

# **Appendix 12B**

## **Session Multiplexor Structures and Definitions**

## sessMuxFileDir

```
struct _sessMuxFileDir {
    //File
    UINT32 (* SESSBoostWrites      )( CONN_HANDLE, UINT32 );
    UINT32 (* SESSCloseFile        )( FileInfoBlock *, UINT32, VOID * );
    UINT32 (* SESSCommitFile       )( FileInfoBlock *, UINT32 );
    UINT32 (* SESSContinueSearch   )( SearchInfoBlock * );
    UINT32 (* SESSCreateFile       )( UINT32, UINT32, UINT32, QuickPath *,
        FileInfoBlock * );

    UINT32 (* SESSDeleteFile       )( UINT32, QuickPath * );
    UINT32 (* SESSFakeClose        )( FileInfoBlock *, UINT32 );
    UINT32 (* SESSFileLease        )( FileInfoBlock *, UINT32 );
    UINT32 (* SESSGetFileSize       )( FileInfoBlock *, UINT32 );
    UINT32 (* SESSInitializeSearch)( QuickPath *, SearchInfoBlock * );
    UINT32 (* SESSOpenFile         )( UINT32, UINT32, QuickPath *, FileInfoBlock
        * );

    UINT32 (* SESSReadFile         )( FileInfoBlock *, UINT32, UINT32, UINT8 *,
        UINT32,UINT8 *,UINT32 *, UINT32, VOID * );
    UINT32 (* SESSRemoteCopy       )( FileInfoBlock *, FileInfoBlock *, UINT32,
        UINT32 *, UINT32 );

    UINT32 (* SESSRenameFile       )( UINT32, QuickPath *, QuickPath * );
    UINT32 (* SESSSearchForFile    )( UINT32, QuickPath *, DirEntryBlock * );
    UINT32 (* SESSSetDateTime      )( FileInfoBlock *, UINT32 );
    UINT32 (* SESSWriteFile        )( FileInfoBlock *,UINT32, UINT32, UINT8 *,
        UINT32, UINT8 *,UINT32 *,UINT32, VOID * );

    UINT32 (* SESSWriteVerify      )( FileInfoBlock *, GreyFileList * );
    UINT32 (* SESSReserved1        ) ( );
    UINT32 (* SESSReserved2        ) ( );
    UINT32 (* SESSReserved3        ) ( );
    UINT32 (* SESSReserved4        ) ( );
    UINT32 (* SESSReserved5        ) ( );
    UINT32 (* SESSReserved6        ) ( );
    UINT32 (* SESSReserved7        ) ( );
    UINT32 (* SESSReserved8        ) ( );
    UINT32 (* SESSReserved9        ) ( );
    UINT32 (* SESSReserved10       ) ( );

    //Dir
    UINT32 (* SESSAllocDirHandle   )( QuickPath *, DirInfoBlock * );
    UINT32 (* SESSFreeDirHandle    )( DirInfoBlock * );
    UINT32 (* SESSGetAccessRights   )( QuickPath *, UINT32 * );
    UINT32 (* SESSGetDirectorySpace)( QuickPath *, DiskSpace * );
    UINT32 (* SESSGetFullPath       )( DirInfoBlock *, UINT8 * );
    UINT32 (* SESSGetVolID         )( QuickPath *, UINT32 * );
