %d, startColumn: %d\n",
        pRangeOut.ulNumRows,
        pRangeOut.ulNumColumns,
        pRangeOut.ulRowStart,
        pRangeOut.ulColumnStart);
    for(RowIndx = 0; RowIndx < pRangeOut.ulNumRows; RowIndx++)
    {
        for (ColIndx = 0; ColIndx < pRangeOut.ulNumColumns; ColIndx++)
        {
            switch(ppDataOut[RowIndx][ColIndx].usType)
            {
                case(ESSG_DT_STRING):
                    printf("%s", ppDataOut[RowIndx][ColIndx].Value.pszStr+1);
                    break;
                case(ESSG_DT_LONG):
                    printf("%ld", ppDataOut[RowIndx][ColIndx].Value.lData);
                    break;
                case(ESSG_DT_DOUBLE):
                    printf("%g", ppDataOut[RowIndx][ColIndx].Value.dblData);
                    break;
                case(ESSG_DT_BLANK):
                    break;
                case(ESSG_DT_RESERVED):
                    printf("#Reserved");
                    break;
            }
        }
    }
}
```
case(ESSG_DT_ERROR):
    printf("#Error");
    break;

case(ESSG_DT_MISSING):
    printf("#Missing");
    break;

case(ESSG_DT_ZERO):
    printf("%ld", ppDataOut[RowIndx][ColIndx].Value.lData);
    break;

case(ESSG_DT_NOACCESS):
    printf("#NoAccess");
    break;

case(ESSG_DT_MEMBER):
    printf("%s", ppDataOut[RowIndx][ColIndx].Value.pszStr+1);
    break;

case(ESSG_DT_STRINGEX):
    case(ESSG_DT_MEMBEREX):
    printf("%s", ppDataOut[RowIndx][ColIndx].Value.pszStr+2);
    break;

case ESSG_DT_SMARTLIST:
    {
        ESSG_STR_T val = 0;
        printf("SmartList");
        EssGGetFormattedValue(hGrid,&ppDataOut[RowIndx][ColIndx],&val);
        if(val)printf("-%s",val);
        EssGGetSmartlistforCell (hGrid,&ppDataOut[RowIndx][ColIndx],&val);
        if(val)printf("Name -%s",val);
    }
    break;

case ESSG_DT_DATE:
    {
        ESSG_STR_T val = 0;
        printf("Date");
        EssGGetFormattedValue(hGrid,&ppDataOut[RowIndx][ColIndx],&val);
        if(val)printf("-%s",val);
    }
    break;

case ESSG_DT_MNGLESS:
    printf("MeaningLess");
    break;

default:
    break;
}
printf("(%d, %x)", ppDataOut[RowIndx][ColIndx].usType, ppDataOut[RowIndx][ColIndx].pAttributes);

if (ColIndx < pRangeOut.ulNumColumns - 1)
FreeTwoDim Example Function

ESG_VOID_T FreeTwoDim(ESG_PPDATA_T ppDataToFree,
                        ESG ULONG_T ulRows)
{
    ESG ULONG_T ulIndex;

    for (ulIndex = 0; ulIndex < ulRows; ulIndex++)
    {
        if (ppDataToFree[ulIndex]->usType == ESSG_DT_STRING)
        {
            free(ppDataToFree[ulIndex]->Value.pszStr);
        }
        free(ppDataToFree[ulIndex]);
    }
    free(ppDataToFree);
}
delete
The C Grid API returns three types of error codes:

- **Success**—API returns a zero value
- **Server error**—API returns a very large number. These numbers are described in the file `esserror.h`
- **API error**—API returns numbers beginning with 1100001. These values are defined in the Grid API C language header file `essgapi.h`.

If you provide a valid Error Function callback when you initialize the Grid API, this callback is called for all EGAPI errors if a valid `hGrid` is passed. The Error Function can in turn stop the default error handling user interface provided within EGAPI by returning zero (0). If a non-zero value is returned from the Error Function, or no Error Function is provided, EGAPI uses the system specific user interface to display the error message.

The following table describes the error status constants returned when a Grid API call fails.

<table>
<thead>
<tr>
<th>Error Code</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>ESSG_ERR_INITREQUIRED</td>
<td>1100001</td>
</tr>
<tr>
<td>ESSG_ERR_CONNECTREQUIRED</td>
<td>1100002</td>
</tr>
<tr>
<td>ESSG_ERR_INVALIDHANDLE</td>
<td>1100003</td>
</tr>
<tr>
<td>ESSG_ERR_INVALIDGRID</td>
<td>1100004</td>
</tr>
<tr>
<td>ESSG_ERR_CANNOTINIT</td>
<td>1100005</td>
</tr>
<tr>
<td>ESSG_ERR_CANNOTCONNECT</td>
<td>1100006</td>
</tr>
<tr>
<td>ESSG_ERR_CANNOTCREATEGRID</td>
<td>1100007</td>
</tr>
<tr>
<td>ESSG_ERR_INVALIDVERSION</td>
<td>1100008</td>
</tr>
<tr>
<td>ESSG_ERR_CANNOTGETAPIINST</td>
<td>1100009</td>
</tr>
<tr>
<td>ESSG_ERR_CANNOTGETAPICTX</td>
<td>1100010</td>
</tr>
<tr>
<td>ESSG_ERR_INVALIDOPTION</td>
<td>1100011</td>
</tr>
<tr>
<td>ESSG_ERR_INVALIDRANGE</td>
<td>1100012</td>
</tr>
<tr>
<td>ESSG_ERR_INVALIDDATA</td>
<td>1100013</td>
</tr>
<tr>
<td>Error Code</td>
<td>Value</td>
</tr>
<tr>
<td>------------------------------------</td>
<td>--------</td>
</tr>
<tr>
<td>ESSG_ERR_INVALIDROWORCOLMAX</td>
<td>1100014</td>
</tr>
<tr>
<td>ESSG_ERR_NULLARGUMENT</td>
<td>1100015</td>
</tr>
<tr>
<td>ESSG_ERR_CELLSREQUIRED</td>
<td>1100016</td>
</tr>
<tr>
<td>ESSG_ERR_RANGEREQUIRED</td>
<td>1100017</td>
</tr>
<tr>
<td>ESSG_ERR_INVALIDACTION</td>
<td>1100018</td>
</tr>
<tr>
<td>ESSG_ERR_INVALIDGRIDOPTION</td>
<td>1100019</td>
</tr>
<tr>
<td>ESSG_ERR_INVALIDFUNCTION</td>
<td>1100020</td>
</tr>
<tr>
<td>ESSG_ERR_MEMORY</td>
<td>1100021</td>
</tr>
<tr>
<td>ESSG_ERR_INVALIDROW</td>
<td>1100022</td>
</tr>
<tr>
<td>ESSG_ERR_INVALIDCOLUMN</td>
<td>1100023</td>
</tr>
<tr>
<td>ESSG_ERR_INVALIDPARAM</td>
<td>1100024</td>
</tr>
<tr>
<td>ESSG_ERR_INVALIDCSLVERSION</td>
<td>1100025</td>
</tr>
<tr>
<td>ESSG_ERR_RANGEOVERLAP</td>
<td>1100026</td>
</tr>
<tr>
<td>ESSG_ERR_OPERATIONFAILED</td>
<td>1100027</td>
</tr>
<tr>
<td>ESSG_ERR_CANTSETOPTION</td>
<td>1100028</td>
</tr>
<tr>
<td>ESSG_ERR_INVALIDOPTIONVALUE</td>
<td>1100029</td>
</tr>
<tr>
<td>ESSG_ERR_EMPTYARGUMENT</td>
<td>1100030</td>
</tr>
<tr>
<td>ESSG_ERR_INVALIDLROHANDLE</td>
<td>1100031</td>
</tr>
<tr>
<td>ESSG_ERR_NOLROAVAILABLE</td>
<td>1100032</td>
</tr>
<tr>
<td>ESSG_ERR_INVALIDLROTYPE</td>
<td>1100033</td>
</tr>
<tr>
<td>ESSG_ERR_GCINITFAIL</td>
<td>1100034</td>
</tr>
<tr>
<td>ESSG_ERR_GCSETLOCALEFAIL</td>
<td>1100035</td>
</tr>
</tbody>
</table>
In Other APIs:

- Java API Reference
- MDX Provider API
- Welcome to XMLA Reference
- Working with XMLA
The Java API documentation is included as Javadocs in the Oracle Hyperion Provider Services installation, at \texttt{EPM\_ORACLE\_INSTANCE\textbackslash common\textbackslash docs\textbackslash en\textbackslash aps}, as well as at \texttt{EPM\_ORACLE\_INSTANCE\textbackslash common\Textbackslash EssbaseAPI\textbackslash release\textbackslash docs\textbackslash en\textbackslash aps}. You can also find the Essbase Java API Reference on the Oracle Technology Network.
MDX Provider API General Information

MDX queries that follow the grammar given in the MDX functional specification can be submitted to the server through the MDX-API. The query results can then be retrieved by the client using this API.

The grammar of MDX statements is covered in the MDX section of the Oracle Essbase Technical Reference.

A few basic MDX concepts and terminology are reviewed here. An MDX query consists of several axis specifications, and an optional slicer specification. Each axis specifies a set-valued expression. A set is an ordered collection of tuples, with tuples being a sequence of members from one or more dimensions. Tuples in a set are homogeneous in dimensionality (each tuple has members from the same dimensions in the same order).

An example of a set expression based on the Sample Basic database is:

```
Union(
    CrossJoin({[Sales], [Profit]}, {[Actual], [Budget]}),
    CrossJoin([Total Expenses].Children, {[Actual]}),
    ([Opening Inventory], [Variance]), ([Additions], [Variance %])
)
```

This expression uses several MDX functions: Union, CrossJoin, and Children. The value of this expression is the set:

```
{
    ([Sales], [Actual]),
    ([Sales], [Budget]),
    ([Profit], [Actual]),
    ([Profit], [Budget]),
    ([Marketing], [Actual]),
    ([Payroll], [Actual]),
    ([Misc], [Actual]),
    ([Opening Inventory], [Variance]),
```
Note that in the result of the CrossJoin, the tuples are ordered so that the first dimension changes slowest. The tuples in this set have the dimensionality: ([Measures],[Scenario]). The dimensionality of tuples across axis sets must not overlap.

In addition to the set expression, each axis specifies the name of the axis (COLUMNs, ROWs, PAGES, etc.) or the axis number (AXIS(0), AXIS(1), etc.). The cube consisting of all possible combinations of tuples, one from each axis, constitutes the result of the query. Dimensions that are not present in any axis and in the slicer default to having their root member included in defining the result cube. The slicer, if present, specifies a set, with a single tuple, which identifies the members of interest along the respective dimensions. This makes the final result a slice of the cube created from the axes. The result of an MDX query contains the metadata about each axis and the slicer, as well as the data values in the cells in the result cube.

Here is a complete MDX query:

```mdx
SELECT
    CrossJoin(
        Union(
            CrossJoin([Sales], [Profit]), [Actual], [Budget])
        Union(
            CrossJoin([Total Expenses].Children, [Actual]),
            ([Opening Inventory], [Variance]), ([Additions], [Variance %]))
    ) ON COLUMNS,
    CrossJoin(
        [200].Children,
        [East], [West]
    ) ON ROWS
FROM
    Sample.Basic
WHERE
    {[Jan]}
```

The result of this query has 9 tuples on the column axis and 8 tuples on the row axis, which means there are 72 cells in all. Each cell has an ordinal, or offset, which depends on the position of its tuples along each axis. Offsets and positions start at 0. The cells are ordered so that the first axis position changes the fastest.

For example, the cell identified by tuple 3 in the column axis and tuple 4 in the row axis is at offset 3 + 9*4 = 39.

- Tuple 3 in the column axis is ([Profit], [Budget]).
- Tuple 4 in the row axis is ([200-30], [East]).
- Cell 39 is therefore ([Profit], [Budget], [200-30], [East], [Jan]).

The concept of clusters is needed for reasons of efficiency. A set can be considered to be an ordered collection of tuples, or it can be considered to be an ordered collection of clusters. A cluster is a collection of tuples that involve all possible combinations of certain members from each of the set's dimensions. The tuples need to ordered in the same manner as in the output of the CrossJoin function (the first dimension changes the slowest). Use of the CrossJoin function
causes clusters to be created, but the server may determine clusters from the results of other functions as well.

MDX Provider API Reference

The C API for MDX query processing is designed to fit in with the existing Essbase APIs. Client programs are given handles to various structures internal to the API, and use methods to access their components. The number of functions is kept small by judicious combining of output results normally needed together. Except where noted, memory allocated by the API for its internal structures is freed when the client invokes the query free function. ESS_MDX is the prefix used for the handle types, and EssMdx is the prefix used for the functions introduced by the MDX-API.

MDX Provider Declarations

The type definitions are as follows:

typedef void *ESS_MDX_QRYHDL_T;                /* MDX query handle */
typedef unsigned long ESS_MDX_MEMBERIDTYPE_T;  /* MDX mbr id type */
typedef void *ESS_MDX_AXISHDL_T;               /* MDX axis handle */
typedef void *ESS_MDX_DIMHDL_T;                /* MDX dim handle */
typedef unsigned long ESS_MDX_PROPTYPE_T;      /* MDX property type */
typedef void *ESS_MDX_PROPHDL_T;               /* MDX property handle */
typedef void *ESS_MDX_CLUSTERHDL_T;            /* MDX cluster handle */
typedef void *ESS_MDX_MBRHDL_T;                /* MDX mbr handle */
typedef void *ESS_MDX_CELLHDL_T;               /* MDX cell handle */
typedef unsigned long ESS_MDX_CELLSTATUS_T;    /* MDX cell status */

The constant definitions are as follows:

/* MDX member identifier types (ESS_MDX_MEMBERIDTYPE_T) */
#define ESS_MDX_MEMBERIDTYPE_NAME            8
#define ESS_MDX_MEMBERIDTYPE_ALIAS          16

/* MDX property value types (ESS_MDX_PROPTYPE_T) */
#define ESS_MDX_PROPTYPE_BOOL                ESS_DT_BOOL
#define ESS_MDX_PROPTYPE_DOUBLE              ESS_DT_DOUBLE
#define ESS_MDX_PROPTYPE_DATETIME            ESS_DT_DATETIME
#define ESS_MDX_PROPTYPE_STRING              ESS_DT_STRING
#define ESS_MDX_PROPTYPE_ULONG               ESS_DT_ULONG
#define ESS_MDX_PROPTYPE_NONE                0

/* MDX cell status bitmasks (ESS_MDX_CELLSTATUS_T) */
#define ESS_MDX_CELLSTATUS_LINKEDOBS        0x00000001
#define ESS_MDX_CELLSTATUS_DYNCALC          0x00000002
#define ESS_MDX_CELLSTATUS_CALCEDMBR        0x00000004
#define ESS_MDX_CELLSTATUS_READONLY         0x00000008

/* MDX cell property bitmasks (ESS_MDX_CELLPROP_T) */
#define ESS_MDX_CELLPROP_GLDRILLTHRU         0x00000008

ESS_MDX_PROPVALUE_T
typedef struct ess_mdx_propvalue_t
{
    ESS_MDX_PROPTYPE_T ulPropType; /* ESS_MDX_PROPTYPE_XXXX */
    union
    {
        ESS_BOOL_T bData; /* Boolean value */
        ESS_ULONG_T ulData; /* Ulong value */
        ESS_STR_T strData; /* String value */
        ESS_DATETIME_T dtData; /* Datetime value */
        ESS_DOUBLE_T dblData; /* Double value */
    } value;
} ESS_MDX_PROPVALUE_T;

typedef struct mdxcellvalue
{
    ESS_DOUBLE_T       dblVal;
    ESS_STR_T          fmtVal;
    ESS_STR_T          fmtStr;
    ESS_USHORT_T       smId;
    ESS_USHORT_T       type;
    ESS_ULONG_T        flags; // captures drill through property.
} ESS_MDX_CELLVALUE_T;

EssMdxExecuteQuery

Executes the specified query on the currently connected database.

Syntax

ESS_FUNC_M EssMdxExecuteQuery(
    ESS_MDX_QRYHDL_T   hQry);

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hQry</td>
<td>input</td>
<td>Query handle</td>
</tr>
</tbody>
</table>

Notes

Before calling this function, you must first create an MDX query by calling EssMDXNewQuery.

EssMdxFreeQuery

Frees memory used for the specified query.

Syntax

ESS_FUNC_M EssMdxFreeQuery(
    ESS_MDX_QRYHDL_T   hQry);
### Parameter | Type | Description
--- | --- | ---
hQry | input | Query handle

## EssMdxGetAxes

Returns information about the axes in the query.

To obtain information on the nature of the axes in the submitted query, use the following APIs after calling “EssMdxExecuteQuery” on page 1142:

- “EssMdxGetAxes” on page 1143
- “EssMdxGetAxisInfo” on page 1143
- “EssMdxGetDimInfo” on page 1149

**Note**: This function returns zero if a non-existing member name is in the slicer of a query.

### Syntax

```c
ESS_FUNC_M EssMdxGetAxes(
    ESS_MDX_QRYHDL_T hQry,
    ESS_PULONG_T pulNAxes,
    ESS_MDX_PPAXISHDL_T pphAxes,
    ESS_MDX_PAXISHDL_T phSlicer);
```

### Parameter | Type | Description
--- | --- | ---
hQry | input | Query handle
pulNAxes | output | Number of axes
pphAxes | output | Array of axis handles
phSlicer | output | Slicer axis handle

## EssMdxGetAxisInfo

Returns information about the specified axis.

To obtain information on the nature of the axes in the submitted query, use the following APIs after calling “EssMdxExecuteQuery” on page 1142:

- “EssMdxGetAxes” on page 1143
- “EssMdxGetAxisInfo” on page 1143
- “EssMdxGetDimInfo” on page 1149
Syntax
ESS_FUNC_M EssMdxGetAxisInfo(
    ESS_MDX_AXISHDL_T    hAxis,
    ESS_PULONG_T         pulSize,
    ESS_PULONG_T         pulNDims,
    ESS_MDX_PPDIMHDL_T   pphDims);

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hAxis</td>
<td>input</td>
<td>Axis handle</td>
</tr>
<tr>
<td>pulSize</td>
<td>output</td>
<td>Number of tuples in axis</td>
</tr>
<tr>
<td>pulNDims</td>
<td>output</td>
<td>Number of dimensions in axis</td>
</tr>
<tr>
<td>pphDims</td>
<td>output</td>
<td>Array of dimension handles</td>
</tr>
</tbody>
</table>

**EssMdxGetAxisMembers**

Returns the tuple at the specified position in the given axis. Use this function to directly retrieve a particular tuple from an axis.

**Note:** The client should use `EssFree()` when done with `pphMbrs`.

To obtain information about the contents of an axis set, use the following APIs:

- “EssMdxGetClusters” on page 1149
- “EssMdxGetClusterInfo” on page 1147
- “EssMdxGetClusterMembers” on page 1148
- “EssMdxGetAxisMembers” on page 1144
- “EssMdxGetMbrIdentifier” on page 1151
- “EssMdxGetMbrProperty” on page 1151

Syntax
ESS_FUNC_M EssMdxGetAxisMembers(
    ESS_MDX_AXISHDL_T    hAxis,
    ESS_ULONG_T          ulIndex,
    ESS_MDX_PPMBRHDL_T   pphMbrs);

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hAxis</td>
<td>input</td>
<td>Axis handle</td>
</tr>
<tr>
<td>ulIndex</td>
<td>input</td>
<td>Tuple position within axis</td>
</tr>
<tr>
<td>pphMbrs</td>
<td>output</td>
<td>Array of member handles for tuple</td>
</tr>
</tbody>
</table>
**EssMdxGetCellAtIndices**

Returns the cell at the intersection of the specified tuple indices.

To obtain the cell values in the cube formed from the axes in the query, use the following APIs:

- “EssMdxGetCellAtOffset” on page 1145
- “EssMdxGetCellAtIndices” on page 1145
- “EssMdxGetValue” on page 1155

**Syntax**

ESS_FUNC_M EssMdxGetCellAtIndices(
    ESS_MDX_QRYHDL_T     hQry,
    ESS_PULONG_T         pulIndices,
    ESS_MDX_PCELLHDL_T   phCell);

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hQry</td>
<td>input</td>
<td>Query handle</td>
</tr>
<tr>
<td>pulIndices</td>
<td>input</td>
<td>Tuple indices, one for each axis</td>
</tr>
<tr>
<td>phCell</td>
<td>output</td>
<td>Cell handle</td>
</tr>
</tbody>
</table>

**EssMdxGetCellAtOffset**

Returns the cell at the specified offset.

To obtain the cell values in the cube formed from the axes in the query, use the following APIs:

- “EssMdxGetCellAtOffset” on page 1145
- “EssMdxGetCellAtIndices” on page 1145
- “EssMdxGetValue” on page 1155

**Syntax**

ESS_FUNC_M EssMdxGetCellAtOffset(
    ESS_MDX_QRYHDL_T     hQry,
    ESSULONG_T           ulOffset,
    ESS_MDX_PCELLHDL_T   phCell);

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hQry</td>
<td>input</td>
<td>Query handle</td>
</tr>
<tr>
<td>ulOffset</td>
<td>input</td>
<td>Cell offset (first axis changes fastest)</td>
</tr>
<tr>
<td>phCell</td>
<td>input</td>
<td>Cell handle</td>
</tr>
</tbody>
</table>
**EssMdxGetCellInfo**

Returns the type of the cell corresponding to the input cell handle.

**Syntax**

```c
ESS_FUNC_M EssMdxGetCellInfo(
    ESS_MDX_CELLHDL_T    hCell,
    ESS_PULONG_T         pulType,
    ESS_MDX_PCELLINFO_T  pulCellInfo,
    ESS_MDX_PCELLSTATUS_T pulStatus);
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hCell</td>
<td>input</td>
<td>Cell handle</td>
</tr>
<tr>
<td>pulType</td>
<td>output</td>
<td>Cell data type. Values:</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- ESS_MDX_VALTYPE_DOUBLE</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Numeric type</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- ESS_MDX_VALTYPE_SMARTLIST</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Smartlist type</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- ESS_MDX_VALTYPE_DATE</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Date type</td>
</tr>
<tr>
<td>pulCellInfo</td>
<td>output</td>
<td>Cell status bit map specified using the following bitmasks:</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- ESS_MDX_CELLINFO_MISSING</td>
</tr>
<tr>
<td></td>
<td></td>
<td>The cell value is missing</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- ESS_MDX_CELLINFO_NOACCESS</td>
</tr>
<tr>
<td></td>
<td></td>
<td>The cell value is not accessible to the current user.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- ESS_MDX_CELLINFO_MEANINGLESS</td>
</tr>
<tr>
<td></td>
<td></td>
<td>The cell value is meaningless in the context of attribute members</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- ESS_MDX_CELLINFO_OUTOF RANGE</td>
</tr>
<tr>
<td></td>
<td></td>
<td>The cell value is out of range in the context of a smartlist</td>
</tr>
<tr>
<td>pulStatus</td>
<td>output</td>
<td>Cell status information. This is the same information returned by the EssMdxGetCellStatus function; see the function description for more information. The status information is returned only if the function EssMdxSetNeedCellStatus is called.</td>
</tr>
</tbody>
</table>

**EssMdxGetCellStatus**

Returns the status of the cell specified by `hCell`. The status can be tested against the bitmasks in `pulStatus` to determine whether the cell is of the corresponding type. This function should be called only after an earlier call to “EssMdxSetNeedCellStatus” on page 1158.

**Syntax**

```c
ESS_FUNC_M EssMdxGetCellStatus(
    ESS_MDX_QRYHDL_T    hQry,
);```
**EssMdxGetClusterDimMembers**

Returns the member handles for the specified dimension within the given cluster.

**Syntax**

```c
ESS_FUNC_M EssMdxGetClusterDimMembers(
    ESS_MDX_CLUSTERHDL_T    hCluster,
    ESS_ULONG_T             ulIndex,
    ESS_MDX_PPMBRHDL_T      pphMbrs);
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hCluster</td>
<td>input</td>
<td>Cluster handle</td>
</tr>
<tr>
<td>ulIndex</td>
<td>input</td>
<td>Dimension index within axis containing cluster</td>
</tr>
<tr>
<td>pphMbrs</td>
<td>output</td>
<td>Array of member handles for the specified dimension</td>
</tr>
</tbody>
</table>

**EssMdxGetClusterInfo**

Returns information about the specified cluster.

To obtain information about the contents of an axis set, use the following APIs:

- “EssMdxGetClusters” on page 1149
- “EssMdxGetClusterInfo” on page 1147
- “EssMdxGetClusterMembers” on page 1148
- “EssMdxGetAxisMembers” on page 1144
- “EssMdxGetMbrIdentifier” on page 1151
- “EssMdxGetMbrProperty” on page 1151
Syntax

```c
ESS_FUNC_M EssMdxGetClusterInfo(
    ESS_MDX_CLUSTERHDL_T   hCluster,
    ESS_PULONG_T           pulSize,
    ESS_PULONG_T           pulNDims,
    ESS_PPULONG_T          ppulDimSizes);
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hCluster</td>
<td>input</td>
<td>Cluster handle</td>
</tr>
<tr>
<td>pulSize</td>
<td>output</td>
<td>Number of tuples in cluster</td>
</tr>
<tr>
<td>pulNDims</td>
<td>output</td>
<td>Number of dimensions in cluster (same as that in the axis that this cluster belongs to)</td>
</tr>
<tr>
<td>ppulDimSizes</td>
<td>output</td>
<td>Array of dimension sizes (number of members)</td>
</tr>
</tbody>
</table>

### EssMdxGetClusterMembers

Returns the tuple at the specified position within the given cluster.

**Note:** The client should use `EssFree()` when done with `pphMbrs`.

To obtain information about the contents of an axis set, use the following APIs:

- “EssMdxGetClusters” on page 1149
- “EssMdxGetClusterInfo” on page 1147
- “EssMdxGetClusterMembers” on page 1148
- “EssMdxGetAxisMembers” on page 1144
- “EssMdxGetMbrIdentifier” on page 1151
- “EssMdxGetMbrProperty” on page 1151

Syntax

```c
ESS_FUNC_M EssMdxGetClusterMembers(
    ESS_MDX_CLUSTERHDL_T   hCluster,
    ESS_ULONG_T            ulIndex,
    ESS_MDX_PPMBRHDL_T     pphMbrs);
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hCluster</td>
<td>input</td>
<td>Cluster handle</td>
</tr>
<tr>
<td>ulIndex</td>
<td>input</td>
<td>Tuple position within cluster (first dimension changes slowest)</td>
</tr>
<tr>
<td>pphMbrs</td>
<td>output</td>
<td>Array of member handles for the tuple</td>
</tr>
</tbody>
</table>
**EssMdxGetClusters**

Returns the clusters within the specified axis.

