

```
1  /*+++++
...  +++++
2
3  Copyright (c) 2001 BeComm Corporation
4
5  Filename:
6
7      fanout.c
8
9  Group Name:
10
11      todo
12
13  Group Overview:
14
15      todo
16
17  Owner:
18
19      Guy Carpenter (guyc) 28-Sep-2001
20
21  -----
...  ---*/
22
23  #define SOS_DEBUG_ZONE "/beads/fanout"
24
25  #include <sosstrings.h>
26  #include <sosmultimedia.h>
27
28  SOS_SOURCE_VERSION (
29      "$Id: fanout.c,v 1.2 2001/10/22 23:31:42 guyc Exp $"
30  );
31
32  /*+++++
...  +++++
33  Named Constants
34  -----
...  ---*/
35
36  /*
37   * Name of bead
38   */
39  static const char BEAD_NAME[] = "fanout";
40
41  /*
```

```
41... +++++
42 Structs
43 -----
... ---*/
44
45 typedef struct {
46     SOS_UINT32          PathCount;
47     SOS_PATH **        PathList;
48 } FANOUT_CONTEXT;
49
50 /*+++++
... +++++
51 Context Stuff
52 -----
... ---*/
53
54 static
55 void
56 FanOut_ContextDestroy(
57     FANOUT_CONTEXT *    Context
58 )
59 {
60     SOS_DEBUGOUT_FUNC_TRACE("FanOut_ContextDestroy\n");
61
62     if (Context) {
63         if (Context->PathList) {
64             SOS_UINT32 i;
65             for (i=0;i<Context->PathCount;i++) {
66                 SOS_Path_Destroy(Context->PathList[i]);
67             }
68             SOS_Mem_Free(Context->PathList);
69         }
70         SOS_Mem_Free(Context);
71     }
72 }
73
74 static
75 FANOUT_CONTEXT *
76 FanOut_ContextCreate(
77     void
78 )
79 {
80     FANOUT_CONTEXT *context;
81
82     SOS_DEBUGOUT_FUNC_TRACE("FanOut_ContextCreate\n");
```

```
83
84     context = SOS_Mem_Alloc(sizeof(*context));
85     if (context) {
86         SOS_memset(context, 0, sizeof(*context));
87     }
88
89     return context;
90 }
91
92 static
93 SOS_STATUS
94 FanOut_ContextInit(
95     FANOUT_CONTEXT *    Context,
96     SOS_PATH *          ParentPath,
97     SOS_UINT32          PathCount
98 )
99 {
100     SOS_STATUS status = SOS_Success;
101     SOS_UINT32 i;
102
103     Context->PathCount = PathCount;
104     Context->PathList = SOS_Mem_Alloc(sizeof(SOS_PATH*)*PathCount);
105
106     if (Context->PathList) {
107         SOS_memset(Context->PathList, 0, sizeof(SOS_PATH*)*PathCount);
108         for (i=0;i<PathCount && SOS_SUCCEEDED(status);i++) {
109             Context->PathList[i]=SOS_Path_Create(ParentPath);
110             if (Context->PathList[i]) {
111                 SOS_REGOBJECT *object = SOS_UInt32_Create(i);
112                 SOS_Path_AttributeSet(
113                     Context->PathList[i],
114                     "FanoutIndex",
115                     object
116                 );
117                 SOS_RegObject_Release(object);
118             } else {
119                 status = SOS_Error;
120             }
121         }
122     } else {
123         /* no pathlist */
124         status = SOS_Error;
125     }
126
127     return status;
```

```
128 }
129
130 static
131 SOS_STATUS
132 FanOut_MessageSend(
133     FANOUT_CONTEXT *    Context,
134     SOS_MESSAGE *      Message
135 )
136 {
137     SOS_STATUS status = SOS_Success;
138
139     if (Context->PathList) {
140         SOS_UINT32 i;
141         for (i=0;i<Context->PathCount && SOS_SUCCEEDED(status);i++) {
142             SOS_MESSAGE *copy;
143             SOS_Message_HeadMessageCopyFrom(Message,SOS_UINT32_MAX,
... &copy);
144             status = SOS_Path_MessageSend(Context->PathList[i], copy);
145         }
146     } else {
147         status = SOS_Error;
148     }
149     return status;
150 }
151
152 /*+++++
... +++++
153
154 ++++++
... +++*/
155
156 static
157 SOS_STATUS
158 FanOut_KeyCreate(
159     SOS_PATH *Path,
160     SOS_MESSAGE *Message
161 )
162 {
163     SOS_STATUS status = SOS_Success;
164     static SOS_UINT32 s_UniqueId = 0;
165     SOS_REGOBJECT* uniqueSessionKey;
166
167     SOS_DEBUGOUT_FUNC_TRACE("FanOut_KeyCreate\n");
168
169     uniqueSessionKey = SOS_UINT32_Create(s_UniqueId);
```

```
170     SOS_Path_SessionKeySet(Path, uniqueSessionKey);
171     SOS_RegObject_Release(uniqueSessionKey);
172
173     return status;
174 }
175
176 /*+++++
...
177 Bead Definition
178 -----
...
179 ---*/
180 static
181 SOS_STATUS
182 FanOut_MessageHandler(
183     SOS_PATH    *Path,
184     SOS_MESSAGE *Message
185 )
186 {
187     SOS_STATUS status = SOS_Success;
188     FANOUT_CONTEXT *context;
189
190     SOS_DEBUGOUT_FUNC_TRACE("FanOut_MessageHandler\n");
191
192     SOS_Path_SessionContextPeek(Path, (void**)&context);
193
194     status = FanOut_MessageSend(context, Message);
195
196     SOS_Message_Destroy(Message);
197
198     return status;
199 }
200
201 /*+++++
...
202 Session Setup
203 +++++
...
204 +++*/
205 static
206 SOS_STATUS
207 FanOut_SessionInit(
208     SOS_PATH *Path
209 )
210 {
```

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