

```
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     Input variables:
16
17     Fanout/Count    : int specifies the number of output paths.
18                     if not set uses length of Fanout/KeyList
19
20     Fanout/KeyList  : array specifies a list of values to be used as keys
21                     if not set no keys will be set.
22
23     Fanout/KeyName : string specifies the path context name to set the key
... at.
24                     If not set, defaults to "Fanout/Key"
25
26     Output variables:
27
28     Fanout/Index    : int 0-based index of path
29
30     Fanout/Key
31     or value of
32     Fanout/KeyName : object from Fanout/KeyList array
33
34     Caller must set at least one of Fanout/Count and Fanout/KeyList.
35
36 Owner:
37
38     Guy Carpenter (guyc) 28-Sep-2001
39
40 -----
... ---*/
41 #define SOC_DEBUG_ZONE "//beads/fanout"
```

```
43
44 #include <sosstrings.h>
45 #include <sosmultimedia.h>
46
47 SOS_SOURCE_VERSION (
48     "$Id: fanout.c,v 1.4 2001/11/10 00:51:14 guyc Exp $"
49 );
50
51 /*+++++
...
52 Named Constants
53 -----
...
54 ---*/
55 /*
56  * Name of bead
57  */
58 static const char BEAD_NAME[] = "fanout";
59 static const char INPUT_COUNT[] = "Fanout/Count";
60 static const char INPUT_KEYARRAY[] = "Fanout/KeyList";
61 static const char INPUT_KEYNAME[] = "Fanout/KeyName";
62 static const char OUTPUT_INDEX[] = "Fanout/Index";
63 static const char DEFAULT_KEYNAME[] = "Fanout/Key";
64
65 /*+++++
...
66 Structs
67 -----
...
68 ---*/
69 typedef struct {
70     SOS_UINT32          PathCount;
71     SOS_PATH **        PathList;
72 } FANOUT_CONTEXT;
73
74 /*+++++
...
75 Context Stuff
76 -----
...
77 ---*/
78 static
79 void
80 FanOut_ContextDestroy(
81     FANOUT_CONTEXT * Context
```

```
82 )
83 {
84     SOS_DEBUGOUT_FUNC_TRACE("FanOut_ContextDestroy\n");
85
86     if (Context) {
87         if (Context->PathList) {
88             SOS_UINT32 i;
89             for (i=0;i<Context->PathCount;i++) {
90                 SOS_Path_Destroy(Context->PathList[i]);
91             }
92             SOS_Mem_Free(Context->PathList);
93         }
94         SOS_Mem_Free(Context);
95     }
96 }
97
98 static
99 FANOUT_CONTEXT *
100 FanOut_ContextCreate(
101     void
102 )
103 {
104     FANOUT_CONTEXT *context;
105
106     SOS_DEBUGOUT_FUNC_TRACE("FanOut_ContextCreate\n");
107
108     context = SOS_Mem_Alloc(sizeof(*context));
109     if (context) {
110         SOS_memset(context, 0, sizeof(*context));
111     }
112
113     return context;
114 }
115
116 static
117 SOS_STATUS
118 FanOut_ContextInit(
119     FANOUT_CONTEXT *    Context,
120     SOS_PATH *          ParentPath,
121     SOS_UINT32          PathCount,
122     SOS_IARRAY *        KeyArray,
123     const char *        KeyName
124 )
125 {
126     SOS_STATUS status = SOS_Success;
```

```
127     SOS_UINT32 i;
128
129     Context->PathCount = PathCount;
130     Context->PathList = SOS_Mem_Alloc(sizeof(SOS_PATH*)*PathCount);
131
132     if (Context->PathList) {
133         SOS_memset(Context->PathList, 0, sizeof(SOS_PATH*)*PathCount);
134         for (i=0;i<PathCount && SOS_SUCCEEDED(status);i++) {
135             Context->PathList[i]=SOS_Path_Create(ParentPath);
136             if (Context->PathList[i]) {
137
138                 SOS_REGOBJECT *indexObject = SOS_UInt32_Create(i);
139                 SOS_REGOBJECT *key;
140
141                 if (indexObject) {
142                     SOS_Path_AttributeSet(
143                         Context->PathList[i],
144                         OUTPUT_INDEX,
145                         indexObject
146                     );
147                     SOS_RegObject_Release(indexObject);
148                 }
149
150                 if (KeyArray &&
151 ... SOS_SUCCEEDED(KeyArray->Get(KeyArray,i,&key))) {
152                     SOS_Path_AttributeSet(
153                         Context->PathList[i],
154                         KeyName,
155                         key
156                     );
157                     SOS_RegObject_Release(key);
158                 } else {
159                     status = SOS_Error;
160                 }
161             }
162         } else {
163             /* no pathlist */
164             status = SOS_Error;
165         }
166
167         return status;
168     }
169
170     static
```

```
171 SOS_STATUS
172 FanOut_MessageSend(
173     FANOUT_CONTEXT *    Context,
174     SOS_MESSAGE *      Message
175 )
176 {
177     SOS_STATUS status = SOS_Success;
178
179     if (Context->PathList) {
180         SOS_UINT32 i;
181         for (i=0;i<Context->PathCount && SOS_SUCCEEDED(status);i++) {
182             SOS_MESSAGE *copy;
183             SOS_Message_HeadMessageCopyFrom(Message,SOS_UINT32_MAX,
... &copy);
184             status = SOS_Path_MessageSend(Context->PathList[i], copy);
185         }
186     } else {
187         status = SOS_Error;
188     }
189     return status;
190 }
191
192 /*+++++
... +++++
193
194 ++++++
... +****/
195
196 static
197 SOS_STATUS
198 FanOut_KeyCreate(
199     SOS_PATH    *Path,
200     SOS_MESSAGE *Message
201 )
202 {
203     SOS_STATUS status = SOS_Success;
204     static SOS_UINT32 s_UniqueId = 0;
205     SOS_REGOBJECT* uniqueSessionKey;
206
207     SOS_DEBUGOUT_FUNC_TRACE("FanOut_KeyCreate\n");
208
209     uniqueSessionKey = SOS_UInt32_Create(s_UniqueId++);
210     SOS_Path_SessionKeySet(Path, uniqueSessionKey);
211     SOS_RegObject_Release(uniqueSessionKey);
212 }
```

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