To obtain information about the contents of an axis set, use the following APIs:

- “EssMdxGetClusters” on page 1149
- “EssMdxGetClusterInfo” on page 1147
- “EssMdxGetClusterMembers” on page 1148
- “EssMdxGetAxisMembers” on page 1144
- “EssMdxGetMbrIdentifier” on page 1151
- “EssMdxGetMbrProperty” on page 1151

**Syntax**

```c
ESS_FUNC_M EssMdxGetClusters(
    ESS_MDX_AXISHDL_T hAxis,
    ESS_PULONG_T pulNClusters,
    ESS_MDX_PPCLUSTERHDL_T pphClusters);
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hAxis</td>
<td>input</td>
<td>Axis handle</td>
</tr>
<tr>
<td>pulNClusters</td>
<td>output</td>
<td>Number of clusters</td>
</tr>
<tr>
<td>pphClusters</td>
<td>output</td>
<td>Array of cluster handles</td>
</tr>
</tbody>
</table>

**EssMdxGetDimInfo**

Returns information about the specified dimension, including the properties available for members in this dimension.

**Syntax**

```c
ESS_FUNC_M EssMdxGetDimInfo(
    ESS_MDX_DIMHDL_T hDim,
    ESS_PSTR_T ppszName,
    ESS_PULONG_T pulNProps,
    ESS_MDX_PPPROPHDL_T pphProps);
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hDim</td>
<td>input</td>
<td>Dimension handle</td>
</tr>
<tr>
<td>ppszDimName</td>
<td>output</td>
<td>Dimension name</td>
</tr>
<tr>
<td>pulNProps</td>
<td>output</td>
<td>Number of properties returned</td>
</tr>
<tr>
<td>pphProps</td>
<td>output</td>
<td>Array of property handles</td>
</tr>
</tbody>
</table>
Notes

- Before calling this query, you should call “EssMdxGetAxisInfo” on page 1143 to get dimensions represented on an axis.
- To get the properties of a dimension:
  1. Call “EssMdxNewQuery” on page 1157 to create a query.
  2. Call “EssMdxExecuteQuery” on page 1142 to execute the query.
  3. Call “EssMdxGetAxes” on page 1143 to get the number of axes and the individual axis handles from the result of the query.
  4. Call “EssMdxGetAxisInfo” on page 1143 to get information (dimensions/tuples) for an individual axis from an axis handle.
  5. Call “EssMdxGetDimInfo” on page 1149 to get information for a dimension (dimension name, number of properties for this dimension, and property handles).
  6. Call “EssMdxGetPropertyInfo” on page 1153 to get the dimension properties. To get properties, the MDX query in EssMdxQuery must use the DIMENSION PROPERTIES option.

**EssMdxGetFormatString**

Returns the formatted value of the given cell.

**Note:** Returns formatted values only if the cell property option ESS_MDX_CELLPROP_FORMAT_STRING is set using EssMdxSetQueryCellProperties.

**Syntax**

```c
ESS_FUNC_M EssMdxGetFormatString(  
    ESS_MDX_QRYHDL_T    hQry,  
    ESS_MDX_CELLHDL_T   hCell,  
    ESS_PSTR_T          pFmtStr);  
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hQry</td>
<td>input</td>
<td>Query handle</td>
</tr>
<tr>
<td>hCell</td>
<td>input</td>
<td>Cell handle</td>
</tr>
<tr>
<td>pFmtStr</td>
<td>output</td>
<td>Format string for the given cell</td>
</tr>
</tbody>
</table>

**See Also**

“EssMdxGetFormattedValue” on page 1151
**EssMdxGetFormattedValue**

Returns the formatted value of the given cell.

**Note:** Returns formatted values only if the cell property option ESS_MDX_CELLPROP_FORMATTED_VALUE is set using EssMdxSetQueryCellProperties.

**Syntax**

```c
ESS_FUNC_M EssMdxGetFormattedValue(
    ESS_MDX_QRYHDL_T    hQry,
    ESS_MDX_CELLHDL_T   hCell,
    ESS_PSTR_T          pFmtVal);
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hQry</td>
<td>input</td>
<td>Input query handle</td>
</tr>
<tr>
<td>hCell</td>
<td>input</td>
<td>Input cell handle</td>
</tr>
<tr>
<td>pFmtVal</td>
<td>output</td>
<td>Formatted value of the cell</td>
</tr>
</tbody>
</table>

**See Also**

“EssMdxGetFormatString” on page 1150

**EssMdxGetMbrIdentifier**

Returns the identifier for the specified member.

**Syntax**

```c
ESS_FUNC_M EssMdxGetMbrIdentifier(
    ESS_MDX_MBRHDL_T   hMbr,
    ESS_PSTR_T         ppszIdentifier);
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hMbr</td>
<td>input</td>
<td>Member handle</td>
</tr>
<tr>
<td>ppszIdentifier</td>
<td>output</td>
<td>Member identifier (name or alias)</td>
</tr>
</tbody>
</table>

**EssMdxGetMbrProperty**

Returns the value of the specified property for the specified member. The property value will have a type of ESS_MDX_PROPTYPE_NONE if the property is not applicable to the member.
Syntax

```c
ESS_FUNC_M EssMdxGetMbrProperty(
    ESS_MDX_MBRHDL_T hMbr,
    ESS_MDX_PROPHDL_T hProp,
    ESS_MDX_PPROPVALUE_T pPropValue);
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hMbr</td>
<td>input</td>
<td>Member handle</td>
</tr>
<tr>
<td>hProp</td>
<td>input</td>
<td>Property handle</td>
</tr>
<tr>
<td>pPropValue</td>
<td>output</td>
<td>Property value</td>
</tr>
</tbody>
</table>

**EssMdxGetNamedSets**

Returns the named sets in the query.

Syntax

```c
ESS_FUNC_M EssMdxGetNamedSets(
    ESS_HCTX_T     hCtx,
    ESS_PULONG_T   pulCount,
    ESS_PPSTR_T    ppNames,
    ESS_PLONG_T    *ppTypes);
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hCtx</td>
<td>input</td>
<td>Context handle.</td>
</tr>
<tr>
<td>pulCount</td>
<td>output</td>
<td>Count of the named sets returned in the query.</td>
</tr>
<tr>
<td>ppNames</td>
<td>output</td>
<td>An array of named sets.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>The memory allocated for <code>ppNames</code> should be freed using <code>EssFree()</code>.</td>
</tr>
<tr>
<td>*ppTypes</td>
<td>output</td>
<td>Pointer to the named set type: <code>ESS_MDX_NAMEDSET_TYPE_SESSION</code>.</td>
</tr>
</tbody>
</table>

**Return Value**

The return values are the number of named sets in `pulCount`, the named sets in `ppNames`, and the type of the named sets in `ppTypes`.

**Access**

This function requires no special privileges.

**Example**

```c
void TestGetNamedSets()
{
    ESS_STS_T sts = ESS_STS_NOERR;
    ESS_STR_T fileNames[2];
    ESS_CHAR_T qry[2][MAXQRYLEN];
```

1152
FILE *fileHandle;
char *s;
int length, e, i;
ESS_ULONG_T ulCount, j;
ESS_PSTR_T pNames;
ESS_PLONG_T pTypes;

fileNames[0] = "D:\testarea\MDXAPI\query3.txt";
fileNames[1] = "D:\testarea\MDXAPI\query4.txt";

for(i = 0; i < 2; i++)
{
    fileHandle = fopen(fileNames[i], "r");
    if (!(fileHandle = fopen(fileNames[i], "r")))
    {
        printf("\nUnable to open file: %s\n", fileNames[i]);
        return;
    }
    else
    {
        s = qry[i];
        length = MAXQRYLEN;
        fgets(s, length, fileHandle);
        if ((e = ferror(fileHandle)) != 0)
        {
            printf("fgets error %d\n", e);
            exit((int) e);
        }
        fclose(fileHandle);
    }
    printf("\nThe query[%d]: \n%s\n", i, qry[i]);
}

ulCount = 0;
sts = EssMdxGetNamedSets(hCtx, &ulCount, &pNames, &pTypes);
printf("EssMdxGetNamedSets sts: %ld\n", sts);
for(j = 0; j < ulCount; j++)
{
    printf("\tpNames[%d]: %s\n", j, pNames[j]);
    printf("\tpTypes[%d]: %d\n", j, pTypes[j]);
    printf("\n");
}

sts = EssFree(hInst, (ESS_PVOID_T)pNames);

**EssMdxGetPropertyInfo**

Returns information about the specified property.

**Syntax**

```c
ESS_FUNC_M EssMdxGetPropertyInfo(
    ESS_MDX_PROPHDL_T hProp,
```
EssMdxGetQueryCellProperties

Returns the cell properties in effect for this query.

Syntax

ESS_FUNC_M    EssMdxGetQueryCellProperties(
    ESS_MDX_QRYHDL_T      hQry,
    ESS_MDX_CELLPROPS_T   pulProp);

Parameter | Type | Description
--- | --- | ---
| hQry | input | Query handle
| pulProp | output | Pointer to bitmask specifying what cell properties are returned

See Also

“EssMdxSetQueryCellProperties” on page 1159

EssMdxGetQueryOptions

Returns the query options in effect for the current query.

Syntax

ESS_FUNC_M    EssMdxGetQueryOptions(
    ESS_MDX_QRYHDL_T      hQry,
    ESS_MDX_PQRYOPT_T    pulOpt);

Parameter | Type | Description
--- | --- | ---
| hQry | input | Query handle
<table>
<thead>
<tr>
<th>Parameter</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>pulOpt</td>
<td>output</td>
<td>Pointer to bitmask specifying current query options in effect</td>
</tr>
</tbody>
</table>

See Also

“EssMdxSetQueryOptions” on page 1159

**EssMdxGetSmartlistforCell**

Returns the name of the Smartlist object associated with a cell when the cell type is ESS_MDX_VALTYPE_SMARTLIST. An Essbase database can have multiple Smartlist objects and Smartlist members associated with these objects. This function identifies which Smartlist object a cell is associated with.

**Note:** Returns formatted values only if the cell property option ESS_MDX_CELLPROP_SMLIST_NAME is set using EssMdxSetQueryCellProperties.

**Syntax**

```c
ESS_FUNC_M EssMdxGetSmartlistforCell(
    ESS_MDX_QRYHDL_T    hQry,
    ESS_MDX_CELLHDL_T   hCell,
    ESS_PSTR_T          pSmartlist);
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hQry</td>
<td>input</td>
<td>Query handle</td>
</tr>
<tr>
<td>hCell</td>
<td>input</td>
<td>Cell handle</td>
</tr>
<tr>
<td>pSmartlist</td>
<td>output</td>
<td>Name of the Smartlist object a cell is associated with</td>
</tr>
</tbody>
</table>

**EssMdxGetValue**

Returns the specified cell’s value.

To obtain the cell values in the cube formed from the axes in the query, use the following APIs:

- “EssMdxGetCellAtOffset” on page 1145
- “EssMdxGetCellAtIndices” on page 1145
- “EssMdxGetValue” on page 1155

**Syntax**

```c
ESS_FUNC_M EssMdxGetValue(
    ESS_MDX_CELLHDL_T   hCell,
    ESS_PBOOL_T         pbIsMissing,
    ESS_PBOOL_T         pbNoAccess,
    ESS_PDOUBLE_T       pdValue);
```
## EssMDXIsCellGLDrillable

Checks whether the cell is associated with a drill-through URL.

### Syntax

```c
ESS_FUNC_M EssMdxIsCellGLDrillable (hQry, hCell, pIsDrillable);
```

### Parameter Description

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hQry</td>
<td>ESS_MDX_QRYHDL_T</td>
<td>Query handle</td>
</tr>
<tr>
<td>hCell</td>
<td>ESS_MDX_CELLHDL_T</td>
<td>Cell handle</td>
</tr>
<tr>
<td>pIsDrillable</td>
<td>ESS_PBOOL_T</td>
<td>True, if the cell is associated with a drill-through URL; False, otherwise</td>
</tr>
</tbody>
</table>

### Return Value

- If successful, sets `pIsDrillable` based on the cell's status.
- If unsuccessful, returns an error message.

### Example

```c
#define ESS_MDX_CELLPROP_GLDRILLTHRU 0x00000008

if ((sts = EssMdxNewQuery(hCtx, qry, &hQry)) != ESS_STS_NOERR) {
    printf("EssMdxNewQuery failure: %ld\n", sts);
    exit ((int) sts);
}
printf("EssMdxNewQuery sts: %ld\n", sts);

if ((sts = EssMdxSetQueryCellProperties(hQry,  
    (ESS_MDX_CELLPROP_GLDRILLTHRU  
    )) != ESS_STS_NOERR) {
    printf("EssMdxSetQueryCellProperties failure: %ld\n", sts);
    exit ((int) sts);
}
if ((sts = EssMdxExecuteQuery(hQry)) != ESS_STS_NOERR) {
    printf("EssMdxExecuteQuery failure: %ld\n", sts);
    exit ((int) sts);
}
```
EssMdxExecuteQuery

To retrieve IsCellGLDrillable property of a cell, use EssMdxIsCellGLDrillable:

```c
if ((sts = EssMdxIsCellGLDrillable(hQry, hCell, &bIsCellGLDT))
    != ESS_STS_NOERR)
{
    printf("EssMdxIsCellGLDrillable failure: %ld\n", sts);
    exit ((int) sts);
}
if (bIsCellGLDT)
    printf(" Is Cell Drillable: TRUE\n");
else
    printf(" Is Cell Drillable: FALSE\n");
```

EssMdxNewQuery

Takes the MDX query specified by `pszQry` and returns a query handle.

**Syntax**

```c
ESS_FUNC_M EssMdxNewQuery(
    ESS_HCTX_T          hCtx,
    ESS_STR_T           pszQry,
    ESS_MDX_PQRYHDL_T   phQry);
```

**Parameter**

- **hCtx**
  - *input*
  - API context handle
- **pszQry**
  - *input*
  - Query text
- **phQry**
  - *output*
  - Query handle

**Notes**

This function should be called first to create any MDX query. For example, you must call this function before calling EssMDXExecuteQuery.

EssMdxSetDataLess

Turns on a query execution mode in which cell data are not retrieved. `EssMdxGetCellAtOffset()` and `EssMdxGetCellAtIndices()` should not be called for the query. The default is to retrieve cell data.

**Syntax**

```c
ESS_FUNC_M EssMdxSetDataLess(
    ESS_MDX_QRYHDL_T   hQry);
```
### EssMDXSetHideData

Converts #NOACCESS cells to #MISSING.

**Syntax**

```c
ESS_FUNC_M EssMDXSetHideData(
    ESS_MDX_QRYHDL_T   hQry);
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hQry</td>
<td>input</td>
<td>Query handle</td>
</tr>
</tbody>
</table>

### EssMdxSetMbrIdType

Sets the type of member identifier desired in the result. Defaults to ESS_MDX_MEMBERIDTYPE_NAME.

**Syntax**

```c
ESS_FUNC_M EssMdxSetMbrIdType(
    ESS_MDX_QRYHDL_T   hQry,
    ESS_MDX_MEMBERIDTYPE_T   mbrIdType);
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hQry</td>
<td>input</td>
<td>Query handle</td>
</tr>
<tr>
<td>mbrIdType</td>
<td>input</td>
<td>Member identifier desired (name/alias):</td>
</tr>
<tr>
<td></td>
<td></td>
<td>• ESS_MDX_MEMBERIDTYPE_NAME</td>
</tr>
<tr>
<td></td>
<td></td>
<td>• ESS_MDX_MEMBERIDTYPE_ALIAS</td>
</tr>
</tbody>
</table>

### EssMdxSetNeedCellStatus

Turns on retrieval of cell status information. By default the cell status information is not retrieved.

**Syntax**

```c
ESS_FUNC_M EssMdxSetNeedCellStatus(
    ESS_MDX_QRYHDL_T   hQry);
```
EssMdxSetQueryCellProperties

Specifies the cell properties to be sent from the server for each cell. By default, only cell value is sent. The options passed in ulProp overwrite the existing query cell properties. In other words, if EssMdxSetQueryCellProperties is called multiple times, only the ulProp value in the last call is taken into account.

Syntax

```c
ESS_FUNC_M    EssMdxSetQueryCellProperties(
    ESS_MDX_QRYHDL_T      hQry,
    ESS_MDX_CELLPROPS_T   ulProp);
```

### Parameter | Type  | Description
--- | --- | ---
| hQry | input | Query handle |
| ulProp | input | Bitmask specifying what cell properties should be sent. Values: | |
| | | ● ESS_MDX_CELLPROP_FORMATTED_VALUE |
| | | ● ESS_MDX_CELLPROP_FORMAT_STRING |
| | | ● ESS_MDX_CELLPROP_SMLIST_NAME |

See Also

“EssMdxGetQueryCellProperties” on page 1154

EssMdxSetQueryOptions

Sets query options based on the value of ulOpt. The options passed in ulOpt overwrite the existing query options. In other words, if EssMdxSetQueryOptions is called multiple times, only the ulOpt value in the last call is taken into account.

Syntax

```c
ESS_FUNC_M    EssMdxSetQueryOptions(
    ESS_MDX_QRYHDL_T   hQry,
    ESS_MDX_QRYOPT_T   ulOpt);
```

### Parameter | Type  | Description
--- | --- | ---
<p>| hQry | input | Query handle |</p>
<table>
<thead>
<tr>
<th>Parameter</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
</table>
| uOpt      | input| Query options. Bitmask values:
  - ESS_MDX_QRYOPT_GET_MI.Cells
    Indicates that formatted values should be generated for #Missing cells also. By default #Missing cells are not formatted by server.
  - ESS_MDX_QRYOPT_GET_ME.Cells
    Tells the server to distinguish #ME (meaningless value) from #Missing values. A #ME is a special case of #Missing value. It indicates that the base member and attribute member combination in the context of that cell is meaningless. By default this option is set to off.
  - ESS_MDX_QRYOPT_SKIP_NE
    Tells the server to skip unresolved member names so that the query can continue without error. Must be set per query.

See Also
“EssMdxGetQueryOptions” on page 1154

**MDX Sample Client Program**

```c
#if defined _WIN32 || defined _WINDOWS
#include <windows.h>
#else
#include <string.h>
#include <stdio.h>
#include <ctype.h>
#include <stdlib.h>
#include <assert.h>
#include <time.h>
#else
#pragma pack(push,localid,1)
#endif
#include <essapi.h>
#else
#pragma pack(pop,localid)
#endif

ESS_HINST_T  hInst;
ESS_HCTX_T hCtx;
#define MAXQRYLEN 65536
ESS_CHAR_T  qry[MAXQRYLEN];
ESS_STR_T AppName = "Sample";
ESS_STR_T DbName = "Basic";

static ESS_CHAR_T *axisnames[] =
{
  "COLUMNS", "ROWS", "PAGES", "CHAPTERS", "SECTIONS"
};

void ESS_Init()
{
```
ESS_STS_T sts;

ESS_INIT_T InitStruct = {ESS_API_VERSION, NULL, 0L, 255, NULL, NULL, NULL, NULL, NULL, NULL, NULL, NULL, 0L};

if ((sts = EssInit(&InitStruct, &hInst)) != ESS_STS_NOERR) {
    printf("EssInit failure: %ld\n", sts);
    exit ((int) sts);
}
printf("EssInit sts: %ld\n", sts);

void ESS_Login () {
    
    ESS_STS_T sts = ESS_STS_NOERR;
    ESS_USHORT_T Items;
    ESS_PAPPPDB_T pAppsDbs = NULL;
    ESS_CHAR_T SvrName[ESS_SVRNAMELEN];
    ESS_CHAR_T UserName[ESS_USERNAMELEN];
    ESS_CHAR_T Password[ESS_PASSWORDLEN];

    /* Initialize parameters */
    strcpy(SvrName,"localhost");
    strcpy(UserName,"essexer");
    strcpy(Password,"password");
    sts = EssLogin(hInst, SvrName, UserName, Password, &Items,
                  &pAppsDbs, &hCtx);
    if ( (sts != 0) && (sts != 1051093L) && (sts != 1051090L) ) {
        printf("EssLogin failure: %ld\n",sts);
        exit ((int)sts);
    }
    printf("EssLogin sts: %ld\n",sts);
}

void ESS_MdxAxis(ESS_MDX_QRYHDL_T hQry,
                 ESS_MDX_AXISHDL_T hAxis,
                 ESS_STR_T pszAxisName )
{
    ESS_STS_T sts;
    ESS_ULONG_T ulNAxisDims, ulAxisSize;
    ESS_ULONG_T ulNClusters, ulClusterSize, ulNClusterDims;
    ESS_ULONG_T ulAxisDimCnt, ulIndex, ulPropCnt;
    ESS_ULONG_T ulAxisDimCnt, ulIndex, ulPropCnt;
    ESS_ULONG_T ulAxisDimCnt, ulIndex, ulPropCnt;
    ESS_ULONG_T ulClusterCnt, ulClusterDimCnt;
    ESS_ULONG_T ulClusterCnt, ulClusterDimCnt;
    ESS_ULONG_T ulClusterCnt, ulClusterDimCnt;
    ESS_PULONG_T ulaDimSizes;
    ESS_MDX_PCLUSTERHDL_T haClusters;
ESS_MDX_CLUSTERHDL_T hCluster;
ESS_MDX_DIMHDL_T haDims;
ESS_STR_T pszDimName, pszMbrIdentifier, pszPropName;
ESS_MDX_PMBRHDL_T haMbrs;
ESS_PULONG_T ulaNProps = NULL;
ESS_MDX_PPPROPHDL_T haaProps = NULL;
ESS_MDX_PPVPROPHDL_T hProps;
ESS_MDX_PPPROPTYPE_T propType;
ESS_MDX_PROPVALUE_T propval;

if ((sts = EssMdxGetAxisInfo(hAxis, &ulAxisSize, &ulNAxisDims, &haDims)) != ESS_STS_NOERR)
{
    printf("EssMdxGetAxisInfo failure: %ld\n", sts);
    exit ((int) sts);
}
printf("EssMdxGetAxisInfo sts: %ld\n", sts);
printf("%s Size %ld Num dims %ld\n", pszAxisName, ulAxisSize, ulNAxisDims);
if (ulAxisSize == 0)
{
    return;
}
if ((sts = EssAlloc(hInst, ulNAxisDims * sizeof(ESS_ULONG_T), (ESS_PPVOID_T) &ulaNProps)) != ESS_STS_NOERR)
{
    printf("EssAlloc failure: %ld\n", sts);
    exit ((int) sts);
}
printf("EssAlloc sts: %ld\n", sts);
if ((sts = EssAlloc(hInst, ulNAxisDims * sizeof(ESS_MDX_PPPROPHDL_T), (ESS_PPVOID_T) &haaProps)) != ESS_STS_NOERR)
{
    printf("EssAlloc failure: %ld\n", sts);
    exit ((int) sts);
}
printf("EssAlloc sts: %ld\n", sts);
for (ulAxisDimCnt = 0; ulAxisDimCnt < ulNAxisDims; ulAxisDimCnt++)
{
    if ((sts = EssMdxGetDimInfo(haDims[ulAxisDimCnt], &pszDimName, &ulaNProps[ulAxisDimCnt], &haaProps[ulAxisDimCnt])) != ESS_STS_NOERR)
    {
        printf("EssMdxGetDimInfo failure: %ld\n", sts);
        exit ((int) sts);
    }
    printf("EssMdxGetDimInfo sts: %ld\n", sts);
    printf("Dim %ld name %s #props %ld\n", ulAxisDimCnt, pszDimName, ulaNProps[ulAxisDimCnt]);
    haProps = haaProps[ulAxisDimCnt];
    for (ulPropCnt = 0; ulPropCnt < ulaNProps[ulAxisDimCnt]; ulPropCnt++)
    {
hProp = haProps[ulPropCnt];
if ((sts = EssMdxGetPropertyInfo(hProp, &pszPropName,
    &propType)) != ESS_STS_NOERR)
{
    printf("EssMdxGetPropertyInfo failure: %ld\n", sts);
    exit ((int) sts);
}
printf("EssMdxGetPropertyInfo sts: %ld\n", sts);
printf("Property %ld type %ld name %s\n", ulPropCnt,
    propType, pszPropName);
}

if ((sts = EssMdxGetClusters(hAxis, &ulNClusters,
    &haClusters)) != ESS_STS_NOERR)
{
    printf("EssMdxGetClusters failure: %ld\n", sts);
    exit ((int) sts);
}
printf("EssMdxGetClusters sts: %ld\n", sts);
printf("Num clusters %ld\n", ulNClusters);
for (ulClusterCnt = 0; ulClusterCnt < ulNClusters;
    ulClusterCnt++)
{
    hCluster = haClusters[ulClusterCnt];
    if ((sts = EssMdxGetClusterInfo(hCluster, &ulClusterSize,
        &ulNClusterDims,
        &ulaDimSizes)) != ESS_STS_NOERR)
    {
        printf("EssMdxGetClusterInfo failure: %ld\n", sts);
        exit ((int) sts);
    }
    printf("EssMdxGetClusterInfo sts: %ld\n", sts);
    printf("Cluster %ld Size %ld\n", ulClusterCnt, ulClusterSize);
    for (ulClusterDimCnt = 0; ulClusterDimCnt < ulNClusterDims;
        ulClusterDimCnt++)
    {
        printf("Cluster Dim %ld Size %ld\n", ulClusterDimCnt,
            ulaDimSizes[ulClusterDimCnt]);
    }
    for (ulIndex = 0; ulIndex < ulClusterSize; ulIndex++)
    {
        if ((sts = EssMdxGetClusterMembers(hCluster, ulIndex,
            &haMbrs)) != ESS_STS_NOERR)
        {
            printf("EssMdxGetClusterMembers failure: %ld\n", sts);
            exit ((int) sts);
        }
        printf("EssMdxGetClusterMembers sts: %ld\n", sts);
        for (ulClusterDimCnt = 0; ulClusterDimCnt < ulNClusterDims;
            ulClusterDimCnt++)
        {
            if ((sts = EssMdxGetMbrIdentifier(haMbrs[ulClusterDimCnt],
                &pszMbrIdentifier)) != ESS_STS_NOERR)
            {
                printf("EssMdxGetMbrIdentifier failure: %ld\n", sts);
                exit ((int) sts);
            }
        }
    }
}
printf("EssMdxGetMbrIdentifier sts: %ld\n", sts);
printf("Mbr %ld identifier %s\n", ulClusterDimCnt, 
pszMbrIdentifier);

