

# YNQ Server Integration and Porting Guide

**YNQ 1.5.0**

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## 1 Referenced Documents

- [1] NQ User's Guide
- [2] NQ Library Reference folder
- [3] Common Internet File System (CIFS). Technical Reference. Revision: 1.0.  
SNIA

## 2 Overview

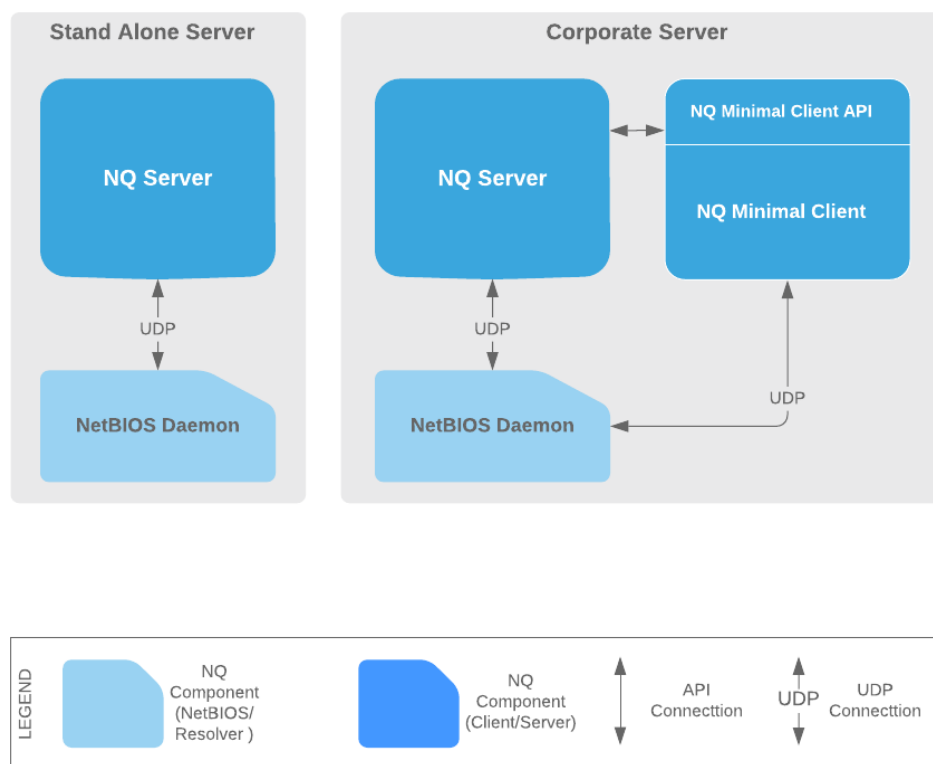
Adapting NQ software to user's project may require two processes: porting and integration. Those procedures involve several components of the entire NQ software which are intended for user's modification. A user may decide to modify implementation of some functions or values of certain parameters. Sometimes, a user may be interested to inspect implementation of other functions involved in porting and integration and view the values of relevant parameters.

Functions and parameters that a user may either modify or inspect are described in this document.

### 2.1 NQ Software

NQ CIFS package is a software component that is developed to be incorporated into software projects. Making NQ a part of a user's project is called *integration*.

NQ software includes three major components: CIFS *Server*, CIFS *Client* and *NetBIOS*. First two components are optional. A project, featuring CIFS may contain either CIFS server, or CIFS client or both. The NetBIOS component is mandatory. It provides the first two components with NetBIOS naming service and NetBIOS transport service.



**Figure 1. NQ Software components**

Application software written by user interacts with NQ by means of:

- *Server API*. Since NQ Server does not require run-time control, this interface is rarely used. A user may use it for adding or removing shares.

- *Client API*. This is the most flexible and the most comprehensive way to utilize all capabilities of NQ Client. This is also the only way to benefit from Browser and Unicode capabilities.
- *NQ File system driver*. This is the most convenient way to benefit from NQ Client. Being framed as a file system driver, NQ Client exposes a remote file system as yet another local drive. This method, however, does not give access to Browser and Unicode capabilities.

NQ software is supplied as either binary or source code. Source code software features the complete flexibility of porting from OS to OS and per-project customization. Binary code software cannot be ported and its per-project customization capability is limited.

## **2.2 Integration Process Overview**

NQ software is both portable and customizable. NQ *portability* stands for its potential to be adapted to another software/hardware platform. Here "platform" stands for a combination of 1) operating system (OS), 2) hardware, and 3) the compiler. The portability process is documented in section 4. Developers may use the result of this process for all products running on the same platform. Source code license is required for porting.

*Customization* is an adjustment of NQ software for a specific project. The process of customization comprises the following:

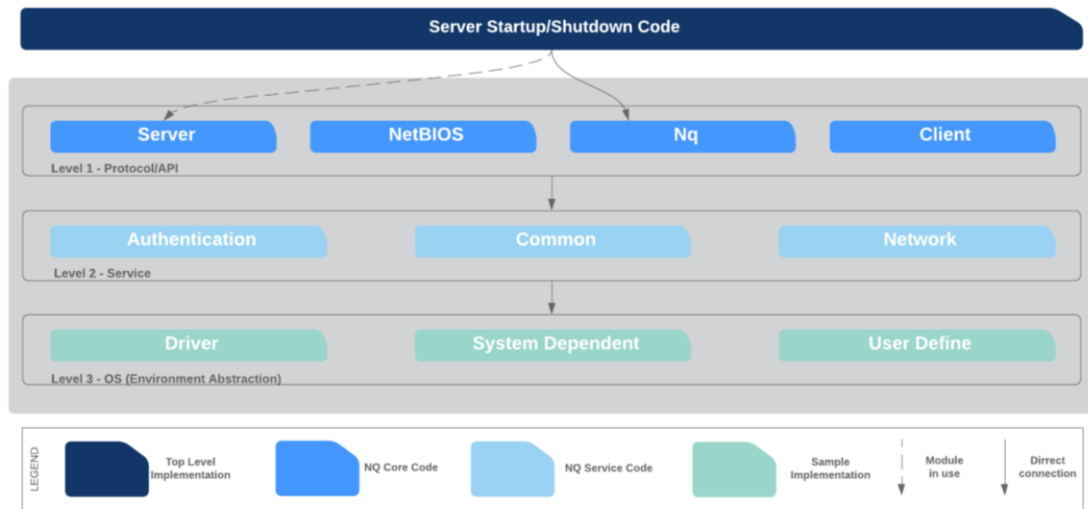
1. Optimizing NQ behavior for a specific combination of software and hardware resources. Source code license is required for optimization.
2. Providing NQ with resources whose source may be (but not necessarily is) project-dependent. Binary code license is sufficient for customizing these features.

Platform-dependent and project-dependent modules (see 3) comprise relatively small amount of code (about 5% of the entire NQ code). A user benefits from platform-independent capabilities and can adjust flexible platform-dependent features.

Though NQ features hundreds of optimization parameters, a developer does not necessarily need to redefine all of them. Usually, a developer is interested in tuning not more than 10% of the entire optimization capabilities. For this reason, NQ provides developers with the most common default values. Therefore, customizing process and porting process look much like revising code rather than changing it. The second task (providing resources) also has a default implementation in NQ software. This implementation is suitable for a typical embedded project.

### 3 NQ Software

Entire NQ software is divided into several modules. A module is designated by two-letter mnemonics. Most of NQ modules are both platform-independent and project-independent that takes them out of this document's scope. Four modules belong, however, to this document's framework.



**Figure 2. NQ Software Vertical Decomposition**

This figure demonstrates a vertical layout of NQ, where:

- Core layer contains multiple platform-independent and project-independent modules of NQ
- Startup (ST) module runs NQ tasks. This component is platform-dependent and it may be project-dependent also.
- Filesystem (FS) module creates a platform-dependent driver framework for NQ CIFS Client.
- System (SY) module implements platform-dependent library.
- Project (UD) module is project-dependent library

The sources of NQ software are entirely written in C language. The layout above reflects code dependencies:

- UD module does not depend on other modules,
- SY depends on UD only,
- Core modules depend on SY and UD,
- ST depends on core modules.
- FS depends on core modules and on SY

NQ software uses "system layer abstraction" concept to make its software platform-independent. Core modules issue calls that are platform-independent, while SY and UD implement those calls in a platform-dependent way. A "call" may be either a macro call or a function call. Macro call is less time-consuming however some calls cannot be implemented this way. Many of platform-dependent calls use BSD-like notation and may be easily mapped on appropriate BSD calls.

NQ software has internal resources: buffers, queues, etc. The initial amount of those resources is specified in the UD module. The same module provides NQ with external

resources, such as host IP, network mask, shares, etc. The way, those resources are defined may vary from project to project.

## 4 Issues Addressed During Porting or Integration Process

This paragraph designates the process of NQ porting and/or integration into smaller themes. Since the scope of this paragraph is rather sketchy, it allies mainly to the porting process, while few aspects here apply to the integration process.

### 4.1 File Calls

NQ applies to the underlying operating system for file operations: creating, deleting, reading, writing, positioning, etc. The process of porting NQ to yet another operating system involves delegating the calls to NQ system abstraction level to file system calls.

Most of file calls in NQ have syntax similar to that of POSIX file calls that allows translating them one-to-one into appropriate POSIX calls. The only exception is directory scanning which may be implemented by two POSIX calls.

### 4.2 Socket Calls

NQ assumes that the underlying operating system has socket interface or its equivalent.

As with file calls, socket calls of the NQ system abstraction level correspond to BSD socket calls.

### 4.3 Other Calls

NQ uses very few calls that do not fall in the two above categories.

### 4.4 Languages Support

This paragraph addresses NQ capability of supporting file names in different languages. Multiple languages can be supported in two ways:

1. Codepage support where names are converted to/from national ANSI extension. Codepage stands here for transition between Unicode<sup>1</sup> and national ANSI and vice versa. This method supports one language (codepage) for an installation.
2. Unicode support. This method allows supporting multiple languages at the same time.

The two methods above can be combined. Choosing proper method(s) involves the following factors:

- NQ software is capable of keeping all names internally in Unicode. However, the other side of a CIFS connection should also support Unicode. If the second side of the connection send information in ANSI or/and does not accept Unicode names, then the only possibility is codepage support<sup>2</sup>
- File system may either accept or deny filenames in Unicode. In the last case codepage remains the only possibility. This issue applies to NQ server only.
- An ANSI-only file system may have restrictions on the entire set of 255 ANSI characters because some of them it uses for internal purposes. Usually, those restricted characters are so-called “non-printable” symbols that are not

---

<sup>1</sup> UTF-16 Little Endian

<sup>2</sup> Windows 95 always sends information in ASCII.

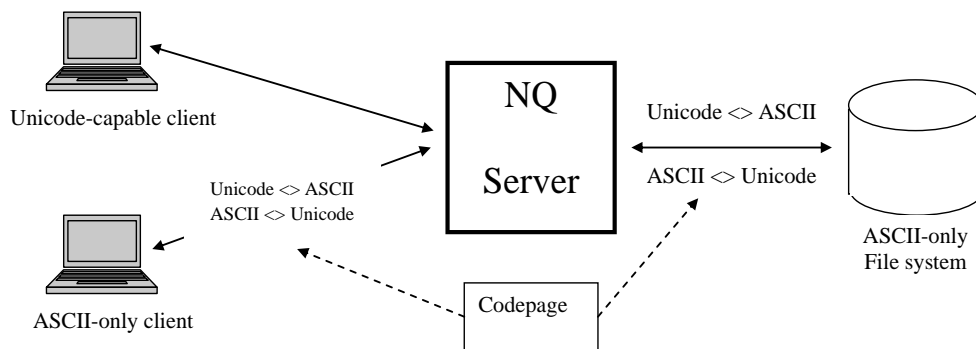


included in most codepages. Some Asian language, however, may use those symbols as the second bytes of two-byte characters. NQ software grants a mechanism of avoiding this problem, yet some integration efforts are expected here.

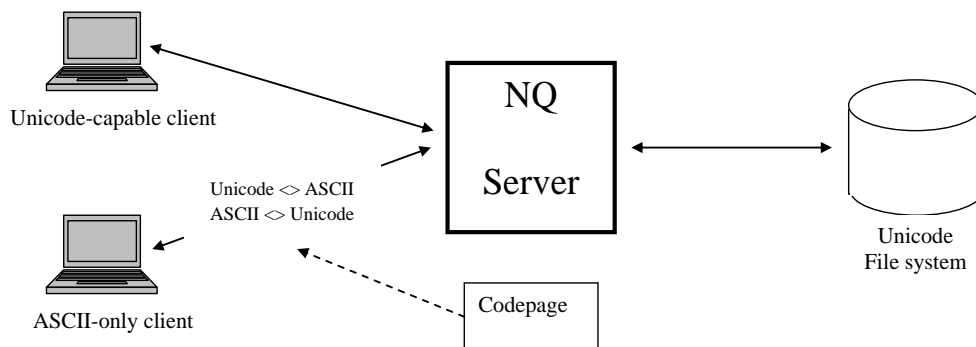
In the combined case, NQ software will support multiple languages for a Unicode-capable connection and will supply one language only for an ANSI connection.

Either of two methods above requires NQ software to be generated with Unicode support.

Next two pictures illustrate language support with ANSI-only and Unicode-capable file systems respectively.



**Figure 3 Language support with ANSI-only file system**



**Figure 4 Language support with Unicode file system**

Language support schema for NQ Client is similar except for the following differences:

1. No file system is involved.
2. NQ exposes so-called triplets for those API calls that require string parameters. See [2] and [1] for details. Calling a triplet function may cause ANSI to/from Unicode conversion. This is, however, out of this document's scope.
3. When NQ Client is extended with file system driver (see 6.3), more restrictions might apply since the driver interface in the target operating system might not support Unicode.

## 5 Core Reference

This paragraph designates those NQ functions, constants and data types that are referenced or may be used in the porting or integration process. They belong to the Core NQ and, as those, should not be modified

### 5.1 Constants

#### 5.1.1 CIFS Error Codes

This paragraph contains definitions for error code that a CIFS server may return to a CIFS client. Most error codes in this paragraph designate so-called “DOS” error codes, while others belong to “NT” error codes. Integration/porting process may involve using these codes when implementing error code conversion. See 7.2.7 for more details. Error code constants are defined in the *udapi.h* file.

DOS error codes:

Name	Comment
SMB_ERRsuccess	No error
DOS_ERRbadfunc	Invalid function. The server did not recognize or could not perform a system call generated by the server, e.g., set the DIRECTORY attribute on a data file, invalid seek mode.
DOS_ERRbadfile	File not found. The last component of a file's pathname could not be found.
DOS_ERRbadpath	Directory invalid. A directory component in a pathname could not be found.
DOS_ERRnofids	Too many open files
DOS_ERRnoaccess	Access denied, the client's context does not permit the requested function. This includes the following conditions: invalid rename command, write to Fid open for read only, read on Fid open for write only, attempt to delete a non-empty directory.
DOS_ERRbadfid	Invalid file handle. The file handle specified was not recognized by the server.
DOS_ERRbadmcb	Memory control blocks destroyed
DOS_ERRnomem	Insufficient server memory to perform the requested function.
DOS_ERRbadmem	Invalid memory block address.

DOS_ERRbadenv	Invalid environment.
DOS_ERRbadformat	Invalid format.
DOS_ERRbadaccess	Invalid open mode.
DOS_ERRbaddata	Invalid data (generated only by IOCTL calls within the server).
DOS_ERRbaddrive	Invalid drive specified
DOS_ERRremcd	A Delete Directory request attempted to remove the server's current directory.
DOS_ERRdiffdevice	Not same device (e.g., a cross volume rename was attempted).
DOS_ERRnofiles	A File Search command can find no more files matching the specified criteria.
DOS_ERRbadshare	The sharing mode specified for an Open conflicts with existing FIDs on the file.
DOS_ERRlock	A Lock request conflicted with an existing lock or specified an invalid mode, or an Unlock requested attempted to remove a lock held by another process.
DOS_ERRdentsupportipc	Server does not implement RPC calls.
DOS_ERRnoshare	Requested share does not exist on the server
DOS_ERRfileexists	File exists while the required operation (e.g., - rename) expects it not.
DOS_ERRbaddirory	
DOS_ERRinsufficientbuffer	Server is out of resources
DOS_ERRinvalidname	File or path name contains illegal characters
DOS_ERRdirnotempty	Server was unable to delete a non-empty directory
DOS_ERRalreadyexists	New file cannot be created since a file with the same name already exists and cannot be overwritten.
DOS_ERRbadpipe	Error on names pipe.
DOS_ERRpipebusy	Pipe cannot perform the required operation due to a lack of resources.
DOS_ERRpipeclosing	Pipe is being closed and cannot perform the required operation.
DOS_ERRnotconnected	Some resource on server was not connected for the required operation.

