

# Network Functions

## htonl(), htons(), ntohl(), ntohs()

**SUMMARY** Convert values between host and network byte order

**SYNOPSIS** `#import <netinet/in.h>`

`u_long htonl(u_long hostlong)`  
`u_short htons(u_short hostshort)`  
`u_long ntohl(u_long netlong)`  
`u_short ntohs(u_short netshort)`

**DESCRIPTION** These functions and macros simulate the C library functions of the same name. See the UNIX manual page for **byteorder** for more information.

## if\_attach()

**SUMMARY** Initialize and install a new netif

**SYNOPSIS** `#import <net/netif.h>`

`netif_t if_attach(if_init_func_t init_func, if_input_func_t input_func, if_output_func_t output_func, if_getbuf_func_t getbuf_func, if_control_func_t control_func, const char *name, unsigned int unit, const char *type, unsigned int mtu, unsigned int flags, netif_class_t class, void *private)`

**ARGUMENTS** *init\_func*: The initialization function of this module.

*input\_func*: The input function of this module.

*output\_func*: The output function of this module.

*getbuf\_func*: The buffer allocation function of this module.

*control\_func*: The control function of this module.

*name*: A constant string that names this module (for example, `"en"`).

*unit*: The unit number of this module (for example, `0`).

*type*: A constant string that describes the type of this module (for example, `"10MB Ethernet"`).

*mtu*: The maximum transfer unit (for example, **1500** for Ethernet). This is the maximum amount of data your module can send or receive. Note that protocol-level modules must return the minimum of either the protocol limit or the network device driver's limit (minus header information).

*flags*: Initial flags for the interface. Possible values are:

IFF_UP:	If true, this interface is working.
IFF_BROADCAST:	If true, this interface supports broadcast.
IFF_LOOPBACK:	If true, this interface is local only.

IFF\_POINTTOPPOINT: If true, this is a point-to-point interface.

*class*: The class of this interface. Possible values are:

NETIFCLASS\_REAL: Network driver (a module that manipulates the hardware).

NETIFCLASS\_VIRTUAL: Protocol handler (a module that doesn't talk to hardware).

NETIFCLASS\_SNIFFER: Packet sniffer (a module that merely examines packets).

*private*: Private data, which can be retrieved using **if\_private()**.

**DESCRIPTION** Initializes a new netif and installs it, returning the resulting netif. Network device drivers should call this function at load time. Protocol handlers and packet sniffers should instead call **if\_registervirtual()** at load time, supplying as an argument the callback function that calls **if\_attach()**.

The first five arguments are the functions that are associated with netifs. These functions are described in Chapter 8, "Network Modules."

This function doesn't check any of its arguments, so it always succeeds.

**EXAMPLE**

```
ifp = if_attach(NULL, myhandler_input, myhandler_output,
myhandler_getbuf, myhandler_control, name, unit, IFTYPE_IP,
MYMTU, IFF_BROADCAST, NETIFCLASS_VIRTUAL, ifprivate);
```

**SEE ALSO** **if\_flags()**, **if\_output()**, **if\_init()**, **if\_control()**, **if\_ioctl()**, **if\_getbuf()**, **if\_handle\_input()**

## **if\_class()**

**SUMMARY** Get the class of a netif

**SYNOPSIS** **#import <net/netif.h>**

netif\_class\_t **if\_class**(netif\_t *netif*)

**ARGUMENTS** *netif*: The module to get the class for.

**DESCRIPTION** This function returns the class of *netif*. The value returned is one of the following:

- NETIFCLASS\_REAL
- NETIFCLASS\_VIRTUAL
- NETIFCLASS\_SNIFFER

**EXAMPLE**

```
netif_t ni;
```

```
for (ni = iflist_first(); ni != NULL; ni = iflist_next(ni)) {
    printf("name: %s%d, class: %s\n", if_name(ni), if_unit(ni),
        (if_class(ni) == NETIFCLASS_REAL) ? "real" :
        ((if_class(ni) == NETIFCLASS_VIRTUAL) ? "virtual" :
        ((if_class(ni) == NETIFCLASS_SNIFFER) ? "sniffer" : "unknown")));
}
```

**SEE ALSO** **iflist\_first()**, **iflist\_next()**

## **if\_collisions(), if\_collisions\_set()**

**SUMMARY** Get or set the number of collisions

**SYNOPSIS** `#import <net/netif.h>`

```
unsigned int if_collisions(netif_t netif)  
void if_collisions_set(netif_t netif, unsigned int collisions)
```

**ARGUMENTS**     *netif*: The module to get or set collision data for.

*collisions*: The new number of collisions.