haProps = haaProps[ulClusterDimCnt];
for (ulPropCnt = 0;
    ulPropCnt < ulaNProps[ulClusterDimCnt];
    ulPropCnt++)
{
    if ((sts = EssMdxGetMbrProperty(haMbrs[ulClusterDimCnt], 
        haProps[ulPropCnt], 
        &propval)) != ESS_STS_NOERR)
    {
        printf("EssMdxGetMbrProperty failure: %ld\n", sts);
        exit ((int) sts);
    }

    printf("EssMdxGetMbrProperty sts: %ld\n", sts);
    printf("Property %ld Type ", ulPropCnt);
    switch (propval.ulPropType)
    {
        case ESS_MDX_PROPTYPE_ULONG:
        {
            printf("Ulong Value: %ld\n", 
                propval.value.ulData);
            break;
        }

        case ESS_MDX_PROPTYPE_STRING:
        {
            printf("String Value: %s\n", 
                propval.value.strData);
            break;
        }

        case ESS_MDX_PROPTYPE_BOOL:
        {
            printf("Bool Value: %s\n", 
                propval.value.bData ? "TRUE" : "FALSE");
            break;
        }

        case ESS_MDX_PROPTYPE_DOUBLE:
        {
            printf("Double Value: %lf\n", 
                propval.value.dblData);
            break;
        }

        case ESS_MDX_PROPTYPE_DATETIME:
        {
            ESS_CHAR_T tmpbuf[80];
            struct tm* pTime;
            pTime = gmtime((time_t*)&(propval.value.dtData));
            printf(tmpbuf, "%02i-%02i-%04i", 
                pTime->tm_mon+1, pTime->tm_mday, pTime->tm_year+1900);
            printf("DateTime Value: %s\n", tmpbuf);
            break;
        }

        case ESS_MDX_PROPTYPE_NONE:
        {
            printf("NULL Value\n");
            break;
        }
    }
if ((sts = EssFree(hInst, (ESS_PVOID_T) haMbrs)) != ESS_STS_NOERR)
{
    printf("EssFree failure: %ld\n", sts);
    exit ((int) sts);
}
printf("EssFree sts: %ld\n", sts);
}
for (ulClusterDimCnt = 0; ulClusterDimCnt < ulNClusterDims; ulClusterDimCnt++)
{
    if ((sts = EssMdxGetClusterDimMembers(hCluster, ulClusterDimCnt,
           &haMbrs)) != ESS_STS_NOERR)
    {
        printf("EssMdxGetClusterDimMembers failure: %ld\n", sts);
        exit ((int) sts);
    }
    printf("EssMdxGetClusterDimMembers sts: %ld\n", sts);
    for (ulIndex = 0; ulIndex < ulaDimSizes[ulClusterDimCnt]; ulIndex++)
    {
        if ((sts = EssMdxGetMbrIdentifier(haMbrs[ulIndex],
                &pszMbrIdentifier)) != ESS_STS_NOERR)
        {
            printf("EssMdxGetMbrIdentifier failure: %ld\n", sts);
            exit ((int) sts);
        }
        printf("EssMdxGetMbrIdentifier sts: %ld\n", sts);
        printf("Dim %ld Mbr %ld identifier %s\n", ulClusterDimCnt,
               ulIndex, pszMbrIdentifier);
    }
}
for (ulIndex = 0; ulIndex < ulAxisSize; ulIndex++)
{
    if ((sts = EssMdxGetAxisMembers(hAxis, ulIndex,
            &haMbrs)) != ESS_STS_NOERR)
    {
        printf("EssMdxGetAxisMembers failure: %ld\n", sts);
        exit ((int) sts);
    }
    printf("EssMdxGetAxisMembers sts: %ld\n", sts);
    for (ulAxisDimCnt = 0; ulAxisDimCnt < ulNAxisDims; ulAxisDimCnt++)
    {
        if ((sts = EssMdxGetMbrIdentifier(haMbrs[ulAxisDimCnt],
                &pszMbrIdentifier)) != ESS_STS_NOERR)
        {
            printf("EssMdxGetMbrIdentifier failure: %ld\n", sts);
            exit ((int) sts);
        }
        printf("EssMdxGetMbrIdentifier sts: %ld\n", sts);
        printf("Mbr %ld identifier %s\n", ulAxisDimCnt, pszMbrIdentifier);
        haProps = haaProps[ulAxisDimCnt];
for (ulPropCnt = 0;
    ulPropCnt < ulaNProps[ulAxisDimCnt];
    ulPropCnt++)
{
    hProp = haProps[ulPropCnt];
    if ((sts = EssMdxGetPropertyInfo(hProp, &pszPropName,
                                   &propType)) != ESS_STS_NOERR)
    {
        printf("EssMdxGetPropertyInfo failure: %ld\n", sts);
        exit ((int) sts);
    }
    if ((sts = EssMdxGetMbrProperty(haMbrs[ulAxisDimCnt],
                                     hProp,
                                     &propval)) != ESS_STS_NOERR)
    {
        printf("EssMdxGetMbrProperty failure: %ld\n", sts);
        exit ((int) sts);
    }
    printf("EssMdxGetMbrProperty sts: %ld\n", sts);
    printf("Property %ld Type ", ulPropCnt);
    switch (propval.ulPropType)
    {
        case ESS_MDX_PROPTYPE_ULONG:
            {
                printf("Ulong Value: %ld\n",
                        propval.value.ulData);
                break;
            }
        case ESS_MDX_PROPTYPE_STRING:
            {
                printf("String Value: %s\n",
                        propval.value.strData);
                break;
            }
        case ESS_MDX_PROPTYPE_BOOL:
            {
                printf("Bool Value: %s\n",
                        propval.value.bData ? "TRUE" : "FALSE");
                break;
            }
        case ESS_MDX_PROPTYPE_DOUBLE:
            {
                printf("Double Value: %lf\n",
                        propval.value dblData);
                break;
            }
        case ESS_MDX_PROPTYPE_DATETIME:
            {
                ESS_CHAR_T tmpbuf[80];
                struct tm* pTime;
                pTime = gmtime((time_t*)&(propval.value.dtData));
                sprintf(tmpbuf, "%02i-%02i-%04i",
                        pTime->tm_mon+1, pTime->tm_mday,pTime->tm_year+1900);
                printf("DateTime Value: %s\n", tmpbuf);
                break;
            }
        case ESS_MDX_PROPTYPE_NONE:
            {
                printf("Nothing\n");
                break;
            }
    }
}
if ((sts = EssFree(hInst, (ESS_PVOID_T) haMbrs)) != ESS_STS_NOERR)
{
    printf("EssFree failure: %ld\n", sts);
    exit ((int) sts);
}
printf("EssFree sts: %ld\n", sts);
}
if ((sts = EssFree(hInst, (ESS_PVOID_T) ulaNProps)) != ESS_STS_NOERR)
{
    printf("EssFree failure: %ld\n", sts);
    exit ((int) sts);
}
printf("EssFree sts: %ld\n", sts);
if ((sts = EssFree(hInst, (ESS_PVOID_T) haaProps)) != ESS_STS_NOERR)
{
    printf("EssFree failure: %ld\n", sts);
    exit ((int) sts);
}
printf("EssFree sts: %ld\n", sts);

void ESS_MdxQry()
{
    ESS_STS_T    sts;
    ESS_MDX_QRYHDL_T hQry;
    ESS_ULONG_T ulNAxes, ulNAxisDims, ulAxisSize, ulResultSize;
    ESS_ULONG_T ulNClusters, ulClusterSize, ulNClusterDims;
    ESS_ULONG_T ulAxisCnt, ulAxisDimCnt, ulIndex, ulPropCnt;
    ESS_ULONG_T ulCellOffset, ulClusterCnt, ulClusterDimCnt;
    ESS_MDX_CELLSTATUS_T ulCellStatus;
    ESS_PULONG_T ulaDimSizes;
    ESS_MDX_PCLUSTERHDL_T haClusters;
    ESS_MDX_CLUSTERHDL_T hCluster;
    ESS_MDX_PAXISHDL_T haAxes;
    ESS_MDX_PDIMHDL_T haDim;
    ESS_STR_T pszDimName, pszMbrIdentifier, pszPropName;
    ESS_MDX_AXISHDL_T hAx, hSlicerAx;
    ESS_MDX_PMBRHDL_T haMbrs;
    ESS_MDX_CELLHDL_T hCell;
    ESS_DOUBLE_T dValue;
    ESS_BOOL_T bIsMissing, bNoAccess;
    ESS_PULONG_T ulaNProps;
    ESS_MDX_PPPROPHDL_T haaProps;
    ESS_MDX_PPPROPHDL_T haaProps;
    ESS_MDX_PPHDL_T hProp;
    ESS_MDX_PROPTYPE_T propType;
    ESS_MDX_PROPVALUE_T propval;

    if ((sts = EssMdxNewQuery(hCtx, qry, &hQry)) != ESS_STS_NOERR)
    {
        printf("NULL Value\n");
        break;
    }
}
printf("EssMdxNewQuery failure: %ld\n", sts);
exit ((int) sts);
}
printf("EssMdxNewQuery sts: %ld\n", sts);

if ((sts = EssMdxSetMbrIdType(hQry, ESS_MDX_MEMBERIDTYPE_ALIAS)) !=

ESS_STS_NOERR)
{
    printf("EssMdxSetMbrIdType failure: %ld\n", sts);
    exit ((int) sts);
}
printf("EssMdxSetMbrIdType sts: %ld\n", sts);

if ((sts = EssMdxSetNeedCellStatus(hQry)) != ESS_STS_NOERR)
{
    printf("EssMdxSetNeedCellStatus failure: %ld\n", sts);
    exit ((int) sts);
}
printf("EssMdxSetNeedCellStatus sts: %ld\n", sts);

if ((sts = EssMdxExecuteQuery(hQry)) != ESS_STS_NOERR)
{
    printf("EssMdxExecuteQuery failure: %ld\n", sts);
    exit ((int) sts);
}
printf("EssMdxExecuteQuery sts: %ld\n", sts);

if ((sts = EssMdxGetAxes(hQry, &ulNAxes, &haAxes,
    &hSlicerAxis)) != ESS_STS_NOERR)
{
    printf("EssMdxGetAxes failure: %ld\n", sts);
    exit ((int) sts);
}
printf("EssMdxGetAxes sts: %ld\n", sts);
printf("Number of axes: %ld\n", ulNAxes);

ulResultSize = 1;
for (ulAxisCnt = 0; ulAxisCnt < ulNAxes; ulAxisCnt++)
{
    hAxis = haAxes[ulAxisCnt];
    if ((sts = EssMdxGetAxisInfo(hAxis, &ulAxisSize, &ulNAxisDims,
        &haDims)) != ESS_STS_NOERR)
    {
        printf("EssMdxGetAxisInfo failure: %ld\n", sts);
        exit ((int) sts);
    }
    printf("EssMdxGetAxisInfo sts: %ld\n", sts);
    printf("Axis %ld Size %ld Num dims %ld\n", ulAxisCnt,
        ulAxisSize, ulNAxisDims);
    ulResultSize *= ulAxisSize;
}

if (hSlicerAxis)
{
    ESS_MdxAxis(hQry, hSlicerAxis, "SLICER");
}
else
printf("Slicer Axis is empty\n");
}

for (ulAxisCnt = 0; ulAxisCnt < ulNAxes; ulAxisCnt++)
{
    hAxis = haAxes[ulAxisCnt];
    ESS_MdxAxis(hQry, hAxis, axisnames[ulAxisCnt]);
}

for (ulCellOffset = 0; ulCellOffset < ulResultSize; ulCellOffset++)
{
    if ((sts = EssMdxGetCellAtOffset(hQry, ulCellOffset, &hCell)) != ESS_STS_NOERR)
    {
        printf("EssMdxGetCellAtOffset failure: %ld\n", sts);
        exit ((int) sts);
    }
    printf("EssMdxGetCellAtOffset sts: %ld\n", sts);
    if ((sts = EssMdxGetValue(hCell, &bIsMissing, &bNoAccess, &dValue)) != ESS_STS_NOERR)
    {
        printf("EssMdxGetValue failure: %ld\n", sts);
        exit ((int) sts);
    }
    printf("EssMdxGetValue sts: %ld\n", sts);
    if (bIsMissing)
    {
        printf("CellOffset %ld Value #Missing\n", ulCellOffset);
    }
    else if (bNoAccess)
    {
        printf("CellOffset %ld Value #NoAccess\n", ulCellOffset);
    }
    else
    {
        printf("CellOffset %ld Value %.1f\n", ulCellOffset, dValue);
    }
    if (!bNoAccess)
    {
        if ((sts = EssMdxGetCellStatus(hQry, hCell, &ulCellStatus)) != ESS_STS_NOERR)
        {
            printf("EssMdxGetCellStatus failure: %ld\n", sts);
            exit ((int) sts);
        }
        printf("EssMdxGetCellStatus sts: %ld\n", sts);
        if (ulCellStatus & ESS_MDX_CELLSTATUS_LINKEDOBJ)
        {
            printf("Cell status: LINKEDOBJ\n");
        }
        if (ulCellStatus & ESS_MDX_CELLSTATUS_DYNCALC)
        {
            printf("Cell status: DYNCALC\n");
        }
        if (ulCellStatus & ESS_MDX_CELLSTATUS_CALCEDMBR)
printf("Cell status: CALCEDMBR\n");
}
if (ulCellStatus & ESS_MDX_CELLSTATUS_READONLY)
{
    printf("Cell status: READONLY\n");
}

if ((sts = EssMdxFreeQuery(hQry)) != ESS_STS_NOERR)
{
    printf("EssMdxFreeQuery failure: %ld\n", sts);
    exit ((int) sts);
}
printf("EssMdxFreeQuery sts: %ld\n", sts);

void ESS_Term()
{
    ESS_STS_T sts = ESS_STS_NOERR;
    if ((sts = EssTerm(hInst)) != ESS_STS_NOERR)
    {
        /* error terminating API */
        exit ((ESS_USHORT_T) sts);
    }
    printf("EssTerm sts: %ld\n", sts);
}

void ESS_Logout()
{
    ESS_STS_T sts = ESS_STS_NOERR;
    sts = EssLogout(hCtx);
    printf("\n\nEssLogout sts: %ld\n", sts);
}

void ESS_SetActive()
{
    ESS_STS_T sts = ESS_STS_NOERR;
    ESS_ACCESS_T Access;
    sts = EssSetActive(hCtx, AppName, DbName, &Access);
    printf("EssSetActive sts: %ld\n", sts);
}

int main(int argc, char *argv[])
{
    FILE *f;
    char *s, *sout;
    int n, l, e;

    assert(argc > 1);
    f = fopen(argv[1], "r");
    assert(f != NULL);
    s = qry;
n = MAXQRYLEN;
while (n > 0 && !feof(f) && fgets(s, n, f) != NULL)
{
    l = strlen(s);
    s += l;
    n -= l;
}
if ((e = ferror(f)) != 0)
{
    printf("fgets error %d\n", e);
    exit((int) e);
}
fclose(f);
printf("The query is\n%s\n", qry);
if (argc > 2)
{
    AppName = argv[2];
}
if (argc > 3)
{
    DbName = argv[3];
}

ESS_Init();
ESS_Login();
ESS_SetActive();

ESS_MdxQry();

ESS_Logout();
ESS_Term();

return 0;
To use XML for Analysis (XMLA) API, you must install Provider Services. See the Oracle Hyperion Enterprise Performance Management System Installation Start Here and Oracle Hyperion Enterprise Performance Management System Installation and Configuration Guide. This help explains XMLA methods and provides sample code for rowsets. XMLA clients can communicate to Essbase only through Provider Services.

For information, click Contents, Index, or Search in the left frame.
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Key Features

XML for Analysis (XMLA) is an open industry-standard Web service interface designed for online analytical processing. XMLA is a set of XML Message Interfaces built on the open standards of HTTP, XML, and Simple Object Access Protocol (SOAP). XMLA, which is not bound to any language, platform, or operating system, provides standardized data access between client applications and any multidimensional data source on the Web.

Key XMLA features:

- Support for flattened rowsets
- Support for stateful sessions
- Backward XMLA level representation (level 1 is the top level)
- User authentication through basic HTTP authentication
- XMLA High-Availability functionality through Oracle Hyperion Provider Services
- XMLA administration and monitoring through Oracle Essbase Administration Services

Note: XMLA is available for use with Essbase only.

Methods

The following methods provide a standard way for XML applications to access basic information from the server. Because these methods are invoked using SOAP, they accept input and deliver output in XML. By default, these methods are stateless, so the server context ends at the completion of any command.

The simplified interface model has two methods.

- Discover
Discover obtains information and metadata from a Web Service. This information can include a list of available data sources and data about a data source provider. Properties define and shape the data obtained. Discover allows you to specify the types of information that the client application needs. The use of generic interface and properties enables extensibility without necessitating rewriting existing functions.

Execute executes Multidimensional Expressions (MDX) or other provider-specific commands against an XMLA data source. The following diagram illustrates a possible implementation of an n-tiered application.

Provided with the URL for a server hosting a Web Service, the client uses SOAP and HTTP protocols to send Discover and Execute calls to the server. The server instantiates the XMLA provider, which handles the calls. The XMLA provider fetches the data, packages it into XML, and sends the data to the client.

The Discover and Execute methods enable users to determine what can be queried on a server and, based on this, submit commands to be executed.

The XML namespace for these methods is “urn:schemas-microsoft-com:xml-analysis”. Connection information is supplied in each method call with the connection properties.

**Discover**

The Discover method retrieves information, such as the list of data sources on a server or details about a data source. The data retrieved with the Discover method depends on the values of the parameters passed to it.

**Namespace**

`urn:schemas-microsoft-com:xml-analysis`

**SOAP Action**

"urn:schemas-microsoft-com:xml-analysis:Discover"

**Syntax**

```csharp
Discover (  
    [in] RequestType As EnumString,  
    [in] Restrictions As Restrictions,  
    [in] Properties As Properties,  
    [out] Result As Rowset)
```

**Parameters**

RequestType [in]
This required parameter comprises a RequestType enumeration value, which determines the type of information to be returned. The RequestType enumeration is used by the Discover method to determine the structure and content of the rowset returned in the Result parameter. The Restrictions parameter format and XML result set are also dependent on the value specified in this parameter. This enumeration can be extended to support provider-specific enumeration strings.

Each RequestType enumeration value corresponds to a return rowset. For rowset definitions, see “XMLA Rowsets” on page 1181. Support is required for the following explicitly named RequestType enumeration values.

<table>
<thead>
<tr>
<th>Enumeration value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>DISCOVER_DATASOURCES</td>
<td>Returns a list of XMLA data sources available on the server or Web Service.</td>
</tr>
<tr>
<td>DISCOVER_PROPERTIES</td>
<td>Returns a list of information and values about the requested properties that are supported by the specified data source (provider).</td>
</tr>
<tr>
<td>DISCOVER_SCHEMA_ROWSETS</td>
<td>Returns the names, values, and other information of all supported RequestType enumeration values (including those listed here), and any additional provider-specific enumeration values.</td>
</tr>
<tr>
<td>DISCOVER_ENUMERATORS</td>
<td>Returns a list of names, data types, and enumeration values of enumerators supported by the provider of a specific data source.</td>
</tr>
<tr>
<td>DISCOVER_KEYWORDS</td>
<td>Returns a rowset containing a list of keywords reserved by the provider.</td>
</tr>
<tr>
<td>DISCOVER_LITERALS</td>
<td>Returns information about literals supported by the data source provider. Schema Rowset Constant Given, a constant that corresponds to one of the schema rowset names defined by OLE DB, such as MDSCHEMA_CUBES, returns the OLE DB schema rowset in XML format. Note that providers also may extend OLEDB by providing additional provider-specific schema rowsets. The schema rowsets that tabular data providers (TDP) and multidimensional data providers (MDP) are required to support are listed in the section “DISCOVER_SCHEMA_ROWSETS Rowset.”</td>
</tr>
</tbody>
</table>

Restrictions [in]

This parameter, of the Restrictions data type, enables the user to restrict the data returned in Result. Result columns are defined by the rowset specified in the RequestType parameter. Some columns of Result can filter the rows returned. For these columns and those that can be restricted, see the rowset tables in “XMLA Rowsets” on page 1181. To obtain the restriction information for provider-specific schema rowsets, use the DISCOVER_SCHEMA_ROWSETS request type. This parameter can be empty, but it must be included.

Properties [in]

This parameter, of the Properties data type, comprises a collection of XMLA properties. Each property enables users to control some aspect of the Discover method, such as specifying the return format of the result set, the timeout, or the locale in which the data should be formatted.

You can obtain the available properties by using the DISCOVER_PROPERTIES request type with the Discover method.

The properties in the Properties parameter have no required order. This parameter can be empty, but it must be included.

Result [out]
This required parameter contains the result set returned by the provider as a Rowset object. The columns and content of the result set are specified by the values in the RequestType and Restrictions parameters. The column layout of the returned result set also is determined by the value specified in RequestType. For information about the rowset layouts that correspond to for each RequestType value, see “XMLA Rowsets” on page 1181.

Example

In the following sample, the client sends the XML Discover call to request a list of cubes from the Demo catalog:

```
<SOAP-ENV:Envelope
xmlns:SOAP-ENV="http://schemas.xmlsoap.org/soap/envelope/"
xmlns:xsi = "http://www.w3.org/2001/XMLSchema-instance"
xmlns:xsd="http://www.w3.org/2001/XMLSchema">       
<SOAP-ENV:Body>
<Discover xmlns="urn:schemas-microsoft-com:xml-analysis"
SOAP-ENV:encodingStyle="http://schemas.xmlsoap.org/soap/encoding/">
<RequestType>MDSCHEMA_CUBES</RequestType>
<Restrictions>
  <RestrictionList>
    <CATALOG_NAME>Demo</CATALOG_NAME>
  </RestrictionList>
</Restrictions>
<Properties>
  <PropertyList>
    <DataSourceInfo>
      Provider=Essbase;Data Source=localhost
    </DataSourceInfo>
    <Format>Tabular</Format>
  </PropertyList>
</Properties>
</Discover>
</SOAP-ENV:Body>
</SOAP-ENV:Envelope>
```

The provider returns the following result to the client:

```
<?xml version="1.0"?>
SOAP-ENV:encodingStyle="http://schemas.xmlsoap.org/soap/encoding/">
<SOAP-ENV:Body>
<m:DiscoverResponse xmlns:m="urn:schemas-microsoft-com:xml-analysis">
  <m:return xsi:type="xsd:string"
    xmlns:xsi=http://www.w3.org/2001/XMLSchema-instance"
    xmlns:xsd=http://www.w3.org/2001/XMLSchema">
    <root xmlns="urn:schemas-microsoft-com:xml-analysis:rowset"
      xmlns:xsi=http://www.w3.org/2001/XMLSchema-instance"
      xmlns:xsd=http://www.w3.org/2001/XMLSchema">
      <xsd:schema xmlns="urn:schemas-microsoft-com:xml-analysis:rowset"
        targetNamespace="urn:schemas-microsoft-com:xml-analysis:rowset"
        xmlns:xsi=http://www.w3.org/2001/XMLSchema-instance"
        xmlns:xsd=http://www.w3.org/2001/XMLSchema"
        xmlns:sql="urn:schemas-microsoft-com:xml-sql"
        elementFormDefault="qualified">
        <xsd:element name="root">
          <xsd:complexType>
            <xsd:sequence minOccurs="0" maxOccurs="unbounded">
```

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Execute

The Execute method sends action requests, including those involving data transfer, such as retrieving or updating data on the server, to the server.

Namespace

urn:schemas-microsoft-com:xml-analysis

SOAP Action

"urn:schemas-microsoft-com:xml-analysis:Execute"

Syntax

Execute (
    [in] Command As Command,
    [in] Properties As Properties,
    [out] Result As Resultset)

Parameters

Command [in]

This required parameter is of Command data type and consists of an MDX statement to be executed.

Properties [in]
This parameter is of the Properties data type and consists of a collection of XMLA properties. Each property allows the user to control some aspect of the Execute method, such as defining the information required for the connection, specifying the return format of the result set, or specifying the locale in which the data should be formatted.

The available properties and their values can be obtained by using the DISCOVER_PROPERTIES request type with the Discover method.

The properties in the Properties parameter have no required order. This parameter can be empty, but it must be included.

Result [out]
This parameter contains the Resultset result returned by the provider. The Command parameter and values in the Properties parameter define the shape of the result set. If no shape-defining properties are passed, the XMLA provider may use a default shape. The two result set formats defined by this specification are Tabular and Multidimensional, as specified by the client through the Format property. OLAP data lends itself to the Multidimensional format (although the Tabular format also can be used). A provider may support additional rowset types, and clients aware of the specialized types can request them.

Example
The following is an example of an Execute method call with <Statement> set to an MDX SELECT statement:

```
<SOAP-ENV:Envelope
 xmlns:xsi = "http://www.w3.org/2001/XMLSchema-instance"
 xmlns:xsd="http://www.w3.org/2001/XMLSchema">
 <SOAP-ENV:Body
 <Execute xmlns="urn:schemas-microsoft-com:xml-analysis"
 SOAP-ENV:encodingStyle="http://schemas.xmlsoap.org/soap/encoding/">
 <Command>
  <Statement>
   SELECT CrossJoin([Measures].CHILDREN, [Market].CHILDREN)
   on columns, [Product].Members on rows
   from Sample.Basic
  </Statement>
 </Command>
 <Properties>
  <PropertyList>
   <DataSourceInfo>
    Provider=Essbase;Data Source=localhost
   </DataSourceInfo>
   <Catalog>Sample</Catalog>
   <Format>Multidimensional</Format>
   <AxisFormat<TupleFormat>
   <Content>SchemaData</Content>
  </PropertyList></Properties>
 </Execute>
</SOAP-ENV:Body>
</SOAP-ENV:Envelope>
```

The abbreviated response for the preceding method call:

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XMLA Rowsets

Information returned in the Result parameter of the Discover method is structured according to the rowset column layouts detailed in this section.