DOS_ERRmoredata	Some data in the response did not fit into the buffer provided by client.
SRV_ERRerror	Non-specific error code. It is returned under the following conditions: resource other than disk space exhausted (e.g. TIDs), first SMB command was not negotiate, multiple negotiates attempted, and internal server error.
SRV_ERRbadpw	Bad password - name/password pair in a Tree Connect or Session Setup are invalid.
SRV_ERRaccess	The client does not have the necessary access rights within the specified context for the requested function.
SRV_ERRinvtid	The Tid specified in a command was invalid.
SRV_ERRinvnetname	Invalid network name in tree connect.
SRV_ERRinvdevice	Invalid device - printer request made to non-printer connection or non-printer request made to printer connection.
SRV_ERRqfull	Print queue full (files) -- returned by Open Print File.
SRV_ERRqtoobig	Print queue full -- no space.
SRV_ERRqeof	EOF on print queue dump.
SRV_ERRinvfid	Invalid print file FID.
SRV_ERRsmbcmd	The server did not recognize the command received.
SRV_ERRsrverror	The server encountered an internal error, e.g., system file unavailable.
SRV_ERRfilespecs	The FID and pathname parameters contained an invalid combination of values.
SRV_ERRbadpermits	The access permissions specified for a file or directory is not a valid combination. The server cannot set the requested attribute.
SRV_ERRsetattrmode	The attribute mode in the Set File Attribute request is invalid.
SRV_ERRpaused	Server is paused. (Reserved for

	messaging).
SRV_ERRmsgoff	Not receiving messages. (Reserved for messaging).
SRV_ERRnoroom	No room to buffer message (Reserved for messaging).
SRV_ERRrmuns	Too many remote user names (Reserved for messaging).
SRV_ERRtimeout	Operation timed out.
SRV_ERRnoresource	No resources currently available for request.
SRV_ERRtoomanyuids	Too many UID's active on this session.
SRV_ERRinvuid	The UID is not known as a valid user identifier on this session.
SRV_ERRusempx	Temporarily unable to support Raw, use MPX mode.
SRV_ERRusestd	Temporarily unable to support Raw, use standard read/write.
SRV_ERRcontmpx	Continue in MPX mode.
SRV_ERRnosupport	Function not supported.
HRD_ERRnowrite	Attempt to write on write- protected media
HRD_ERRbadunit	Unknown unit.
HRD_ERRnotready	Drive not ready.
HRD_ERRbadcmd	Unknown command.
HRD_ERRdata	Data error (CRC).
HRD_ERRbadreq	Bad request structure length.
HRD_ERRseek	Seek error.
HRD_ERRbadmedia	Unknown media type.
HRD_ERRbadsector	Sector not found.
HRD_ERRnopaper	Printer out of paper.
HRD_ERRwrite	Write fault.
HRD_ERRread	Read fault.
HRD_ERRgeneral	General failure.
HRD_ERRbadshare	An open conflicts with an existing open.
HRD_ERRlock	A Lock request conflicted with an existing lock or specified an invalid mode, or an Unlock requested attempted to remove a lock held by another process.
HRD_ERRwrongdisk	The wrong disk was found in a drive.
HRD_ERRFCBUnavail	No FCB's are available to process request.
HRD_ERRsharebufexc	A sharing buffer has been exceeded.
HRD_ERRdiskfull	Media is full.

NT status codes:

<b>Name</b>	<b>Comment</b>
SMB_STATUS_OK	No error.
SMB_STATUS_CANCELLED	Notify request was cancelled by the server by client request or internally.
SMB_STATUS_ACCESS_DENIED	Server denied access due to insufficient access right or wrong open mode.
SMB_STATUS_OBJECT_NAME_NOT_FOUND	Server failed to provide the requested data.
SMB_STATUS_INVALID_PARAM	Request contains illegal parameter.
SMB_STATUS_LOGON_FAILURE	Server was unable to logon client. Probably wrong user name or password.
SMB_STATUS_BAD_NETWORK_PATH	Path error in a client request.
SMB_STATUS_BAD_NETWORK_NAME	Client requested for an illegal or non-existing share.
SMB_STATUS_MORE_ENTRIES	Some data did not fit into the server response.
SMB_STATUS_ENUMDIR	This is a status rather than error code. The Notify response is Enumerate Directory.
SMB_STATUS_BUFFER_OVERFLOW	RPC buffer overflow.

### 5.1.2 Event Log Constants

Constants designated in this paragraph are used in event logging (see [7.2.6](#)). Event log constants are defined in the *udapi.h* file.

Name	Value	Comment
UD_LOG_MODULE_CS	1	Designates NQ CIFS Server as the event origin
UD_LOG_MODULE_CC	2	Designates NQ CIFS Client as the event origin
UD_LOG_CLASS_GEN	1	Event class for start and stop events
UD_LOG_CLASS_FILE	2	Event class for file/directory access events
UD_LOG_CLASS_SHARE	3	Event class for share connect/disconnect events
UD_LOG_GEN_START	1	Start event type
UD_LOG_GEN_STOP	2	Stop event type
UD_LOG_FILE_CREATE	1	File/directory create event type
UD_LOG_FILE_OPEN	2	File/directory open event type
UD_LOG_FILE_CLOSE	3	File/directory close event type
UD_LOG_FILE_DELETE	4	File/directory delete event type
UD_LOG_FILE_RENAME	5	File/directory rename event type
UD_LOG_FILE_ATTRIB	6	File/directory change attributes event type
UD_LOG_SHARE_CONNECT	1	Share connection event type
UD_LOG_SHARE_DISCONNECT	2	Share disconnection event type

### 5.1.3 Get Password Constants

This paragraph contains returned values for *udgetPassword()* function (see 7.2.2.18). These constants are defined in the *udapi.h* file.

Name	Value	Comment
UD_NQ_MAXPWDLEN	100	Password Buffer Size
NQ_CS_PWDFOUND	0	password was found for the user, the same as 3 (deprecated)
NQ_CS_PWDNOAUTH	1	authentication is not required
NQ_CS_PWDNOUSER	2	no such user
NQ_CS_PWDLMHASH	3	password found for the user and it is LM hash
NQ_CS_PWDANY	4	password found for the user and its encryption is reported



#### 5.1.4 Other Constants

This paragraph contains those constants that do not fit in other categories. These constants are defined in the *cmcommon.h* file.

Name	Value	Comment
CM_IPADDR_IPV4	4	Designates IPv4 address
CM_IPADDR_IPV6	6	Designates IPv6 address
NQ_SUCCESS	0	Call succeeded
NQ_FAIL	-1	Call failed (general failure)
TRUE	1	If not defined by the compiler
FALSE	0	If not defined by the compiler
NULL	0	If not defined by the compiler
UD_DNS_SERVERSTRINGSIZE	See below	Maximum size of the DNS server string (see 7.2.2.4).

NQ\_SUCCESS and NQ\_FAIL are used as generic return codes. A non-zero error code may be used instead of NQ\_FAIL. See also 5.2.1 .

The macro UD\_DNS\_SERVERSTRINGSIZE is calculated in compile time as a multiplier of maximum length of IP address in NQ\_WCHAR characters, number of adapter and number of DNS servers. This should include enough space for semicolon symbols and a terminating zero.

## 5.2 Data Types

This section designates data types referenced during Integration/Porting and functions that may be used during that process.

### 5.2.1 Scalar Data Types

The data types below are defined in the *udapi.h* file.

Name	Description
NQ_CHAR	One byte ACSII character
NQ_BYTE	Abstract data byte
NQ_INT	Generic-purpose integer
NQ_UINT	Generic-purpose unsigned integer
NQ_BOOL	TRUE or FALSE
NQ_INDEX	Integer used as a cycle variable
NQ_COUNT	Return value for functions returning a data count
NQ_INT16	Signed 16 bit integer value
NQ_UINT16	Unsigned 32 bit integer value
NQ_INT32	Signed 32 bit integer value
NQ_UINT32	Unsigned 32 bit integer value
NQ_WCHAR	“Wide-character” used for Unicode
NQ_HANDLE	Pointer to a context-abstract structure
NQ_STATUS	NQ_SUCCES or NQ_FAIL
NQ_TIME	32-bit Unix time

NQ_PORT	Port number in Network Byte Order
NQ_IPADDRESS4	IPv4 address – loadable value
NQ_IPADDRESS6	IPv6 address – an array

### 5.2.2 NQ\_IPADDRESS, NQ\_IPADDRESS4 and NQ\_IPADDRESS6

This type designates an abstract IP address that may be either IPv4 or IPV6. The actual definition of this type depends on compile-time parameters (see 7.2.10.1, 7.2.10.1 and 7.2.10.4) and, therefore, it cannot be specified here. This type is not loadable and should not be used directly but rather through access calls (see 5.3).

The concrete IP addresses are defined by the following types found in *udapi.h*:

Name	Defines as
NQ_IPADDRESS4	NQ_UINT32
NQ_IPADDRESS6	NQ_UINT16[8]

Both types above contain values in the Network Byte Order. It is also important to emphasize that IPv4 address is a loadable value in contrary to IPv6 address.

### 5.2.3 UDFileAccessEvent

This structure is defined in the *udapi.h* file.

#### Prototype

```
typedef struct {  
    const NQ_WCHAR *fileName;  
    const NQ_WCHAR *newName;  
    NQ_UINT32 access;  
} UDFileAccessEvent;
```

#### Description

This structure keeps data for an event from File/Directory Access class. Depending on the event type, some members of this structure may be undefined.

#### Members

filename

Pointer to the file name. For UD\_LOG\_FILE\_RENAME event this value designates old file name. This value may be NULL when an error was encountered in converting the file name to the host form.

newName

Pointer to the new file name. This value is used only with the UD\_LOG\_FILE\_RENAME event and it designates file name after rename operation. This value may be NULL when an error was encountered in converting this name to the host form.

access

This value is has different meaning for different events:

- For UD\_LOG\_FILE\_CREATE, UD\_LOG\_FILE\_DELETE and UD\_LOG\_FILE\_RENAME – no meaning.
- For UD\_LOG\_FILE\_OPEN and UD\_LOG\_FILE\_CLOSE this value means file open rights as follows:
  - 0x0 – read
  - 0x1 – write
  - 0x2 – read/write
  - 0x3 – execute
  - 0x8000 - delete
  - 0xF – allOnly four least significant bits are important. Other bits may contain any value.
- For UD\_LOG\_FILE\_ATTRIB this value means new file attributes as a combination of the following bits:
  - 0x1 – readonly
  - 0x2 – hidden
  - 0x4 – system

0x8 – volume  
0x10 – directory  
0x20 - archive  
0x80 – normal

A value of -1 in this parameter may occur on error only and it means that the error condition was encountered regardless of file attributes.

#### 5.2.4 UDShareAccessEvent

This structure is defined in the *udapi.h* file.

##### Prototype

```
typedef struct {  
    const NQ_WCHAR *shareName;  
    NQ_BOOL ipc;  
    NQ_BOOL printQueue;  
} UDShareAccessEvent;
```

##### Description

This structure keeps data for an event from Share Access class. Depending on the event type, some members of this structure may be undefined.

##### Members

shareName

Pointer to the share name.

ipc

This value is TRUE for IPC\$ share and FALSE for a share of another type

printQueue

This value is TRUE for a printer queue share and FALSE for a share of another type

### **5.3 Access to NQ\_IPADDRESS**

The NQ\_IPADDRESS structure (see 5.2.2) is defined differently depending on compilation parameters. NQ Core modules provide integrator with common means to access the following components of this structure:

1. IPv4 address
2. IPv6 address

Since some of the calls below are macros they should not be used inside expressions. The calls of this category are defined in the *cmcommon.h* file.

### 5.3.1 CM\_IPADDR\_VERSION

#### Prototype

```
NQ_INT CM_IPADDR_VERSION(  
    const NQ_IPADDRESS addr  
);
```

#### Description

Get IP address type

#### Parameters

addr	IN
IP address	

#### Return Value

CM\_IPADDR\_IPV4 or CM\_IPADDR\_IPV6

#### Notes

This call allows determining the concrete type of an abstract IP address.



### 5.3.2 CM\_IPADDR\_SIZE

#### Prototype

```
NQ_INT CM_IPADDR_SIZE(  
    const NQ_IPADDRESS addr  
);
```

#### Description

Get the actual size of an IP address

#### Parameters

addr	IN
IP address	

#### Return Value

Actual size of the address

#### Notes

This call returns the number of bytes needed to hold the actual address.

### 5.3.3 CM\_IPADDR\_GET4

#### Prototype

```
NQ_IPADDRESS4 CM_IPADDR_GET4 (  
    const NQ_IPADDRESS addr  
);
```

#### Description

Withdraw an IPv4 address from an abstract IP address

#### Parameters

addr	IN
IP address	

#### Return Value

IPv4 address

#### Notes

An IPv4 address is a loadable value

#### 5.3.4 CM\_IPADDR\_GET6

##### Prototype

```
NQ_IPADDRESS6 CM_IPADDR_GET6(  
    const NQ_IPADDRESS addr  
);
```

##### Description

Withdraw an IPv6 address from an abstract IP address

##### Parameters

addr	IN
	IP address

##### Return Value

Pointer to IPv6 address

##### Notes

An IPv6 address is a pointer

### 5.3.5 CM\_IPADDR\_ASSIGN4

#### Prototype

```
void CM_IPADDR_ASSIGN4 (
    NQ_IPADDRESS addr,
    NQ_IPADDRESS4 ip4
);
```

#### Description

Set IP address as IPv4 address

#### Parameters

addr	OUT
IP address	
ip4	IN
IPv4 address to assign to the abstract IP address	

#### Return Value

None

#### Notes

### 5.3.6 CM\_IPADDR\_ASSIGN6

#### Prototype

```
void CM_IPADDR_ASSIGN6(  
    NQ_IPADDRESS addr,  
    const NQ_IPADDRESS6 ip6  
);
```

#### Description

Set IP address as IPv6 address

#### Parameters

addr	OUT
	IP address
ip6	IN
	IPv6 address to assign to the abstract IP address

#### Return Value

None

#### Notes

### 5.3.7 CM\_IPADDR\_EQUAL4

#### Prototype

```
NQ_BOOL CM_IPADDR_EQUAL4 (  
    NQ_IPADDRESS addr,  
    NQ_IPADDRESS4 ip4  
);
```

#### Description

Compare an abstract IP address with IPv4 address

#### Parameters

addr	IN
IP address	
ip4	IN
IPv4 to compare	

#### Return Value

TRUE when abstract IP address is the same as IPv4 address, FALSE otherwise

#### Notes

Abstract address should be of IPv4 type and its address value should match the IPv4 address

### 5.3.8 CM\_IPADDR\_EQUAL6

#### Prototype

```
NQ_BOOL CM_IPADDR_EQUAL6 (  
    NQ_IPADDRESS addr,  
    NQ_IPADDRESS6 ip6  
);
```

#### Description

Compare an abstract IP address with an IPv6 address

#### Parameters

addr	IN
IP address	
ip6	IN
IPv6 address to assign to the abstract IP address	

#### Return Value

TRUE when abstract IP address is the same as IPv6 address, FALSE otherwise

#### Notes

Abstract address should be of IPv6 type and its address value should match the IPv6 address

### 5.3.9 CM\_IPADDR\_EQUAL

#### Prototype

```
NQ_BOOL CM_IPADDR_EQUAL(  
    NQ_IPADDRESS addr,  
    NQ_IPADDRESS other  
);
```

#### Description

Compare two abstract IP addresses

#### Parameters

addr	IN
	First IP address
other	IN
	Second IP address

#### Return Value

TRUE when both addresses are equal, FALSE otherwise

#### Notes

Abstract addresses are equal when they are of the same type and their address values are equal.



### 5.3.10 cmAsciiToIp

#### Prototype

```
NQ_STATUS cmAsciiToIp(  
    NQ_CHAR *str  
    NQ_IPADDRESS *addr  
);
```

#### Description

Convert string representation of IP address into an abstract structure

#### Parameters

str	IN
	String containing text representation of IP address
addr	OUT
	IP address

#### Return Value

NQ\_SUCCESS when conversion was done, NQ\_FAIL otherwise

#### Notes

This function converts IP address according to its type

### 5.3.11 cmIpToAscii

#### Prototype

```
NQ_STATUS cmIpToAscii(  
    NQ_CHAR *buffer  
    const NQ_IPADDRESS *addr  
);
```

#### Description

Convert an abstract IP address into printable text representation

#### Parameters

buffer	OUT
	Text buffer of enough size
addr	IN
	IP address

#### Return Value

NQ\_SUCCESS when conversion was done, NQ\_FAIL otherwise

#### Notes

This function converts IP address according to its type

### 5.3.12 cmIPDump

#### Prototype

```
NQ_CHAR *cmIPDump (  
    const NQ_IPADDRESS *addr  
);
```

#### Description

Converts IP address to a text representation into an embedded buffer

#### Parameters

addr	IN
IP address	

#### Return Value

Pointer to a text representation of the IP address

#### Notes

This function converts IP address according to its type. Since the result resides in a static buffer this function should not be used twice as a parameter in a *printf* call.

#### **5.4    *Start/Stop Functions***

Start function stands for an entry point into an NQ task. Stop function is a call to stop an NQ task.

### 5.4.1 csStart

#### Prototype

```
NQ_STATUS csStart(  
    void  
);
```

#### Description

Start NQ CIFS Server

#### Parameters

None

#### Return Value

NQ\_SUCCESS on success, NQ\_FAIL on error

#### Notes

A call to this function starts NQ CIFS Server. After NQ CIFS Server is fully operational it calls *udCifsServerStarted()* (see 7.2.1.1). During this period no other calls to *csStart()* or *csStop()* can be issued. This function returns after NQ CIFS Server is fully started.