**DESCRIPTION**     The functions **if\_collisions()** and **if\_collisions\_set()** get and set, respectively, the number of collisions encountered. Only the module corresponding to *netif* should call **if\_collisions\_set()**.

**EXAMPLE** `printf("Number of collisions encountered so far: %d\n",  
if_collisions(netif));`

**if\_control(), if\_getbuf(), if\_init(), if\_ioctl(), if\_output()**

**SUMMARY** Call one of the functions associated with a netif

**SYNOPSIS** `#import <net/netif.h>`

```
int if_control(netif_t netif, const char *command, void *data)  
netbuf_t if_getbuf(netif_t netif)  
int if_init(netif_t netif)  
int if_ioctl(netif_t netif, unsigned int command, void *data)  
int if_output(netif_t netif, netbuf_t packet, void *address)
```

**ARGUMENTS**     *netif*: The module whose function should be called.

*command*: The control command that should be executed.

*data*: Data specific to the control command.

*packet*: The packet that should be passed to *netif*'s output function.

*address*: The address that should be specified in the call to *netif*'s output function.

**DESCRIPTION**     The **if\_control()** function calls *netif*'s control function, **if\_getbuf()** calls *netif*'s buffer allocation function, **if\_init()** calls *netif*'s initialization function, and **if\_output()** calls *netif*'s output function.

It is recommended that you don't use **if\_ioctl()**; it's provided only for compatibility with UNIX code that operates using **ioctl**. The **if\_ioctl()** function calls *netif*'s control function.

Except for **if\_getbuf()**, these functions return ENXIO if the corresponding function isn't implemented in *netif*; otherwise they return the value returned by the call to the corresponding function. The **if\_getbuf()** function returns NULL if the corresponding function isn't implemented.

**EXAMPLE** `nb = if_getbuf(ifp);  
if (nb == NULL)  
return ENOBUFS;`

**SEE ALSO** **if\_attach()**

**if\_detach()**

**SUMMARY** Detach a netif so it can be unloaded

**SYNOPSIS** `#import <net/netif.h>`

`void if_detach(netif_t netif)`

**ARGUMENTS**     *netif*: The module to detach.

**DESCRIPTION**     The **if\_detach()** function removes *netif* from the system lists of attached netifs. You should call this function before unloading a network module.

**EXAMPLE** `netif_t ni;`

```
for (ni = iflist_first(); ni != NULL; ni = iflist_next(ni)) {
    if (if_unit(ni) == myunit && if_type(ni) == mytype &&
        strcmp(if_name(ni), myname) == 0) {
        if_detach(ni);
        break;
    }
}
```

## if\_flags(), if\_flags\_set()

**SUMMARY** Get or set the flags associated with a netif

**SYNOPSIS** `#import <net/netif.h>`

`unsigned int if_flags(netif_t netif)`

`void if_flags_set(netif_t netif, unsigned int flags)`

**ARGUMENTS**     *netif*: The module to get or set flags for.

*flags*: The new flags.

**DESCRIPTION**     The functions **if\_flags()** and **if\_flags\_set()** get and set, respectively, the flags associated with *netif*. Only the module corresponding to *netif* should use **if\_flags\_set()**.

Possible flag values are:

IFF_UP:	If true, this interface is working.
IFF_BROADCAST:	If true, this interface supports broadcast.
IFF_LOOPBACK:	If true, this interface is local only.
IFF_POINTTOPOINT:	If true, this is a point-to-point interface.

**EXAMPLE** `if_flags_set(ifp, if_flags(ifp) | IFF_UP);`

**SEE ALSO** **if\_attach()**

## if\_handle\_input()

**SUMMARY** Dispatch an input packet to a protocol handler

**SYNOPSIS** `#import <net/netif.h>`

`int if_handle_input(netif_t netif, netbuf_t packet, void *extra)`

**ARGUMENTS**     *netif*: This module, which must be a network device driver.

*packet*: The input packet.

*extra*: Any extra data that might be needed by the protocol handler.