CATALOGS Rowset

The CATALOGS rowset identifies the physical attributes associated with catalogs accessible from Analytic Services.

GUID: DBSCHEMA_CATALOGS

the section called “Flattened Rowset Examples” describes the rowset structure.

<table>
<thead>
<tr>
<th>Table 8</th>
<th>CATALOGS Rowset Structure</th>
</tr>
</thead>
<tbody>
<tr>
<td>Column Name</td>
<td>Essbase Mapping</td>
</tr>
<tr>
<td>CATALOG_NAME</td>
<td>Application name</td>
</tr>
<tr>
<td>DESCRIPTION</td>
<td>Always null</td>
</tr>
</tbody>
</table>

Request Example

```
 xmlns:xsi = "http://www.w3.org/2001/XMLSchema-instance"
 xmlns:xsd="http://www.w3.org/2001/XMLSchema">
 <SOAP-ENV:Body>
   <Discover xmlns="urn:schemas-microsoft-com:xml-analysis"
    SOAP-ENV:encodingStyle="http://schemas.xmlsoap.org/soap/encoding/">
     <RequestType>DBSCHEMA_CATALOGS</RequestType>
     <Restrictions>
```

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Response Example (truncated)

<?xml version="1.0"?>
  SOAP-ENV:encodingStyle="http://schemas.xmlsoap.org/soap/encoding/"
><SOAP-ENV:Body>
<m:DiscoverResponse xmlns:m="urn:schemas-microsoft-com:xml-analysis">
  <m:return xsi:type="xsd:string" xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"
    xmlns:xsd="http://www.w3.org/2001/XMLSchema">
    <root xmlns="urn:schemas-microsoft-com:xml-analysis:rowset"
      xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"
      xmlns:xsd="http://www.w3.org/2001/XMLSchema">
      <xsd:schema xmlns="urn:schemas-microsoft-com:xml-analysis:rowset"
        targetNamespace="urn:schemas-microsoft-com:xml-analysis:rowset"
        xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"
        xmlns:xsd="http://www.w3.org/2001/XMLSchema"
        xmlns:sql="urn:schemas-microsoft-com:xml-sql"
        elementFormDefault="qualified">
        <xsd:element name="row" type="xsd:complexType">
          <xsd:complexType maxOccurs="unbounded">
            <xsd:sequence minOccurs="0" maxOccurs="unbounded">
              <xsd:element name="CATALOG_NAME" type="xsd:string"
                sql:field="CATALOG_NAME"/>
              <xsd:element name="DESCRIPTION" type="xsd:string"
                sql:field="DESCRIPTION" minOccurs="0"/>
            </xsd:sequence>
          </xsd:complexType>
        </xsd:element>
      </xsd:schema>
      <row>
        <CATALOG_NAME>Demo</CATALOG_NAME>
      </row>
      ................More Rows................ >
    </root>
  </m:return>
</m:DiscoverResponse>
</SOAP-ENV:Body>
</SOAP-ENV:Envelope>
**MDSCHEMA_CUBES Rowset**

The CUBES rowset contains information about the available cubes in a schema (or the catalog, if the provider does not support schemas).

**GUID:** MDSCHEMA_CUBES

Table 9 describes the rowset structure.

<table>
<thead>
<tr>
<th>Column Name</th>
<th>Essbase Mapping</th>
</tr>
</thead>
<tbody>
<tr>
<td>CATALOG_NAME</td>
<td>Application name</td>
</tr>
<tr>
<td>CUBE_NAME</td>
<td>Database name</td>
</tr>
<tr>
<td>CUBE_TYPE</td>
<td>&quot;CUBE&quot;</td>
</tr>
<tr>
<td>LAST_SCHEMA_UPDATE</td>
<td>Time stamp of last outline update</td>
</tr>
<tr>
<td>DESCRIPTION</td>
<td>Database description</td>
</tr>
</tbody>
</table>

**Request Example**

```xml
<SOAP-ENV:Envelope
xmlns:SOAP-ENV="http://schemas.xmlsoap.org/soap/envelope/"
xmlns:xsi = "http://www.w3.org/2001/XMLSchema-instance"
xmlns:xsd="http://www.w3.org/2001/XMLSchema">
  <SOAP-ENV:Body>
    <Discover xmlns="urn:schemas-microsoft-com:xml-analysis"
               SOAP-ENV:encodingStyle="http://schemas.xmlsoap.org/soap/encoding/">
      <RequestType>MDSCHEMA_CUBES</RequestType>
      <Restrictions>
        <RestrictionList>
          <CATALOG_NAME>Demo</CATALOG_NAME>
        </RestrictionList>
      </Restrictions>
      <Properties>
        <PropertyList>
          <DataSourceInfo>
            Provider=Essbase;Data Source=localhost
          </DataSourceInfo>
          <Format>Tabular</Format>
        </PropertyList>
      </Properties>
    </Discover>
  </SOAP-ENV:Body>
</SOAP-ENV:Envelope>
```

**Response Example**

```xml
<?xml version="1.0"?>
SOAP-ENV:encodingStyle="http://schemas.xmlsoap.org/soap/encoding/">
  <SOAP-ENV:Body>
    <m:DiscoverResponse xmlns:m="urn:schemas-microsoft-com:xml-analysis">
      <m:return xsi:type="xsd:string">
```

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The DIMENSIONS rowset contains information about the dimensions in a given cube. Each dimension has one row.

GUID: MDSCEMA_DIMENSIONS

Table 10 describes the rowset structure.
<table>
<thead>
<tr>
<th>Column Name</th>
<th>Essbase Mapping</th>
</tr>
</thead>
<tbody>
<tr>
<td>CATALOG_NAME</td>
<td>Application name</td>
</tr>
<tr>
<td>CUBE_NAME</td>
<td>Database name</td>
</tr>
<tr>
<td>DIMENSION_NAME</td>
<td>Dimension name</td>
</tr>
<tr>
<td>DIMENSION_UNIQUE_NAME</td>
<td>Dimension name</td>
</tr>
<tr>
<td>DIMENSION_CAPTION</td>
<td>Dimension name</td>
</tr>
<tr>
<td>DIMENSION_ORDINAL</td>
<td>Dimension number. First dimension is 1, second is 2, and so on</td>
</tr>
<tr>
<td>DIMENSION_TYPE</td>
<td>If Essbase dimension type is:</td>
</tr>
<tr>
<td></td>
<td>* TIME: MD_DIMTYPE_TIME</td>
</tr>
<tr>
<td></td>
<td>* ACCOUNTS: MD_DIMTYPE_MEASURE</td>
</tr>
<tr>
<td></td>
<td>* ALL OTHER: MD_DIMTYPE_OTHER</td>
</tr>
<tr>
<td>DIMENSION_CARDINALITY</td>
<td>Number of members in the dimension</td>
</tr>
<tr>
<td>DEFAULT_HIERARCHY</td>
<td>Dimension name</td>
</tr>
<tr>
<td>DESCRIPTION</td>
<td>Comment added for the dimension</td>
</tr>
<tr>
<td>DIMENSION_UNIQUE_SETTINGS</td>
<td>2</td>
</tr>
<tr>
<td>DIMENSION_IS_VISIBLE</td>
<td>True always</td>
</tr>
</tbody>
</table>

**Request Example**

```xml
<SOAP-ENV:Envelope
xmlns:SOAP-ENV="http://schemas.xmlsoap.org/soap/envelope/"
xmlns:xsi = "http://www.w3.org/2001/XMLSchema-instance"
xmlns:xsd="http://www.w3.org/2001/XMLSchema">
  <SOAP-ENV:Body>
    <Discover xmlns="urn:schemas-microsoft-com:xml-analysis"
      SOAP-ENV:encodingStyle="http://schemas.xmlsoap.org/soap/encoding/">  
      <RequestType>MDSCHEMA_DIMENSIONS</RequestType>
      <Restrictions>
        <RestrictionList>
          <CATALOG_NAME>Sample</CATALOG_NAME>
          <CUBE_NAME>Basic</CUBE_NAME>
        </RestrictionList>
      </Restrictions>
      <Properties>
        <PropertyList>
          <DataSourceInfo>Provider=Essbase;Data Source=localhost</DataSourceInfo>
          <Format>Tabular</Format>
        </PropertyList>
      </Properties>
    </Discover>
  </SOAP-ENV:Body>
</SOAP-ENV:Envelope>
```
<?xml version="1.0"?>
<SOAP-ENV:encodingStyle="http://schemas.xmlsoap.org/soap/encoding/">
<SOAP-ENV:Body>
<m:DiscoverResponse xmlns:m="urn:schemas-microsoft-com:xml-analysis">
  <m:return xsi:type="xsd:string">
    <root xmlns="urn:schemas-microsoft-com:xml-analysis:rowset">
        <xsd:element name="row">
          <xsd:complexType>
            <xsd:sequence minOccurs="0" maxOccurs="unbounded">
              <xsd:element name="row" type="xsd:string"/>
            </xsd:sequence>
          </xsd:complexType>
        </xsd:element>
        <xsd:complexType name="row">
          <xsd:sequence maxOccurs="unbounded" minOccurs="0">
            <xsd:element name="CATALOG_NAME" type="xsd:string" sql:field="CATALOG_NAME"/>
            <xsd:element name="CUBE_NAME" type="xsd:string" sql:field="CUBE_NAME"/>
            <xsd:element name="DIMENSION_NAME" type="xsd:string" sql:field="DIMENSION_NAME"/>
            <xsd:element name="DIMENSION_UNIQUE_NAME" type="xsd:string" sql:field="DIMENSION_UNIQUE_NAME"/>
            <xsd:element name="DIMENSION_CAPTION" type="xsd:string" sql:field="DIMENSION_CAPTION"/>
            <xsd:element name="DIMENSION_ORDINAL" type="xsd:unsignedInt" sql:field="DIMENSION_ORDINAL"/>
            <xsd:element name="DIMENSION_TYPE" type="xsd:short" sql:field="DIMENSION_TYPE"/>
            <xsd:element name="DIMENSION_CARDINALITY" type="xsd:unsignedInt" sql:field="DIMENSION_CARDINALITY"/>
            <xsd:element name="DEFAULT_HIERARCHY" type="xsd:string" sql:field="DEFAULT_HIERARCHY"/>
            <xsd:element name="DESCRIPTION" type="xsd:string" sql:field="DESCRIPTION" minOccurs="0"/>
            <xsd:element name="DIMENSION_UNIQUE_SETTINGS" type="xsd:int" sql:field="DIMENSION_UNIQUE_SETTINGS"/>
            <xsd:element name="DIMENSION_IS_VISIBLE" type="xsd:boolean" sql:field="DIMENSION_IS_VISIBLE"/>
          </xsd:sequence>
        </xsd:complexType>
      </xsd:complexType>
    </xsd:schema>
    <row>
      <CATALOG_NAME>Sample</CATALOG_NAME>
      <CUBE_NAME>Sample.Basic</CUBE_NAME>
      1186
    </row>
  </root>
</m:return>
</m:DiscoverResponse>
</SOAP-ENV:Body>
</SOAP-ENV:Envelope>
The FUNCTIONS rowset exposes all functions supported by the MDP. Default sort order: ORIGIN, INTERFACE_NAME, and FUNCTION_NAME.

GUID: MDSCHEMA_FUNCTIONS

Table 11 describes the rowset structure.

### Table 11   MDSCHEMA_FUNCTIONS Rowset structure

<table>
<thead>
<tr>
<th>Column Name</th>
<th>Essbase Mapping</th>
</tr>
</thead>
<tbody>
<tr>
<td>FUNCTION_NAME</td>
<td>Name of the function</td>
</tr>
<tr>
<td>DESCRIPTION</td>
<td>Description of the function</td>
</tr>
<tr>
<td>PARAM_LIST</td>
<td>A comma delimited list of parameters</td>
</tr>
<tr>
<td>RETURN_TYPE</td>
<td>Always 12</td>
</tr>
<tr>
<td>ORIGIN</td>
<td>1 (always:MDX functions)</td>
</tr>
<tr>
<td>INTERFACE_NAME</td>
<td>One of the following: Member, Set, Tuple, Numeric, Dimension, Level, Boolean</td>
</tr>
<tr>
<td>OBJECT</td>
<td>One of the following values: Set, Member, Tuple, Level, Hierarchy, Dimension</td>
</tr>
<tr>
<td>HELP_CONTEXT</td>
<td>Help context ID for the function</td>
</tr>
<tr>
<td>CAPTION</td>
<td>Display caption of the function</td>
</tr>
</tbody>
</table>

**Request Example**

```xml
<SOAP-ENV:Envelope
 xmlns:xsi = "http://www.w3.org/2001/XMLSchema-instance"
 xmlns:xsd="http://www.w3.org/2001/XMLSchema">
 <SOAP-ENV:Body>
   <Discover xmlns="urn:schemas-microsoft-com:xml-analysis"
              SOAP-ENV:encodingStyle="http://schemas.xmlsoap.org/soap/encoding/>

```

<RequestType>MDSCHEMA_FUNCTIONS</RequestType>
<Restrictions><RestrictionList></RestrictionList></Restrictions>
<Properties>
  <PropertyList>
    <DataSourceInfo>Provider=Essbase;Data Source=localhost</DataSourceInfo>
    <Format>Tabular</Format>
  </PropertyList>
</Properties>
</Discover>
</SOAP-ENV:Body>
</SOAP-ENV:Envelope>

Response Example (truncated)

<?xml version="1.0"?>
  SOAP-ENV:encodingStyle="http://schemas.xmlsoap.org/soap/encoding/"/>
<SOAP-ENV:Body>
  <m:DiscoverResponse xmlns:m="urn:schemas-microsoft-com:xml-analysis">
          <xsd:element name="row" type="xsd:string">
            <xsd:complexType>
              <xsd:sequence minOccurs="0" maxOccurs="unbounded">
                <xsd:element name="FUNCTION_NAME" type="xsd:string" sql:field="FUNCTION_NAME"/>
                <xsd:element name="DESCRIPTION" type="xsd:string" sql:field="DESCRIPTION"/>
                <xsd:element name="PARAMETER_LIST" type="xsd:string" sql:field="PARAMETER_LIST"/>
                <xsd:element name="RETURN_TYPE" type="xsd:int" sql:field="RETURN_TYPE"/>
                <xsd:element name="ORIGIN" type="xsd:int" sql:field="ORIGIN"/>
                <xsd:element name="INTERFACE_NAME" type="xsd:string" sql:field="INTERFACE_NAME"/>
                <xsd:element name="OBJECT" type="xsd:string" sql:field="OBJECT" minOccurs="0"/>
                <xsd:element name="HELP_CONTEXT" type="xsd:int" sql:field="HELP_CONTEXT" minOccurs="0"/>
                <xsd:element name="CAPTION" type="xsd:string" sql:field="CAPTION"/>
              </xsd:sequence>
            </xsd:complexType>
          </xsd:element>
        </xsd:schema>
      </root>
    </m:return>
  </m:DiscoverResponse>
</SOAP-ENV:Body>
**MDSCHEMA_HIERARCHIES** Rowset

The HIERARCHIES rowset contains information about the hierarchies available in a dimension.

**GUID:** MDSCHEMA_HIERARCHIES

Table 12 describes the rowset structure.

<table>
<thead>
<tr>
<th>Column Name</th>
<th>Essbase Mapping</th>
</tr>
</thead>
<tbody>
<tr>
<td>CATALOG_NAME</td>
<td>Application name</td>
</tr>
<tr>
<td>CUBE_NAME</td>
<td>Database name</td>
</tr>
<tr>
<td>DIMENSION_UNIQUE_NAME</td>
<td>Dimension name</td>
</tr>
<tr>
<td>HIERARCHY_NAME</td>
<td>Dimension name</td>
</tr>
<tr>
<td>HIERARCHY_UNIQUE_NAME</td>
<td>Dimension name</td>
</tr>
<tr>
<td>HIERARCHY_CAPTION</td>
<td>Dimension name</td>
</tr>
<tr>
<td>DIMENSION_TYPE</td>
<td>If Essbase dimension type is:</td>
</tr>
<tr>
<td></td>
<td>● TIME: MD_DIMTYPE_TIME</td>
</tr>
<tr>
<td></td>
<td>● ACCOUNTS: MD_DIMTYPE_MEASURE</td>
</tr>
<tr>
<td></td>
<td>● ALL OTHER: MD_DIMTYPE_OTHER</td>
</tr>
<tr>
<td>HIERARCHY_CARDINALITY</td>
<td>Number of members in the dimension</td>
</tr>
<tr>
<td>Column Name</td>
<td>Essbase Mapping</td>
</tr>
<tr>
<td>-----------------------------</td>
<td>----------------------------------</td>
</tr>
<tr>
<td>DEFAULT_MEMBER</td>
<td>Dimension name</td>
</tr>
<tr>
<td>ALL_MEMBER</td>
<td>Dimension name</td>
</tr>
<tr>
<td>DESCRIPTION</td>
<td>Dimension comment</td>
</tr>
<tr>
<td>STRUCTURE</td>
<td>MD_STRUCTURE_UNBALANCED(2)</td>
</tr>
<tr>
<td>HIERARCHY_UNIQUE_SETTINGS</td>
<td>2</td>
</tr>
<tr>
<td>HIERARCHY_IS_VISIBLE</td>
<td>True</td>
</tr>
</tbody>
</table>

**Request Example**

```xml
<SOAP-ENV:Envelope
xmlns:SOAP-ENV="http://schemas.xmlsoap.org/soap/envelope/"
xmlns:xsi = "http://www.w3.org/2001/XMLSchema-instance"
xmlns:xsd="http://www.w3.org/2001/XMLSchema">
  <SOAP-ENV:Body>
    <Discover xmlns="urn:schemas-microsoft-com:xml-analysis"
SOAP-ENV:encodingStyle="http://schemas.xmlsoap.org/soap/encoding/">
      <RequestType>MDSCHEMA_HIERARCHIES</RequestType>
      <Restrictions>
        <RestrictionList>
          <CUBE_NAME>Sample.Basic</CUBE_NAME>
          <DIMENSION_UNIQUE_NAME>Year</DIMENSION_UNIQUE_NAME>
        </RestrictionList>
      </Restrictions>
      <Properties>
        <PropertyList>
          <DataSourceInfo>Provider=Essbase;Data Source=localhost</DataSourceInfo>
          <Format>Tabular</Format>
        </PropertyList>
      </Properties>
    </Discover>
  </SOAP-ENV:Body>
</SOAP-ENV:Envelope>
```

**Response Example**

```xml
<?xml version="1.0"?>
<SOAP-ENV:Envelope
xmlns:SOAP-ENV="http://schemas.xmlsoap.org/soap/envelope/"
SOAP-ENV:encodingStyle="http://schemas.xmlsoap.org/soap/encoding/">
  <SOAP-ENV:Body>
    <m:DiscoverResponse xmlns:m="urn:schemas-microsoft-com:xml-analysis">
      <m:return xsi:type="xsd:string">
        <root xmlns="urn:schemas-microsoft-com:xml-analysis:rowset"
          xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"
          xmlns:xsd="http://www.w3.org/2001/XMLSchema">
          <xsd:schema xmlns="urn:schemas-microsoft-com:xml-analysis:rowset"
            targetNamespace="urn:schemas-microsoft-com:xml-analysis:rowset"
            xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance">
```

1190
<table>
<thead>
<tr>
<th>CATALOG_NAME</th>
<th>Sample</th>
</tr>
</thead>
<tbody>
<tr>
<td>CUBE_NAME</td>
<td>Sample.Basic</td>
</tr>
<tr>
<td>DIMENSION_UNIQUE_NAME</td>
<td>[Year]</td>
</tr>
<tr>
<td>HIERARCHY_NAME</td>
<td>Year</td>
</tr>
<tr>
<td>HIERARCHY_UNIQUE_NAME</td>
<td>[Year]</td>
</tr>
<tr>
<td>HIERARCHY_CAPTION</td>
<td>Year</td>
</tr>
<tr>
<td>DIMENSION_TYPE</td>
<td>1</td>
</tr>
<tr>
<td>HIERARCHY_CARDINALITY</td>
<td>19</td>
</tr>
<tr>
<td>DEFAULT_MEMBER</td>
<td>[Year]</td>
</tr>
<tr>
<td>ALL_MEMBER</td>
<td>[Year]</td>
</tr>
<tr>
<td>STRUCTURE</td>
<td>2</td>
</tr>
<tr>
<td>HIERARCHY_UNIQUE_SETTINGS</td>
<td>2</td>
</tr>
<tr>
<td>HIERARCHY_IS_VISIBLE</td>
<td>true</td>
</tr>
</tbody>
</table>
**MDSCHEMA_MEASURES Rowset**

The MEASURES rowset contains information about the available measures.

**GUID:** MDSCHEMA_MEASURES

Table 13 describes the rowset structure.

<table>
<thead>
<tr>
<th>Column Name</th>
<th>Essbase Mapping</th>
</tr>
</thead>
<tbody>
<tr>
<td>CATALOG_NAME</td>
<td>Application name</td>
</tr>
<tr>
<td>CUBE_NAME</td>
<td>Database name</td>
</tr>
<tr>
<td>MEASURE_NAME</td>
<td>Member names in the Accounts dimension</td>
</tr>
<tr>
<td>MEASURE_UNIQUE_NAME</td>
<td>Above member name</td>
</tr>
<tr>
<td>MEASURE_CAPTION</td>
<td>Above member name</td>
</tr>
<tr>
<td>MEASURE_AGGREGATOR</td>
<td>Essbase ADDITION: 1</td>
</tr>
<tr>
<td></td>
<td>Essbase SUBTRACTION: 17</td>
</tr>
<tr>
<td></td>
<td>Essbase MULTIPLICATION: 18</td>
</tr>
<tr>
<td></td>
<td>Essbase DIVISION: 19</td>
</tr>
<tr>
<td></td>
<td>Essbase PERCENT: 20</td>
</tr>
<tr>
<td></td>
<td>Essbase NOOP: 21</td>
</tr>
<tr>
<td>DESCRIPTION</td>
<td>Member comment</td>
</tr>
<tr>
<td>DATA_TYPE</td>
<td>5</td>
</tr>
<tr>
<td>EXPRESSION</td>
<td>Member formula</td>
</tr>
<tr>
<td>MEASURE_IS_VISIBLE</td>
<td>True</td>
</tr>
</tbody>
</table>

**Request Example**

```xml
<SOAP-ENV:Envelope
  xmlns:SOAP-ENV="http://schemas.xmlsoap.org/soap/envelope/"
  xmlns:xsi = "http://www.w3.org/2001/XMLSchema-instance"
  xmlns:xsd="http://www.w3.org/2001/XMLSchema">
  <SOAP-ENV:Body>
    <Discover xmlns="urn:schemas-microsoft-com:xml-analysis"
      SOAP-ENV:encodingStyle="http://schemas.xmlsoap.org/soap/encoding/"/>
  <RequestType>MDSCHEMA_MEASURES</RequestType>
  <Restrictions>
```

1192
Response Example (truncated)

<?xml version="1.0"?>
                  xmlns:SOAP-ENV:encodingStyle="http://schemas.xmlsoap.org/soap/encoding/">
  <SOAP-ENV:Body>
    <m:DiscoverResponse xmlns:m="urn:schemas-microsoft-com:xml-analysis">
          <xsd:complexType>
            <xsd:sequence minOccurs="0" maxOccurs="unbounded">
              <xsd:element name="row" type="row"/>
            </xsd:sequence>
          </xsd:complexType>
        </root>
      </m:return>
    </m:DiscoverResponse>
  </SOAP-ENV:Body>
</SOAP-ENV:Envelope>
**MDSCHEMA_MEMBERS Rowset**

The MEMBERS rowset contains information about the available members.

**GUID:** MDSCHEMA_MEMBERS

Table 14 describes the rowset structure.