    UINT32 (* SESSMakeDirectory    )( QuickPath * );
    UINT32 (* SESSRemovedDirectory )( QuickPath * );
    UINT32 (* SESSRenameDirectory  )( QuickPath *, QuickPath * );
    UINT32 (* SESSSetAttributes    )( UINT32, UINT32, UINT32, QuickPath * );
};
```

```

UINT32 (* SESSSetDirHandle      )( QuickPath *, DirInfoBlock * );
UINT32 (* SESSGetVolumeInfo    )( QuickPath *, UINT32 *, UINT32 *, UINT32
    *, UINT8 * );

UINT32 (* SESSReserved12      ) ( );
UINT32 (* SESSReserved13      ) ( );
UINT32 (* SESSReserved14      ) ( );
UINT32 (* SESSReserved15      ) ( );
UINT32 (* SESSReserved16      ) ( );
UINT32 (* SESSReserved17      ) ( );
UINT32 (* SESSReserved18      ) ( );
UINT32 (* SESSReserved19      ) ( );
UINT32 (* SESSReserved20      ) ( );

//Sync
UINT32 (* SESSClearFile        )( QuickPath * );
UINT32 (* SESSClearFileSet     )( UINT32 );
UINT32 (* SESSClearLogicalRecord )( CONN_HANDLE, UINT8 * );
UINT32 (* SESSClearLogicalRecordSet)( UINT32 );
UINT32 (* SESSClearPhysRecord  )( LockInfoBlock * );
UINT32 (* SESSClearPhysRecordSet )( UINT32 );
UINT32 (* SESSCloseSemaphore   )( Sema4InfoBlock * );
UINT32 (* SESSExamineSemaphore )( Sema4InfoBlock *,UINT32 *, UINT32 * );
UINT32 (* SESSLockFileSet      )( UINT32, UINT32 );
UINT32 (* SESSLockLogicalRecordSet)( UINT32, UINT32, UINT32 );
UINT32 (* SESSLockPhysRecordSet )( UINT32, UINT32, UINT32 );
UINT32 (* SESSLogFile          )( QuickPath *, UINT32, UINT32 );
UINT32 (* SESSLogLogicalRecord )( CONN_HANDLE, UINT8 *,UINT32, UINT32 );
UINT32 (* SESSLogPhysRecord    )( LockInfoBlock * );
UINT32 (* SESSOpenSemaphore    )( Sema4InfoBlock *, UINT32 * );
UINT32 (* SESSReleaseFile      )( QuickPath * );
UINT32 (* SESSReleaseFileSet   )( UINT32 );
UINT32 (* SESSReleaseLogicalRecord)( CONN_HANDLE, UINT8 * );
UINT32 (* SESSReleaseLogicalRecordSet)( UINT32 );
UINT32 (* SESSReleasePhysRecord )( LockInfoBlock * );
UINT32 (* SESSReleasePhysRecordSet)( UINT32 );
UINT32 (* SESSSignalSemaphore  )( Sema4InfoBlock * );
UINT32 (* SESSWaitOnSemaphore  )( Sema4InfoBlock *, UINT32 );
UINT32 (* SESSReserved21      ) ( );
UINT32 (* SESSReserved22      ) ( );
UINT32 (* SESSReserved23      ) ( );
UINT32 (* SESSReserved24      ) ( );
UINT32 (* SESSReserved25      ) ( );
UINT32 (* SESSReserved26      ) ( );
UINT32 (* SESSReserved27      ) ( );
UINT32 (* SESSReserved28      ) ( );
UINT32 (* SESSReserved29      ) ( );
UINT32 (* SESSReserved30      ) ( );
};