**DESCRIPTION** Call this in a network device driver to have an input packet dispatched to a protocol handler. This function calls the input functions of one or more protocol handlers, passing along the *packet* and *extra* arguments.

This function returns EAFNOSUPPORT if no protocol handler accepts the packet.

```
EXAMPLE if (nb == 0) {
    printf ("Error:  buffer is null\n");
    goto resetup;
}
else {
    if_handle_input(netif, nb, NULL);
}
```

## **if\_ierrors(), if\_ierrors\_set(), if\_oerrors(), if\_oerrors\_set()**

**SUMMARY** Get or set the number of input or output errors

**SYNOPSIS** `#import <net/netif.h>`

```
unsigned int if_ierrors(netif_t netif)
void if_ierrors_set(netif_t netif, unsigned int ierrors)
unsigned int if_oerrors(netif_t netif)
void if_oerrors_set(netif_t netif, unsigned int oerrors)
```

**ARGUMENTS** *netif*: The module for which to access the number of errors.

*ierrors*: The number of input errors.

*oerrors*: The number of output errors.

**DESCRIPTION** The functions **if\_ierrors()** and **if\_ierrors\_set()** get and set, respectively, the number of input errors encountered. Only the module corresponding to *netif* should call **if\_ierrors\_set()**.

The **if\_oerrors()** function and the **if\_oerrors\_set()** function get and set the number of output errors encountered. Again, only the *netif*'s module should call **if\_oerrors\_set()**.

```
EXAMPLE error = if_output(lowernetif, nb, (void *)addr);
if (error == 0)
    if_opackets_set(netif, if_opackets(netif) + 1);
else
    if_oerrors_set(netif, if_oerrors(netif) + 1);
return (error);
```

## **if\_ipackets(), if\_ipackets\_set(), if\_opackets(), if\_opackets\_set()**

**SUMMARY** Get or set the number of packets received or sent

**SYNOPSIS** `#import <net/netif.h>`

```
unsigned int if_ipackets(netif_t netif)
void if_ipackets_set(netif_t netif, unsigned int ipackets)
unsigned int if_opackets(netif_t netif)
void if_opackets_set(netif_t netif, unsigned int opackets)
```

**ARGUMENTS**     *netif*: The module whose packet information is to be accessed.

*ipackets*: The number of input packets handled by this module since it was loaded.

*opackets*: The number of packets sent to a lower level by this module since it was loaded.

**DESCRIPTION**     The **if\_ipackets()** function gets and the **if\_ipackets\_set()** function sets the number of input packets handled. Only the module specified by *netif* should call **if\_ipackets\_set()**.

Similarly, **if\_opackets()** gets and **if\_opackets\_set()** sets the number of output packets sent. Only *netif*'s module should call **if\_opackets\_set()**.

```
EXAMPLE error = if_output(lowernetif, nb, (void *)addr);
if (error == 0) {
    if_opackets_set(netif, if_opackets(netif) + 1);
} else {
    if_oerrors_set(netif, if_oerrors(netif) + 1);
}
return (error);
```

## **if\_mtu(), if\_name(), if\_private(), if\_type(), if\_unit()**

**SUMMARY** Get information about a netif

**SYNOPSIS** **#import <net/netif.h>**

```
unsigned int if_mtu(netif_t netif)
const char *if_name(netif_t netif)
void *if_private(netif_t netif)
const char *if_type(netif_t netif)
unsigned int if_unit(netif_t netif)
```

**ARGUMENTS**     *netif*: The netif whose data is being requested.

**DESCRIPTION**     These functions return the following information about *netif*:

<b>if_mtu()</b> :	Its maximum transfer unit (for example, <b>1500</b> for Ethernet).
<b>if_name()</b> :	Its name (for example, "en0").
<b>if_private()</b> :	Its private data.
<b>if_type()</b> :	Its type string (for example, "10MB Ethernet").
<b>if_unit()</b> :	Its unit number (for example, <b>0</b> ).

See Chapter 8 for more information on netifs. Only the module specified by *netif* should call **if\_private()**.

```
EXAMPLE ((venip_private_t *)if_private(netif))->lowernetif = realnetif;
```

**SEE ALSO** **if\_flags(), if\_flags\_set(), if\_attach()**

## **if\_registervirtual()**

**SUMMARY** Register a callback function that calls **if\_attach()**

**SYNOPSIS** **#import <net/netif.h>**

```
void if_registervirtual(if_attach_func_t attach_func, void *private)
```

**ARGUMENTS**     *attach\_func*: The callback function.

*private*: Data to be passed to the callback function.