<table>
<thead>
<tr>
<th>Table 14</th>
<th>MDSCHEMA_MEMBERS Rowset Structure</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Column Name</strong></td>
<td><strong>Essbase Mapping</strong></td>
</tr>
<tr>
<td>CATALOG_NAME</td>
<td>Application name</td>
</tr>
<tr>
<td>CUBE_NAME</td>
<td>Database name</td>
</tr>
<tr>
<td>DIMENSION_UNIQUE_NAME</td>
<td>Dimension name</td>
</tr>
<tr>
<td>HIERARCHY_UNIQUE_NAME</td>
<td>Dimension name</td>
</tr>
<tr>
<td>LEVEL_UNIQUE_NAME</td>
<td>Level name</td>
</tr>
<tr>
<td>LEVEL_NUMBER</td>
<td>Level number</td>
</tr>
<tr>
<td>Column Name</td>
<td>Essbase Mapping</td>
</tr>
<tr>
<td>---------------------</td>
<td>----------------------------------------------------------------------------------</td>
</tr>
<tr>
<td>GENERATION_NUMBER</td>
<td>Generation number</td>
</tr>
<tr>
<td>MEMBER_ORDINAL</td>
<td>Member number</td>
</tr>
<tr>
<td>MEMBER_NAME</td>
<td>Member name</td>
</tr>
<tr>
<td>MEMBER_UNIQUE_NAME</td>
<td>Unique member name</td>
</tr>
<tr>
<td>MEMBER_TYPE</td>
<td>1 (REGULAR)</td>
</tr>
<tr>
<td>MEMBER_CAPTION</td>
<td>Member name</td>
</tr>
<tr>
<td>MEMBER_ALIAS</td>
<td>Default alias</td>
</tr>
<tr>
<td>CHILDREN_CARDINALITY</td>
<td>Child count</td>
</tr>
<tr>
<td>PARENT_LEVEL</td>
<td>Level number of the parent. For dimension, same level number as the dimension level number</td>
</tr>
<tr>
<td>PARENT_UNIQUE_NAME</td>
<td>Name of the parent. For dimension, same name as the dimension name</td>
</tr>
<tr>
<td>PARENT_COUNT</td>
<td>Always 1</td>
</tr>
<tr>
<td>DESCRIPTION</td>
<td>Member comment</td>
</tr>
</tbody>
</table>

**Request Example**

```xml
<SOAP-ENV:Envelope
  xmlns:SOAP-ENV="http://schemas.xmlsoap.org/soap/envelope/"
  xmlns:xsi = "http://www.w3.org/2001/XMLSchema-instance"
  xmlns:xsd="http://www.w3.org/2001/XMLSchema"
  xmlns:wsse="http://docs.oasis-open.org/wss/2004/01/oasis-200401-wss-wssecurity-
  secrest-1.0.xsd">
  <SOAP-ENV:Header>
    <wsse:Security>
      <wsse:UsernameToken>
        <wsse:Username>system</wsse:Username>
        <wsse:Password>password</wsse:Password>
      </wsse:UsernameToken>
    </wsse:Security>
  </SOAP-ENV:Header>
  <SOAP-ENV:Body>
    <Discover xmlns="urn:schemas-microsoft-com:xml-analysis"
      SOAP-ENV:encodingStyle="http://schemas.xmlsoap.org/soap/encoding/">
      <RequestType>MDSCHEMA_MEMBERS</RequestType>
      <Restrictions>
        <RestrictionList>
          <CATALOG_NAME>Sample</CATALOG_NAME>
          <CUBE_NAME>Basic</CUBE_NAME>
          <DIMENSION_UNIQUE_NAME>Year</DIMENSION_UNIQUE_NAME>
        </RestrictionList>
      </Restrictions>
      <Properties>
        <PropertyList>
          <DataSourceInfo>
            Provider=Essbase;Data Source=localhost
          </DataSourceInfo>
        </PropertyList>
      </Properties>
    </Discover>
  </SOAP-ENV:Body>
</SOAP-ENV:Envelope>
```
Response Example (truncated)

```xml
<?xml version="1.0"?>
SOAP-ENV:encodingStyle="http://schemas.xmlsoap.org/soap/encoding/"/>
<SOAP-ENV:Body>
<m:DiscoverResponse xmlns:m="urn:schemas-microsoft-com:xml-analysis">
  <m:return xsi:type="xsd:string">
        <xsd:complexType name="row">
          <xsd:sequence maxOccurs="unbounded" minOccurs="0">
            <xsd:element name="CATALOG_NAME" type="xsd:string" sql:field="CATALOG_NAME"/>
            <xsd:element name="CUBE_NAME" type="xsd:string" sql:field="CUBE_NAME"/>
            <xsd:element name="DIMENSION_UNIQUE_NAME" type="xsd:string" sql:field="DIMENSION_UNIQUE_NAME"/>
            <xsd:element name="HIERARCHY_UNIQUE_NAME" type="xsd:string" sql:field="HIERARCHY_UNIQUE_NAME"/>
            <xsd:element name="LEVEL_UNIQUE_NAME" type="xsd:string" sql:field="LEVEL_UNIQUE_NAME"/>
            <xsd:element name="LEVEL_NUMBER" type="xsd:unsignedInt" sql:field="LEVEL_NUMBER"/>
            <xsd:element name="GENERATION_NUMBER" type="xsd:unsignedInt" sql:field="GENERATION_NUMBER"/>
            <xsd:element name="MEMBER_ORDINAL" type="xsd:unsignedInt" sql:field="MEMBER_ORDINAL"/>
            <xsd:element name="MEMBER_NAME" type="xsd:string" sql:field="MEMBER_NAME"/>
            <xsd:element name="MEMBER_TYPE" type="xsd:string" sql:field="MEMBER_TYPE"/>
            <xsd:element name="MEMBER_UNIQUE_NAME" type="xsd:string" sql:field="MEMBER_UNIQUE_NAME"/>
            <xsd:element name="MEMBER_CAPTION" type="xsd:string"/>
          </xsd:sequence>
        </xsd:complexType>
      </xsd:schema>
    </root>
  </m:return>
</m:DiscoverResponse>
</SOAP-ENV:Body>
</SOAP-ENV:Envelope>
```
The PROPERTIES rowset contains information about the available properties for each level of the dimension, assuming that each level defines a class of members. The properties of all members in this class are the same. For a data store that does not support named levels, a dummy level includes all members in the dimension. The name of this level is the same as the name of the dimension.

The default sort order: PROPERTY_TYPE, CATALOG_NAME, SCHEMA_NAME, CUBE_NAME, DIMENSION_UNIQUE_NAME, HIERARCHY_UNIQUE_NAME, and LEVEL_UNIQUE_NAME.

GUID: MDSCHEMA_PROPERTIES
Table 15 describes the rowset structure.

<table>
<thead>
<tr>
<th>Column Name</th>
<th>Essbase Mapping</th>
</tr>
</thead>
<tbody>
<tr>
<td>CATALOG_NAME</td>
<td>Application name</td>
</tr>
<tr>
<td>CUBE_NAME</td>
<td>Database name</td>
</tr>
<tr>
<td>HIERARCHY_UNIQUE_NAME</td>
<td>Dimension name</td>
</tr>
<tr>
<td>LEVEL_UNIQUE_NAME</td>
<td>Dimension name</td>
</tr>
<tr>
<td>PROPERTY_TYPE</td>
<td>1 (MDPROP_MEMBER)</td>
</tr>
<tr>
<td>PROPERTY_NAME</td>
<td>One of the following:</td>
</tr>
<tr>
<td></td>
<td>• For attribute dimension, the name of the dimension is the name of the property</td>
</tr>
<tr>
<td></td>
<td>• For UDA, the UDA name</td>
</tr>
<tr>
<td></td>
<td>• For aliases, the alias name</td>
</tr>
<tr>
<td>PROPERTY_CAPTION</td>
<td>One of the following:</td>
</tr>
<tr>
<td></td>
<td>• For attribute dimensions, the attribute dimension name</td>
</tr>
<tr>
<td></td>
<td>• For UDA, the UDA name</td>
</tr>
<tr>
<td></td>
<td>• For aliases, the alias name</td>
</tr>
<tr>
<td>DATA_TYPE</td>
<td>1 (double) – attribute dimension</td>
</tr>
<tr>
<td></td>
<td>2 (boolean) – attribute dimension</td>
</tr>
<tr>
<td></td>
<td>3 (string) – attribute dimension, UDA or alias</td>
</tr>
<tr>
<td></td>
<td>4 (integer) – attribute dimension</td>
</tr>
<tr>
<td>CHARACTER_MAXIMUM_LENGTH</td>
<td>80 (for UDA or an attribute dimension)</td>
</tr>
<tr>
<td></td>
<td>30 (for alias)</td>
</tr>
<tr>
<td>CHARACTER_OCTET_LENGTH</td>
<td>320 (for UDA or an attribute dimension)</td>
</tr>
<tr>
<td></td>
<td>120 (for alias)</td>
</tr>
<tr>
<td>PROPERTY_CONTENT_TYPE</td>
<td>0 (MD_PROPTYPE_REGULAR)</td>
</tr>
<tr>
<td>SQL_COLUMN_NAME</td>
<td>One of the following:</td>
</tr>
<tr>
<td></td>
<td>• For attribute dimensions, the attribute dimension name</td>
</tr>
<tr>
<td></td>
<td>• For UDA, the UDA name</td>
</tr>
<tr>
<td></td>
<td>• For aliases, the alias name</td>
</tr>
<tr>
<td>PROPERTY_ORIGIN</td>
<td>1 (MD_USER_DEFINED)</td>
</tr>
<tr>
<td>PROPERTY_ATTRIBUTE_HIERARCHY_NAME</td>
<td>For attribute dimensions, the attribute dimension name</td>
</tr>
<tr>
<td>PROPERTY_CARDINALITY</td>
<td>ONE (for UDA and aliases)</td>
</tr>
<tr>
<td></td>
<td>MANY (for attribute dimension)</td>
</tr>
<tr>
<td>Column Name</td>
<td>Essbase Mapping</td>
</tr>
<tr>
<td>------------</td>
<td>----------------</td>
</tr>
<tr>
<td>PROPERTY_IS_VISIBLE</td>
<td>True</td>
</tr>
</tbody>
</table>

**Request Example**

```xml
<SOAP-ENV:Envelope
 xmlns:SOAP-ENV="http://schemas.xmlsoap.org/soap/envelope/"
 xmlns:xsi = "http://www.w3.org/2001/XMLSchema-instance"
 xmlns:xsd="http://www.w3.org/2001/XMLSchema">
 <SOAP-ENV:Body>
 <Discover xmlns="urn:schemas-microsoft-com:xml-analysis"
 SOAP-ENV:encodingStyle="http://schemas.xmlsoap.org/soap/encoding/">
 <RequestType>MDSCHEMA_PROPERTIES</RequestType>
 <Restrictions>
  <RestrictionList>
   <CATALOG_NAME>Sample</CATALOG_NAME>
   <CUBE_NAME>Basic</CUBE_NAME>
   <DIMENSION_UNIQUE_NAME>Product</DIMENSION_UNIQUE_NAME>
   <LEVEL_UNIQUE_NAME>SKU</LEVEL_UNIQUE_NAME>
  </RestrictionList>
 </Restrictions>
 <Properties>
  <PropertyList>
   <DataSourceInfo>
    Provider=Essbase;Data Source=localhost
   </DataSourceInfo>
   <Format>Tabular</Format>
  </PropertyList>
 </Properties>
</Discover>
</SOAP-ENV:Body>
</SOAP-ENV:Envelope>
```

**Response Example (truncated)**

```xml
<?xml version="1.0"?>
 SOAP-ENV:encodingStyle="http://schemas.xmlsoap.org/soap/encoding/">
 <SOAP-ENV:Body>
  <m:DiscoverResponse xmlns:m="urn:schemas-microsoft-com:xml-analysis">
   <m:return xsi:type="xsd:string"
    xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"
    xmlns:xsd="http://www.w3.org/2001/XMLSchema">
    <root xmlns="urn:schemas-microsoft-com:xml-analysis:rowset"
     xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"
     xmlns:xsd="http://www.w3.org/2001/XMLSchema">
     <xsd:element type="xsd:string">
      <xsd:complexType>
       <xsd:sequence minOccurs="0" maxOccurs="unbounded">
        <xsd:element name="row" type="row"/>
       </xsd:sequence>
      </xsd:complexType>
     </xsd:element>
    </root>
   </m:return>
  </m:DiscoverResponse>
</SOAP-ENV:Body>
</SOAP-ENV:Envelope>
```
<row>
  <CATALOG_NAME>Sample</CATALOG_NAME>
</row>
MDSCHEMA_SETS Rowset

The SETS rowset contains information about the sets in a schema (or the catalog, if the provider does not support schemas).

GUID: MDSCHEMA_SETS

Table 16 describes the rowset structure.

<table>
<thead>
<tr>
<th>Column Name</th>
<th>Essbase Mapping</th>
</tr>
</thead>
<tbody>
<tr>
<td>CATALOG_NAME</td>
<td>Application name</td>
</tr>
<tr>
<td>CUBE_NAME</td>
<td>Database name</td>
</tr>
<tr>
<td>SET_NAME</td>
<td>Name of the set</td>
</tr>
<tr>
<td>SCOPE</td>
<td>Session</td>
</tr>
</tbody>
</table>

MDSCHEMA_LEVELS Rowset

The LEVELS rowset contains information about the levels available in a dimension.

GUID: MDSCHEMA_LEVELS

Table 17 describes the rowset structure.
Table 17  MDSHEMA_LEVELS Rowset Structure

<table>
<thead>
<tr>
<th>Column Name</th>
<th>Essbase Mapping</th>
</tr>
</thead>
<tbody>
<tr>
<td>CATALOG_NAME</td>
<td>Application name</td>
</tr>
<tr>
<td>CUBE_NAME</td>
<td>Database name</td>
</tr>
<tr>
<td>DIMENSION_UNIQUE_NAME</td>
<td>Name of the dimension to which the level belongs</td>
</tr>
<tr>
<td>HIERARCHY_UNIQUE_NAME</td>
<td>Name of the dimension to which the level belongs</td>
</tr>
<tr>
<td>LEVEL_NAME</td>
<td>Unique level name</td>
</tr>
<tr>
<td>LEVEL_UNIQUE_NAME</td>
<td>Unique level name</td>
</tr>
<tr>
<td>LEVEL_CAPTION</td>
<td>Level name</td>
</tr>
<tr>
<td>LEVEL_NUMBER</td>
<td>Level number</td>
</tr>
<tr>
<td>LEVEL_CARDINALITY</td>
<td>Number of members in the level</td>
</tr>
<tr>
<td>LEVEL_TYPE</td>
<td>MDLEVEL_TYPE_ALL (for dimension level)</td>
</tr>
<tr>
<td></td>
<td>MDLEVEL_TYPE_TIME (for dimension type TIME)</td>
</tr>
<tr>
<td></td>
<td>MDLEVEL_TYPE_REGULAR (for all others)</td>
</tr>
<tr>
<td>LEVEL_UNIQUE_SETTINGS</td>
<td>2 (MDDIMENSIONS_MEMBER_NAME_UNIQUE)</td>
</tr>
<tr>
<td>LEVEL_IS_VISIBLE</td>
<td>True</td>
</tr>
<tr>
<td>ESSBASE_GEN_UNIQUE_NAME</td>
<td>Generation unique name</td>
</tr>
<tr>
<td>ESSBASE_GEN_CAPTION</td>
<td>Generation caption</td>
</tr>
</tbody>
</table>

Request Example

```xml
<SOAP-ENV:Envelope
xmlns:SOAP-ENV="http://schemas.xmlsoap.org/soap/envelope/"
xmlns:xsi = "http://www.w3.org/2001/XMLSchema-instance"
xmlns:xsd="http://www.w3.org/2001/XMLSchema">
<SOAP-ENV:Body>
<Discover xmlns="urn:schemas-microsoft-com:xml-analysis"
SOAP-ENV:encodingStyle="http://schemas.xmlsoap.org/soap/encoding/">  
<RequestType>MDSCHEMA_LEVELS</RequestType>
<Restrictions>
  <RestrictionList>
    <CATALOG_NAME>Sample</CATALOG_NAME>
    <CUBE_NAME>Basic</CUBE_NAME>
    <DIMENSION_UNIQUE_NAME>Year</DIMENSION_UNIQUE_NAME>
  </RestrictionList>
</Restrictions>
<Properties>
  <PropertyList>
    <DataSourceInfo>Provider=Essbase;Data Source=localhost</DataSourceInfo>
    <Format>Tabular</Format>
  </PropertyList>
</Properties>
</SOAP-ENV:Body>
</SOAP-ENV:Envelope>
```
Response Example

<?xml version="1.0"?>
SOAP-ENV:encodingStyle="http://schemas.xmlsoap.org/soap/encoding/">
  <m:DiscoverResponse xmlns:m="urn:schemas-microsoft-com:xml-analysis">
    <m:return xsi:type="xsd:string">
        <xsd:schema xmlns="urn:schemas-microsoft-com:xml-analysis:rowset"
          targetNamespace="urn:schemas-microsoft-com:xml-analysis:rowset"
          xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"
          xmlns:xsd="http://www.w3.org/2001/XMLSchema"
          xmlns:sql="urn:schemas-microsoft-com:xml-sql"
          elementFormDefault="qualified">
          <xsd:element name="row">
            <xsd:complexType>
              <xsd:sequence minOccurs="0" maxOccurs="unbounded">
                <xsd:element name="CATALOG_NAME" type="xsd:string" sql:field="CATALOG_NAME"/>
                <xsd:element name="CUBE_NAME" type="xsd:string" sql:field="CUBE_NAME"/>
                <xsd:element name="DIMENSION_UNIQUE_NAME" type="xsd:string" sql:field="DIMENSION_UNIQUE_NAME"/>
                <xsd:element name="HIERARCHY_UNIQUE_NAME" type="xsd:string" sql:field="HIERARCHY_UNIQUE_NAME"/>
                <xsd:element name="LEVEL_NAME" type="xsd:string" sql:field="LEVEL_NAME"/>
                <xsd:element name="LEVEL_UNIQUE_NAME" type="xsd:string" sql:field="LEVEL_UNIQUE_NAME"/>
                <xsd:element name="LEVEL_CAPTION" type="xsd:string" sql:field="LEVEL_CAPTION"/>
                <xsd:element name="LEVEL_NUMBER" type="xsd:unsignedInt" sql:field="LEVEL_NUMBER"/>
                <xsd:element name="LEVEL_CARDINALITY" type="xsd:unsignedInt" sql:field="LEVEL_CARDINALITY"/>
                <xsd:element name="LEVEL_TYPE" type="xsd:int" sql:field="LEVEL_TYPE"/>
                <xsd:element name="LEVEL_UNIQUE_SETTINGS" type="xsd:int" sql:field="LEVEL_UNIQUE_SETTINGS"/>
                <xsd:element name="LEVEL_IS_VISIBLE" type="xsd:boolean" sql:field="LEVEL_IS_VISIBLE"/>
                <xsd:element name="DESCRIPTION" type="xsd:string" sql:field="DESCRIPTION" minOccurs="0"/>
              </xsd:sequence>
            </xsd:complexType>
          </xsd:element>
        </xsd:schema>
      </root>
    </m:return>
  </m:DiscoverResponse>
</SOAP-ENV:Envelope>
<xsd:element name="ESSBASE_GEN_UNIQUE_NAME" type="xsd:string" sql:field="ESSBASE_GEN_UNIQUE_NAME"/>
<xsd:element name="ESSBASE_GEN_CAPTION" type="xsd:string" sql:field="ESSBASE_GEN_CAPTION"/>

</xsd:sequence>
</xsd:complexType>
</xsd:schema>

<row>
  <CATALOG_NAME>Sample</CATALOG_NAME>
  <CUBE_NAME>Sample.Basic</CUBE_NAME>
  <DIMENSION_UNIQUE_NAME>[Year]</DIMENSION_UNIQUE_NAME>
  <HIERARCHY_UNIQUE_NAME>[Year]</HIERARCHY_UNIQUE_NAME>
  <LEVEL_NAME>[Year].Levels(2)</LEVEL_NAME>
  <LEVEL_UNIQUE_NAME>[Year].Levels(2)</LEVEL_UNIQUE_NAME>
  <LEVEL_CAPTION>[Year].Level 2</LEVEL_CAPTION>
  <LEVEL_NUMBER>2</LEVEL_NUMBER>
  <LEVEL_CARDINALITY>12</LEVEL_CARDINALITY>
  <LEVEL_TYPE>4</LEVEL_TYPE>
  <LEVEL_UNIQUE_SETTINGS>2</LEVEL_UNIQUE_SETTINGS>
  <LEVEL_IS_VISIBLE>true</LEVEL_IS_VISIBLE>
  <ESSBASE_GEN_UNIQUE_NAME>[Year].[Months]</ESSBASE_GEN_UNIQUE_NAME>
  <ESSBASE_GEN_CAPTION>[Year].Months</ESSBASE_GEN_CAPTION>
</row>

...............More Rows.............
</root>
</m:return>
</m:DiscoverResponse>
</SOAP-ENV:Body>
</SOAP-ENV:Envelope>

**DISCOVER_SCHEMA_ROWSETS Rowset**

GUID: DISCOVER_SCHEMA_ROWSETS

Table 18 describes the rowset structure.

<table>
<thead>
<tr>
<th>Column Name</th>
<th>Essbase Mapping</th>
</tr>
</thead>
<tbody>
<tr>
<td>SchemaName</td>
<td>The name of the schema/request. This returns the values in the RequestTypes enumeration, plus any additional types supported by the provider. The provider defines rowset structures for the additional types.</td>
</tr>
<tr>
<td>Restrictions</td>
<td>List of restrictions allowed</td>
</tr>
<tr>
<td>Description</td>
<td>Description of the schema</td>
</tr>
</tbody>
</table>

**DISCOVER_DATASOURCES Rowset**

GUID: DISCOVER_DATASOURCES

Table 19 describes the rowset structure.
Table 19  DISCOVER_DATASOURCES Rowset Structure

<table>
<thead>
<tr>
<th>Column Name</th>
<th>Essbase Mapping</th>
</tr>
</thead>
<tbody>
<tr>
<td>DataSourceName</td>
<td>Name of the data source</td>
</tr>
<tr>
<td>DataSourceDescription</td>
<td>Description of the data source</td>
</tr>
<tr>
<td>DataSourceInfo</td>
<td>Provider=Essbase Data Source= name of the Analytic Server</td>
</tr>
<tr>
<td>ProviderName</td>
<td>XMLA for Essbase</td>
</tr>
<tr>
<td>ProviderType</td>
<td>MDP</td>
</tr>
<tr>
<td>AuthenticationMode</td>
<td>Authenticated</td>
</tr>
</tbody>
</table>

DISCOVER_PROPERTIES Rowset

GUID: DISCOVER_PROPERTIES

Table 20 describes the rowset structure.

Table 20  DISCOVER_PROPERTIES Rowset Structure

<table>
<thead>
<tr>
<th>Column Name</th>
<th>Essbase Mapping</th>
</tr>
</thead>
<tbody>
<tr>
<td>PropertyName</td>
<td>Name of the property</td>
</tr>
<tr>
<td>PropertyDescription</td>
<td>Description of the property</td>
</tr>
<tr>
<td>PropertyType</td>
<td>XML data type of the property.</td>
</tr>
<tr>
<td>PropertyAccessType</td>
<td>Access for the property. The value can be Read, Write, or ReadWrite</td>
</tr>
<tr>
<td>IsRequired</td>
<td>True if a property is required, false if it is not required</td>
</tr>
<tr>
<td>Value</td>
<td>Current value of the property</td>
</tr>
</tbody>
</table>

Request Example

```xml
<SOAP-ENV:Envelope
 xmlns:SOAP-ENV="http://schemas.xmlsoap.org/soap/envelope/"
 xmlns:xsi = "http://www.w3.org/2001/XMLSchema-instance"
 xmlns:xsd="http://www.w3.org/2001/XMLSchema">
 <SOAP-ENV:Body>
  <Discover xmlns="urn:schemas-microsoft-com:xml-analysis"
   SOAP-ENV:encodingStyle="http://schemas.xmlsoap.org/soap/encoding/">
   <RequestType>DISCOVER_PROPERTIES</RequestType>
   <Restrictions>
    <RestrictionList></RestrictionList>
   </Restrictions>
   <Properties>
    <PropertyList>
     <DataSourceInfo>Provider=Essbase; Data Source=localhost</DataSourceInfo>
     <Format>Tabular</Format>
    </PropertyList>
   </Properties>
  </Discover>
</SOAP-ENV:Body>
```
Response Example

<?xml version="1.0"?>
<SOAP-ENV:Envelope
xmlns:SOAP-ENV="http://schemas.xmlsoap.org/soap/envelope/"
SOAP-ENV:encodingStyle="http://schemas.xmlsoap.org/soap/encoding/"
><m:DiscoverResponse xmlns:m="urn:schemas-microsoft-com:xml-analysis">
  <m:return xsi:type="xsd:string">
    <root xmlns="urn:schemas-microsoft-com:xml-analysis:rowset"
      xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"
      xmlns:xsd="http://www.w3.org/2001/XMLSchema">
      <xsd:schema xmlns="urn:schemas-microsoft-com:xml-analysis:rowset"
        targetNamespace="urn:schemas-microsoft-com:xml-analysis:rowset"
        xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"
        xmlns:xsd="http://www.w3.org/2001/XMLSchema"
        xmlns:sql="urn:schemas-microsoft-com:xml-sql"
        elementFormDefault="qualified">
        <xsd:element name="root">
          <xsd:complexType>
            <xsd:sequence minOccurs="0" maxOccurs="unbounded">
              <xsd:element name="row" type="xsd:string"/>
            </xsd:sequence>
          </xsd:complexType>
        </xsd:element>
        <xsd:complexType name="row">
          <xsd:sequence maxOccurs="unbounded" minOccurs="0">
            <xsd:element name="PropertyName" type="xsd:string"
              sql:field="PropertyName"/>
            <xsd:element name="PropertyDescription" type="xsd:string"
              sql:field="PropertyDescription"/>
            <xsd:element name="PropertyType" type="xsd:string"
              sql:field="PropertyType"/>
            <xsd:element name="PropertyAccessType" type="xsd:string"
              sql:field="PropertyAccessType"/>
            <xsd:element name="IsRequired" type="xsd:boolean"
              sql:field="IsRequired"/>
            <xsd:element name="Value" type="xsd:string"
              sql:field="Value"/>
          </xsd:sequence>
        </xsd:complexType>
      </xsd:schema>
      <row>
        <PropertyName>ProviderName</PropertyName>
        <PropertyDescription>The name of the Analytic Services Provider</PropertyDescription>
        <PropertyType>string</PropertyType>
        <PropertyAccessType>Read</PropertyAccessType>
        <IsRequired>false</IsRequired>
        <Value>Analytic Services XML for Analysis Provider</Value>
      </row>
    </root>
  </m:return>
</m:DiscoverResponse>
</SOAP-ENV:Body>
</SOAP-ENV:Envelope>
DISCOVER_ENUMERATORS Rowset

GUID: DISCOVER_ENUMERATORS

Table 21 describes the rowset structure.