### 5.4.2 csStop

#### Prototype

```
void csStop(  
    void  
);
```

#### Description

Shutdown NQ CIFS Server

#### Parameters

None

#### Return Value

None

#### Notes

After this function returns control, NQ CIFS Server task may be still active. It requires several seconds to close all sockets and perform necessarily clean-up. During this period no other calls to csStart() or csStop() can be issued. After this is done NQ CIFS Server calls *udCifsServerClosed()* (see 7.2.1.2).

### 5.4.3 ndStart

#### Prototype

```
NQ_STATUS ndStart(  
    void  
);
```

#### Description

Start NQ NetBIOS Daemon

#### Parameters

None

#### Return Value

NQ\_SUCCESS on success, NQ\_FAIL on error

#### Notes

A call to this function starts NQ NetBIOS Daemon. After NQ NetBIOS Daemon is fully operational it calls *udNetBiosDaemonStarted()* (see 7.2.1.3). During this period no other calls to *ndStart()* or *ndStop()* can be issued. This function returns after NQ NetBIOS Daemon is fully started.

#### 5.4.4 ndStop

##### Prototype

```
void ndStop(  
    void  
);
```

##### Description

Shutdown NQ NetBIOS Daemon

##### Parameters

None

##### Return Value

None

##### Notes

After this function returns control, NQ NetBIOS Daemon task may be still active. It requires several seconds to close all sockets and perform necessarily clean-up. During this period no other calls to `ndStart()` or `ndStop()` can be issued. After this is done NQ NetBIOS Daemon calls *udNetBiosDaemonClosed()* (see 7.2.1.4).



### 5.4.5 ccInit

#### Prototype

```
NQ_BOOL ccInit(  
    void (*fsdNotify)(NQ_INT eventId, NQ_UINT32  
        param)  
    );
```

#### Description

Initialize NQ CIFS Client Library

#### Parameters

<code>fsdNotify</code>	IN
Pointer to a callback function, see Notes below	

#### Return Value

TRUE on success, FALSE on error

#### Notes

This function initializes library resources and installs a handle notification function. Handle notification is useful when NQ handle (either a file handle or a search handle) is "wrapped" into a system-dependent handle. This technique is used in file-system drivers (see 6.3). Then, when a handle is unexpectedly disposed by NQ CIFS Client it should be accordingly disposed inside a driver. NQ CIFS Client notifies driver of a disposed handle by means of callback function, specified as a parameter to *ccInit()* call. The first parameter of this function may be as follows:

- NOTIFY\_SRCH\_HANDLE\_ERROR – the notified handle is a search handle
- NOTIFY\_FILE\_HANDLE\_ERROR – the notified handle is a file handle.

The second parameter is a notified handle itself.

If no handle notification is required, this parameter may be set to NULL.

#### 5.4.6 ccShutdown

Prototype

```
void ccShutdown(  
    void  
);
```

Description

Close NQ CIFS Client Library

Parameters

None

Return Value

None

Notes

#### 5.4.7 nsInitGuard

Prototype

```
void nsInitGuard(  
    void  
);
```

Description

Static initialization of NetBIOS library

Parameters

None

Return Value

None

Notes

This call should be issued prior to any other call, except for *udInit()* (see 7.2.2.1).

#### 5.4.8 nsExitGuard

Prototype

```
void nsExitGuard(  
    void  
);
```

Description

Close NetBIOS library

Parameters

None

Return Value

None

Notes

This call should be issued after all NetBIOS clients (CIFS Server, CIFS Client and Browser Daemon) have been closed.

## **5.5 String Functions**

This category includes functions for manipulation with Unicode (UTF-16LE) strings, ANSI strings and Unicoden (UTF16LE) strings (see [1] ) as well as function for conversion between strings of different type.

NQ string functions are aware of national ANSI encoding, including variable-length national characters. For this reason NQ software supports code page definition (see 4.4 and 7.2.8) As an additional feature, NQ string functions support “file-system-dependent” encoding (see 5.5.1 and 5.5.2)

Since some of string functions are implemented as macros it is not recommended to use them in complex expressions.

### 5.5.1 cmAnsiToFs

#### Prototype

```
void cmAnsiToFs (
    NQ_CHAR *str
    NQ_INT size
);
```

#### Description

Replaces “illegal” characters in an ANSI string

#### Parameters

<code>str</code>	IN/OUT
	String for in-place conversion
<code>size</code>	IN
	String size in bytes

#### Return Value

None

#### Notes

Particular file systems may have restrictions on the entire set of 255 ANSI characters. While appropriate for most languages this may cause problems for Asian languages with two-byte symbol sequences.

To avoid this, NQ allows converting “problematic” codes into those that do not have meaning in the code page yet are legal for the target file system. This function implements conversion back from ANSI to file system encoding.

Two sets of illegal codes are defined in 6.4.1.9.4 and 6.4.1.9.5. A call to this function should be placed in each SY call that delegates file name to the underlying file system.

### 5.5.2 cmFsToAnsi

#### Prototype

```
void cmFsToAnsi(  
    NQ_CHAR *str  
    NQ_INT size  
);
```

#### Description

Restores “illegal” characters in an ANSI string

#### Parameters

str	IN/OUT
	String for in-place conversion
size	IN
	String size in bytes

#### Return Value

None

#### Notes

Particular file systems may have restrictions on the entire set of 255 ANSI characters. While appropriate for most languages this may cause problems for Asian languages with two-byte symbol sequences.

To avoid this, NQ allows converting “problematic” codes into those that do not have meaning in the code page yet are legal for the target file system. This function implements conversion back from file system encoding.

Before such name is returned from a file system call, NQ restores illegal characters that were replaced during file creation. Two sets of illegal codes are defined in 6.4.1.9.4 and 6.4.1.9.5. A call to this function should be placed in each SY call that receives a file name from the underlying file system.

## 6 Porting Guide

### 6.1 Porting Overview

The goal of the porting process is to suit NQ software for another combination of OS, hardware and/or C compiler (called jointly – a *platform*). This adjustment concerns the following modules: ST, FS, SY and UD. The porting process comprises of the following steps:

1. Choosing proper method of language support if required.
2. Rewriting the ST module. Usually this very small module is completely rewritten during porting.
3. Rewriting the FS module. This step is essential only when NQ Client is included in the project.
4. Revising and modifying the SY module.
5. Revising the UD module and, possibly, rewriting some of its code.
6. Recompiling and building NQ project



## 6.2 Startup (ST) Module

This module contains one file:

STMAIN.C

This file implements two functions: *nqStart()* and *nqStop()*, described in [2] . NQ Server and NQ Client are started after *nqStart()* returns and the software initialization process is finished (this may take as much as 15 seconds).

Porting this module means converting task calls into their analogs in the target OS. The ST module should run the following tasks:

- NetBIOS daemon (nbd). This step should be omitted when a foreign NetBIOS is used.
- NQ Browser Daemon. This step is required only for NQ Client.
- NQ Server. This step is required only when the supplied package includes NQ CIFS Server.

This module should also provide code for shutting down those tasks. The method of startup/shutdown depends on the target operating system. For operating systems with common address space a developer may use "spawn" call to start up necessary tasks and a "kill" method for shutting them down. If target operating system supports separate address spaces, a developer may consider creating required tasks as separate executables.

When implementing this module, a programmer has to call a number of start/shutdown functions. These functions are described in paragraph 5.

### **6.3 File System (FS) module**

FS module implements a system-dependent driver framework above NQ Client. This module includes the following files:

FSDRIVER.H - driver interface

FSDRIVER.C – driver implementation

The default implementation in FSDRIVER.C registers the driver in VxWorks and provides it with several functions. Those functions implement file control primitives by delegating the actual work to appropriate NQ Client API calls.

When porting this module to another OS, user's aim is to substitute VxWorks driver with the target OS' driver.

### 6.3.1 cifsfsDrv

#### Prototype

```
int cifsfsDrv(  
    const char *name  
);
```

#### Description

This function registers NQ Client driver in the target OS

#### Parameters

name	IN
Driver name	

#### Return Value

0 on success, -1 on error

#### Notes

Driver name is that root name under which reside mounts.

### 6.3.2 cifsfsDrvRemove

Prototype

```
int cifsfsDrvRemove(  
    void  
);
```

Description

This function removes the NQ Client driver

Parameters

None

Return Value

0 on success, -1 on error

Notes

## 6.4 System (SY) Module

Most files of SY module reside in the directory:

*<PROJECT ROOT>/src/service/os/<TARGET OS>/sy*, for instance:

*C:\Tornado\windlink\visuality\nq\target\src\service\os\vxworks\sy*

System-independent sources of SY reside in the same location.

SY consists of the following files:

SYAPI.H	This file resides in directory <i>&lt;PROJECT ROOT&gt;/src/nq</i> . It is the API definition of the module and the only file that is referenced from the core sources.
SYCOMMON.H	This file contains definitions of those structures that are used for passing data between core sources and SY.
SYINCLUD.H	Contains <i>include</i> directives required for prototyping API functions. These directives are required for translating core sources since some of SY calls are implemented as macro substitutions.
SYTRACE.H	Declares tracing macros, referenced from core sources. Normally, core sources are translated without tracing. For these reasons this file contains actual trace macros as well as dummy trace macros. The choice between the two sets of macros is controlled by compile-time parameter <i>DEBUG</i> . If this parameter is defined – actual macros are precompiled. Otherwise, dummy macros are precompiled. A user is not expected to change this file.
SYOPSYST.H	contains OS-dependent definitions.
SYCOMPIL.H	contains compile-dependent definitions.
SYPLTFRM.H	contains platform-dependent definitions.
SYPRINTR.H	contains printer related definitions.
SYPACKON.H	contains definitions turning on the structure alignment.
SYPACKOF.H	contains definitions turning off the structure alignment.
SYSASL.H	contains GSASL interface definitions.
SYOPSYST.C	contains OS-dependent implementations.
SYCOMPIL.C	contains compile-dependent implementations.
SYPLTFRM.C	contains platform-dependent implementations.
SYPRINTR.C	contains printer related implementations.
SYSASL.C	contains GSASL interface implementations.

The aim of porting this module is to implement all calls below in the target OS.

### 6.4.1 OS Dependent Code

File SYOPSYST.H defines parameters, function prototypes, and macro substitutions whose implementation may vary between different operating systems. File SYOPSYST.C implements functions.

**6.4.1.1 System Name**

6.4.1.1.1 SY\_OSNAME

Prototype

SY\_OSNAME

Description

Readable name of the Operating System

Notes

#### **6.4.1.2 Framework calls**

This group contains functions called on NQ start and NQ stop. The SY level can use these two functions for allocating/release of SY-local resources.

#### 6.4.1.2.1    syInit

##### Prototype

```
NQ_BOOL syInit(  
    void  
);
```

##### Description

Initialize SY module

##### Parameters

None

##### Return Value

TRUE on success, FALSE on error

##### Notes

SY module may use this function for initializing resources, e.g., - allocating bug buffers. This function is not referenced from NQ core. It is expected to be called from the NQ framework (see a sample code for STMAIN.H). Therefore, implantation of this function is optional and depends on SY implementation.



## 6.4.1.2.2    syStop

## Prototype

```
void syStop(  
    void  
);
```

## Description

Stop SY module

## Parameters

None

## Return Value

None

## Notes

SY module may use this function for releasing resources, e.g., - freeing bug buffers. This function is not referenced from NQ core. It is expected to be called from the NQ framework (see a sample code for STMAIN.H). Therefore, implantation of this function is optional and depends on SY implementation.

### **6.4.1.3 Time & Statistic Calls**

Functions in this group provide the most common operations with time and random numbers.

#### 6.4.1.3.1 syGetTimeInSec

##### Prototype

```
NQ_TIME syGetTimeInSec(  
    void  
);
```

##### Description

Get system time in POSIX format

##### Parameters

None

##### Return Value

The number of seconds elapsed since Jan 1, 1970

##### Notes

Return (-1) if your platform does not support time

## 6.4.1.3.2    syGetTimeZone

## Prototype

```
NQ_INT syGetTimeZone(  
    void  
);
```

## Description

Get time offset

## Parameters

None

## Return Value

The number of minutes to be added to the local time to get GMT.  
This number is negative for GMT+ and positive for GMT-

## Notes



#### 6.4.1.3.3    syGetTimeInMsec

##### Prototype

```
NQ_TIME syGetTimeZone(  
    void  
);
```

##### Description

Get system time in POSIX format (epoch) in milliseconds

##### Parameters

None

##### Return Value

The number of milliseconds elapsed since Jan 1, 1970 in milliseconds

##### Notes

## 6.4.1.3.4    syConvertTimeSpecToTimeInMsec

## Prototype

```
NQ_TIME syConvertTimeSpecToTimeInMsec(  
    void * val  
);
```

## Description

Covert the **<b>timespec</b>** to time in milliseconds

## Parameters

Val	IN
Time in a <b>&lt;b&gt;timespec&lt;/b&gt;</b> format	

## Return Value

The converted time from **<b>timespec</b>** to a time in milliseconds

## Notes

## 6.4.1.3.5    syConvertTimeInMsecToSec

## Prototype

```
NQ_UINT32 syConvertTimeInMsecToSec(  
    NQ_TIME timeMsec  
);
```

## Description

Receive time in milliseconds (64 bit) and convert it to time in seconds (32 bit)

## Parameters

timeMsec	IN
Time in milliseconds resolution	

## Return Value

Time in seconds resolution

## Notes



## 6.4.1.3.6    syDecomposeTime

## Prototype

```
void syDecomposeTime(  
    NQ_TIME time  
    SYTimeFragments *decomposed  
);
```

## Description

Decompose POSIX time into time fragments. This function takes POSIX times and split it into year, month, day, hour, minute and second portions.

## Parameters

time	IN
The number of seconds elapsed since Jan 1, 1970	
decomposed	OUT
Pointer to a time fragments structure (see SYCOMMON.H). This structure will be filled with time fragments	

## Return Value

None

## Notes

## 6.4.1.3.7    syComposeTime

## Prototype

```
NQ_TIME syComposeTime(  
    const SYTimeFragments *decomposed  
);
```

## Description

Compose POSIX time from time fragments

## Parameters

decomposed                      IN  
                                  Pointer to a time fragments structure (see  
                                  SYCOMMON.H)

## Return Value

The number of seconds elapsed since Jan 1, 1970

## Notes

## 6.4.1.3.8    sySetRand

## Prototype

```
void sySetRand(  
    void  
);
```

## Description

Prepare random number generator.

## Parameters

None

## Return Value

None

## Notes

Default implementation uses current time as a seed

#### 6.4.1.3.9    syRand

##### Prototype

```
NQ_INT syRand(  
    void  
);
```

##### Description

Random number generator.

##### Parameters

None

##### Return Value

Pseudo-random number in range 0 – RAND\_MAX

##### Notes

sySetRand() should be called before

## 6.4.1.3.10 sySleep

## Prototype

```
void sySleep(  
    NQ_TIME secs  
);
```

## Description

Stop current thread for a number of seconds.

## Parameters

secs	IN
Number of seconds to wait	

## Return Value

None.

## Notes

#### 6.4.1.4 Threads

This group provides thread operations. Here, *thread* means a process that shares address space with the process by which this thread has been created. We distinguish between two types of threads:

- An *internal thread* is a thread created and executed by NQ code. NQ Client creates one thread of this kind – the thread that receives SMB responses. NQ Client creates this thread on startup and terminates it on shutdown.
- An *external thread* belongs to an application using NQ Client API. Multiple external threads may run in the same address space. NQ Client implicitly registers an external thread when it issues its first SMB request. On shutdown, NQ Client will release all resources, associated with external threads.

## 6.4.1.4.1 SYThread

## Prototype

```
SYThread <variable>;
```

## Description

Thread handle

## Notes

This type designates an abstract thread handle which NQ passes to the functions on this group. The definition of this type is platform-specific.

#### 6.4.1.4.2 syThreadStart

##### Prototype

```
void syThreadStart (
    SYThread *threadHandlePtr,
    void (*body) (void),
    NQ_BOOL background
);
```

##### Description

Create an internal thread

##### Parameters

threadHandlePtr	OUT
	Pointer to a thread handle to create
body	IN
	Pointer to the function to be used as the thread body
background	IN
	TRUE if the thread should have low priority. FALSE if the thread should have normal priority.

##### Return Value

None

##### Notes

The implementation of this call should create thread in a platform-specific manner. This call should start execution of the new thread by calling the *body* function. The thread should shutdown when the *body* function returns.



## 6.4.1.4.3    syIsValidThread

## Prototype

```
NQ_BOOL syIsValidThread(  
    SYThread threadHandle  
);
```

## Description

Check thread handle

## Parameters

threadHandle	IN
Handle of threat to check	

## Return Value

TRUE when the given handle represents a valid thread, FALSE – otherwise

## Notes

This call will be used in the future versions. Currently it may always return TRUE.

