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\$Id: socketip.c,v 1.3 2001/09/04 02:01:57 davidc Exp \$

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Filename:

socketip.c

Abstract:

IP part of the PortalSock protocol suite. Exports a protocol named "ip" that takes the place of the IP protocol. All it is really responsible for is holding (and sharing) the IP addressing information so the PsTcp and PsUdp protocols can access it.

Owner:

David Costanzo (davidc)

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```
#define SOS_DEBUG_ZONE "/beads/ip"
#include <sosisocket.h>
#include "stringssock.h"
#include "utils.h"
```

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SOS_SOURCE_VERSION("$Id: socketip.c,v 1.3 2001/09/04 02:01:57
davidc Exp $");
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Named Constants

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static const char BEAD_NAME[] = "IP";
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Protocol Definition

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static
SOS_STATUS
Ip_KeyCreate(
    SOS_PATH      *Path,
    SOS_MESSAGE   *Message
)
{
    SOS_ASSERT_ASSUMPTION(0, "Ip_KeyCreate() should not be
hit.");

    return SOS_Error;
}

static
SOS_STATUS
Ip_MessageHandler(
    SOS_PATH      *Path,
    SOS_MESSAGE   *Message
)
{
    SOS_ASSERT_ASSUMPTION(0, "Ip_MessageHandler() should not be
hit.");

    SOS_Message_Destroy(Message);

    return SOS_Error;
}

static
SOS_STATUS
Ip_BeadInitialize(
    SOS_BEAD      *Bead,
    SOS_REGOBJECT *InitContext
)
{
    SOS_STATUS     status;

    /* register Encode Edge */
    status = SOS_Edge_Register(
        Bead,
        "Encode",
        NULL,
        NULL,
        NULL,
        Ip_KeyCreate,
        Ip_MessageHandler,
        NULL,

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        NULL,
        NULL,
        NULL);

    if (SOS_SUCCEEDED(status)) {
        status = SOS_Bead_SchemaSet(Bead, BEAD_NAME);
    }
    else {
        SOS_DEBUGOUT_MAJOR_EVENT("Could not register Encode
edge");
    }

    return status;
}

static
SOS_STATUS
Ip_BeadUninitialize(
    void *BeadContext
)
{
    return SOS_Success;
}

SOS_STATUS
Ip_ModuleInit(
    SOS_OBJECTFILE *ObjectFile,
    SOS_REGOBJECT *InitContext
)
{
    SOS_STATUS status;

    /* register the Bead */
    status = SOS_Bead_Register(
        ObjectFile,
        BEAD_NAME,
        NULL, /* Bead context */
        Ip_BeadInitialize,
        Ip_BeadUninitialize,
        NULL, /* Session Init */
        NULL /* Session Uninit */
    );

    return status;
}

void
Ip_ModuleUninit(
    SOS_OBJECTFILE *ObjectFile
)

```

{
}