<table>
<thead>
<tr>
<th>Column Name</th>
<th>Essbase Mapping</th>
</tr>
</thead>
<tbody>
<tr>
<td>EnumName</td>
<td>Name of the enumerator that contains a set of values</td>
</tr>
<tr>
<td>EnumDescription</td>
<td>Description of the enumerator</td>
</tr>
<tr>
<td>ElementName</td>
<td>Name of one of the value elements in the enumerator set</td>
</tr>
<tr>
<td></td>
<td>Example: TDP</td>
</tr>
<tr>
<td>ElementDescription</td>
<td>Description of the element</td>
</tr>
<tr>
<td>EnumType</td>
<td>Data type of the Enum values</td>
</tr>
<tr>
<td>ElementValue</td>
<td>Value of the element</td>
</tr>
<tr>
<td></td>
<td>Example: 01</td>
</tr>
</tbody>
</table>

Request Example

```xml
<SOAP-ENV:Envelope
 xmlns:SOAP-ENV="http://schemas.xmlsoap.org/soap/envelope/"
 xmlns:xsi = "http://www.w3.org/2001/XMLSchema-instance"
 xmlns:xsd="http://www.w3.org/2001/XMLSchema">
 <SOAP-ENV:Body>
 <Discover xmlns="urn:schemas-microsoft-com:xml-analysis"
 SOAP-ENV:encodingStyle="http://schemas.xmlsoap.org/soap/encoding/">
  <RequestType>DISCOVER_ENUMERATORS</RequestType>
  <Restrictions>
   <RestrictionList/>
  </Restrictions>
  <Properties>
   <PropertyList>
    <DataSourceInfo>
     Provider=Essbase;Data Source=localhost
    </DataSourceInfo>
    <Format>Tabular</Format>
   </PropertyList>
  </Properties>
 </Discover>
 </SOAP-ENV:Body>
</SOAP-ENV:Envelope>
```
Response Example

<?xml version="1.0"?>
<SOAP-ENV:Envelope
SOAP-ENV:encodingStyle="http://schemas.xmlsoap.org/soap/encoding/">
<SOAP-ENV:Body>
<m:DiscoverResponse xmlns:m="urn:schemas-microsoft-com:xml-analysis">
<m:return xsi:type="xsd:string"
xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"
xmlns:xsd="http://www.w3.org/2001/XMLSchema">
<root xmlns="urn:schemas-microsoft-com:xml-analysis:rowset"
xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"
xmlns:xsd="http://www.w3.org/2001/XMLSchema">
<xsd:schema xmlns="urn:schemas-microsoft-com:xml-analysis:rowset"
targetNamespace="urn:schemas-microsoft-com:xml-analysis:rowset"
xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"
xmlns:xsd="http://www.w3.org/2001/XMLSchema"
elementFormDefault="qualified">
<xsd:element name="root">
<xsd:complexType>
<xsd:sequence minOccurs="0" maxOccurs="unbounded">
<xsd:element name="row" type="row"/>
</xsd:sequence>
</xsd:complexType>
</xsd:element>
</xsd:schema>
<row>
<EnumName>ProviderType</EnumName>
<ElementName>TDP</ElementName>
<EnumType>string</EnumType>
</row>
< ....................More Rows ............... >
</root>
</m:return>
</m:DiscoverResponse>
</SOAP-ENV:Body>
</SOAP-ENV:Envelope>
DISCOVER_KEYWORDS Rowset

GUID: DISCOVER_KEYWORDS

Table 22 describes the rowset structure.

Table 22  DISCOVER_KEYWORDS Rowset Structure

<table>
<thead>
<tr>
<th>Column Name</th>
<th>Essbase Mapping</th>
</tr>
</thead>
</table>
| Keyword     | A list of keywords reserved by a provider
|             | Example: AND    |

Request Example

```xml
<SOAP-ENV:Envelope
 xmlns:xsi = "http://www.w3.org/2001/XMLSchema-instance"
 xmlns:xsd="http://www.w3.org/2001/XMLSchema">
  <SOAP-ENV:Body>
    <Discover xmlns="urn:schemas-microsoft-com:xml-analysis"
      SOAP-ENV:encodingStyle="http://schemas.xmlsoap.org/soap/encoding/">
      <RequestType>DISCOVER_KEYWORDS</RequestType>
      <Restrictions>
        <RestrictionList>
        </RestrictionList>
      </Restrictions>
      <Properties>
        <PropertyList>
          <DataSourceInfo>
            Provider=Essbase;Data Source=localhost
          </DataSourceInfo>
          <Format>Tabular</Format>
        </PropertyList>
      </Properties>
      </Discover>
  </SOAP-ENV:Body>
</SOAP-ENV:Envelope>
```

Response Example

```xml
<?xml version="1.0"?>
<SOAP-ENV:Envelope
 SOAP-ENV:encodingStyle="http://schemas.xmlsoap.org/soap/encoding/">
  <SOAP-ENV:Body>
    <m:DiscoverResponse
      xmlns:m="urn:schemas-microsoft-com:xml-analysis">
      <m:return xsi:type="xsd:string">
        <root xmlns="urn:schemas-microsoft-com:xml-analysis:rowset"
          xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"
          xmlns:xsd="http://www.w3.org/2001/XMLSchema">
          <xsd:schema xmlns="urn:schemas-microsoft-com:xml-analysis:rowset"
            targetNamespace="urn:schemas-microsoft-com:xml-analysis:rowset"
            xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"
            xmlns:xsd="http://www.w3.org/2001/XMLSchema">
          </xsd:schema>
        </root>
      </m:return>
    </m:DiscoverResponse>
  </SOAP-ENV:Body>
</SOAP-ENV:Envelope>
```

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DISCOVER_LITERALS Rowset

GUID: DISCOVER_LITERALS

The section called “Example 1” describes the rowset structure.

Table 23 DISCOVER_LITERALS Rowset Structure

<table>
<thead>
<tr>
<th>Column Name</th>
<th>Essbase Mapping</th>
</tr>
</thead>
<tbody>
<tr>
<td>LiteralName</td>
<td>Name of the literal described in the row</td>
</tr>
<tr>
<td>Example: DBLITERAL_LIKE_PERCENT</td>
<td></td>
</tr>
<tr>
<td>LiteralValue</td>
<td>Contains the literal value</td>
</tr>
<tr>
<td>Example, if LiteralName is DBLITERAL_LIKE_PERCENT and the percent character (%) is used to match zero or more characters in a LIKE clause, this column’s value would be “%.”</td>
<td></td>
</tr>
<tr>
<td>LiteralInvalidChars</td>
<td>Characters, in the literal, that are not valid</td>
</tr>
<tr>
<td>Example: If table names can contain anything other than a numeric character, this string would be “0123456789”</td>
<td></td>
</tr>
<tr>
<td>LiteralInvalidStartingChars</td>
<td>Characters that are not valid as the first character of the literal. If the literal can start with any valid character, this is null.</td>
</tr>
<tr>
<td>LiteralMaxLength</td>
<td>Maximum number of characters in the literal. If there is no maximum or the maximum is unknown, the value is -1.</td>
</tr>
</tbody>
</table>
Flattened Rowset Examples

Flattening a rowset is a way to present multidimensional data in a grid. This two-dimensional, tabular presentation of data can facilitate understanding of the output of a multidimensional XMLA request.

MDX Examples

The following examples illustrate flattened rowsets as MDX queries and results. MDX is used for ease of presentation; however, the example queries are intended to be considered in terms of XMLA SOAP requests. Remember that in XMLA, level 0 represents a dimension, rather than a leaf member, as in MDX. Therefore, although these examples are in MDX, the levels are reversed as if they were in XMLA.

Example 1

The following query requests all members of level 1.

SELECT NON EMPTY ([Profit]) ON COLUMNS,
NON EMPTY [Product].Levels(1).ALLMEMBERS ON ROWS
FROM Sample.Basic

This query has the following result:

<table>
<thead>
<tr>
<th>[Product].[Family].[MEMBER_CAPTION]</th>
<th>Profit</th>
</tr>
</thead>
<tbody>
<tr>
<td>100</td>
<td>30468</td>
</tr>
<tr>
<td>200</td>
<td>27954</td>
</tr>
<tr>
<td>300</td>
<td>25799</td>
</tr>
<tr>
<td>400</td>
<td>21301</td>
</tr>
<tr>
<td>Diet</td>
<td>28826</td>
</tr>
</tbody>
</table>

Example 2

The following query requests a maximum of two levels. The flattening of rowsets includes level 1 in this request for levels(2). When using flattened rowsets, if you query for level N, levels 1 through N are returned.

SELECT NON EMPTY ([Profit]) ON COLUMNS,
NON EMPTY [Product].Levels(2).ALLMEMBERS ON ROWS
FROM Sample.Basic

This query has the following result (truncated):
### Example 3

The following query builds on the previous, and also asks for the result set to include the member unique name and level number properties for the set of levels 1 through N, where N=2. Each member and each property is allotted a row.

```sql
SELECT NON EMPTY ([Profit]) ON COLUMNS,
  NON EMPTY [Product].Levels(2).ALLMEMBERS
  DIMENSION PROPERTIES MEMBER_UNIQUE_NAME, LEVEL_NUMBER
ON ROWS
FROM Sample.Basic
```

This query has the following result (truncated):

<table>
<thead>
<tr>
<th>[Product].[Family].[MEMBER_CAPTION]</th>
<th>[Product].[SKU].[MEMBER_CAPTION]</th>
<th>[Profit]</th>
</tr>
</thead>
<tbody>
<tr>
<td>100</td>
<td>100–10</td>
<td>22777</td>
</tr>
<tr>
<td>100</td>
<td>100–20</td>
<td>5708</td>
</tr>
<tr>
<td>100</td>
<td>100–30</td>
<td>1983</td>
</tr>
<tr>
<td>200</td>
<td>200–10</td>
<td>7201</td>
</tr>
<tr>
<td>200</td>
<td>200–20</td>
<td>12025</td>
</tr>
<tr>
<td>200</td>
<td>200–30</td>
<td>4636</td>
</tr>
<tr>
<td>200</td>
<td>200–40</td>
<td>4092</td>
</tr>
<tr>
<td>...</td>
<td>...</td>
<td>...</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th></th>
<th></th>
<th></th>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>[100]</td>
<td>1</td>
<td>[100–10]</td>
<td>2</td>
<td>22777</td>
</tr>
<tr>
<td>[100]</td>
<td>1</td>
<td>[100–20]</td>
<td>2</td>
<td>5708</td>
</tr>
<tr>
<td>[100]</td>
<td>1</td>
<td>[100–30]</td>
<td>2</td>
<td>1983</td>
</tr>
<tr>
<td>[200]</td>
<td>1</td>
<td>[200–10]</td>
<td>2</td>
<td>7201</td>
</tr>
<tr>
<td>[200]</td>
<td>1</td>
<td>[200–40]</td>
<td>2</td>
<td>4092</td>
</tr>
<tr>
<td>[300]</td>
<td>1</td>
<td>[300–10]</td>
<td>2</td>
<td>12195</td>
</tr>
<tr>
<td>[300]</td>
<td>1</td>
<td>[300–20]</td>
<td>2</td>
<td>2511</td>
</tr>
<tr>
<td>[300]</td>
<td>1</td>
<td>[300–30]</td>
<td>2</td>
<td>2511</td>
</tr>
</tbody>
</table>
Example 4

By implementing CrossJoin in a flattened rowsets query, you can use multiple dimensions (at least two). In this example, Market and Product dimensions are requested. For each dimension, the same logic as in previous examples applies: Each dimension, level, and property is allotted one column (in this case, one level and one property are requested).

```sql
SELECT NON EMPTY {
  [Profit]
} ON COLUMNS,
NON EMPTY Crossjoin ([Market].Levels(1).AllMembers,[Product].Levels(1).ALLMEMBERS)
  DIMENSION PROPERTIES MEMBER_CAPTION
ON ROWS
FROM Sample.Basic
```

This query has the following result (truncated):

<table>
<thead>
<tr>
<th></th>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>East</td>
<td>Colas</td>
<td>12656</td>
</tr>
<tr>
<td>East</td>
<td>Root Beer</td>
<td>2534</td>
</tr>
<tr>
<td>East</td>
<td>Cream Soda</td>
<td>2627</td>
</tr>
<tr>
<td>East</td>
<td>Fruit Soda</td>
<td>6344</td>
</tr>
<tr>
<td>East</td>
<td>Diet Drinks</td>
<td>2408</td>
</tr>
<tr>
<td>West</td>
<td>Colas</td>
<td>3549</td>
</tr>
<tr>
<td>West</td>
<td>Root Beer</td>
<td>9727</td>
</tr>
<tr>
<td>West</td>
<td>Cream Soda</td>
<td>10731</td>
</tr>
<tr>
<td>West</td>
<td>Fruit Soda</td>
<td>5854</td>
</tr>
<tr>
<td>West</td>
<td>Diet Drinks</td>
<td>8087</td>
</tr>
<tr>
<td>...</td>
<td>...</td>
<td>...</td>
</tr>
</tbody>
</table>

Example 5

In this example, CrossJoin is used to request levels 1–2 for Market and Product.

```sql
SELECT NON EMPTY ( [Profit] ) ON COLUMNS,
NON EMPTY Crossjoin ([Market].Levels(2).AllMembers,[Product].Levels(2).ALLMEMBERS)
  DIMENSION PROPERTIES MEMBER_CAPTION
ON ROWS
FROM Sample.Basic
```
This query has the following result (truncated):

<table>
<thead>
<tr>
<th></th>
<th></th>
<th></th>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>East</td>
<td>New York</td>
<td>Colas</td>
<td>Cola</td>
<td>3498</td>
</tr>
<tr>
<td>East</td>
<td>New York</td>
<td>Root Beer</td>
<td>Old Fashioned</td>
<td>-2594</td>
</tr>
<tr>
<td>East</td>
<td>New York</td>
<td>Root Beer</td>
<td>Birch Beer</td>
<td>3086</td>
</tr>
<tr>
<td>East</td>
<td>New York</td>
<td>Cream Soda</td>
<td>Dark Cream</td>
<td>2496</td>
</tr>
<tr>
<td>East</td>
<td>New York</td>
<td>Cream Drinks</td>
<td>Vanilla Cream</td>
<td>-1952</td>
</tr>
<tr>
<td>East</td>
<td>New York</td>
<td>Fruit Soda</td>
<td>Grape</td>
<td>1329</td>
</tr>
<tr>
<td>East</td>
<td>New York</td>
<td>Fruit Soda</td>
<td>Orange</td>
<td>1388</td>
</tr>
<tr>
<td>East</td>
<td>New York</td>
<td>Fruit Soda</td>
<td>Strawberry</td>
<td>951</td>
</tr>
<tr>
<td>...</td>
<td>...</td>
<td>...</td>
<td>...</td>
<td>...</td>
</tr>
</tbody>
</table>

**Example 6**

The following example uses CrossJoin to represent multiple dimensions, requests a different number of levels for each dimension, and requests multiple properties.

```sql
SELECT NON EMPTY { [Profit] } ON COLUMNS, NON EMPTY Crossjoin ([Market].Levels(1).AllMembers, [Product].Levels(2).ALLMEMBERS) DIMENSION PROPERTIES MEMBER_CAPTION, LEVEL_NUMBER ON ROWS FROM Sample.Basic
```

This query has the following result (truncated):

<table>
<thead>
<tr>
<th></th>
<th></th>
<th></th>
<th></th>
<th></th>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>East</td>
<td>1</td>
<td>Colas</td>
<td>2</td>
<td>11129</td>
<td></td>
<td></td>
</tr>
<tr>
<td>East</td>
<td>1</td>
<td>Diet Cola</td>
<td>2</td>
<td>1114</td>
<td></td>
<td></td>
</tr>
<tr>
<td>East</td>
<td>1</td>
<td>Caffeine Free Cola</td>
<td>2</td>
<td>413</td>
<td></td>
<td></td>
</tr>
<tr>
<td>East</td>
<td>1</td>
<td>Root Beer</td>
<td>2</td>
<td>-2540</td>
<td></td>
<td></td>
</tr>
<tr>
<td>East</td>
<td>1</td>
<td>Diet Root Beer</td>
<td>2</td>
<td>982</td>
<td></td>
<td></td>
</tr>
<tr>
<td>East</td>
<td>1</td>
<td>Birch Beer</td>
<td>2</td>
<td>4092</td>
<td></td>
<td></td>
</tr>
<tr>
<td>East</td>
<td>1</td>
<td>Dark Cream</td>
<td>2</td>
<td>3233</td>
<td></td>
<td></td>
</tr>
<tr>
<td>East</td>
<td>1</td>
<td>Vanilla Cream</td>
<td>2</td>
<td>-918</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
Example 7

The following example uses multiple, nested CrossJoins.

```
SELECT NON EMPTY { [Profit] } ON COLUMNS,
NON EMPTY (CROSSJOIN

    CROSSJOIN( [Market].Levels(1).ALLMEMBERS,
                [Product].[Family].ALLMEMBERS
            ),
            [Year].Levels(1).ALLMEMBERS
    )

) DIMENSION PROPERTIES MEMBER.Caption

ON ROWS FROM Sample.Basic
```

This query has the following result (truncated):

<table>
<thead>
<tr>
<th>[Market]. Levels(1). [MEMBER_CAPTION]</th>
<th>[Product]. [Family]. [MEMBER_CAPTION]</th>
<th>[Year]. Levels(1). [MEMBER_CAPTION]</th>
<th>[Profit]</th>
</tr>
</thead>
<tbody>
<tr>
<td>East</td>
<td>Colas</td>
<td>Qtr1</td>
<td>2747</td>
</tr>
<tr>
<td>East</td>
<td>Colas</td>
<td>Qtr2</td>
<td>3352</td>
</tr>
<tr>
<td>East</td>
<td>Colas</td>
<td>Qtr3</td>
<td>3740</td>
</tr>
<tr>
<td>East</td>
<td>Colas</td>
<td>Qtr4</td>
<td>2817</td>
</tr>
<tr>
<td>East</td>
<td>Root Beer</td>
<td>Qtr1</td>
<td>562</td>
</tr>
<tr>
<td>East</td>
<td>Root Beer</td>
<td>Qtr2</td>
<td>610</td>
</tr>
<tr>
<td>East</td>
<td>Root Beer</td>
<td>Qtr3</td>
<td>372</td>
</tr>
<tr>
<td>East</td>
<td>Root Beer</td>
<td>Qtr4</td>
<td>990</td>
</tr>
<tr>
<td>...</td>
<td>...</td>
<td>...</td>
<td>...</td>
</tr>
</tbody>
</table>

XMLA Examples

The following examples illustrate an XMLA response and request.

This is an example of a flattened rowset request. To flatten the result, you must use Tabular format in the PropertyList element, as shown in the example.

```
    xmlns:xsi = "http://www.w3.org/2001/XMLSchema-instance"
    xmlns:xsd="http://www.w3.org/2001/XMLSchema">
```
<SOAP-ENV:Body>
<Execute xmlns="urn:schemas-microsoft-com:xml-analysis"
SOAP-ENV:encodingStyle="http://schemas.xmlsoap.org/soap/encoding/">
<Command>
<Statement>
WITH MEMBER [Year].[calctest] AS '4'
SELECT NON EMPTY { [Profit] } ON COLUMNS,
NON EMPTY { [Year].ALLMEMBERS } ON ROWS
FROM Sample.Basic
</Statement>
</Command>
<Properties>
<DataSourceInfo>Provider=Essbase;Data Source=localhost</DataSourceInfo>
<Catalog>Sample</Catalog>
<Format>Tabular</Format>
<AxisFormat>TupleFormat</AxisFormat>
</Properties>
</Execute>
</SOAP-ENV:Body>
</SOAP-ENV:Envelope>

An example of a flattened rowset response:

<?xml version="1.0"?>
SOAP-ENV:encodingStyle="http://schemas.xmlsoap.org/soap/encoding/"/>
<SOAP-ENV:Body>
<m:ExecuteResponse xmlns:m="urn:schemas-microsoft-com:xml-analysis">
<m:return
SOAP-ENV:encodingStyle="http://schemas.xmlsoap.org/soap/encoding/"/>
<root xmlns="urn:schemas-microsoft-com:xml-analysis:rowset"
xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"
xsd:schema xmlns="urn:schemas-microsoft-com:xml-analysis:rowset"
xsi:schemaLocation="http://www.w3.org/2001/XMLSchema-instance"
xsd:targetNamespace="urn:schemas-microsoft-com:xml-analysis:rowset"
xsd:sql="urn:schemas-microsoft-com:xml-sql"
elementFormDefault="qualified">
<xsd:element name="root">  
<xsd:complexType>  
<xsd:sequence minOccurs="0" maxOccurs="unbounded">  
<xsd:element name="row" type="xsd:string" sql:field="[Year].Levels(1).[MEMBER_CAPTION]" minOccurs="0"/>  
<xsd:element name="column1" type="xsd:string" sql:field="[Year].Levels(2).[MEMBER_CAPTION]" minOccurs="0"/>  
<xsd:element name="column2" type="xsd:string" sql:field="[Profit]" minOccurs="0"/>  
</xsd:sequence>  
</xsd:complexType>  
</xsd:element>
</xsd:complexType>
</root>
</m:ExecuteResponse>
</SOAP-ENV:Body>
</SOAP-ENV:Envelope>

1216
<table>
<thead>
<tr>
<th>Qtr</th>
<th>Month</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>Qtr1</td>
<td>Jan</td>
<td>8024.00</td>
</tr>
<tr>
<td>Qtr1</td>
<td>Feb</td>
<td>8346.00</td>
</tr>
<tr>
<td>Qtr1</td>
<td>Mar</td>
<td>8333.00</td>
</tr>
<tr>
<td>Qtr2</td>
<td>Apr</td>
<td>8644.00</td>
</tr>
<tr>
<td>Qtr2</td>
<td>May</td>
<td>8929.00</td>
</tr>
<tr>
<td>Qtr2</td>
<td>Jun</td>
<td>9534.00</td>
</tr>
<tr>
<td>Qtr3</td>
<td>Jul</td>
<td>9878.00</td>
</tr>
<tr>
<td>Qtr3</td>
<td>Aug</td>
<td>9545.00</td>
</tr>
<tr>
<td>Quarter</td>
<td>Month</td>
<td>Amount</td>
</tr>
<tr>
<td>---------</td>
<td>-------</td>
<td>---------</td>
</tr>
<tr>
<td>Qtr3</td>
<td>Sep</td>
<td>8489.00</td>
</tr>
<tr>
<td>Qtr4</td>
<td>Oct</td>
<td>8653.00</td>
</tr>
<tr>
<td>Qtr4</td>
<td>Nov</td>
<td>8367.00</td>
</tr>
<tr>
<td>Qtr4</td>
<td>Dec</td>
<td>8780.00</td>
</tr>
<tr>
<td>calctest</td>
<td></td>
<td>4.00</td>
</tr>
</tbody>
</table>
Sample C API Program 1 (cs1.c)

This file contains an annotated Essbase C API program. This fundamental sample program can be used in a C++ programming environment as a starting point for more functional programs.

This file is to be used with the Oracle Essbase API Reference to illustrate basic points in API programming. A complete set of actual C code files is also included with the Essbase API. Look in the samples directory of this documentation for the *.c files, executables, projects, and workspaces.

/*
Copyright 1992-2008 Oracle Corporation. All Rights Reserved.
*/

NAME
cs1.c

DEPENDENCIES
You must add ESSAPIN.LIB to your project.
You must also identify the /API/Include and /API/Lib directories to the compiler/linker.

DESCRIPTION
This file is used for testing of the Main API and describing the most fundamental aspects of the Essbase API. This simple application program is intended as a starting point for more complex programs. This program performs only the most basic initialization and login functions. It connects to a server/application/database, performs only the most basic of tasks (lists connected users), disconnects, logs out and terminates. Because all Essbase API programs must do these things, this program represents the most simple API program possible. It is applicable in the most general sense to being used as a starting point for more useful and complex production-oriented programs.