## 6.4.1.4.4    syThreadGetCurrent

## Prototype

```
SYThread syThreadGetCurrent (
    void
);
```

## Description

Get handle of the current thread

## Parameters

None

## Return Value

Handle to the thread in which context this call was issued.

## Notes

## 6.4.1.4.5    syThreadDestroy

## Prototype

```
void syThreadDestroy(  
    SYThread threadHandle  
);
```

## Description

Terminate thread

## Parameters

threadHandle	IN
Handle of the thread to destroy	

## Return Value

None

## Notes

This call should remove the given thread from system and release its resources.

## 6.4.1.4.6 SY\_THREADSET

## Prototype

```
void SY_THREADSET(  
    void * param  
);
```

## Description

Set a per-thread pointer

## Parameters

param	IN
A pointer to save on per-thread basis	

## Return Value

None

## Notes

This call must be implemented as a macro. It may be not defined. In this case the call 6.4.1.4.7 must not be defined as well. If both calls are not defined, NQ will not use per-thread pointers.

#### 6.4.1.4.7 SY\_THREADGET

Prototype

```
void * SY_THREADGET (
    void
);
```

Description

Get a per-thread pointer

Parameters

None

Return Value

A per-thread pointer as saved in 6.4.1.4.6.

Notes

This call must be implemented as a macro. It may be not defined. In this case the call 6.4.1.4.6 must not be defined as well. If both calls are not defined, NQ will not use per-thread pointers.

#### 6.4.1.5 Semaphores

This group provides semaphore operations. We use two types of semaphores:

- Mutual exclusion semaphores (*mutex*) guarantee that only one process (task) at a time has access to a critical resource guarded by this semaphore. A pair of mutex operations – *take* and *give* designates a critical section in the code.
- Binary semaphores provided access to a pool of limited resources – buffers. Up to  $n$  processes (tasks) may take a buffer from a pool until the next requestor will be blocked.

#### 6.4.1.5.1 SYMutex

##### Prototype

```
SYMutex <variable>;
```

##### Description

Mutual exception semaphore

##### Notes

We use mutex semaphores.

## 6.4.1.5.2    syMutexCreate

## Prototype

```
void syMutexCreate(  
    SYMutex *semaphore  
);
```

## Description

Create a mutual exception semaphore

## Parameters

semaphore	OUT
Pointer to a semaphore variable to create	

## Return Value

None

## Notes



## 6.4.1.5.3    syMutexDelete

## Prototype

```
void syMutexDelete(  
    SYMutex *semaphore  
);
```

## Description

Dispose a mutual exception semaphore

## Parameters

semaphore	IN
Pointer to a semaphore variable to dispose	

## Return Value

None

## Notes

Implementation of this call is system-dependent. On some operating systems there is no need of disposing mutexes. In such a case, this call may be a dummy macro.

## 6.4.1.5.4    syMutexTake

## Prototype

```
void syMutexTake(  
    SYMutex *semaphore  
);
```

## Description

Lock a resource protected by a mutex

## Parameters

semaphore	IN/OUT
Pointer to a mutex semaphore	

## Return Value

None

## Notes

This call is time-critical and is likely to be implemented as a macro

## 6.4.1.5.5    syMutexGive

## Prototype

```
void syMutexGive(  
    SYMutex *semaphore  
);
```

## Description

Unlock a resource protected by a mutex

## Parameters

semaphore	IN/OUT
Pointer to a mutex semaphore	

## Return Value

None

## Notes

This call is time-critical and likely to be implemented as a macro

## 6.4.1.5.6    SYSemaphore

## Prototype

```
SYSemaphore <variable>;
```

## Description

Binary semaphore

## Notes

We use binary semaphores to count limited resources.

## 6.4.1.5.7 sySemaphoreCreate

## Prototype

```
NQ_STATUS sySemaphoreCreate(  
    SYSemaphore *semaphore,  
    NQ_INT count  
);
```

## Description

Create a binary semaphore

## Parameters

semaphore	OUT
Pointer to a semaphore variable to create	
count	IN
Number of recourses to allocate	

## Return Value

NQ\_SUCCESS if the operation succeeded, NQ\_FAIL if an error occurred

## Notes

## 6.4.1.5.8 sySemaphoreDelete

## Prototype

```
void sySemaphoreDelete(  
    SYSemaphore semaphore  
);
```

## Description

Dispose a binary semaphore

## Parameters

semaphore                      IN  
semaphore variable to dispose

## Return Value

None

## Notes

## 6.4.1.5.9    sySemaphoreTake

## Prototype

```
void sySemaphoreTake(  
    SYSemaphore semaphore  
);
```

## Description

Lock a resource protected by a binary semaphore

## Parameters

semaphore                      IN/OUT  
Binary semaphore

## Return Value

None

## Notes

This call is time-critical and is likely to be implemented as a macro

## 6.4.1.5.10 sySemaphoreGive

## Prototype

```
void sySemaphoreGive(  
    SYSemaphore semaphore  
);
```

## Description

Unlock a resource protected by a binary semaphore

## Parameters

semaphore                      IN/OUT  
Binary semaphore

## Return Value

None

## Notes

This call is time-critical and is likely to be implemented as a macro



## 6.4.1.5.11 sySemaphoreResetCounter

## Prototype

```
void sySemaphoreResetCounter(  
    SYSemaphore* pSemID  
);
```

## Description

Set the semaphore counter to zero

## Parameters

pSemID	IN
Pointer to a semaphore variable	

## Return Value

None

## Notes

None

#### 6.4.1.5.12 SY\_SEMAPHORE\_AVAILABLE

##### Prototype

`SY_SEMAPHORE_AVAILABLE`

##### Description

System support for semaphores

##### Notes

When this parameter is defined, NQ assumes that the underlying operating system supports semaphores and the functions 6.4.1.5.6 to 6.4.1.5.10 are available. If this parameter is commented, NQ uses alternative algorithms (internally simulates semaphores) and avoids using those functions.

## 6.4.1.5.13 sySemaphoreTimedTake

## Prototype

```
NQ_INT sySemaphoreTimedTake(  
    SYSemaphore *sem,  
    NQ_INT timeout  
);
```

## Description

Lock a resource protected by a binary semaphore

## Parameters

sem	IN/OUT
	Binary semaphore
timeout	
	Timeout in seconds to wait for lock

## Return Value

NQ\_SUCCESS when the resource was locked or NQ\_FAIL on error

## Notes

#### **6.4.1.6 Networking**

This group defines function prototypes for socket operations. On platforms with BSD socket support the functions in this group may be implemented by means of the appropriate BSD functions.

#### 6.4.1.6.1 SY\_LOCALHOSTIP4

##### Prototype

`SY_LOCALHOSTIP4`

##### Description

Definition of the "loopback" address for IPv4

##### Notes

The value of "self-address" for the target OS. Possible values are: 0x7F000001 (127, 0, 0, 1) or zero. This value should be defined in Network Byte Order.

#### 6.4.1.6.2   SY\_LOCALHOSTIP6

##### Prototype

`SY_LOCALHOSTIP6`

##### Description

Definition of the "loopback" address for IPv6

##### Notes

The value of "self-address" for the target OS. Possible values are: {0, 0, 0, 0, 0, 0, 0, 0x100) or eight zeros. This value should be defined in Network Byte Order.

#### 6.4.1.6.3 SY\_LINKLOCALIP

##### Prototype

SY\_LINKLOCALIP

##### Description

Bit mask for “link-local” IPv6 addresses

##### Notes

The value of "link-local" bit mask for the target OS. Applicable to IPv6 addresses only. This value should be defined in Network Byte Order.

## 6.4.1.6.4   SY\_ANYIP4

## Prototype

`SY_ANYIP4`

## Description

Definition of “any” IPv4 address

## Notes

The value of "any" IPv4 address for the target OS. Possible value is zero or INADDR\_ANY. This value should be defined in Network Byte Order.



## 6.4.1.6.5   SY\_ANYIP6

## Prototype

`SY_ANYIP6`

## Description

Definition of “any” IPv6 address

## Notes

The value of "any" IPv6 address for the target OS. Possible value is zero or IN6ADDR\_ANY. This value should be defined in Network Byte Order.

#### 6.4.1.6.6 SY\_INTERNALSOCKETPOOL

##### Prototype

SY\_INTERNALSOCKETPOOL

##### Description

Whether NQ uses global socket pool for internal communications

##### Notes

NQ uses internal (loop-back) sockets for communications between NQ Server and NQ Client from one side and NetBIOS on other side. Normally, when this parameter defined, these sockets are created and bound once during NQ start. Then, all tasks share the same global pool of sockets.

Some operating systems support per-task sockets only, thus, does not allow sharing global sockets between tasks (e.g., pSOS). For such operating systems this parameter should be masked (commented).

#### 6.4.1.6.7   SYSocketHandle

Prototype

```
SYSocketHandle <variable>;
```

Description

System-independent socket handle

Notes

For BSD-compatible sockets this type may be substituted with *int*.

## 6.4.1.6.8    SYSocketSet

## Prototype

```
SYSocketSet <variable>;
```

## Description

System-independent socket set to be use in a *select* operation

## Notes

For BSD-compatible sockets this type may be substituted with *fd\_set*.

## 6.4.1.6.9    syIsValidSocket

## Prototype

```
NQ_BOOL syIsValidSocket(  
    SYSocketHandle socket  
);
```

## Description

Check whether a given socket is a valid socket

## Parameters

socket	IN
Socket to check	

## Return Value

TRUE when the socket handle is valid and FALSE when it is not a valid socket handle

## Notes

It is up to a developer to define which socket handle value is invalid. For BSD-compatible sockets this value is -1. This time-critical call is likely to be implemented as a macro

## 6.4.1.6.10 syInvalidSocket

## Prototype

```
SYSocketHandle syInvalidSocket(  
    void  
);
```

## Description

Generate an invalid socket handle

## Parameters

None

## Return Value

An invalid socket handle

## Notes

It is up to a developer to define which socket handle value is invalid. For BSD-compatible sockets this value is -1. This time-critical call is likely to be implemented as a macro

## 6.4.1.6.11 syIsSocketAlive

## Prototype

```
NQ_BOOL syIsSocketAlive(  
    SYSocketHandle socket  
);
```

## Description

Check socket availability for TCP operations.

## Parameters

socket	IN
Socket to check	

## Return Value

TRUE when the socket is available and connected FALSE when it is not accessible.

## Notes

It is up to a developer to determine a method of checking the socket. A possible solution is calling *select()* on this socket with zero timeout. For most TCP implementations this call will return zero for a valid socket.

## 6.4.1.6.12 syCreateSocket

## Prototype

```
SYSocketHandle syCreateSocket(  
    NQ_BOOL stream,  
    NQ_UINT familiy  
);
```

## Description

Create a new socket

## Parameters

stream	IN
	TRUE for TCP socket, FALSE for UDP socket
family	IN
	4 for IPv4, 6 for IPv6

## Return Value

New socket handle if the operation succeeded, illegal handle otherwise

## Notes



## 6.4.1.6.13 syAddSocketToSet

## Prototype

```
void syAddSocketToSet(  
    SYSocketHandle socket,  
    SYSocketSet *set  
);
```

## Description

Add socket to a set of sockets to be used in a *select* operation

## Parameters

socket	IN
	Handle of the socket to be added to the set of sockets
set	OUT
	Pointer to the socket set

## Return Value

None

## Notes

This time-critical call is likely to be implemented as a macro

## 6.4.1.6.14 syRemoveSocketFromSet

## Prototype

```
void syRemoveSocketFromSet(  
    SYSocketHandle socket,  
    SYSocketSet *set  
);
```

## Description

Remove socket from a set of sockets

## Parameters

socket	IN
	Handle of the socket to be removed from the set of sockets
set	OUT
	Pointer to the socket set

## Return Value

None

## Notes

This time-critical call is likely to be implemented as a macro

## 6.4.1.6.15 syIsSocketSet

## Prototype

```
NQ_BOOL syIsSocketSet(  
    SYSocketHandle socket,  
    SYSocketSet *set  
);
```

## Description

Find socket in a set of sockets

## Parameters

socket	IN
	Handle of the socket to be find
set	IN
	Pointer to the socket set

## Return Value

TRUE if the socket is in the set, FALSE otherwise

## Notes

This time-critical call is likely to be implemented as a macro

## 6.4.1.6.16 syClearSocketSet

## Prototype

```
void syClearSocketSet(  
    SYSocketSet *set  
);
```

## Description

Remove all sockets from the set

## Parameters

set	OUT
Pointer to the socket set	

## Return Value

None

## Notes

This time-critical call is likely to be implemented as a macro

## 6.4.1.6.17 syShutdownSocket

## Prototype

```
NQ_STATUS syShutdownSocket(  
    SYSocketHandle socket  
);
```

## Description

Cancel all operation on socket

## Parameters

socket	IN
Socket handle	

## Return Value

NQ\_SUCCESS if the operation succeeded, NQ\_FAIL if an error occurred

## Notes

This operation is expected to disconnect a connected socket. On a UDP this operation should only invalidate the socket

## 6.4.1.6.18 syCloseSocket

## Prototype

```
NQ_STATUS syCloseSocket(  
    SYSocketHandle socket  
);
```

## Description

Release all resources used by the socket and release the handle

## Parameters

socket	IN
Socket handle	

## Return Value

NQ\_SUCCESS if the operation succeeded, NQ\_FAIL if an error occurred

## Notes

## 6.4.1.6.19 syListenSocket

## Prototype

```
NQ_STATUS syListenSocket(  
    SYSocketHandle socket,  
    NQ_INT backlog  
);
```

## Description

Start listening on a server socket

## Parameters

socket	IN
Socket handle	
backlog	IN
Depth of the connection stack – maximum number of outstanding connection requests	

## Return Value

NQ\_SUCCESS if the operation succeeded, NQ\_FAIL if an error occurred

## Notes

## 6.4.1.6.20 sySelectSocket

## Prototype

```
NQ_INT sySelectSocket(  
    SYSocketSet *pSet,  
    NQ_UINT32 timeout  
);
```

## Description

Poll sockets in the socket set for incoming data

## Parameters

pSet	IN
	Pointer to the socket set containing sockets to poll
timeout	IN
	Timeout in seconds

## Return Value

Positive value - number of sockets with data pending, zero – timeout occurred, NQ\_FAIL if an error occurred

## Notes



## 6.4.1.6.21 syAcceptSocket

## Prototype

```
SYSocketHandle syAcceptSocket(  
    SYSocketHandle socket,  
    NQ_IPADDRESS *ip,  
    NQ_PORT *port  
);
```

## Description

Accept connecting socket

## Parameters

socket	IN	
		Listening socket
ip	OUT	
		Pointer to the buffer for IP address of the connecting socket. This buffer should be at least 4 bytes long. The value in it will be in Network Byte Order (NBO).
port	OUT	
		Pointer to the buffer for port number of the connecting socket. This buffer should be at least 2 bytes long. The value in it will be in Network Byte Order (NBO)

## Return Value

New socket handle or invalid socket handle on error

## Notes

## 6.4.1.6.22 syBindSocket

## Prototype

```
NQ_STATUS syBindSocket(  
    SYSocketHandle socket,  
    const NQ_IPADDRESS *ip,  
    NQ_PORT port  
);
```

## Description

Bind socket into IP address and port

## Parameters

socket	IN	
		Handle of the socket to bind
ip	IN	
		Pointer to IP address for the socket. This value should be in Network Byte Order (NBO).
port	IN	
		Port number address for the socket. This value should be in Network Byte Order (NBO)

## Return Value

NQ\_SUCCESS if the operation completed, NQ\_FAIL on error

## Notes

This function should analyze the IP address type (either IPV4 or IPv6) and builds IP address in the system format (e.g., - sockaddr\_in/sockaddr\_in6) accordingly before binding the socket.

#### 6.4.1.6.23 syAllowBroadcastSocket

## Prototype

```

NO_STATUS syAllowBroadcatsSocket(
    SYSocketHandle socket
);

```

### Description

## Allow sending broadcasts over an UDP socket

## Parameters

socket IN

### Return Value

NQ\_SUCCESS if the operation completed, NQ\_FAIL on error

## Notes

This function should turn an UDP socket in the state in which it is possible to send a broadcast datagram. The BSD equivalent to this call is:

```
setsockopt(fd, SOL_SOCKET, SO_BROADCAST...)
```

NQ uses this call in the debug mode only.

## 6.4.1.6.24 sySetClientSocketOptions

## Prototype

```
void sySetClientSocketOptions(  
    SYSocketHandle socket  
);
```

## Description

Set socket options for an accepted (client) socket

## Parameters

socket	IN
Socket handle	

## Return Value

None

## Notes

This operation may be implemented by means of standard socket options (like `SO_LINGER`, for instance). However, the optimum set of these options is platform-specific.

## 6.4.1.6.25 sySetDatagramSocketOptions

## Prototype

```
void sySetDatagramSocketOptions(  
    SYSocketHandle socket  
);
```

## Description

Set socket options for a UDP socket

## Parameters

socket	IN
Socket handle	

## Return Value

None

## Notes

This operation may be implemented by means of standard socket options (like SO\_LINGER, for instance). However, the optimum set of these options is platform-specific.