**DESCRIPTION**     For use by protocol handlers and packet sniffers. This function registers a callback function that should call **if\_attach()**. See Chapter 8 for more information on implementing this callback function.

**EXAMPLE** `if_registervirtual(myhandler_attach, NULL);`

## **iflist\_first(), iflist\_next()**

**SUMMARY** Find the first or next netif in the system netif list

**SYNOPSIS** `#import <net/netif.h>`

`netif_t iflist_first(void)`  
`netif_t iflist_next(netif_t netif)`

**ARGUMENTS**     *netif*: The previous netif in the list.

**DESCRIPTION**     These functions are useful for cycling through the system list of attached netifs. The **iflist\_first()** function returns the first netif in the list. The **iflist\_next()** function returns the netif after *netif* in the list.

**EXAMPLE** `netif_t ni;`

```
for (ni = iflist_first(); ni != NULL; ni = iflist_next(ni)) {  
    printf("name: %s%d, type: %s\n", if_name(ni), if_type(ni));  
}
```

## **inet\_queue()**

**SUMMARY** Give an IP input packet to the kernel for processing

**SYNOPSIS** `#import <net/netif.h>`  
`#import <net/netbuf.h>`

`void inet_queue(netif_t netif, netbuf_t netbuf)`

**ARGUMENTS**     *netif*: The protocol handler.

*netbuf*: The packet to hand over.

**DESCRIPTION**     IP protocol handlers wishing to hand over their input packets to the kernel for processing should call this function.

You can safely call this function from an interrupt handler, since it doesn't block.

**EXAMPLE** `nb_shrink_top(netbuf, HDRSIZE);`  
`if_ipackets_set(netif, if_ipackets(netif) + 1);`  
`inet_queue(netif, netbuf);`

## **nb\_alloc(), nb\_alloc\_wrapper()**

**SUMMARY** Allocate a netbuf or a netbuf wrapper

**SYNOPSIS** **#import <net/netbuf.h>**

```
netbuf_t nb_alloc(unsigned int size)  
netbuf_t nb_alloc_wrapper(void *data, unsigned int size, void freefunc(void *), void  
    *freefunc_arg)
```

**ARGUMENTS**     *size*<sup>o</sup>: The size of the data to be stored.

*data*: The data to be stored.

*freefunc*: The function to be called when the netbuf is freed.

*freefunc\_arg*: The argument to be passed to *freefunc*.

**DESCRIPTION**     The **nb\_alloc()** function allocates a netbuf containing *size* bytes. It returns the netbuf.

The **nb\_alloc\_wrapper()** function allocates only a wrapper for a netbuf. Use this function when you have already allocated space for the packet. The returned netbuf's original start of data is *data*, and its bottom pointer is initialized to *data* + *size* - 1. If **nb\_free()** is called on the returned netbuf, *freefunc* will be called with the argument *freefunc\_arg*. The value of *freefunc* can't be null.

**Note:** Don't call either **nb\_alloc()** or **nb\_alloc\_wrapper()** from an interrupt handler. (Both functions can sleep.)

Both **nb\_alloc()** and **nb\_alloc\_wrapper()** return a null pointer if they fail.

```
EXAMPLE nb = nb_alloc_wrapper((void *)buf, HDR_SIZE + MYMTU,  
mydriver_buf_put, (void *)buf);
```

**SEE ALSO** **nb\_free(), nb\_free\_wrapper()**

## **nb\_free(), nb\_free\_wrapper()**

**SUMMARY** Free a netbuf or only its wrapper

**SYNOPSIS** **#import <net/netbuf.h>**

```
void nb_free(netbuf_t nb)  
void nb_free_wrapper(netbuf_t nb)
```

**ARGUMENTS**     *nb*: The netbuf to be freed (or whose wrapper is to be freed).

**DESCRIPTION**     The **nb\_free()** function frees the netbuf *nb*. The **nb\_free\_wrapper()** function frees only the wrapper of *nb*, leaving its data area intact.

```
EXAMPLE nb_free_wrapper(nb);
```