NOTES
This program has three sections:
1 - The includes and function definitions
2 - The function declarations
3 - The main flow

MODIFIED
* Created 26 Aug 1999   publications

*/
/***********************************************************/
/***********************************************************/
/***********************************************************/

/* Declaration of Include files */

#if defined _WIN32 || defined _WINDOWS
#include <windows.h>
#endif
#include <string.h>
#include <stdio.h>
#include <stdlib.h>
#pragma pack (1)
#include <essapi.h>
#include <essotl.h>
#pragma pack ()

/* Declaration of handles and connection information variables */

ESS_HINST_T  hInst;
ESS_HCTX_T  hCtx;
ESS_SVRNAME_T  srvrName   =   "";
ESS_USERNAME_T  userName   =   "";
ESS_PASSWORD_T  pswd       =   "";

/* Declaration of all the Essbase API functions used in this program. You could declare all the functions here, and have them available for the prototype section. This program only uses a few functions. */

/* Initialization and Login functions */
void ESS_Init();
void ESS_AutoLogin();
void ESS_Login();              //This app uses EssAutoLogin().
void ESS_LoginSetPassword();   //I declared these other login void
ESS_AutoLoginSetPassword();    //functions for future use.
void ESS_Logout();
void ESS_Term();
void ESS_GetVersion();
void ESS_GetAPIVersion();
void ESS_SetActive();
void ESS_ListDatabases();
void ESS_ListUsers();
void ESS_Free();

/******************** START FUNCTION DECLARATIONS ********************/
/******************** **********************************************/

void ESS_Init()
{
    ESS_STS_T stst;
    ESS_INIT_T InitStruct = {ESS_API_VERSION,
    NULL,
    0L,
    255,
    NULL,
    NULL,
    NULL,
    NULL,
    NULL,
    NULL,
    NULL,
    NULL,
    0L
    };
    if ((stst = EssInit(&InitStruct, &hInst)) != ESS_STS_NOERR)
    {
        printf("EssInit failure: %ld\n", stst);
        exit ((int) stst);
    }
    printf("EssInit sts: %ld\n", stst);
}

/********************** START FUNCTION DECLARATIONS ********************/
/******************** **********************************************/

void ESS_Login()
{
    ESS_STS_T stst = ESS_STS_NOERR;
    ESS_USHORT_T Items;
    ESS_PAPPDB_T pAppsDbs = NULL;
    stst = EssLogin (hInst, srvrName, userName,
    pswd, &Items, &pAppsDbs, &hCtx);
    printf("EssLogin sts: %ld\r\n", stst);
    if ( (stst == 1051093L) || (stst == 1051090L) )
    {   ESS_LoginSetPassword(); }
    else
    if ( (stst != 0) && (stst != 1051093L) && (stst != 1051090L) )
    { 
        printf("\n\nUsage: MAINAPI servername username password\n");
        printf("\nDefault: 
\ntserver name: local\n\nuser name: admin\npword: password\n");
        exit ((int) stst);
    }
}
void ESS_AutoLogin()
{

    ESS_STS_T sts = ESS_STS_NOERR;
    ESS_CHAR_T SvrName[ESS_SVRNAMELEN]; //this is different in VC++6
    ESS_CHAR_T UserName[ESS_USERNAMELEN];
    ESS_CHAR_T Password[ESS_PASSWORDLEN];
    ESS_CHAR_T AppName[ESS_APPNAMELEN];
    ESS_CHAR_T DbName[ESS_DBNAMELEN];

    ESS_USHORT_T Option;
    ESS_ACCESS_T Access;
    //    ESS_HCTX_T hCtx; Don't set this again, it is set in EssInit

    /* Initialize parameters */
    strcpy(SvrName,"localhost");
    strcpy(UserName,"Admin");
    strcpy(Password,"Password");
    strcpy(AppName,"" Martha
    strcpy(DbName,""");
    Option = AUTO_DEFAULT;

    /* Login to Essbase Server */
    sts = EssAutoLogin (hInst, SvrName, UserName, Password, 
                        AppName, DbName, Option, &Access, &hCtx);
    printf("EssAutoLogin sts: %ld\r\n", sts);
}

void ESS_LoginSetPassword()
{
    ESS_STS_T sts = ESS_STS_NOERR;
    ESS_USHORT_T Items;
    ESS_PAPPDB_T pAppsDbs = NULL;
    ESS_PASSWORD_T newPswd = "password2";

    sts = EssLoginSetPassword (hInst, srvrName, userName, pswd, newPswd,
                                &Items, &pAppsDbs, &hCtx);
    printf("EssLoginSetPassword sts: %ld\r\n", sts);
    if (sts)
    {   printf("\n\tEssLoginSetPassword sts: %ld\n",sts);
        exit ((int) sts);
    }
}

void ESS_GetAPIVersion()
{
    ESS_STS_T sts = ESS_STS_NOERR;
}

ESS ULONG_T Version;

sts = EssGetAPIVersion(&Version);

if(!sts)
    printf("API Version %x\n",Version);
}

/**************************************************************************/
/**************************************************************************/

void ESS_Term()
{
    ESS_STS_T sts = ESS_STS_NOERR;
    if ((sts = EssTerm(hInst)) != ESS_STS_NOERR)
    {
        /* error terminating API */
        exit((ESS_USHORT_T) sts);
    }
    printf("EssTerm sts: %ld\r\n", sts);
}

/**************************************************************************/
/**************************************************************************/

void ESS_Logout()
{
    ESS_STS_T sts = ESS_STS_NOERR;

    sts = EssLogout (hCtx);
    printf("\n\nEssLogout sts: %ld\n",sts);
}

/**************************************************************************/
/**************************************************************************/

void ESS_GetVersion()
{
    ESS_STS_T sts = ESS_STS_NOERR;
    ESS_USHORT_T Release;
    ESS_USHORT_T Version;
    ESS_USHORT_T Revision;

    sts = EssGetVersion (hCtx, &Release, &Version, &Revision);
    printf("EssGetVersion sts: %ld\r\n", sts);

    if(!sts)
    {
        printf("\r\nEssbase Application Server - ");
        printf("Version %d.%d.%d\r\n", Release, Version, Revision);
    }
}

/**************************************************************************/
/**************************************************************************/
void ESS_SetActive()
{
    ESS_STS_T sts = ESS_STS_NOERR;
    ESS_ACCESS_T Access;
    ESS_STR_T AppName;
    ESS_STR_T DbName;

    AppName = "sample";
    DbName = "basic";
    sts = EssSetActive(hCtx, AppName, DbName, &Access);
    printf("EssSetActive sts: %ld\n",sts);
}

/*****************************************************/
/*****************************************************/
void ESS_ListDatabases()
{
    ESS_STS_T sts = ESS_STS_NOERR;
    ESS_USHORT_T Items;
    ESS_USHORT_T ind;
    ESS_PAPFD_T pAppsDbs = NULL;

    sts = EssListDatabases(hCtx, NULL, &Items, &pAppsDbs);
    printf("EssListDatabases sts: %ld\n",sts);

    if(!sts)
    {
        if(Items && pAppsDbs)
        {
            printf("\n--Applications/databases available--\n\n");
            for (ind = 0; ind<Items; ind++)
            {
                if((pAppsDbs+ind) !=NULL)
                {
                    if((pAppsDbs[ind].AppName != NULL) && (pAppsDbs[ind].DbName != NULL))
                    {
                        printf("%s",pAppsDbs[ind].AppName);
                        printf(" ==> ");
                        printf("%s",pAppsDbs[ind].DbName);
                        printf("\n\n");
                    }
                }
            EssFree(hInst, pAppsDbs);
        } else
            printf("\nDatabase List is Empty\n\n\n");
    }
}

/*****************************************************/
/*****************************************************/
void ESS_ListUsers()
{

1224
ESS_STS_T       sts;
ESS_USHORT_T     Count;
ESS_USERINFO_T   Users = NULL;
ESS_USHORT_T     ind;

sts = EssListUsers (hCtx, NULL, NULL, &Count, &Users);
if (!sts)
{
    if (Count && Users)
    {
        printf ("-----User List from EssListUsers()-----\n\n"),
        for (ind = 0; ind < Count; ind++)
        {
            printf ("Name->%s	Application->%s	database->%s\n",
                    Users[ind].Name, Users[ind].AppName,
                    Users[ind].DbName);
            // printf("Login %d\n",Users[ind].Login);
            // printf("Type %d\n",Users[ind].Type);
            // printf("Access %d\n",Users[ind].Access);
            // printf("MaxAccess %d\n",Users[ind].MaxAccess);
            // printf("Expiration %d\n",Users[ind].Expiration);
            // printf("LastLogin %d\n",Users[ind].LastLogin);
            // printf("FailCount %d\n",Users[ind].FailCount);
            // printf("LoginId %ld\n",Users[ind].LoginId);
        }
        // printf("end of userlist \n", count);
        printf ("-----User List from EssListUsers()-----\n\n")
        EssFree (hInst, Users);
        printf ("\n");
    }
    else
        printf ("Users list is empty\n\n");
}

}/*

/******************** MAIN FUNCTION ********************/

/**
This is the actual program. It initializes and logs with EssAutoLogin,
then gets the Essbase Server version and the version of the API. It
sets the active application and lists the users connected to the
application. The output consists of simple printf statements.
*/
main()
{
    ESS_Init();
    ESS_AutoLogin();

    /*
Every Essbase API program must issue EssInit to get the context
handle (hCtx). The EssLogin is required to connect to a
database/application. Almost any functions can follow the Init and Login.
We used EssAutoLogin to display the Connect dialog box, but this
program could have used EssLogin and retrieve the Username and
Password as command line arguments. Following sample programs will illustrate the use of command line arguments.

The following statements perform some of the most simple actions. The output, in the form of printf statements, is done by the individual functions. The EssFree functions that release allocated memory are also in the individual functions. More complex programs will not free memory in the individual functions because the allocated structures and handles are needed until the end. These simple actions can easily be more complex. Additional operations would be added in this section. Following sample programs will do more, but this program merely retrieves some basic information and displays it.

ESS_GetVersion();  
ESS_GetAPIVersion();  
ESS_SetActive();  
ESS_ListDatabases();  
ESS_ListUsers();  

The EssLogout disconnects the user from the Essbase Server, application, and database. The EssTerm ends the program and frees allocated memory, such as the context handle.

ESS_Logout();  
ESS_Term();  
}

End of program

Sample C API Program 2 (cs2.c)

This file contains an annotated Essbase C API program. This fundamental sample program can be used in a C++ programming environment as a starting point for more functional programs.

This file is to be used with the Oracle Essbase API Reference to illustrate basic points in API programming. A complete set of actual C code files is also included with the Essbase API. Look in the samples directory for the *.c files, executables, projects, and workspaces.

Copyright 1992-2008 Oracle Corporation. All Rights Reserved.

NAME
cs2.c

DEPENDENCIES

DESCRIPTION
This file is used as an example of a simple
This program performs basic initialization and login and queries the active application/database. It then manipulates the user list, adding, renaming, and deleting a new user.

**NOTES**

This program has three sections:
1. The includes and function definitions
2. The function declarations
3. The main flow

**MODIFIED**

* Modified 03 Sep 1999  Publications

```
#include <windows.h>
#include <string.h>
#include <stdio.h>
#include <stdlib.h>
#pragma pack (1)
#include <essapi.h>
#include <essotl.h>
#pragma pack ()
```

ESS_HINST_T hInst;
ESS_HCTX_T hCtx;
ESS_SVRNAME_T srvrName = "";
ESS_USERNAME_T userName = "";
ESS_PASSWORD_T pswd = "";

/* Initialization and Login functions */
void ESS_Init();
// void ESS_Login(); /* Requires command line arguments */
void ESS_Logout();
void ESS_Term();
void ESS_AutoLogin(); /* Displays the login dialog box */
void ESS_LoginSetPassword(); /* Called if EssAutoLogin returns error */
void ESS_GetVersion();
void ESS_GetAPIVersion();

/* Application functions */
void ESS_SetActive();
// void ESS_GetActive();
void ESS_ListApplications();
void ESS_ListDatabases();
void ESS_GetDatabaseInfo();
void ESS_ListUsers(); /* These functions will be called repeatedly */
void ESS_CreateUser (); /* to create a user, list users, rename the */
void ESS_RenameUser(); /* new user, list users again, then delete */
void ESS_DeleteUser(); /* the new users and list users again */
void ESS_GetUserInfo();

/*******************************************************************************/
/*******************  START FUNCTION DECLARATIONS  ******************************/
/*******************************************************************************/
void ESS_Init()
{
    ESS_STS_T    sts;
    ESS_INIT_T InitStruct = {ESS_API_VERSION,
                             NULL,
                             0L,
                             255,
                             NULL,
                             NULL,
                             NULL,
                             NULL,
                             NULL,
                             NULL,
                             NULL,
                             NULL,
                             0L
    };
    if ((sts = EssInit(&InitStruct, &hInst)) != ESS_STS_NOERR)
    {
        printf("EssInit failure: %ld\n", sts);
        exit ((int) sts);
    }
    printf("EssInit sts: %ld\n", sts);
}

/*******************************************************************************/
void ESS_Login ()
{
    ESS_STS_T sts = ESS_STS_NOERR;
    ESS_USHORT_T Items;
    ESS_PAPPDB_T pAppsDbs = NULL;
    sts = EssLogin (hInst, srvrName, userName, pswd, &Items,
                    &pAppsDbs, &hCtx);
    printf("EssLogin sts: %ld\r\n", sts);
    if ( (sts == 1051093L) || (sts == 1051090L) )
    {
        ESS_LoginSetPassword();
    }
    else
    {   printf("\n	Usage:  MAINAPI servername username password\n");
        printf("\tDefault: \n	server name: local\n	user name:  admin\n	password:  password\n");
        exit ((int) sts);
    }
}

/*******************************************************************************/
void ESS_AutoLogin ()
{
    ESS_STS_T sts = ESS_STS_NOERR;
    ESS_CHAR_T SvrName[ESS_SVRNAMELEN];      //this is different in VC++6
ESS_CHAR_T UserName[ESS_USERNAMELEN];
ESS_CHAR_T Password[ESS_PASSWORDLEN];
ESS_CHAR_T AppName[ESS_APPNAMELEN];
ESS_CHAR_T DbName[ESS_DBNAMELEN];

ESS_USHORT_T Option;
ESS_ACCESS_T Access;

// ESS_HCTX_T hCtx; Don't set this again, it is set at the top

/* Initialize parameters */
strcpy(SvrName,"localhost");
strcpy(UserName,"Admin");
strcpy(Password,"Password");
strcpy(AppName,"*");
strcpy(DbName,"*");
Option = AUTO_DEFAULT;

/* Login to Essbase Server */
sts = EssAutoLogin(hInst, SvrName, UserName, Password,
AppName, DbName, Option, &Access, &hCtx);
printf("EssAutoLogin sts: %ld\n", sts);

/**********************************************************************

void ESS_LoginSetPassword()
{
    ESS_STS_T sts = ESS_STS_NOERR;
    ESS_USHORT_T Items;
    ESS_PAPPDB_T pAppsDbs = NULL;

    ESS_PASSWORD_T newPswd = "password2";

    sts = EssLoginSetPassword(hInst, srvrName, userName, pswd, newPswd,
&Items, &pAppsDbs, &hCtx);
    printf("EssLoginSetPassword sts: %ld\n", sts);
    if (sts)
    {
        printf("\n\tEssLoginSetPassword sts: %ld\n",sts);
        exit ((int) sts);
    }
}

***********************************************************************/

void ESS_GetAPIVersion()
{
    ESS_STS_T    sts = ESS_STS_NOERR;
    ESS_ULONG_T  Version;

    sts = EssGetAPIVersion(&Version);
    if(!sts)
        printf("API Version %#x\n",Version);
}

***********************************************************************/

void ESS_Term()
{
    ESS_STS_T sts = ESS_STS_NOERR;


if ((sts = EssTerm(hInst)) != ESS_STS_NOERR)
{
    /* error terminating API */
    exit((ESS_USHORT_T) sts);
}
printf("EssTerm sts: %ld\r\n", sts);
}

/******************************************************************************/
void ESS_Logout()
{
    ESS_STS_T sts = ESS_STS_NOERR;
    sts = EssLogout (hCtx);
    printf("\n\nEssLogout sts: %ld\n",sts);
}

/******************************************************************************/
void ESS_GetVersion()
{
    ESS_STS_T sts = ESS_STS_NOERR;
    ESS_USHORT_T Release;
    ESS_USHORT_T Version;
    ESS_USHORT_T Revision;
    sts = EssGetVersion (hCtx, &Release, &Version, &Revision);
    printf("EssGetVersion sts: %ld\r\n", sts);
    if(!sts)
    {
        printf("\r\nEssbase Application Server - ");
        printf("Version %d.%d.%d\n", Release, Version, Revision);
    }
}

/******************************************************************************/
void ESS_GetActive()
{
    ESS_STS_T sts = ESS_STS_NOERR;
    ESS_STR_T pDbName;
    ESS_STR_T pAppName;
    ESS_ACCESS_T Access;
    if((sts = EssAlloc (hInst, 80, (ESS_PPVOID_T)&pAppName)) == 0)
    {
        if((sts = EssAlloc (hInst, 80, (ESS_PPVOID_T)&pDbName)) == 0)
        {
            if((sts = EssGetActive(hCtx, &pAppName, &pDbName, &Access)) == 0)
            {
                if(pAppName)
                {
                    if(*pAppName)
                        printf("Current active app: [%s]\r\n",pAppName);
                    else
                        printf("No active Application is set\r\n");
                }
            }
        }
    }
EssFree(hInst, pDbName);
}
EssFree(hInst, pAppName);
}
)

/**------------------------------------------------------------------------------------------*/
void ESS_SetActive()
{
    ESS_STS_T sts = ESS_STS_NOERR;
    ESS_ACCESS_T Access;
    ESS_STR_T AppName;
    ESS_STR_T DbName;

    AppName = "sample";
    DbName = "basic";
    sts = EssSetActive(hCtx, AppName, DbName, &Access);
    printf("EssSetActive sts: %ld\r\n",sts);
}

/**------------------------------------------------------------------------------------------*/
void ESS_ListApplications()
{
    ESS_STS_T sts = ESS_STS_NOERR;
    ESS_PAPPNAME_T strp = NULL;
    ESS_USHORT_T Items;
    ESS_USHORT_T ind;

    sts = EssListApplications(hCtx, &Items, &strp);
    if(!sts)
    {
        if(Items && strp)
        {
            printf("Applications availables\r\n");
            for(ind = 0; ind <Items; ind++)
            {
                if(strp[ind] != NULL)
                    printf("%s\r\n", strp[ind]);
            }
            EssFree(hInst, strp);
        }
        else
            printf("\r\nApplication List is Empty\r\n\n");
    }
}

/**------------------------------------------------------------------------------------------*/
void ESS_ListDatabases()
{
    ESS_STS_T sts = ESS_STS_NOERR;
    ESS_USHORT_T Items;
    ESS_USHORT_T ind;
    ESS_PAPPDB_T pAppsDbs = NULL;

    sts = EssListDatabases(hCtx, NULL, &Items, &pAppsDbs);
    printf("EssListDatabases sts: %ld\r\n",sts);
if(!sts)
{
  if(Items && pAppsDbs)
  {
    printf("\r\n--Applications/databases available--\r\n");
    for (ind = 0; ind<Items; ind++)
    {
      if((pAppsDbs+ind) !=NULL)
      {
        if(((pAppsDbs[ind].AppName != NULL)
            && (pAppsDbs[ind].DbName != NULL))
        {
          printf("%s",pAppsDbs[ind].AppName);
          printf(" ==> ");
          printf("%s",pAppsDbs[ind].DbName);
          printf("\n\r");
        }
      }
    }
    EssFree(hInst, pAppsDbs);
  }
  else
    printf("\r\nDatabase List is Empty\r\n\n");
}

/**************************************************************/
void ESS_GetDatabaseInfo()
{
  ESS_STS_T sts = ESS_STS_NOERR;
  ESS_PDBINFO_T DbInfo;
  ESS_STR_T AppName;
  ESS_STR_T DbName;

  AppName = "Sample";
  DbName = "Basic";

  sts = EssGetDatabaseInfo(hCtx, AppName, DbName, &DbInfo);
  if(!sts)
  {
    printf("\r\n------- Results of EssGetDatabaseInfo -------\r\n");
    printf("AppName: %s\r\n",DbInfo->AppName);
    printf("DbName: %s\r\n",DbInfo->Name);
    printf("DbType: %d\r\n",DbInfo->DbType);
    printf("Status: %d\r\n",DbInfo->Status);
    printf("nConnects: %d\r\n",DbInfo->nConnects);
    printf("nLocks: %d\r\n",DbInfo->nLocks);
    printf("nDims: %d\r\n",DbInfo->Data);
    printf("Country: %s\r\n",DbInfo->Country);
    printf("Time: %s\r\n",DbInfo->Time);
    printf("Category: %s\r\n",DbInfo->Category);
    printf("Type: %s\r\n",DbInfo->Type);
    printf("CrPartition: %s\r\n",DbInfo->CrPartition);
    printf("\r\n------- Results of EssGetDatabaseInfo -------\r\n");
  
  if(DbInfo)
void ESS_ListUsers()
{
    ESS_STS_T     sts;
    ESS_USHORT_T   Count;
    ESS_PUSERINFO_T Users = NULL;
    ESS_USHORT_T   ind;
    sts = EssListUsers(hCtx, NULL, NULL, &Count, &Users);
    if (!sts)
    {
        if (Count && Users)
        {
            printf ("-----User List from EssListUsers()-----\r\n\r\n");
            for (ind = 0; ind < Count; ind++)
            {
                printf ("Name->%s	Application->%s	database->%s\r\n", 
                    Users[ind].Name, Users[ind].AppName, 
                    Users[ind].DbName);
            }
            printf ("-----User List from EssListUsers()-----\r\n\r\n");
            EssFree(hInst, Users);
            printf("\r\n");
        }
        else
        {
            printf("\r\nUsers list is empty\r\n\r\n");
        }
    }
}

void ESS_CreateUser()
{
    ESS_STS_T     sts = ESS_STS_NOERR;
    ESS_CHAR_T UserName[] = "newuser";  //this is different in VC++6
    ESS_CHAR_T Password[] = "password"; //compare to API reference example
    printf("Begin EssCreateUser Function\n");
    sts = EssCreateUser(hCtx, UserName, Password);
    printf("EssCreateUser sts: %ld",sts);
}

void ESS_RenameUser()
{
    ESS_STS_T     sts = ESS_STS_NOERR;
    ESS_CHAR_T OldName[] = "newuser";
    ESS_CHAR_T NewName[] = "user4";
sts = EssRenameUser (hCtx, OldName, NewName);
}

/***************************************************************************/
void ESS_DeleteUser()
{
    ESS_STS_T stsl = ESS_STS_NOERR;
    ESS_CHAR_T UserName[] = "user4";

    sts = EssDeleteUser (hCtx, UserName);
    printf("EssDeleteUser sts: %ld",sts);
}

/***************************************************************************/
void ESS_GetUserInfo ()
{
    ESS_STS_T sts = ESS_STS_NOERR;
    ESS_PUSERINFO_T User = NULL;

    sts = EssGetUser (hCtx, "Jim Smith", &User);
    printf("EssGetUserInfo %ld\n",sts);

    if (!sts)
    {
        printf ("Name->%s  Application->%s  database->%s\n", 
            User->Name, User->AppName, User->DbName);
        printf("Login %d\n",User->Login);
        printf("Type %d\n",User->Type);
        printf("Access %d\n",User->Access);
        printf("MaxAccess %d\n",User->MaxAccess);
        printf("Expiration %d\n",User->Expiration);
        printf("LastLogin %d\n",User->LastLogin);
        printf("FailCount %d\n",User->FailCount);
        printf("LoginId %ld\n",User->LoginId);

        if (User)
            EssFree (hInst, User);
    }
}

/***************************************************************************/
void getCmdLineArgs(int argc, char *argv[])
{
    if (argc>1)
        strcpy(srvrName,argv[1]);

    if (argc>2)
        strcpy(userName,argv[2]);

    if (argc>3)
        strcpy(pswd,argv[3]);

    printf("Server name:  %s\n",srvrName);
    printf("User name:  %s\n",userName);
    printf("Password:  %s\n",pswd);
}
Sample C API Program 3 (cs3.c)

This file contains an annotated Essbase C API program. This fundamental sample program can be used in a C++ programming environment as a starting point for more functional programs.

This file is to be used with the Oracle Essbase API Reference to illustrate basic points in API programming. A complete set of actual C code files is also included with the Oracle Essbase API. Look in the samples directory for the *.c files, executables, projects, and workspaces.

/*
 * Copyright 1992-2008 Oracle Corporation. All Rights Reserved.
 *
 * NAME
 * cs3.c
 *
 * DEPENDENCIES
 * You must add ESSAPIN.LIB to your project.
 * You must also identify the API/Include and API/Lib directories to the compiler/linker.
 *
 * DESCRIPTION
 * This file is used as an extended example of
 * API programming techniques. This program illustrates the sequence of
 */
function call expected by the Essbase Server and shows the syntax of actual API function calls in an actual working program.

NOTES
This program has three sections:
1 - the includes and function definitions
2 - the function declarations
3 - the main program flow

MODIFIED
/* Created 26July99 Publications */

/******************* Includes and Definitions ********************/
/********************************************************************************
#endif defined _WIN32 || defined _WINDOWS
#include <windows.h>
#endif
#include <string.h>
#include <stdio.h>
#include <stdlib.h>
#pragma pack (1)
#include <essapi.h>
#include <essotl.h>
#pragma pack ()

ESS_HINST_T hInst;
ESS_HCTX_T hCtx;
ESS_SVRNAME_T    srvrName   =   ""
ESS_USERNAME_T   userName   =   ""
ESS_PASSWORD_T   pswd       =   ""

/* Initialization and Login functions */
void ESS_Init();
void ESS_Login();
void ESS_Logout();
void ESS_Term();
void ESS_AutoLogin();
void ESS_GetVersion();
void ESS_GetAPIVersion();
void ESS_LoginSetPassword();
void ESSSetActive();
// void ESS_GetActive();
void ESS_ListDatabases();
void ESS_UnloadDb();
void ESS_ClearDatabase();

/* Report - updating - Calculation */
void ESS_Report();
void ESS_RunRept();
void ESS_ReportFile();
void ESS_Update();
void ESS_UpdateFile();

void ESS_Calc();
void ESS_CalcLine();
void ESS_RunCalc();
void ESS_CalcFile();
void ESS_Import();

void ESS_Free();

/*****************  START FUNCTION DECLARATIONS  *******************/
/*****************************/
void ESS_Init()
{
    ESS_STS_T sts;
    ESS_INIT_T InitStruct = {ESS_API_VERSION,
                           NULL,
                           0L,
                           255,
                           NULL,
                           NULL,
                           NULL,
                           NULL,
                           NULL,
                           NULL,
                           NULL,
                           0L};
    if ((sts = EssInit(&InitStruct, &hInst)) != ESS_STS_NOERR)
    {
        printf("EssInit failure: %ld\n", sts);
        exit ((int) sts);
    }
    printf("EssInit sts: %ld\n", sts);
}

/**********************************************************************/

void ESS_Login()
{
    ESS_STS_T sts = ESS_STS_NOERR;
    ESS_USHORT_T Items;
    ESS_PAPPDB_T pAppsDbs = NULL;

    sts = EssLogin(hInst, srvrName, userName, pswd, &Items, &pAppsDbs,
                   &hCtx);
    printf("EssLogin sts: %ld\r\n", sts);
    if ( (sts == 1051093L) || (sts == 1051090L) )
    {
        ESS_LoginSetPassword();
    }
    else
    if ( (sts != 0) && (sts != 1051093L) && (sts != 1051090L) )
    {
        printf("\n\mUsage:  MAINAPI servername username password\n");
        printf("\ntDefault: \n\tserver name: local\n\tuser name: admin\n\tpassword: password\n");
        exit ((int) sts);
    }
}

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/**********************************************************************/
void ESS_AutoLogin()
{
    ESS_STS_T sts = ESS_STS_NOERR;
    ESS_CHAR_T SvrName[ESS_SVRNAMELEN]; //this is different in VC++6
    ESS_CHAR_T UserName[ESS_USERNAMELEN];
    ESS_CHAR_T Password[ESS_PASSWORDLEN];
    ESS_CHAR_T AppName[ESS_APPNAMELEN];
    ESS_CHAR_T DbName[ESS_DBNAMELEN];

    ESS_USHORT_T Option;
    ESS_ACCESS_T Access;
    //ESS_HCTX_T hCtx; Don't set this again, it is set at the top

    /* Initialize parameters */
    strcpy(SvrName,"localhost");
    strcpy(UserName,"Admin");
    strcpy(Password,"Password");
    strcpy(AppName,""ặt);
    strcpy(DbName,"");  
    Option = AUTO_DEFAULT;

    /* Login to Essbase Server */
    sts = EssAutoLogin(hInst, SvrName, UserName, Password,
        AppName, DbName, Option, &Access, &hCtx);
    printf("EssAutoLogin sts: %ld\r\n", sts);
}

/***************************************************************************/
void ESS_LoginSetPassword() {
    ESS_STS_T sts = ESS_STS_NOERR;
    ESS_USHORT_T Items;
    ESS_PAPPDB_T pAppsDbs = NULL;
    ESS_PASSWORD_T newPswd = "password2";

    sts = EssLoginSetPassword(hInst, srvrName, userName, pswd, newPswd, &Items,
        &pAppsDbs, &hCtx);
    printf("EssLoginSetPassword sts: %ld\r\n", sts);
    if (sts)
    {
        printf("\n\tEssLoginSetPassword sts: %ld\n",sts);
        exit ((int) sts);
    }
}