## 6.4.1.6.26 sySetStreamSocketOptions

## Prototype

```
void sySetStreamSocketOptions(  
    SYSocketHandle socket  
);
```

## Description

Set socket options for a TCP socket (either server socket or a connected socket)

## Parameters

socket	IN
Socket handle	

## Return Value

None

## Notes

This operation may be implemented by means of standard socket options (like SO\_LINGER, for instance). However, the optimum set of these options is platform-specific.

#### 6.4.1.6.27 syGetSocketPortAndIP

##### Prototype

```
void syGetSocketPortAndIP(
    SYSocketHandle socket,
    NQ_IPADDRESS *ip,
    NQ_PORT *port
);
```

##### Description

Determine on what the given socket is bound

##### Parameters

socket	IN	
		Socket handle
ip	OUT	
		Pointer to a buffer for IP address. This buffer should be at least 4 bytes long for IPv4 and it should be at least 16 bytes long for IPv6. On return this buffer contains the address this socket is bound on. This value is in Network Byte Order (NBO)
port	OUT	
		Pointer to a buffer for port number. This buffer should be at least 2 bytes long. On return this buffer contains the port this socket is bound on. This value is in Network Byte Order (NBO)

##### Return Value

None

##### Notes

If the socket is not bound the result of this operation is undefined

#### 6.4.1.6.28 syConnectSocket

##### Prototype

```
NQ_STATUS syConnectSocket (
    SYSocketHandle socket,
    const NQ_IPADDRESS *ip,
    NQ_PORT port
);
```

##### Description

Connect to a remote server

##### Parameters

socket	IN	Connecting socket handle
ip	IN	Pointer to the IP address of the server. This value should be in Network Byte Order (NBO).
port	IN	Port number the server is listening. This value should be in Network Byte Order (NBO).

##### Return Value

NQ\_SUCCESS if the operation succeeded, NQ\_FAIL if an error occurred

##### Notes

This function should analyze the IP address type (either IPV4 or IPv6) and builds IP address in the system format (e.g., - sockaddr\_in/sockaddr\_in6) accordingly before binding the socket.



#### 6.4.1.6.29 sySendMulticast

##### Prototype

```
NQ_STATUS sySendMulticast(
    SYSocketHandle socket,
    const NQ_BYTE *buf,
    NQ_COUNT len,
    const NQ_IPADDRESS *ip,
    NQ_PORT port
);
```

##### Description

Send datagram to remote socket as a multicast

##### Parameters

socket	IN	
		Sending socket handle
buf	IN	
		Pointer to the data to be sent
len	IN	
		Length of the data to be sent
ip	IN	
		Pointer to the IP address to send the datagram to. This value should be a multicast address in Network Byte Order (NBO).
port	IN	
		Port number to send the datagram to. This value should be in Network Byte Order (NBO).

##### Return Value

The number of bytes actually sent or NQ\_FAIL if an error occurred

##### Notes

This function should perform platform-specific actions to allow sending multicast over the given socket. Then it should analyze the IP address type (either IPV4 or IPv6) and builds IP address in the system format (e.g., - sockaddr\_in/sockaddr\_in6) accordingly before sending datagram over the socket

## 6.4.1.6.30 sySendSocket

## Prototype

```
NQ_INT sySendSocket(  
    SYSocketHandle socket,  
    const NQ_BYTE *buf,  
    NQ_COUNT len  
);
```

## Description

Send data over a connected socket

## Parameters

socket	IN
Sending socket handle	
buf	IN
Pointer to the data to be sent	
len	IN
Length of the data to be sent	

## Return Value

The number of bytes actually sent or NQ\_FAIL if an error occurred

## Notes

#### 6.4.1.6.31 sySendSocketAsync

##### Prototype

```
NQ_STATUS sySendSocketAsync(
    SYSocketHandle socket,
    const NQ_BYTE *buf,
    NQ_COUNT len,
    void (*releaseFunc)(const NQ_BYTE *)
);
```

##### Description

Send data asynchronously over a connected socket

##### Parameters

socket	IN
Sending socket handle	
buf	IN
Pointer to the data to be sent	
len	IN
Length of the data to be sent	
releaseFunc	IN
callback function for releasing the buffer	

##### Return Value

The number of bytes queued or NQ\_FAIL if an error occurred

##### Notes

This function queues the buffer to asynchronous processing and immediately returns. When all bytes are sent, this function calls *releaseFunc()* passing *buf* as its only parameter. The *releaseFunc()* parameter has the same value on subsequent calls of this function that allows to save its value once in a static variable. NQ uses this function only when UD\_NS\_ASYNCSEND parameter is defined (see 7.2.11.6). Implementing this function requires asynchronous socket operations on the OS level.

#### 6.4.1.6.32 sySendToSocket

##### Prototype

```
NQ_INT sySendToSocket (
    SYSocketHandle socket,
    const NQ_BYTE *buf,
    NQ_COUNT len,
    const NQ_IPADDRESS *ip,
    NQ_PORT port
);
```

##### Description

Send datagram to remote socket on a particular computer

##### Parameters

socket	IN	
		Sending socket handle
buf	IN	
		Pointer to the data to be sent
len	IN	
		Length of the data to be sent
ip	IN	
		Pointer to the IP address to send the datagram to. This value should be in Network Byte Order (NBO).
port	IN	
		Port number to send the datagram to. This value should be in Network Byte Order (NBO).

##### Return Value

The number of bytes actually sent or NQ\_FAIL if an error occurred

##### Notes

This function should analyze the IP address type (either IPV4 or IPv6) and builds IP address in the system format (e.g., -sockaddr\_in/sockaddr\_in6) accordingly before sending datagram over the socket

#### 6.4.1.6.33 syRecvFromSocket

##### Prototype

```
NQ_INT syRecvFromSocket (
    SYSocketHandle socket,
    NQ_BYTE *buf,
    NQ_COUNT len,
    NQ_IPADDRESS *ip,
    NQ_PORT *port
);
```

##### Description

Receive datagram on socket

##### Parameters

socket	IN	
		Socket handle
buf	OUT	
		Pointer to the buffer for receiving data
len	IN	
		This buffer size
ip	OUT	
		Pointer to the buffer for IP address of the sender. This value is in Network Byte Order (NBO).
port	OUT	
		Pointer to the buffer for port number of the sender. This value is in Network Byte Order (NBO).

##### Return Value

The number of bytes received or NQ\_FAIL if an error occurred

##### Notes

## 6.4.1.6.34 syRecvSocket

## Prototype

```
NQ_INT syRecvSocket(  
    SYSocketHandle socket,  
    NQ_BYTE *buf,  
    NQ_COUNT len  
);
```

## Description

Receive data over socket

## Parameters

socket	IN
Socket handle	
buf	OUT
Pointer to the buffer for receiving data	
len	IN
This buffer size	

## Return Value

The number of bytes received or NQ\_FAIL if an error occurred

## Notes

#### 6.4.1.6.35 syRecvSocketWithTimeout

##### Prototype

```
NQ_INT syRecvSocketWithTimeout (
    SYSocketHandle socket,
    NQ_BYTE *buf,
    NQ_COUNT len,
    NQ_TIME secs,
);
```

##### Description

Receive data over a socket or time out

##### Parameters

socket	IN
Socket handle	
buf	OUT
Pointer to the buffer for receiving data	
len	IN
This buffer size	
secs	IN
Timeout in seconds	

##### Return Value

The number of bytes received or NQ\_FAIL if an error occurred. On timeout this call should return a zero value.

##### Notes

The socket may be either a stream socket or a datagram socket

## 6.4.1.6.36 syGetDnsParams

## Prototype

```
void syGetDnsParams(  
    NQ_CHAR *domain,  
    NQ_IPADDRESS *server  
);
```

## Description

Determine parameters for DNS calls

## Parameters

domain	OUT
	Buffer for full qualified domain name like myDomain.Internal or myDomain.org
server	OUT
	Buffer for DNS IP address. This address may be either IPv4 or IPv6 address.

## Return Value

Data type NQ\_IPADDRESS is defined in

## Notes



## 6.4.1.6.37 syGetIPv6ScopeId

## Prototype

```
NQ_INT syGetIPv6ScopeId(  
    const NQ_IPADDRESS6 *ip  
);
```

## Description

Determine scope ID for by IPv6 address

## Parameters

ip	IN
IPv6 address for adapter	

## Return Value

IPv6 scope ID

## Notes

## 6.4.1.6.38 sySubscribeToMulticast

## Prototype

```
void sySubscribeToMulticast(  
    SYSocketHandle socket,  
    const NQ_IPADDRESS *ip  
);
```

## Description

Subscribe IP address to remote socket as a multicast

## Parameters

socket	IN
	Remote socket handle
ip	IN
	Pointer to the IP address to subscribe. This value should be a multicast address in Network Byte Order (NBO).

## Return Value

None

## Notes

This function should analyze the IP address type (either IPV4 or IPv6) and builds IP address in the system format (e.g., - sockaddr\_in/sockaddr\_in6) accordingly before subscribe it.

#### **6.4.1.7 Tasks**

These functions operate with tasks. NQ uses Process ID (PID) to uniquely identify a task. This value should be a number. We assume that in any OS there is a unique task identifier which is either a number or may be uniquely mapped on a number.

#### 6.4.1.7.1 syGetPid

##### Prototype

```
NQ_UINT syGetPid(  
    void  
);
```

##### Description

Get ID of the current task

##### Parameters

None

##### Return Value

A unique ID of the current task

##### Notes

NQ platform-independent software uses this number for identification purposes and does use it for task control. This number should be unique among all tasks running on this computer.

#### **6.4.1.8 Directories**

This group of functions operates with directories.

## 6.4.1.8.1   SYDirectory

## Prototype

`SYDirectory <variable>`

## Description

Directory handle

## Notes

This type designated a handle of an opened directory. NQ keeps it into internal database and passes it to other functions of this group.

## 6.4.1.8.2    syInvalidateDirectory

## Prototype

```
void syInvalidateDirectory(  
    SYDirectory *pDir  
);
```

## Description

Make directory handle invalid

## Parameters

pDir	OUT
	Pointer to the directory handle

## Return Value

None

## Notes

## 6.4.1.8.3    syIsValidDirectory

## Prototype

```
NQ_BOOL syIsValidDirectory(  
    SYDirectory dir  
);
```

## Description

Check if the given handle designates a valid directory

## Parameters

dir	OUT
Directory handle to check	

## Return Value

TRUE if the handle is valid, FALSE if it is invalid

## Notes

Since this function is time-critical it is likely to implement it as a macro.



## 6.4.1.8.4    syCreateDirectory

## Prototype

```
NQ_STATUS syCreateDirectory(  
    const NQ_WCHAR *path  
);
```

## Description

Create new directory

## Parameters

path	IN
Pointer to a string containing full path to a new directory	

## Return Value

NQ\_SUCCESS if the directory was created, NQ\_FAIL if an error occurred

## Notes

## 6.4.1.8.5    syDeleteDirectory

## Prototype

```
NQ_STATUS syDeleteDirectory(  
    const NQ_WCHAR *path  
);
```

## Description

Delete directory

## Parameters

path	IN
Pointer to a string containing full path to directory	

## Return Value

NQ\_SUCCESS if the directory was deleted, NQ\_FAIL if an error occurred

## Notes

## 6.4.1.8.6    syOpenDirectory

## Prototype

```
SYDirectory syOpenDirectory(  
    const NQ_WCHAR *path  
);
```

## Description

Open directory

## Parameters

path	IN
Pointer to a string containing full path to directory	

## Return Value

Handle for opened directory or invalid handle on error

## Notes

#### 6.4.1.8.7 syFirstDirectoryFile

##### Prototype

```
int syFirstDirectoryFile(  
    const NQ_WCHAR *path,  
    SYDirectory *pDir,  
    const NQ_WCHAR **fileName  
);
```

##### Description

Open directory and read the first entry

##### Parameters

path	IN
	Pointer to a string containing full path to directory
pDir	OUT
	Pointer to buffer for directory handle. After successful operation this buffer gets the handle of opened directory. This buffer should be big enough.
fileName	OUT
	Pointer to pointer to a filename. After successful operation this pointer will contain an address of the first file name. For an empty directory this pointer will be NULL.

##### Return Value

Success if the operation succeeded, NQ\_FAIL if an error occurred

##### Notes

## 6.4.1.8.8    syNextDirectoryFile

## Prototype

```
NQ_STATUS syNextDirectoryFile(  
    SYDirectory dir,  
    const NQ_WCHAR **fileName  
);
```

## Description

Read next entry from an opened directory

## Parameters

Dir	IN
Handle of an opened directory.	
Filename	OUT
Pointer to pointer to a filename. After successful operation this pointer will contain an address of the first file name. On the end of directory scan, this pointer will be NULL.	

## Return Value

NQ\_SUCCESS if the operation succeeded, NQ\_FAIL if an error occurred

## Notes

## 6.4.1.8.9    syCloseDirectory

## Prototype

```
NQ_STATUS syCloseDirectory(  
    SYDirectory dir  
);
```

## Description

Closed directory handle

## Parameters

dir	IN
Handle of an opened directory.	

## Return Value

Success if the operation succeeded, NQ\_FAIL if an error occurred

## Notes

#### **6.4.1.9 Files**

This group of functions operates with files.

#### 6.4.1.9.1 SY\_UNICODEFILESYSYSTEM

Prototype

None

Description

Unicode support

Notes

This pre-processor variable defines whether the target file system supports Unicode file names. The line with this variable should be commented out when the target file system does not support Unicode.



#### 6.4.1.9.2 SY\_DRIVELETTERINPATH

Prototype

SY\_DRIVELETTERINPATH

Description

Whether the target file system requires drive letter in a file path

Notes

Define this parameter when path syntaxes in the target file system prefixes with a drive letter like “D:...”.

This parameter is used only with SRVSVC service (see 7.2.10.42) for adding new share with Remote Management (see [1] ). Windows CIFS clients require this drive letter to be in the share path. NQ Server uses this parameter to decide whether to strip this drive letter out of the path (for Posix-style target file systems) or to leave it (for Windows-style target file systems). By default this parameter is omitted.

#### 6.4.1.9.3 SY\_PATHSEPARATOR

Prototype

None

Description

Path separator for the target file system

Notes

This pre-processor variable defines file path separator character ("/" for UNIX files systems and "\" for Windows-based file systems).

## 6.4.1.9.4   SY\_CP\_FIRSTILLEGALCHAR

## Prototype

None

## Description

A list of characters which are not valid as the first character in a file name.

## Notes

Some file-systems do not allow particular ANSI codes in a file name. NQ uses functions *cmAnsiToFs* and *cmFsToAnsi* (see 5.5.1 and 5.5.2) to replace such characters. This value defines those symbols that are illegal at the first position in a file name.

## 6.4.1.9.5   SY\_CP\_ANYILLEGALCHAR

## Prototype

None

## Description

A list of characters which are not valid in a file name.

## Notes

Some file-systems do not allow particular ANSI codes in a file name. NQ uses functions *cmAnsiToFs* and *cmFsToAnsi* (see 5.5.1 and 5.5.2) to replace such characters. This value defines those symbols that are illegal in any place in a file name.

#### 6.4.1.9.6   SY\_FS\_SEPARATEINFOMODE

Prototype

None

Description

When defined allows separate call for querying file information.

Notes

Defined on Windows platforms only.

#### 6.4.1.9.7 SYFile

##### Prototype

SYFile <variable>

##### Description

File handle

##### Notes

This type designated a handle of an opened file. NQ keeps it in the internal database and passes it to other functions of this group.

## 6.4.1.9.8 syInvalidateFile

## Prototype

```
void syInvalidateFile(  
    SYFile *pFile  
);
```

## Description

Set invalid value into file handle

## Parameters

pFile	OUT
Pointer to a file handle	

## Return Value

None

## Notes

## 6.4.1.9.9    syIsValidFile

## Prototype

```
NQ_BOOL syIsValidFile(  
    SYFile file  
);
```

## Description

Check whether file handle is valid

## Parameters

file	IN
File handle	

## Return Value

TRUE if the handle is valid, FALSE if it is an invalid handle

## Notes

Since this call is time-critical it is likely to be implemented as a macro.



## 6.4.1.9.10 syCreateFile

## Prototype

```
SYFile syCreateFile(  
    const NQ_WCHAR *name,  
    NQ_BOOL denyRead,  
    NQ_BOOL denyExecute,  
    NQ_BOOL denyWrite  
);
```

## Description

Create new file

## Parameters

name	IN	Name of the file to create
denyRead	IN	This parameter defines whether to deny (TRUE) or to allow (FALSE) subsequent open operation on this file requiring read access.
denyExecute	IN	This parameter defines whether to deny (TRUE) or to allow (FALSE) subsequent open operation on this file requiring execute access.
denyWrite	IN	This parameter defines whether to deny (TRUE) or to allow (FALSE) subsequent open operation on this file requiring write access.

## Return Value

File handle on success or an invalid file handle on error

## Notes

Since this call is time-critical it is likely to be implemented as a macro.

## 6.4.1.9.11 syDeleteFile

## Prototype

```
NQ_STATUS syDeleteFile(  
    const NQ_WCHAR *name  
);
```

## Description

Delete a file

## Parameters

Name	IN
Name of the file to delete	

## Return Value

NQ\_SUCCESS if the file was deleted and NQ\_FAIL on error

## Notes

Since this call is time-critical it is likely to be implemented as a macro.