```

## sessMuxPrint

```
struct _sessMuxPrint {
    UINT32 (* SESSAbortQJob           ) ( PDevInfoBlock *, PJobInfoBlock * );
    UINT32 (* SESSCloseFileStartQJob ) ( PDevInfoBlock *, PJobInfoBlock * );
    UINT32 (* SESSCreateQJob         ) ( PDevInfoBlock *, PJobInfoBlock *,
                                         UINT8 * );
    UINT32 (* SESSGetQueueID         ) ( CONN_HANDLE, UINT32 *, UINT8 * );
    UINT32 (* SESSGetQueueName       ) ( CONN_HANDLE, UINT32, UINT8 * );
    UINT32 (* SESSReserved31         ) ();
    UINT32 (* SESSReserved32         ) ();
    UINT32 (* SESSReserved33         ) ();
    UINT32 (* SESSReserved34         ) ();
    UINT32 (* SESSReserved35         ) ();
    UINT32 (* SESSReserved36         ) ();
    UINT32 (* SESSReserved37         ) ();
    UINT32 (* SESSReserved38         ) ();
    UINT32 (* SESSReserved39         ) ();
    UINT32 (* SESSReserved40         ) ();
};
```

## sessMuxConn

The difference between `_sessMuxConn` and `_sessMuxConnRegister` is the presence or absence of the first `UINT32` parameter. This parameter is the *sessionSvcID*, needed when calling into `SessMux` but not when calling out of `SessMux`.

```
struct _sessMuxConn {
    UINT32 (* SESSEndOfJob           ) ( CONN_HANDLE, UINT8 );
    UINT32 (* SESSLogout             ) ( CONN_HANDLE );
    UINT32 (* SESSAllocConnection    ) ( UINT32, CONN_HANDLE );
    UINT32 (* SESSConnectByAddress   ) ( UINT32, CONN_HANDLE, TRAN_ADDR_TYPE * );
    UINT32 (* SESSDisconnect         ) ( UINT32, CONN_HANDLE, UINT32 );
    UINT32 (* SESSFreeConnection     ) ( UINT32, CONN_HANDLE );
    UINT32 (* SESSPingConnection     ) ( UINT32, CONN_HANDLE );
    UINT32 (* SESSValidateConnection ) ( UINT32, CONN_HANDLE );
    UINT32 (* SESSReserved41         ) ();
    UINT32 (* SESSReserved42         ) ();
    UINT32 (* SESSReserved43         ) ();
    UINT32 (* SESSReserved44         ) ();
    UINT32 (* SESSReserved45         ) ();
    UINT32 (* SESSReserved46         ) ();
    UINT32 (* SESSReserved47         ) ();
    UINT32 (* SESSReserved48         ) ();
    UINT32 (* SESSReserved49         ) ();
};
```

```
    UINT32 (* SESSReserved50          ) ();  
};
```

```
struct _sessMuxConnRegister {
    UINT32 (* SESSEndOfJob                ) ( CONN_HANDLE, UINT8 );
    UINT32 (* SESSLogout                  ) ( CONN_HANDLE );
    UINT32 (* SESSAllocConnection         ) ( CONN_HANDLE );
    UINT32 (* SESSConnectByAddress        ) ( CONN_HANDLE, TRAN_ADDR_TYPE * );
    UINT32 (* SESSDisconnect               ) ( CONN_HANDLE, UINT32 );
    UINT32 (* SESSFreeConnection          ) ( CONN_HANDLE );
    UINT32 (* SESSPingConnection          ) ( CONN_HANDLE );
    UINT32 (* SESSValidateConnection      ) ( CONN_HANDLE );
    UINT32 (* SESSReserved51              ) ();
    UINT32 (* SESSReserved52              ) ();
    UINT32 (* SESSReserved53              ) ();
    UINT32 (* SESSReserved54              ) ();
    UINT32 (* SESSReserved55              ) ();
    UINT32 (* SESSReserved56              ) ();
    UINT32 (* SESSReserved57              ) ();
    UINT32 (* SESSReserved58              ) ();
    UINT32 (* SESSReserved59              ) ();
    UINT32 (* SESSReserved60              ) ();
};

struct _sessMuxMisc {
    UINT32 (* SESSGetServerTime           ) ( CONN_HANDLE, NDateTime * );
    UINT32 (* SESSGetVersion               ) ( UINT32 *, UINT32 * );
};
```

## SESS\_MUX\_CALL\_TABLE

Use this table to call into SessMux.

```
typedef struct _sessMuxCallTable {
    struct _sessMuxFileDir;
    struct _sessMuxPrint;
    struct _sessMuxConn;
    struct _sessMuxMisc;
} SESS_MUX_CALL_TABLE;
```

## SESS\_MUX\_REGISTER\_CALL\_TABLE

Use this table to register with SessMux.

```
typedef struct _sessMuxRegisterCallTable {
    struct _sessMuxFileDir;
    struct _sessMuxPrint;
    struct _sessMuxConnRegister;
```

```
    struct _sessMuxMisc;  
} SESS_MUX_REGISTER_CALL_TABLE;
```

## **SESS\_SVC\_DESC\_BLOCK**

```
typedef struct _sessSvcDescBlock {
    UINT8    majorVersion;
    UINT8    minorVersion;
    UINT8    revision;
    UINT8    name[13];
    UINT8    description[80];
    UINT32   sessSvcId;
} SESS_SVC_DESC_BLOCK;
```