/***************************************************************************/
void ESS_GetAPIVersion() {
    ESS_STS_T sts = ESS_STS_NOERR;
    ESS_ULONG_T Version;

    sts = EssGetAPIVersion(&Version);

    if(!sts)
        printf("API Version %#x\n",Version);
}
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/**
 * @name ESS_Term
 * @brief Terminates the ESS library.
 */

void ESS_Term()
{
    ESS_STS_T sts = ESS_STS_NOERR;
    if ((sts = EssTerm(hInst)) != ESS_STS_NOERR)
    {
        /* error terminating API */
        exit((ESS_USHORT_T) sts);
    }
    printf("EssTerm sts: %ld\r\n", sts);
}

/**
 * @name ESS_Logout
 * @brief Logs out from ESS.
 */

void ESS_Logout()
{
    ESS_STS_T sts = ESS_STS_NOERR;
    sts = EssLogout (hCtx);
    printf("\n\nEssLogout sts: %ld\n",sts);
}

/**
 * @name ESS_GetVersion
 * @brief Gets the ESS version.
 */

void ESS_GetVersion()
{
    ESS_STS_T sts = ESS_STS_NOERR;
    ESS_USHORT_T Release;
    ESS_USHORT_T Version;
    ESS_USHORT_T Revision;
    sts = EssGetVersion (hCtx, &Release, &Version, &Revision);
    printf("EssGetVersion sts: %ld\r\n", sts);
    if(!sts)
    {
        printf("\r\nEssbase Application Server - ");
        printf("Version %d.%d.%d\r\n", Release, Version, Revision);
    }
}

/**
 * @name ESS_GetActive
 * @brief Gets the active ESS database.
 */

void ESS_GetActive()
{
    ESS_STS_T sts = ESS_STS_NOERR;
    ESS_STR_T pDbName;
    ESS_STR_T pAppName;
    ESS_ACCESS_T Access;
    if((sts = EssAlloc (hInst, 80, (ESS_PPVOID_T)&pAppName)) == 0)
    {
        if((sts = EssAlloc (hInst, 80, (ESS_PPVOID_T)&pDbName)) == 0)
        {
            if((sts = EssGetActive(hCtx, &pAppName, &pDbName, &Access)) == 0)
            {
                if(pAppName)
                {
                
                }
if(*pAppName)
    printf("Current active app: [%s]\r\n",pAppName);
else
    printf("No active Application is set\r\n");
}

EssFree(hInst, pDbName);
}
EssFree(hInst, pAppName);
}

void ESS_SetActive()
{
    ESS_STS_T sts = ESS_STS_NOERR;
    ESS_ACCESS_T Access;
    ESS_STR_T AppName;
    ESS_STR_T DbName;

    AppName = "sample";
    DbName = "basic";
    sts = EssSetActive(hCtx, AppName, DbName, &Access);
    printf("EssSetActive sts: %ld\r\n",sts);
}

void ESS_ListDatabases()
{
    ESS_STS_T sts = ESS_STS_NOERR;
    ESS_USHORT_T Items;
    ESS_USHORT_T ind;
    ESS_PAPPDB_T pAppsDbs = NULL;

    sts = EssListDatabases(hCtx, NULL, &Items, &pAppsDbs);
    printf("EssListDatabases sts: %ld\r\n",sts);

    if(!sts)
    {
        if(Items && pAppsDbs)
        {
            printf("\r\n--Applications/databases available--\r\n");
            for (ind = 0; ind<Items; ind++)
            {
                if((pAppsDbs+ind) !=NULL)
                {
                    if((pAppsDbs[ind].AppName != NULL)
                        && (pAppsDbs[ind].DbName != NULL))
                    {
                        printf("%s",pAppsDbs[ind].AppName);
                        printf(" => ");
                        printf("%s",pAppsDbs[ind].DbName);
                        printf("\n\r");
                    }
                }
            }
            EssFree(hInst, pAppsDbs);
        }
    }
else
    printf("\r\nDatabase List is Empty\r\n\n");
}

void ESS_ClearDatabase()
{
    ESS_STS_T sts = ESS_STS_NOERR;
    sts = EssClearDatabase(hCtx);
    printf("EssClearDatabase sts:%ld\r\n",sts);
    printf("The database is now empty\n");
}

void ESS_Report()
{
    ESS_STS_T sts = ESS_STS_NOERR;
    ESS_STR_T rString;
    ESS_CHAR_T pszReportIn[512];
    strcpy(pszReportIn,
        " {TABDELIMIT} \
        {SUPALL COLHEADING NAMESON BLOCKHEADERS PAGEHEAD INDENTGEN 2 DECIMALS \ VARIABLE} \ 
        (BRACKET) \ 
        <SINGLECOLUMN \ 
        <QUOTEMBRNAMES \ 
        (SUPMISSING) \ 
        <BOTTOM ( 4, @DATACOL(1) ) \ 
        <SYM \ 
        <PAGE( 'Measures' ) \ 
        'Measures' \ 
        <COL('Market','Scenario') \ 
        ( OUTALTNAMES ) \ 
        <ICHILDREN 'Market' \ 
        'Actual' \ 
        'Budget' \ 
        <ROW( 'Year','Product') \ 
        <ICHILDREN 'Year' \ 
        <ICHILDREN 'Product' \ 
        ! " ");

    sts = EssReport (hCtx, ESS_TRUE, ESS_FALSE, pszReportIn);
    //sts = EssReport (hCtx, ESS_TRUE, ESS_FALSE, "<Desc &ThisMonth !");
    //sts = EssReport (hCtx, ESS_TRUE, ESS_FALSE, "<Desc Year !");
    printf("EssReport sts: %ld\r\n",sts);

    if(!sts)
        sts = EssGetString(hCtx, &rString);
    while (!( !sts ) && ( rString != NULL ))
    {
        printf("%s", rString);
        EssFree (hInst, rString);
        sts = EssGetString (hCtx, &rString);
    }
}
void ESS_Update()
{
    ESS_STS_T sts = ESS_STS_NOERR;

    sts = EssUpdate(hCtx, ESS_TRUE, ESS_FALSE,
                    "Year Market Scenario Measures Product 123456");
    printf("EssUpdate sts: %ld\r\n",sts);
}

void ESS_CalcLine()
{
    ESS_STS_T        sts = ESS_STS_NOERR;
    ESS_STR_T        Script;
    ESS_PROCSTATE_T  pState;

    Script = "CALC DIM (Measures, Product, Market, Year, Scenario);";

    sts = EssCalc(hCtx, ESS_TRUE, Script);
    printf("EssCalc sts: %ld\r\n",sts);

    if (!sts)
    {
        sts = EssGetProcessState (hCtx, &pState);
        while (!sts || (pState.State != ESS_STATE_DONE))
        {
            sts = EssGetProcessState (hCtx, &pState);
        }
    }
}

void ESS_Calc()
{
    ESS_STS_T         sts = ESS_STS_NOERR;
    ESS_STR_T         Script;
    ESS_PROCSTATE_T   pState;
    Script = "CALC ALL;";

    sts = EssBeginCalc (hCtx, ESS_TRUE);
    printf("EssBeginCalc sts: %ld\r\n",sts);
    if (!sts)
    {
        sts = EssSendString (hCtx, Script);
        printf("EssSendString sts: %ld\r\n",sts);
    }
    if (!sts)
    {
        sts = EssEndCalc (hCtx);
        printf("EssEndCalc sts: %ld\r\n",sts);
    }
    if (!sts)
    {
        sts = EssGetProcessState (hCtx, &pState);
        while (!sts && (pState.State != ESS_STATE_DONE))
        {
            sts = EssGetProcessState (hCtx, &pState);
        }
    }
}
void ESS_ReportFile ()
{
    ESS_STS_T   sts = ESS_STS_NOERR;
    ESS_HCTX_T   hSrcCtx;
    ESS_STR_T    rString;
    ESS_STR_T   AppName;
    ESS_STR_T    DbName;
    ESS_STR_T    FileName;

    hSrcCtx = hCtx;
    AppName = "Sample";
    DbName = "Basic";
    FileName = "cdlockdb";

    sts = EssReportFile (hCtx, hSrcCtx, AppName, DbName, FileName,
                        ESS_TRUE, ESS_FALSE);
    printf("EssReportFile sts: %ld\r\n",sts);

    if (!sts)
        sts = EssGetString (hCtx, &rString);
    while (!sts && (rString != NULL))
    {
        printf("%s", rString);
        EssFree (hInst, rString);
        sts = EssGetString (hCtx,&rString);
    }
}

void ESS_UpdateFile ()
{
    ESS_STS_T   sts = ESS_STS_NOERR;
    ESS_HCTX_T   hSrcCtx;
    ESS_BOOL_T   isStore;
    ESS_BOOL_T   isUnlock;
    ESS_STR_T   AppName;
    ESS_STR_T    DbName;
    ESS_STR_T    FileName;

    AppName = "Sample";
    DbName = "Basic";
    hSrcCtx = hCtx;
    FileName = "cdupdtdb.txt";
    isStore = ESS_TRUE;
    isUnlock = ESS_FALSE;

    sts = EssUpdateFile (hCtx, hSrcCtx, AppName, DbName, FileName,
                         isStore, isUnlock);
    printf("EssUpdateFile sts: %ld\r\n",sts);
}
void ESS_RunCalc ()
{
    ESS_STS_T      sts = ESS_STS_NOERR;
    ESS_HCTX_T      hSrcCtx;
    ESS_BOOL_T      isObject = ESS_FALSE;
    ESS_STR_T      AppName;
    ESS_STR_T      DbName;
    ESS_STR_T      FileName;
    ESS_PROCSTATE_T   pState;
    
    hSrcCtx  = hCtx;
    AppName  = "Sample";
    DbName   = "Basic";
    FileName = "calc5dim";
    
    sts = EssCalcFile (hCtx, hSrcCtx, AppName, DbName, FileName,
                   ESS_TRUE);
    printf("EssCalcFile sts: %ld\r\n",sts);
    if (!sts)
    {
        sts = EssGetProcessState (hCtx, &pState);
        while (!sts || (pState.State != ESS_STATE_DONE))
            sts = EssGetProcessState (hCtx, &pState);
    }
}

/*****************************************************************************
void ESS_Import ()
{
    eSS_STS_T       sts = eSS_STS_NOERR;
    eSS_SHORT_T     isAbortOnError;
    eSS_OBJDEF_T    Rules;
    eSS_OBJDEF_T    Data;
    eSS_PMBRERR_T   pMbrErr = NULL;
    Data.hCtx      = hCtx;
    Data.AppName   = "Sample";
    Data.DbName    = "Basic";
    Data.ObjType   = ESS_OBJTYPE_TEXT;
    Data.FileName  = "calcdat.txt";
    Rules.hCtx     = hCtx;
    Rules.AppName  = "Olap";
    Rules.DbName   = "Demo";
    Rules.ObjType  = eSS_OBJTYPE_RULES;
    Rules.FileName = "Actmap";
    
    //* Running conditions *
    isAbortOnError = eSS_TRUE;
    
    sts = EssImport (hCtx, NULL, &Data, &pMbrErr, NULL, isAbortOnError);
    printf("EssImport sts: %ld\r\n",sts);
    if(pMbrErr)
        EssFreeMbrErr(hCtx, pMbrErr);
}
void getCmdLineArgs(int argc, char *argv[])
{
    if (argc>1)
        strcpy(srvrName,argv[1]);
    if (argc>2)
        strcpy(userName,argv[2]);
    if (argc>3)
        strcpy(pswd,argv[3]);

    printf("Server name:  %s\n",srvrName);
    printf("User name:  %s\n",userName);
    printf("Password:  %s\n",pswd);
}

void main(int argc, char *argv[])
{
    getCmdLineArgs(argc,argv);

    /**** Initialization and Login Functions ****/

    ESS_Init();
    ESS_AutoLogin();
    ESS_GetVersion();
    ESS_GetAPIVersion();
    ESS_SetActive();
    ESS_ListDatabases();

    /**** Report and Updating Calculation ****/

    ESS_Report();
    ESS_ClearDatabase();
    ESS_Report();
    ESS_Import();
    ESS_Report();
This section runs a calculation from a file. (ESS_RunCalc calls EssCalcFile, which specifies the calculation script in the file calc5dim.csc.) Then issues yet another report to show the results.

ESS_CalcLine();
ESS_Report();

ESS_ReportFile();
ESS_UpdateFile();
ESS_ReportFile();

ESS_Logout();
ESS_Term();

} /*
End of program
*/
Shared Services Migration and User Management API Example

/*
Declaration of Include files
*/

#if defined _WIN32 || defined _WINDOWS
#include
#endif

#include
#include
#include
#include
#pragma pack (1)
#include
#pragma pack ()

/*-------------------------- Example Usage Starts Here --------------------------------*/

/*
ESS_FUNC_M EssSetSSSecurityMode(ESS_HCTX_T    hCtx,
ESS_USHORT_T  Option,
ESS_STR_T     Password);
*/

ESS_FUNC_M ESS_SS_SetSSSecurityMode(ESS_HCTX_T  hCtx)
{
    ESS_STS_T         sts = ESS_STS_NOERR;
    ESS_STR_T         newpassword = ESS_NULL;
    ESS_USHORT_T      option;

    /* New Shared Services Native User Password Option: *
     * 0 to use user provided password
     * 1 to use the user name as password
     * 2 to automatically generate a password
     **/

    option = 1; /* Using user name as password */

    sts = ESS_SS_SetSSSecurityMode(hCtx, option, newpassword);

    if(sts)
        printf("Failed to migrate Analytic Services Server to Shared Services mode.");

    return sts;
}
return (sts);
}

ESS_FUNC_M EssGetEssbaseSecurityMode (ESS_HCTX_T hCtx,
    ESS_PSECURITY_MODE_T mode);
*

ESS_FUNC_M ESS_SS_GetEssbaseSecurityMode(ESS_HCTX_T  hCtx)
{
    ESS_STS_T           sts = ESS_STS_NOERR;
    ESS_SECURITY_MODE_T mode;

    sts = EssGetEssbaseSecurityMode(hCtx, &mode);
    if(sts)
    {
        printf("Failed to get Essbase Security mode.\n");
    }
    else
    {
        printf("Essbase Security Mode            : %d\n", mode);
    }
    return(sts);
}

ESS_FUNC_M ESS_SS_ListSSMigrFailedUsers(ESS_HCTX_T  hCtx, ESS_HINST_T hInst)
{
    ESS_STS_T         sts = ESS_STS_NOERR;
    ESS_PUSERNAME_T   pNativeUserList = NULL;
    ESS_USHORT_T      Count = 0,
        index;

    sts = EssListSSMigrFailedUsers(hCtx, &Count, &pNativeUserList);
    if (!sts)
    {
        if (Count && pNativeUserList)
        {
            printf ("\n------- User List -------\n
");
            for (index = 0; index < Count; index++)
            {
                if (pNativeUserList[index])
                    printf ("%s\n", pNativeUserList[index]);
            }
            EssFree(hInst, pNativeUserList);
        }
        else
            printf("\nUser list is empty\n");
    }

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else
    printf("Failed to get Shared Services migration failed Users list.\n");

return (sts);
}

/*
ESS_FUNC_M EssListSSMigrFailedGroups(ESS_HCTX_T,
    ESS_PUSHORT_T,
    ESS_PPUSERNAME_T);
*/
ESS_FUNC_M ESS_SS_ListSSMigrFailedGroups(ESS_HCTX_T hCtx, ESS_HINST_T hInst)
{
    ESS_STS_T       sts = ESS_STS_NOERR;
    ESS_PUSERNAME_T pNativeUserList = NULL;
    ESS_USHORT_T    Count = 0,
        index;

    sts = EssListSSMigrFailedGroups(hCtx, &Count, &pNativeUserList);

    if (!sts)
    {
        if (Count && pNativeUserList)
        {
            printf ("------- Group List -------\n\n");
            for (index = 0; index < Count; index++)
            {
                if (pNativeUserList[index])
                    printf ("%s\n", pNativeUserList[index]);
            }
            EssFree(hInst, pNativeUserList);
        }
        else
            printf("\nGroup list is empty\n\n");
    }
    else
        printf("Failed to get Shared Services migration failed Groups list.\n");

return (sts);
}

/*
ESS_FUNC_M EssSetUserToSS (ESS_HCTX_T    hCtx,
    ESS_STR_T     UserName,
    ESS_USHORT_T  Option,
    ESS_STR_T     Password);
*/
ESS_FUNC_M ESS_SS_SetUserToSS(ESS_HCTX_T hCtx, ESS_HINST_T hInst)
{
    ESS_STS_T       sts = ESS_STS_NOERR;
    ESS_USHORT_T    option;
    ESS_STR_T       userName = ESS_NULL;
    ESS_STR_T       newPassword = ESS_NULL;
sts = EssAlloc(hInst, sizeof(ESS_USERNAME_T), &userName);
if(sts)
    return (sts);
memset(userName, 0, sizeof(ESS_USERNAME_T));
strcpy( userName, "essexer");

/* New Shared Services Native User Password Option: *
* 0 to use user provided password
* 1 to use the user name as password
* 2 to automatically generate a password
**/

option = 1; /* Using user name as password */

sts = EssSetUserToSS(hCtx, userName, option, newPassword);
if(sts)
    printf("Failed to migrate User %s to Shared Services mode.\n", userName);
if (userName)
    EssFree(hInst, userName);
return (sts);
}

/*
ESS_FUNC_M EssSetGroupToSS (ESS_HCTX_T    hCtx,
                    ESS_STR_T     GroupName);
*/

ESS_FUNC_M ESS_SS_SetGroupToSS(ESS_HCTX_T  hCtx, ESS_HINST_T hInst)
{
    ESS_STS_T         sts = ESS_STS_NOERR;
    ESS_STR_T         groupName = ESS_NULL;

    sts = EssAlloc(hInst, sizeof(ESS_USERNAME_T), &groupName);
    if(sts)
        return (sts);
    memset(groupName, 0, sizeof(ESS_USERNAME_T));
    strcpy( groupName, "essgrp");

    sts = EssSetGroupToSS(hCtx, groupName);
    if(sts)
        printf("Failed to migrate Group %s to Shared Services mode.\n", groupName);
    if (groupName)
        EssFree(hInst, groupName);
    return (sts);
}

/*
ESS_FUNC_M EssSetUsersToSS(ESS_HCTX_T    hCtx,
                    ESS_USHORT_T  Option,
                    ESS_STR_T     Password);
*/
ESS_FUNC_M ESS_SS_SetUsersToSS(ESS_HCTX_T hCtx, ESS_HINST_T hInst)
{
    ESS_STS_T         sts = ESS_STS_NOERR;
    ESS_USHORT_T      option;
    ESS_STR_T         newpassword = ESS_NULL;

    /* New Shared Services Native User Password Option:
     * 0 to use user provided password
     * 1 to use the user name as password
     * 2 to automatically generate a password
     */
    option = 0; /* Using user provided password */

    sts = EssAlloc(hInst, sizeof(ESS_PASSWORD_T), &newpassword);
    if(sts)
        return (sts);
    memset(newpassword, 0, sizeof(ESS_PASSWORD_T));
    strcpy( newpassword, "password");

    sts = EssSetUsersToSS(hCtx, option, newpassword);
    if(sts)
        printf("Failed to migrate Users to Shared Services mode.\n");
    if (newpassword)
        EssFree(hInst, newpassword);

    return (sts);
}

ESS_FUNC_M ESS_SS_SetGroupsToSS(ESS_HCTX_T hCtx)
{
    ESS_STS_T         sts = ESS_STS_NOERR;

    sts = EssSetGroupsToSS(hCtx);
    if(sts)
        printf("Failed to migrate Groups to Shared Services mode.\n");

    return (sts);
}

ESS_FUNC_M ESS_SS_SetEasLocation(ESS_HCTX_T hCtx, ESS_HINST_T hInst)
{
    ESS_STS_T         sts = ESS_STS_NOERR;
    ESS_STR_T         easLoc = ESS_NULL;

    /* Eas Location */
sts = EssAlloc(hInst, sizeof(ESS_PATHLEN), &easLoc);
if(sts)
    return (sts);
memset(easLoc, 0, sizeof(ESS_PATHLEN));
strcpy( easLoc, "localhost:10080");

sts = EssSetEasLocation(hCtx, easLoc);
if (sts)
    printf("Failed to set EAS Location.\n");
if (easLoc)
    EssFree(hInst, easLoc);

    return (sts);
}

/*
 ESS_FUNC_M EssReRegisterApplication (ESS_HCTX_T hCtx,
         ESS_STR_T AppName,
         ESS_BOOL_T AllApps);
*/

ESS_FUNC_M ESS_SS_ReRegisterApplication(ESS_HCTX_T hCtx, ESS_HINST_T hInst)
{
    ESS_STS_T         sts = ESS_STS_NOERR;
    ESS_BOOL_T        allApps;
    ESS_STR_T         appName = ESS_NULL;
    sts = EssAlloc(hInst, sizeof(ESS_APPNAME_T), &appName);
    if(sts)
        return (sts);
    memset(appName, 0, sizeof(ESS_APPNAME_T));
    strcpy( appName, "Sample");

    /* Do you want All applications re-registered?
     * Enter ESS_TRUE for Yes
     * ESS_FALSE for No
     **/    allApps = ESS_FALSE; /* Re-registering only 1 application */
    sts = EssReRegisterApplication(hCtx, appName, allApps);
    if (sts)
        printf("Failed to Re-register Application %s.\n", appName);
    if (appName)
        EssFree(hInst, appName);

    return (sts);
}

/**************************************************************************/
main()
{
    ESS_HINST_T hInst;
    ESS_HCTX_T hCtx;
    ESS_SVRNAME_T svrName = "localhost";
    ESS_USERNAME_T userName = "essexer";
    ESS_PASSWORD_T pswd = "password";
    ESS_STS_T sts = ESS_STS_NOERR;
    ESS_USHORT_T Items;
    ESS_PAPPDB_T pAppsDbs = ESS_NULL;
    
    ESS_INIT_T InitStruct = (ESS_API_VERSION,
                              ESS_NULL,
                              0L,
                              255,
                              ESS_NULL,
                              ESS_NULL,
                              ESS_NULL,
                              ESS_NULL,
                              ESS_NULL,
                              ESS_NULL,
                              ESS_NULL,
                              0L);
    
    sts = EssInit(&InitStruct, &hInst);
    if (sts)
    {
        printf("EssInit failure: %ld\n", sts);
        exit ((int) sts);
    }
    
    sts = EssLogin(hInst, svrName, userName, pswd, &Items, &pAppsDbs, &hCtx);
    if (sts)
    {
        printf("EssLogin failure: %ld\n", sts);
        exit ((int) sts);
    }
    
    sts = ESS_SS_SetSSSecurityMode(hCtx);
    if (sts)
printf("ESS_SS_SetSSSecurityMode failed: %ld\n", sts);

sts = ESS_SS_GetEssbaseSecurityMode(hCtx);
if (sts)
    printf("ESS_SS_GetEssbaseSecurityMode failed: %ld\n", sts);

sts = ESS_SS_ListSSMigrFailedUsers(hCtx, hInst);
if (sts)
    printf("ESS_SS_ListSSMigrFailedUsers failed: %ld\n", sts);

sts = ESS_SS_ListSSMigrFailedGroups(hCtx, hInst);
if (sts)
    printf("ESS_SS_ListSSMigrFailedGroups failed: %ld\n", sts);

sts = ESS_SS_SetUserToSS(hCtx, hInst);
if (sts)
    printf("ESS_SS_SetUserToSS failed: %ld\n", sts);

sts = ESS_SS_SetGroupToSS(hCtx, hInst);
if (sts)
    printf("ESS_SS_SetGroupToSS failed: %ld\n", sts);

sts = ESS_SS_SetUsersToSS(hCtx, hInst);
if (sts)
    printf("ESS_SS_SetUsersToSS failed: %ld\n", sts);

sts = ESS_SS_SetGroupsToSS(hCtx);
if (sts)
    printf("ESS_SS_SetGroupsToSS failed: %ld\n", sts);

sts = ESS_SS_SetEasLocation(hCtx, hInst);
if (sts)
    printf("ESS_SS_SetEasLocation failed: %ld\n", sts);

sts = ESS_SS_ReRegisterApplication(hCtx, hInst);
if (sts)
    printf("ESS_SS_ReRegisterApplication failed: %ld\n", sts);

sts = EssLogout(hCtx);
st = EssTerm(hInst);
Limits

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Name Limits

Subtopics

- Essbase Server (Host) Name Limits
- Application Name Limits
- Database Name Limits
- Filter Name Limits
- Group Name Limits
- Object Name Limits
- Password Limits
- User Name Limits

Essbase Server (Host) Name Limits

- Non-Unicode application limit: 1024 bytes
- Unicode-mode application limit: 1024 characters

Application Name Limits

- Non-Unicode application limit: 8 bytes
- Unicode-mode application limit: 30 characters

Application names can contain all special characters allowed in DOS file names. No spaces, commas, tabs, slashes, backslashes, or periods are allowed. The use of some special characters is not recommended because they are often used by the operating system (for example, @, $, %, and &).
Database Name Limits

- Non-Unicode application limit: 8 bytes
- Unicode-mode application limit: 30 characters

Database names can contain all special characters allowed in DOS file names. No spaces, commas, tabs, slashes, backslashes, or periods are allowed. The use of some special characters is not recommended because they are often used by the operating system (for example, @, $, %, and &).

Filter Name Limits

- Non-Unicode application limit: 256 bytes
- Unicode-mode application limit: 256 characters

Group Name Limits

- Non-Unicode application limit: 256 bytes
- Unicode-mode application limit: 256 characters

Object Name Limits

- Non-Unicode application limit: 8 bytes
- Unicode-mode application limit: 30 characters

Object names can contain all special characters allowed in DOS file names. No spaces, commas, backslashes, or periods are allowed.

Password Limits

- Non-Unicode application limit: 100 bytes
- Unicode-mode application limit: 100 characters

User Name Limits

- Non-Unicode application limit: 256 bytes
- Unicode-mode application limit: 256 characters

User names are not case sensitive and must not contain the backslash character (\).
Drill-through URL Limits

The following limits apply to drill-through URLs:

- The number of drill-through URLs per database is limited to 255.
- The number of drillable regions in a drill-through URL is limited to 256.
- The number of characters per drillable region is limited to 65536.