#### 6.4.1.9.12 syRenameFile

##### Prototype

```
NQ_STATUS syRenameFile(  
    const NQ_WCHAR *oldName,  
    const NQ_WCHAR *newName  
);
```

##### Description

Rename a file

##### Parameters

oldName	IN
Name of an existing file	
newName	IN
New name	

##### Return Value

NQ\_SUCCESS if the file was renamed and NQ\_FAIL on error

##### Notes

Since this call is time-critical it is likely to be implemented as a macro.

#### 6.4.1.9.13 syOpenFileForRead

##### Prototype

```
SYFile syOpenFileForRead(
    const NQ_WCHAR *name,
    NQ_BOOL denyRead,
    NQ_BOOL denyExecute,
    NQ_BOOL denyWrite
);
```

##### Description

Open file for reading

##### Parameters

name	IN	
		Name of the file to open
denyRead	IN	
		This parameter defines whether to deny (TRUE) or to allow (FALSE) subsequent open operation on this file requiring read access.
denyExecute	IN	
		This parameter defines whether to deny (TRUE) or to allow (FALSE) subsequent open operation on this file requiring execute access.
denyWrite	IN	
		This parameter defines whether to deny (TRUE) or to allow (FALSE) subsequent open operation on this file requiring write access.

##### Return Value

File handle on success or invalid file handle on error

##### Notes

Since this call is time-critical it is likely to be implemented as a macro.

## 6.4.1.9.14 syOpenFileForWrite

## Prototype

```
SYFile syOpenFileForWrite(  
    const NQ_WCHAR *name,  
    NQ_BOOL denyRead,  
    NQ_BOOL denyExecute,  
    NQ_BOOL denyWrite,  
);
```

## Description

Open file for writing

## Parameters

name	IN
Name of the file to open	
denyRead	IN
This parameter defines whether to deny (TRUE) or to allow (FALSE) subsequent open operation on this file requiring read access.	
denyExecute	IN
This parameter defines whether to deny (TRUE) or to allow (FALSE) subsequent open operation on this file requiring execute access.	
denyWrite	IN
This parameter defines whether to deny (TRUE) or to allow (FALSE) subsequent open operation on this file requiring write access.	

## Return Value

File handle on success or invalid file handle on error

## Notes

Since this call is time-critical it is likely to be implemented as a macro.

#### 6.4.1.9.15 syOpenFileForReadWrite

##### Prototype

```
SYFile syOpenFileForReadWrite(
    const NQ_WCHAR *name,
    NQ_BOOL denyRead,
    NQ_BOOL denyExecute,
    NQ_BOOL denyWrite,
);
```

##### Description

Open file for reading and writing

##### Parameters

name	IN	
		Name of the file to open
denyRead	IN	
		This parameter defines whether to deny (TRUE) or to allow (FALSE) subsequent open operation on this file requiring read access.
denyExecute	IN	
		This parameter defines whether to deny (TRUE) or to allow (FALSE) subsequent open operation on this file requiring execute access.
denyWrite	IN	
		This parameter defines whether to deny (TRUE) or to allow (FALSE) subsequent open operation on this file requiring write access.

##### Return Value

File handle on success or invalid file handle on error

##### Notes

Since this call is time-critical it is likely to be implemented as a macro.

#### 6.4.1.9.16 syOpenFileForInfo

##### Prototype

```
SYFile syOpenFileForInfo(
    const NQ_WCHAR *name,
    NQ_BOOL denyRead,
    NQ_BOOL denyExecute,
    NQ_BOOL denyWrite,
);
```

##### Description

Open file for info

##### Parameters

name	IN	
		Name of the file to open
denyRead	IN	
		This parameter defines whether to deny (TRUE) or to allow (FALSE) subsequent open operation on this file requiring read access.
denyExecute	IN	
		This parameter defines whether to deny (TRUE) or to allow (FALSE) subsequent open operation on this file requiring execute access.
denyWrite	IN	
		This parameter defines whether to deny (TRUE) or to allow (FALSE) subsequent open operation on this file requiring write access.

##### Return Value

File handle on success or invalid file handle on error

##### Notes

Since this call is time-critical it is likely to be implemented as a macro. Implemented for Windows platforms only, when SY\_FS\_SEPARATEINFOMODE defined (see 6.4.1.9.66.4.1.9.6).

## 6.4.1.9.17 syTruncateFile

## Prototype

```
NQ_STATUS syTruncateFile(  
    SYFile file,  
    NQ_UINT32 offLow,  
    NQ_UINT32 offHigh  
);
```

## Description

Open file for reading and writing

## Parameters

file	IN
	Handle of the file to truncate
offLow	IN
	Low 32 bits of the desired file size
offHigh	IN
	High 32 bits of the desired file size

## Return Value

NQ\_SUCCESS when the file was truncated or NQ\_FAIL on error

## Notes

This operation is only used for decreasing file size. When the desired file size is greater than its current size, this operation's result is undefined.

Since this call is time-critical it is likely to be implemented as a macro.



## 6.4.1.9.18 syFlushFile

## Prototype

```
NQ_STATUS syFlushFile(  
    SYFile file  
);
```

## Description

Synchronize cash memory with the media

## Parameters

file	IN
Handle of the file	

## Return Value

NQ\_SUCCESS when a file was synchronized or NQ\_FAIL on error

## Notes

Since this call is time-critical it is likely to be implemented as a macro.

## 6.4.1.9.19 syReadFile

## Prototype

```
int syReadFile(  
    SYFile file,  
    NQ_BYTE *buf,  
    NQ_COUNT len  
);
```

## Description

Read data from the current position in the file

## Parameters

file	IN
Handle of the file	
buf	OUT
Buffer for data	
len	IN
Number of bytes to read	

## Return Value

Number of bytes actually read from the file or NQ\_FAIL on error

## Notes

The buffer is big enough to store the required amount data.  
After this operation the file position should advance by the return value.

## 6.4.1.9.20 syWriteFile

## Prototype

```
NQ_INT syWriteFile(  
    SYFile file,  
    const NQ_BYTE *buf,  
    NQ_COUNT len  
);
```

## Description

Write data from the current position in the file

## Parameters

file	IN
Handle of the file	
buf	IN
Pointer to the data	
len	IN
Number of bytes to write	

## Return Value

Number of bytes actually written to the file or NQ\_FAIL on error

## Notes

After this operation the file position should advance by the return value.

## 6.4.1.9.21 syCloseFile

## Prototype

```
NQ_STATUS syCloseFile(  
    SYFile file  
);
```

## Description

Close opened file

## Parameters

file	IN
Handle of the file	

## Return Value

NQ\_SUCCESS if the file was close or NQ\_FAIL on error

## Notes

Since this operation is time-critical it is likely to implement it as a macro.

## 6.4.1.9.22 sySeekFileCurrent

## Prototype

```
NQ_INT32 sySeekFileCurrent(  
    SYFile file,  
    NQ_INT32 offLow,  
    NQ_INT32 offHigh  
);
```

## Description

Position file to a specified offset from the current position

## Parameters

file	IN
Handle of the file	
offLow	IN
Low 32 bits of the offset	
offHigh	IN
High 32 bits of the offset (should be ignored)	

## Return Value

NQ\_FAIL on error, new offset or NQ\_SUCCESS otherwise (see below)

## Notes

This call is used with offset values less of 32 bits only. Parameter *offHigh* is specified for compatibility only and should be ignored. Parameter *offLow* may specify a negative value. If the resulted file position is above the file end, the file should be extended.

## 6.4.1.9.23 sySeekFileStart

## Prototype

```
NQ_INT32 sySeekFileStart(  
    SYFile file,  
    NQ_INT32 offLow,  
    NQ_INT32 offHigh  
);
```

## Description

Position file to a specified offset from the beginning of the file

## Parameters

file	IN
Handle of the file	
offLow	IN
Low 32 bits of the offset	
offHigh	IN
High 32 bits of the offset	

## Return Value

NQ\_FAIL on error, new offset or NQ\_SUCCESS otherwise (see below)

## Notes

File systems with less than 4GB of per-file space should not use the last parameter. Such systems should consider offLow as a 31 bit value and return new offset in the file as the return value. File systems with more than 4Gb per file should return NQ\_SUCCESS regardless of the resulted offset in the file. If the resulted file position is above the file end, the file should be extended.

## 6.4.1.9.24 sySeekFileEnd

## Prototype

```
NQ_INT32 sySeekFileEnd(  
    SYFile file,  
    NQ_INT32 offLow,  
    NQ_INT32 offHigh  
);
```

## Description

Position file to a specified offset from the end of the file

## Parameters

file	IN
Handle of the file	
offLow	IN
Low 32 bits of the offset	
offHigh	IN
High 32 bits of the offset	

## Return Value

NQ\_FAIL on error, new offset or NQ\_SUCCESS otherwise (see below)

## Notes

This call is used with offset values less of 32 bits only. Parameter *offHigh* is specified for compatibility only and should be ignored. Parameter *offLow* may specify a negative value. A positive value should extend the file.

## 6.4.1.9.25 syPrintf

## Prototype

```
NQ_INT syPrintf(  
    const NQ_CHAR *format,  
    ...  
);
```

## Description

Writes formatted string to stdout

## Parameters

format	IN
	Format string
...	IN
	Variable argument list

## Return Value

Number of characters written to stdout

## Notes

The synopsis of this call is exactly the same as for *printf()* function from *stdio.h*.



#### 6.4.1.9.26 sySprintf

##### Prototype

```
NQ_INT sySprintf(
    NQ_CHAR *buffer,
    const NQ_CHAR *format,
    ...
);
```

##### Description

Writes formatted string to buffer

##### Parameters

buffer	OUT
	Output string
format	IN
	Format string
...	IN
	Variable argument list

##### Return Value

Number of characters written to the output string

##### Notes

The synopsis of this call is exactly the same as for *sprintf()* function from *stdio.h*.

## 6.4.1.9.27 sySscanf

## Prototype

```
NQ_INT sySscanf(  
    const NQ_CHAR *inpStr,  
    const NQ_CHAR *format,  
    ...  
);
```

## Description

Parse string according to format

## Parameters

<code>inpStr</code>	IN
String to parse	
<code>format</code>	IN
Format string	
<code>...</code>	IN
Variable list of pointers to output buffers	

## Return Value

Number of items parsed

## Notes

The synopsis of this call is exactly the same as for `sscanf()` function from *stdio.h*.

## 6.4.1.9.28 syGetFileInformation

## Prototype

```
NQ_STATUS syGetFileInformation(  
    SYFile file,  
    const NQ_WCHAR *name  
    SYFileInformation *fileInfo  
);
```

## Description

Read file information providing file handle

## Parameters

file	IN
File handle	
name	IN
File name	
fileInfo	OUT
Buffer for file information.	

## Return Value

NQ\_SUCCESS if the information was read into the buffer or  
NQ\_FAIL on error

## Notes

This function is intended to obtain file information by a handle of an open file. This makes the second parameter (*name*) superfluous. Some operating systems, however, do not support this operation. In such case the second is used instead of file handle and this function becomes an equivalent of *syGetFileInformationByName* (see 6.4.1.9.29).

This function uses *SYFileInformation* structure to pass information to NQ

#### 6.4.1.9.29 syGetFileInformationByName

##### Prototype

```
NQ_STATUS syGetFileInformationByName(  
    const NQ_WCHAR *fileName,  
    SYFileInformation *fileInfo  
);
```

##### Description

Read file information providing file name

##### Parameters

filename	IN
Name of the file	
fileInfo	OUT
Buffer for file information.	

##### Return Value

NQ\_SUCCESS if the information was read into the buffer or  
NQ\_FAIL on error

##### Notes

This function uses SYFileInformation structure to pass information  
to NQ

## 6.4.1.9.30 sySetFileInformation

## Prototype

```
NQ_STATUS sySetFileInformation(  
    const NQ_WCHAR *fileName,  
    SYFile handle  
    const SYFileInformation *fileInfo  
);
```

## Description

Write file information

## Parameters

filename	IN
Name of the file	
handle	IN
File handle	
fileInfo	OUT
Buffer with file information.	

## Return Value

NQ\_SUCCESS if the information was written into the file or  
NQ\_FAIL on error

## Notes

This function modifies file information from a SYFileInformation structure provided by NQ. File can be designated by either file name or file handle. The recommended usage of those two parameters is as follows:

- If *syIsValidFile(handle)* (6.4.1.9.9) evaluates to *TRUE* - access file by handle (when applicable).
- Otherwise, access file by name

## 6.4.1.9.31 syGetVolumeInformation

## Prototype

```
NQ_STATUS syGetVolumeInformation(  
    const NQ_WCHAR *volumeName,  
    SYVolumeInformation *volumeInfo  
);
```

## Description

Read volume information

## Parameters

volumeName	IN
Name of the volume of interest	
volumeInfo	OUT
Buffer for volume information.	

## Return Value

NQ\_SUCCESS if the information was read into the buffer or  
NQ\_FAIL on error

## Notes

This function uses SYVolumeInformation structure to pass  
information to NQ

## 6.4.1.9.32 syGetSecurityDescriptor

## Prototype

```
int syGetSecurityDescriptor(  
    int file,  
    long fieldId,  
    void *buffer  
);
```

## Description

Read security descriptor

## Parameters

file	IN
File handle	
fieldId	IN
Specifies the field of interest in the security descriptor	
buffer	OUT
Buffer for the data	

## Return Value

Length of the data read into the buffer or NQ\_FAIL on error

## Notes

If the target file system does not support security descriptors the implementation should return NQ\_FAIL.

## 6.4.1.9.33 sySetSecurityDescriptor

## Prototype

```
int sySetSecurityDescriptor(  
    int file,  
    long fieldId,  
    const void *buffer  
);
```

## Description

Write security descriptor

## Parameters

file	IN
File handle	
fieldId	IN
Specifies the field of interest in the security descriptor	
buffer	IN
Pointer to the data to write	

## Return Value

NQ\_SUCCESS when the data was written or NQ\_FAIL on error

## Notes

If the target file system does not support security descriptors the implementation should return NQ\_FAIL.



## 6.4.1.9.34 syUnixMode2DosAttr

## Prototype

```
int syUnixMode2DosAttr(  
    int mode  
);
```

## Description

Convert UNIX file permissions to DOS file attributes

## Parameters

mode	IN
UNIX file permissions	

## Return Value

Matching DOS file attributes

## Notes

## 6.4.1.9.35 syGetFileSize

## Prototype

```
NQ_STATUS syGetFileSize(  
    SYFile file,  
    NQ_UINT64 *size  
);
```

## Description

Read file size providing file handle

## Parameters

file	IN
	File handle
size	OUT
	Variable to hold file size

## Return Value

NQ\_SUCCESS if the information was read into the variable or  
NQ\_FAIL on error

## 6.4.1.9.36 syTraceCreateFile

## Prototype

```
SYFile syTraceCreateFile(  
    const NQ_WCHAR *name  
);
```

## Description

Create new trace file

## Parameters

name	IN
Name of the file to create	

## Return Value

File handle on success or an invalid file handle on error

## Notes

Use a different function for traces since YNQ internal trace mechanism run in a different thread, this will lead to a file corruption when using the same static variables with a different threads.

## 6.4.1.9.37 syTraceDeleteFile

## Prototype

```
NQ_STATUS syTraceDeleteFile(  
    const NQ_WCHAR *name  
);
```

## Description

Delete a trace file

## Parameters

Name	IN
Name of the file to delete	

## Return Value

NQ\_SUCCESS if the file was deleted and NQ\_FAIL on error

## Notes

Use a different function for traces since YNQ internal trace mechanism run in a different thread, this will lead to a file corruption when using the same static variables with a different threads.

#### **6.4.1.10    File Locking**

Functions of this group perform locking or unlocking of byte ranges inside an opened file. The two calls below are correspondent to lock/unlock operations respectively of the SMB\_COM\_LOCKING command. The implementation of these functions should follow CIFS recommendations for this command (see [3] ).

If the target file system does not support locking of byte ranges the implementation should return NQ\_SUCCESS for both of the calls below.

#### 6.4.1.10.1 syLockFile

##### Prototype

```
NQ_STATUS syLockFile(
    SYFile file,
    NQ_UINT32 offsetHigh,
    NQ_UINT32 offsetLow,
    NQ_UINT32 lengthHigh,
    NQ_UINT32 lengthLow,
    NQ_BYTE lockType,
    NQ_BYTE oplockLevel
);
```

##### Description

Lock a byte range in an opened file

##### Parameters

file	IN
File handle	
offsetHigh	IN
High 32 bits of the range offset	
offsetLow	IN
Low 32 bits of the range offset	
lengthHigh	IN
High 32 bits of the range length	
lengthLow	IN
Low 32 bits of the range length	
lockType	IN
Lock type as specified by CIFS (see below)	
oplockLevel	IN
Oplock level as specified by CIFS (see below)	

##### Return Value

NQ\_SUCCESS when the byte range was locked or NQ\_FAIL on error

##### Notes

This call corresponds to the SMB\_COM\_LOCKING\_ANDX command. See [3] for more information about the parameters above and the implementation algorithm.