**SEE ALSO** **nb\_alloc(), nb\_alloc\_wrapper()**

## **nb\_grow\_bot(), nb\_shrink\_bot(), nb\_grow\_top(), nb\_shrink\_top()**

**SUMMARY** Change the size of a netbuf



**SYNOPSIS** `#import <net/netbuf.h>`

```
int nb_grow_bot(netbuf_t nb, unsigned int size)
int nb_shrink_bot(netbuf_t nb, unsigned int size)
int nb_grow_top(netbuf_t nb, unsigned int size)
int nb_shrink_top(netbuf_t nb, unsigned int size)
```

**ARGUMENTS**     *nb*: The netbuf to be affected.

*size*: The number of bytes to add or delete from the top or bottom pointer.

**DESCRIPTION**     The **nb\_grow\_bot()** function moves the bottom pointer down. After this call, the data is assumed to end *size* bytes after where it used to end (the data area has effectively grown).

The **nb\_shrink\_bot()** function moves the bottom pointer up, effectively shrinking the data area. After this call, the data is assumed to end *size* bytes before where it used to end.

The **nb\_grow\_top()** function moves the top pointer up, enlarging the data area. After this call, the data is assumed to start *size* bytes before where it used to start.

The **nb\_shrink\_top()** function moves the top pointer down, shrinking the data area. After this call, the data is assumed to start *size* bytes beyond where it used to start.

These functions perform no error checking, so they always succeed and return zero.

**Warning:** Writing to space outside of the original starting and ending points will cause serious errors, since the extra memory doesn't belong to the netbuf data section.

```
EXAMPLE nb_shrink_top(netbuf, HDRSIZE);
if_ipackets_set(netif, if_ipackets(netif) + 1);
inet_queue(netif, netbuf);
```

**SEE ALSO** **nb\_size()**

## **nb\_map()**

**SUMMARY** Get a pointer to the data stored in a netbuf

**SYNOPSIS** `#import <net/netbuf.h>`

```
char *nb_map(netbuf_t nb)
```

**ARGUMENTS**     *nb*: The netbuf whose data you want.

**DESCRIPTION**     Returns a pointer to the data stored in *nb*. The pointer is valid only until another **nb\_\***() function is called on *nb*.

This function returns a null pointer if it fails.

```
EXAMPLE char *map = nb_map(nb);
```

**SEE ALSO** **nb\_read()**, **nb\_write()**, **nb\_size()**

## **nb\_read(), nb\_write()**

**SUMMARY** Access data in a netbuf

**SYNOPSIS** `#import <net/netbuf.h>`

`int nb_read(netbuf_t nb, unsigned int offset, unsigned int size, void *target)`  
`int nb_write(netbuf_t nb, unsigned int offset, unsigned int size, void *source)`

**ARGUMENTS**     *nb*: The netbuf whose data you want to read or write.

*offset*: The offset of the start of data from the beginning of the netbuf.

*size*: The number of bytes to be read or written.

*target*: The place to put the data.

*source*: The place to read the data from.

**DESCRIPTION**     The **nb\_read()** function reads data from *nb* into *target*. It starts at offset *offset* from the starting point in the data and reads *size* bytes into *target*.

The **nb\_write()** function writes data into *nb*. It starts writing at offset *offset* from the starting point in the data and writes *size* bytes from *source*.

Both **nb\_read()** and **nb\_write()** return zero if the call was successful; otherwise, they return a nonzero value.

**EXAMPLE** `char       buf[MAXTRAILERBUF];`  
  
`/*`  
`* Save copy of data.`  
`*/`  
`nb_read(nb, HDRSIZE, offset, &buf);`

**SEE ALSO** `nb_map()`

**nb\_size()**

**SUMMARY** Get the size of the data stored in a netbuf

**SYNOPSIS** `#import <net/netbuf.h>`

`unsigned int nb_size(netbuf_t nb)`

**ARGUMENTS**     *nb*: The netbuf to get the size of.

**DESCRIPTION**     Returns the size (in bytes) of the data stored by *nb*.

**EXAMPLE** `if (HDRSIZE + offset + size > nb_size(nb)) {`  
`return (EAFNOSUPPORT);`  
`}`

**SEE ALSO** `nb_grow_bot(), nb_shrink_bot(), nb_grow_top(), nb_shrink_top(), nb_map()`