If the target file system does not support locking of byte ranges the implementation should return NQ\_SUCCESS.

#### 6.4.1.10.2 syUnlockFile

##### Prototype

```
NQ_STATUS syUnlockFile(
    SYFile file,
    NQ_UINT32 offsetHigh,
    NQ_UINT32 offsetLow,
    NQ_UINT32 lengthHigh,
    NQ_UINT32 lengthLow,
    NQ_UINT32 timeout
);
```

##### Description

Unlock a byte range in an opened file

##### Parameters

file	IN
File handle	
offsetHigh	IN
High 32 bits of the range offset	
offsetLow	IN
Low 32 bits of the range offset	
lengthHigh	IN
High 32 bits of the range length	
lengthLow	IN
Low 32 bits of the range length	
timeout	IN
Timeout in milliseconds to wait for unlock	

##### Return Value

NQ\_SUCCESS when the byte range was unlocked or NQ\_FAIL on error

##### Notes

This call corresponds to the SMB\_COM\_LOCKING\_ANDX command. See [3] for more information about the parameters above and the implementation algorithm.  
If the target file system does not support locking of byte ranges the implementation should return NQ\_SUCCESS.

#### **6.4.1.11    Networking**

This group contains several functions that require system-dependent or project-dependent information.



#### 6.4.1.11.1 syGetHostName

##### Prototype

```
void syGetHostName (  
    NQ_CHAR *nameBuffer,  
    NQ_UINT bufferSize  
);
```

##### Description

Get the default computer name

##### Parameters

nameBuffer	OUT
Pointer to the buffer	
bufferLength	IN
The buffer length	

##### Return Value

None

##### Notes

The computer name is a single-character string which does not have to include a null terminator.

## 6.4.1.11.2 syGetLastSmbError

## Prototype

```
NQ_UINT32 syGetLastSmbError(  
    void  
);
```

## Description

Convert last system error to SMB error code

## Parameters

None

## Return Value

SMB status code in DOS format (see Notes)

## Notes

The return value is a 32-bit integer values composed by the following formula:

$\langle \text{return value} \rangle = 0x10000 * \langle \text{code} \rangle + \langle \text{class} \rangle$

Where:

$\langle \text{class} \rangle$  - error class

$\langle \text{code} \rangle$  - error code

For error classes and error codes in DOS format see [3] .

This call is intended to withdraw the last system error and to convert it into the most appropriate SMB error.

Some implementations of this function delegate this call to `udGetSmbError()` (see 7.2.7.1).

The return value should be a non-zero value.

6.4.1.11.3 `sySetLastNqError`

## Prototype

```
void sySetLastNqError(  
    NQ_UINT32 nqErr  
);
```

## Description

Deprecated

## Parameters

<code>nqErr</code>	IN
Last NQ error	

## Return Value

None

## Notes

See also *sySetLastError()* (see 6.4.2.5.2).

#### 6.4.1.11.4 syGetAdapter

##### Prototype

```
NQ_STATUS syGetAdapter(
    NQ_INT idx,
    NQ_IPADDRESS4 *ip,
    NQ_IPADDRESS6 *ip6,
    NQ_IPADDRESS4 *subnet,
    NQ_IPADDRESS4 *wins
);
```

##### Description

Get information about a network adapter

##### Parameters

idx	IN	
		Zero-based adapter index
ip	OUT	
		Buffer for IPv4 address (should be at least four bytes long)
ip6	OUT	
		Buffer for IPv6 address (should be at least 16 bytes long)
subnet	OUT	
		Buffer for subnet mask address (should be at least four bytes long)
wins	OUT	
		Buffer for WINS address (should be at least four bytes long). If no WINS is specified for this interface, the buffer should be filled by four zero bytes.

##### Return Value

NQ\_SUCCESS if interface with the given index exists, NQ\_FAIL if there is no interface with such index or information cannot be obtained.

##### Notes

This function scans available network interfaces (adapters). NQ calls this function repeatedly, increasing *idx* until NQ\_FAIL is returned. The implementation of this function should answer to the following restrictions:

- Not active interfaces should be skipped
- Loop-back interface should be skipped if detected
- Interface with no broadcast capability should be skipped

This function's implementation should skip *<idx - 1>* interfaces that do not fall in the above categories. It should report on *idx*'s interface. When IPv6 transport is required, this function should find a pair of IPv4 and IPv6 addresses for the same adapter.

## 6.4.1.11.5 syGetMacAddress

## Prototype

```
void syGetMacAddress(  
    NQ_IPADDRESS4 ip,  
    NQ_BYTE *macBuffer  
);
```

## Description

Get MAC address by IP address

## Parameters

ip	IN
IP address	
macBuffer	OUT
Buffer for MAC address (is 6 bytes long)	

## Return Value

NQ\_SUCCESS if interface with the given index exists, NQ\_FAIL if there is no interface with such index or information cannot be obtained.

## Notes

While this function. Is mandatory, the information it provides serves display purposes only. Implementations that cannot withdraw MAC address may set the result buffer to six zeroes. The value provided by this function does not affect NQ functionality.

## 6.4.1.11.6 syGetHostByName

## Prototype

```
NQ_IPADDRESS4 syGetHostByName(  
    const char* name  
);
```

## Description

Find host IP by its name

## Parameters

name	IN
Host name	

## Return Value

Host IPv4 address (should be at least four bytes long).

## Notes

this function is used by client when  
UD\_NB\_INCLUDENAMESERVICE is not defined.

#### **6.4.1.12    Direct Transfer API**

This group of functions implements Direct Transfer backend. Generation of this group functions is controlled by the UD\_CS\_INCLUDEDIRECTTRANSFER parameter (see 7.2.10.53).

Implementation of this group functions is very much platform-specific and is described in details in 8.3.

## 6.4.1.12.1 syDtStartPacket

## Prototype

```
NQ_STATUS  
syDtStatPacket(  
    SYSocketHandle socket  
);
```

## Description

Set socket into fragment accumulation mode

## Parameters

socket	IN
Socket handle	

## Return Value

NQ\_SUCCESS or NQ\_FAIL

## Notes

This function is called by NQ before SMB packet is transmitted. Since DT mechanism sends SMB response as several fragments, the implementation may decide to switch the respective socket into a fragment accumulating mode, e.g., - with Nagle's algorithm turned on. See 8.3 for details.



## 6.4.1.12.2 syDtEndPacket

## Prototype

```
void  
syDtEndPacket(  
    SYSocketHandle socket  
);
```

## Description

Switch socket into immediate send mode

## Parameters

socket	IN
Socket handle	

## Return Value

None

## Notes

This function is called by NQ after SMB packet is fully transmitted including the optional Data Transfer payload. The implementation may decide to switch the respective socket into an immediate send mode, e.g., - with Nagle's algorithm turned off. See 8.3 for details.

#### 6.4.1.12.3 syDtFromSocket

##### Prototype

```
NQ_STATUS
syDtFromSocket (
    SYSocketHandle socket,
    SYFile file,
    NQ_COUNT * len
);
```

##### Description

Transfer bytes from socket to file

##### Parameters

socket	IN
	Socket handle
file	IN
	File handle
len	IN/OUT
	Pointer to the buffer with number of bytes to transfer

##### Return Value

NQ\_SUCCESS or NQ\_FAIL

##### Notes

NQ calls this function after having processed one of the SMB/SMB2 write commands. To that point NQ has received all the headers and the command structure, while SMB payload is still in the socket receive queue. This function transfers the rest of the packet (SMB payload) from socket to the file. Implementation of this function is platform-specific. See 8.3 for details. When this function completes successfully, the buffer, pointed by *len* will contain the number of bytes really transferred.

#### 6.4.1.12.4 syDtToSocket

##### Prototype

```
NQ_STATUS
syDtToSocket(
    SYSocketHandle socket,
    SYFile file,
    NQ_COUNT * len
);
```

##### Description

Transfer bytes from socket to file

##### Parameters

socket	IN
Socket handle	
file	IN
File handle	
len	IN/OUT
Pointer to the buffer with number of bytes to transfer	

##### Return Value

NQ\_SUCCESS or NQ\_FAIL

##### Notes

NQ calls this function on after having processed one of the MB/SMB2 read commands. To that point NQ has send all the headers and the command structure, but not SMB payload. This function transfers the rest of the packet (SMB payload) from file to the socket. Implementation of this function is platform-specific. See 8.3 for details. When this function completes successfully, the buffer, pointed by *len* will contain the number of bytes really transferred.

#### **6.4.1.13 SASL/GSSAPI/Kerberos Interface**

This group contains definitions, data types and calls for extended authentication mechanism over SASL/GSSAPI/Kerberos. The information in this section is relevant only when `UD_CC_INCLUDEEXTENDEDSECURITY` and `UD_CC_INCLUDEEXTENDEDSECURITY_KERBEROS` are defined in *udparams.h*. SASL/GSSAPI/Kerberos interface is defined in *sysasl.h*.

#### 6.4.1.13.1 SYSaslContext

##### Prototype

`SYSaslContext`

##### Description

SASL context handle

##### Notes

This is a type definition for SASL context. A handle is initially generated and returned by the *sySaslContextCreate()* call (see 6.4.1.13.8). It is used as an identification parameter in all subsequent calls.

## 6.4.1.13.2 SYSaslCallback

## Prototype

```
typedef void SYSaslCallback(  
    void* resource,  
    NQ_WCHAR* user,  
    NQ_WCHAR* password,  
    NQ_WCHAR* domain  
);
```

## Description

SASL credentials callback

## Parameters

resource	IN
	Pointer to the share path
user	IN
	Pointer to user name string
password	IN
	Pointer to the password string
domain	IN
	Pointer to domain name string

## Return Value

None

## Notes

This function is called by SASL when it requires user credentials. This happens in the context of a 6.4.1.13.11 or 6.4.1.13.12 call. The first parameter in this function call should be the same as passed in calls to 6.4.1.13.11 or 6.4.1.13.12.

All strings passed to this callback function are in NQ\_WCHAR characters. See [1] and [2] for how to convert ASCII or Unicode strings into NQ\_WCHAR strings.

## 6.4.1.13.3 sySaslContextIsValid

## Prototype

```
NQ_BOOL  
sySaslContextIsValid(  
    NQ_BYTE* context  
);
```

## Description

Validate SASL context

## Parameters

context	IN
Context to validate	

## Return Value

TRUE if this handle is valid, FALSE otherwise

## Notes

## 6.4.1.13.4 sySaslContextInvalidate

## Prototype

```
void  
sySaslContextInvalidate(  
    NQ_BYTE* context  
);
```

## Description

Set context to be invalid

## Parameters

context	IN
Context to make invalid	

## Return Value

None

## Notes



## 6.4.1.13.5 sySaslGetSecurityMechanism

## Prototype

```
const NQ_CHAR*  
syGetSaslSecurityMechanism(  
    void  
);
```

## Description

Get string ID of the security mechanism

## Parameters

None

## Return Value

Pointer to the string identification of the security mechanism installed in SASL.

## Notes

SPNEGO protocol by MS Windows series uses ASN1 identifiers for security mechanisms while SASL requires string identification. This function provides NQ with this identification. On any call, this function should return the same result.

## 6.4.1.13.6 sySaslClientInit

## Prototype

```
NQ_BOOL  
sySaslClientInit(  
    void* callback  
);
```

## Description

Initialize this module for client operations

## Parameters

<code>callback</code>	Function to be installed as the callback. See 6.4.1.13.2 for this callback prototype.
-----------------------	---

## Return Value

TRUE on success, FALSE on error

## Notes

NQ CIFS Client calls this function once on initialization. The function provided should conform to 6.4.1.13.2.

## 6.4.1.13.7 sySaslClientStop

## Prototype

```
NQ_BOOL  
sySaslClientStop(  
    void  
);
```

## Description

Release resources used by this module

## Parameters

None

## Return Value

TRUE on success, FALSE on error

## Notes

NQ CIFS Client calls this function once on shutdown.

## 6.4.1.13.8 sySaslContextCreate

## Prototype

```
SYSaslContext  
sySaslContextCreate(  
    const NQ_CHAR* principal,  
    NQ_BOOL isSmb2,  
    NQ_BOOL signingOn,  
);
```

## Description

Create client-side context for security negotiation

## Parameters

<code>principal</code>	IN
Name of the server to connect	
<code>isSmb2</code>	IN
TRUE to use SMB2-style encryptions, FALSE to use SMB-style encryptions	
<code>signingOn</code>	IN
TRUE when authenticating with message signing intention, FALSE when message signing is not required	

## Return Value

New context or invalid context

## Notes

NQ CIFS Client calls this function on session start after getting Negotiate response. For signed SMB traffic Kerberos exchange should use a restricted list of crypters, which is achieved by specifying TRUE in the *restrict* parameter..

## 6.4.1.13.9 sySaslContextDispose

## Prototype

```
NQ_BOOL  
sySaslContextDispose(  
    NQ_BYTE* context  
);
```

## Description

Dispose unused context and all related resources

## Parameters

context	IN
Context to dispose	

## Return Value

TRUE on success, FALSE on failure

## Notes

After this call the context cannot be used anymore. If SASL is guarantied to dispose unused context, this call may be dummy.

#### 6.4.1.13.10 sySaslClientSetMechanism

##### Prototype

```
NQ_BOOL  
sySaslClientSetMechanism(  
    NQ_BYTE* context,  
    const NQ_CHAR* name  
);
```

##### Description

Set security mechanism for current negotiations

##### Parameters

Context	IN
Context to use	
Name	IN
Mechanism name	

##### Return Value

TRUE on success, FALSE on failure

##### Notes

Since currently NQ uses only one security mechanism, this call may be a dummy. See 6.4.1.13.5 for how to identify a security mechanism.

#### 6.4.1.13.11 sySaslClientGenerateFirstRequest

##### Prototype

```
NQ_BOOL
sySaslClientGenerateFirstRequest(
    NQ_BYTE* context,
    const NQ_CHAR* mechList,
    NQ_BYTE** blob,
    NQ_COUNT* blobLen
);
```

##### Description

Generate first security blob

##### Parameters

context	IN
Context to use	
mechList	IN
List of security mechanisms	
blob	IN
Buffer for a pointer to the first client blob	
blobLen	IN
Buffer for the client blob length	

##### Return Value

TRUE on success, FALSE on failure

##### Notes

NQ calls this function to generate the very first security blob when no response was received yet from the server. SASL, while performing this function may call the user credentials callback (see 6.4.1.13.2).

#### 6.4.1.13.12 sySaslClientGenerateNextRequest

##### Prototype

```
NQ_BOOL
sySaslClientGenerateNextRequest (
    NQ_BYTE* context,
    NQ_BYTE* inBlob,
    NQ_COUNT inBlobLen,
    NQ_BYTE** outBlob,
    NQ_COUNT* outBlobLen
);
```

##### Description

Generate next security blob

##### Parameters

context	IN
Context to use	
inBlob	IN
Pointer to a received server blob	
inBlobLen	IN
Server blob length	
outBlob	OUT
Buffer for a pointer to the next client blob	
outBlobLen	OUT
Buffer for the client blob length	

##### Return Value

TRUE on success, FALSE on failure

##### Notes

NQ calls this function to generate the each next security blob after a response was received from the server. SASL, while performing this function may call the user credentials callback (see 6.4.1.13.2).



#### 6.4.1.13.13 sySaslGetSessionKey

##### Prototype

```
NQ_BOOL
sySaslGetSessionKey(
    NQ_BYTE* context,
    NQ_BYTE* buffer,
    NQ_COUNT* len
);
```

##### Description

Withdraw session key

##### Parameters

Context	IN
Context to use	
buffer	OUT
Buffer to place session key in	
len	IN
Buffer for the session key length	

##### Return Value

TRUE on success, FALSE on failure

##### Notes

This call should fill buffer with a 56-128 bit length session key used for data encryption.

#### **6.4.1.14    Printer**

This group contains definitions, data types and implementations for printing, defined in *syprintr.h*. The information in this section is relevant only when `UD_CS_INCLUDERPC_SPOOLSS` are defined in *udparams.h*.

## 6.4.1.14.1 syInitPrinters

## Prototype

```
NQ_BOOL syInitPrinters(  
    SYPrinterPrepareSendLateResponse  
    printerPrepareSendLateWriteResponse  
);
```

## Description

Init printers database

## Parameters

printerPrepareSendLateWriteResponse    IN  
callback function for sending late response

## Return Value

True if done initializing

## Notes

## 6.4.1.14.2 syGetPrinterHandle

## Prototype

```
SYPrinterHandle syGetPrinterHandle(  
    const NQ_WCHAR* name  
);
```

## Description

Get printer handle by name

## Parameters

name	IN
Printer name	

## Return Value

Printer handle or invalid printer handle

## Notes

## 6.4.1.14.3 syGetPrinterInfo

## Prototype

```
NQ_STATUS syGetPrinterInfo(  
    SYPrinterHandle handle,  
    SYPrinterInfo* info  
);
```

## Description

Get printer info

## Parameters

handle	IN
Printer handle	
info	OUT
Printer structure to fill in	

## Return Value

NQ\_SUCCESS or NQ\_FAIL

## Notes

## 6.4.1.14.4 sySetPrinterInfo

## Prototype

```
NQ_STATUS sySetPrinterInfo(  
    SYPrinterHandle idx,  
    const SYPrinterInfo* info  
);
```

## Description

Set printer info

## Parameters

idx	IN
	Printer handle
info	IN
	Printer structure to store in

## Return Value

NQ\_SUCCESS or NQ\_FAIL

## Notes

## 6.4.1.14.5 syGetPrinterDriver

## Prototype

```
NQ_STATUS syGetPrinterDriver(  
    SYPrinterHandle handle,  
    const NQ_WCHAR* os,  
    SYPrinterDriver* info  
);
```

## Description

Get printer driver info

## Parameters

handle	IN
Printer handle	
os	IN
Required OS	
info	OUT
Driver structure to fill in	

## Return Value

NQ\_SUCCESS or NQ\_FAIL

## Notes

## 6.4.1.14.6 syPrinterSetSecurityDescriptor

## Prototype

```
NQ_STATUS syPrinterSetSecurityDescriptor(  
    SYPrinterHandle idx,  
    const NQ_BYTE* descriptor,  
    NQ_UINT32 length  
);
```

## Description

Set security descriptor for printer as raw data block

## Parameters

idx	IN
Printer handle	
descriptor	IN
Pointer to descriptor	
length	IN
Descriptor length	

## Return Value

NQ\_SUCCESS or NQ\_FAIL

## Notes



## 6.4.1.14.7 syPrinterGetSecurityDescriptor

## Prototype

```
NQ_COUNT syPrinterGetSecurityDescriptor(  
    SYPrinterHandle idx,  
    NQ_BYTE* buffer,  
    NQ_COUNT bufferLength  
);
```

## Description

Get security descriptor for printer as raw data block

## Parameters

idx	IN
Printer handle	
buffer	OUT
Buffer for security descriptor data	
bufferLength	IN
Buffer length	

## Return Value

NQ\_SUCCESS or NQ\_FAIL

## Notes

#### 6.4.1.14.8 syStartPrintJob

##### Prototype

```
NQ_UINT32 syStartPrintJob(
    SYPrinterHandle handle,
    const NQ_WCHAR* name,
    const NQ_WCHAR* file,
    const NQ_WCHAR* type,
    const NQ_BYTE* sd,
    NQ_COUNT sdLen,
    const void *pUser
);
```

##### Description

Start new print job

##### Parameters

handle	IN
Printer handle	
name	IN
Document name	
file	IN
File name	
type	IN
Data type or NULL	
sd	IN
Pointer to security descriptor	
sdLen	IN
Security descriptor length	
pUser	IN
Pointer to job owner	

##### Return Value

Zero on error or job id on success.

##### Notes

## 6.4.1.14.9 syEndPrintJob

## Prototype

```
NQ_STATUS syEndPrintJob(  
    SYPrinterHandle handle,  
    NQ_UINT32 jobId  
);
```

## Description

End print job

## Parameters

handle	IN
Printer handle	
jobId	IN
Job ID	

## Return Value

NQ\_SUCCESS or NQ\_FAIL

## Notes

## 6.4.1.14.10syStartPrintPage

## Prototype

```
NQ_STATUS syStartPrintPage(  
    SYPrinterHandle handle,  
    NQ_UINT32 jobId  
);
```

## Description

Start new page

## Parameters

handle	IN
Printer handle	
jobId	IN
Job ID	

## Return Value

NQ\_SUCCESS or NQ\_FAIL

## Notes

## 6.4.1.14.11 syEndPrintPage

## Prototype

```
NQ_STATUS syEndPrintPage(  
    SYPrinterHandle handle,  
    NQ_UINT32 jobId  
);
```

## Description

End page

## Parameters

handle	IN
Printer handle	
jobId	IN
Job ID	

## Return Value

NQ\_SUCCESS or NQ\_FAIL

## Notes

#### 6.4.1.14.12 syWritePrintData

##### Prototype

```
NQ_INT32 syWritePrintData(
    SYPrinterHandle handle,
    NQ_UINT32 jobId,
    const NQ_BYTE* data,
    NQ_UINT32 count,
    void **rctx
);
```

##### Description

Print data portion

##### Parameters

handle	IN
Printer handle	
jobId	IN
Job ID	
data	IN
Pointer to data	
count	IN
Data length	
rctx	IN/OUT
Place for response context pointer	

##### Return Value

Number of bytes written or -1 on error

##### Notes

6.4.1.14.13 `syGetPrintJobIdByIndex`

## Prototype

```
NQ_INT32 syGetPrintJobIdByIndex(  
    SYPrinterHandle handle,  
    NQ_INT jobIdx  
);
```

## Description

Get job ID by its index in the queue

## Parameters

<code>handle</code>	IN
Printer handle	
<code>jobIdx</code>	IN
Job index in the queue	

## Return Value

Job ID or `NQ_FAIL` when no more jobs.

## Notes

This call is issued continuously for each job.

## 6.4.1.14.14 syGetPrintJobIndexById

## Prototype

```
NQ_INT32 syGetPrintJobIndexById(  
    SYPrinterHandle handle,  
    NQ_UINT32 jobId  
);
```

## Description

Get job index in the queue by its ID

## Parameters

handle	IN
Printer handle	
jobId	IN
Job ID	

## Return Value

Job index in the queue or NQ\_FAIL when no more jobs.

## Notes

This call is issued continuously for each job.



#### 6.4.1.14.15 syGetPrintJobById

##### Prototype

```
NQ_STATUS syGetPrintJobById(  
    SYPrinterHandle handle,  
    NQ_UINT32 jobId,  
    SYPrintJobInfo* info  
);
```

##### Description

Get job information by its ID

##### Parameters

handle	IN
Printer handle	
jobId	IN
Job ID	
info	OUT
Pointer to the structure to be filled with job info	

##### Return Value

NQ\_SUCCESS when next entry is available or NQ\_FAIL when no more jobs.

##### Notes

This call is issued continuously for each job.

## 6.4.1.14.16syGetPrintForm

## Prototype

```
NQ_STATUS syGetPrintForm(  
    SYPrinterHandle handle,  
    NQ_UINT32 formIdx,  
    SYPrintFormInfo* info  
);
```

## Description

Get form information

## Parameters

handle	IN
Printer handle	
formIdx	IN
Form index in the queue	
info	OUT
Pointer to the structure to be filled with form info	

## Return Value

NQ\_SUCCESS when next entry is available or NQ\_FAIL when no more jobs.

## Notes

This call is issued continuously for each job.

## 6.4.1.14.17 syControlPrinter

## Prototype

```
NQ_STATUS syControlPrinter(  
    SYPrinterHandle handle,  
    NQ_UINT32 command  
);
```

## Description

Perform control command on printer

## Parameters

handle	IN
Printer handle	
command	IN
Control command	

## Return Value

NQ\_SUCCESS when command was performed or NQ\_FAIL on failure.

## Notes

Details about control commands in sycommon.h.  
This call is issued continuously for each job.

#### 6.4.1.14.18 syControlPrintJob

##### Prototype

```
NQ_STATUS syControlPrintJob(  
    SYPrinterHandle handle,  
    NQ_UINT32 jobIdx,  
    NQ_UINT32 command  
);
```

##### Description

Perform control command on a job

##### Parameters

handle	IN
Printer handle	
jobIdx	IN
Job index in the queue	
command	IN
Control command	

##### Return Value

NQ\_SUCCESS when command was performed or NQ\_FAIL on failure.

##### Notes

Details about control commands in sycommon.h.  
This call is issued continuously for each job.

#### 6.4.2 **Compile Dependent Code**

File SYCOMPIL.H defines parameters, function prototypes, and macro substitutions whose implementation may vary between run-time libraries of different compilers. File SYCOMPIL.C implements functions.

### 6.4.2.1 Compilation Control Directives

This group of preprocessor directives controls how C compiler creates function calls and how it allocates memory for structures. The control of structure packing mechanism involves the following directives:

- *SY\_COMPILERPACK*
- *SY\_PRAGMAPACK\_DEFINED*
- *SY\_PACK\_ATTR*
- *SY\_PACK\_PREFIX*

User should also consider the code in compiler dependent files *sypackon.h* and *sypackof.h*. NQ may use three methods of structure packing:

- If the compiler supports structure attributes, directives *SY\_PACK\_PREFIX* and *SY\_PACK\_ATTR* are used (see below). Then a structure definition looks as:

```
typedef SY_PACK_PREFIX struct {  
    ...  
} SY_PACK_ATTR <name>;
```

In this case directive *SY\_COMPILERPACK* should be defined and directive *SY\_PRAGMAPACK\_DEFINED* should not be defined.

- If the compiler supports structure alignment *pragmas*, a structure definition looks as:

```
#include "sypackon.h"  
typedef SY_PACK_PREFIX struct {  
    ...  
} SY_PACK_ATTR <name>;  
#include "sypackof.h"
```

In this case directives *SY\_PACK\_PREFIX* and *SY\_PACK\_ATTR* should be defined empty, while both *SY\_COMPILERPACK* and *SY\_PRAGMAPACK\_DEFINED* should be defined. Besides, files *sypackon.h* and *sypackof.h* should contain appropriate *#pragma* directives, see below.

- Some compilers do not have any means for structure packing. In this case NQ defines all fields in the appropriate structures as arrays of bytes. This method is suitable for any compiler. However, it reduces CIFS performance. Therefore, it is not recommended with compilers support one of previous methods.

Additional two files contain compiler dependent code: *sypackon.h* and *sypackof.h*. The code in both of them has effect only when the following parameters are defined: *SY\_COMPILERPACK* and *SY\_PRAGMAPACK\_DEFINED*. User should review those files and choose the most appropriate structure packing directive (usually – a variant of *#pragma ...*).

#### 6.4.2.1.1 SY\_FORCEALLOCATION

##### Prototype

`SY_FORCEALLOCATION`

##### Description

Direct the compiler to generate memory allocation code

##### Notes

NQ features two methods of allocating file scope variables:

1. Data storage is dynamically allocated from heap on startup.
2. Data storage is allocated in static variables of a file scope.

When `SY_FORCEALLOCATION` is defined the first method is forced.

In the current version this parameter affects NQ CIFS Server and all common sources and it does not affect NQ CIFS Server or NQ Browser Daemon.

The first method is more appropriate when NQ Server is an application that runs from time to time. In this case the memory allocated by NQ may be later reused.

The second method is preferred when NQ Server is always active. With the same memory usage it grants better target stability by not using heap memory.

#### 6.4.2.1.2 SY\_BIGSTACK

##### Prototype

`SY_BIGSTACK`

##### Description

Direct the compiler to generate local buffers on stack

##### Notes

This parameter controls how NQ generates big buffers of a local scope. With this parameter defined NQ assumes that the stack is big enough and it allocates local scope buffers on stack. When this parameter is not defined NQ allocates local buffers as static variables of the local scope.

In the current version this parameter affects NQ CIFS Server and all common sources and it does not affect NQ CIFS Server or NQ Browser Daemon.

Defining this parameter is more appropriate when NQ Server is an application that runs from time to time. In this case the memory allocated by NQ may be later reused.

Masking this parameter is preferred when NQ Server is always active. With the same memory usage it requires less stack size.



#### 6.4.2.1.3 SY\_DEBUGMODE

Prototype

SY\_DEBUGMODE

Description

The way to determine that NQ runs in debug mode

Notes

This compile-time value defines whether NQ runs in debug mode.

#### 6.4.2.1.4 SY\_STARTAPI

##### Prototype

`SY_STARTAPI`

##### Description

Starts a block of ultimate C call convention

##### Notes

NQ uses this code in API definition files. It applies to cases when those files can be included into C++ source.

This call should is likely to be implemented as a preprocessor substitution. For C++ compilation it should specify C convention, while for C compiler this substitution should be empty.

#### 6.4.2.1.5 SY\_ENDAPI

##### Prototype

`SY_ENDAPI`

##### Description

Closes a block of ultimate C call convention

##### Notes

NQ uses this code in API definition files. It applies to cases when those files can be included into C++ source.

This call should is likely to be implemented as a preprocessor substitution. For C++ compilation it should specify C convention, while for C compiler this substitution should be empty.

#### 6.4.2.1.6 SY\_COMPILERPACK

##### Prototype

`SY_COMPILERPACK`

##### Description

Defines whether the compiler can pack structures

##### Notes

When defined this directive signals that the compiler has some mean of packing structures. The actual structure packing mechanism is defined by `SY_PRAGMAPACK_DEFINED` or `SY_PACK_PREFIX` or `SY_PACK_ATTR` directives.

When `SY_COMPILERPACK` is not defined `SY_PRAGMAPACK_DEFINED` should be also undefined while `SY_PACK_PREFIX` and `SY_PACK_ATTR` should be defined an empty strings.

#### 6.4.2.1.7 SY\_PRAGMAPACK\_DEFINED

##### Prototype

`SY_PRAGMAPACK_DEFINED`

##### Description

Direct the compiler to pack structures

##### Notes

This substitution directive should be the only directive in a line.

This substitution uses compiler-specific directives to turn structure packing off and on again.

The `SY_PRAGMAPACK_DEFINED` compile-time parameter is complimentary to `SY_PACK_PREFIX` and `SY_PACK_ATTR` directives. Either the first two or the last one should be empty.

This directive should not be defined when `SY_COMPILERPACK` is not defined.

#### 6.4.2.1.8 SY\_PACK\_PREFIX

##### Prototype

```
struct SY_PACK_PREFIX {  
    ...  
} ... ;
```

##### Description

Direct the compiler to pack the current structure

##### Notes

This substitution should directive should be the only directive in a line.

This substitution uses compiler-specific directives to turn structure packing off. Members of a structure with this attribute will be aligned in memory.

The SY\_PRAGMAPACK\_DEFINED compile-time parameter is complimentary to SY\_PACK\_PREFIX directive. Either the first two or the last one should be empty.

When SY\_COMPILERPACK is not defined, SY\_PACK\_ATTR should be empty.

This directive is optional. When not defined explicitly it will be evaluated to an empty string

#### 6.4.2.1.9 SY\_PACK\_ATTR

##### Prototype

```
struct ... {  
    ...  
} SY_PACK_ATTR ... ;
```

##### Description

Direct the compiler to pack the current structure

##### Notes

This substitution directive should be the only directive in a line.

This substitution uses compiler-specific directives to turn structure packing off. Members of a structure with this attribute will be aligned in memory.

The SY\_PRAGMAPACK\_DEFINED compile-time parameter is complimentary to SY\_PACK\_ATTR directive. Either the first two or the last one should be empty.

When SY\_COMPILERPACK is not defined, SY\_PACK\_ATTR should be empty.

This directive is optional. When not defined explicitly it will be evaluated to an empty string

## 6.4.2.1.10 SY\_INT32

## Prototype

`SY_INT32`

## Description

Define a 32bit type

## Notes

This definition is optional. NQ needs to know which data type is exactly 32bit long. By default, the “long” type is used. Therefore, for those compilers that have 4-byte longs, this definition should be omitted. If the above is not true define this macro as a 4-byte type. For instance, if “int” is a 4-byte value on your target architecture, define the following:

```
#define SY_INT32 int
```

This parameter should be defined as a primitive type only without any qualifiers like “unsigned”.



## 6.4.2.1.11 SY\_C99\_MACRO

## Prototype

`SY_C99_MACRO`

## Description

Enable C99 macros

## Notes

This definition is optional. When this parameter is not defined, NQ code does not use C99-specific macros (e.g., - \_\_VA\_ARGS\_\_ ). By default this parameter is omitted.

Define this parameter to force usage of several C99-specific macros. This option is necessary when the target compiler requires C99 syntax, for instance – in variable argument macros.

#### **6.4.2.2 Byte Order Conversion**

NQ uses the functions in this group to convert 16 and 32-bit values from host to network byte order and vice versa.

#### 6.4.2.2.1 syNtoh32

## Prototype

```

NQ_UINT32 syNtoh32(
    NQ_UINT32 nbo
);

```

### Description

## Convert 32-bit value from NBO to HBO

## Parameters

nbo	IN
Source value in NBO	

### Return Value

Source value converted to HBO

## Notes

This call is time critical and it should use the quickest conversion from Network Byte Order (NBO) to Host Byte Order (HBO). NQ software takes into consideration that the system implementation of this function may be a macro.

#### 6.4.2.2.2 syNtoh16

## Prototype

```

NQ_UINT16 syNtoh16(
    NQ_UINT16 nbo
);

```

### Description

### Convert 16-bit value from NBO to HBO

## Parameters

nbo	IN
Source value in NBO	

### Return Value

Source value converted to HBO

## Notes

This call is time critical and it should use the quickest conversion from Network Byte Order (NBO) to Host Byte Order (HBO). NQ software takes into consideration that the system implementation of this function may be a macro.

#### 6.4.2.2.3 syHton32

## Prototype

```

NQ_UINT32 syHton32(
    NQ_UINT32 hbo
);

```

### Description

## Convert 32-bit value from HBO to NBO

## Parameters

hbo	IN
Source value in HBO	

### Return Value

Source value converted to NBO

## Notes

This call is time critical and it should use the quickest conversion from Host Byte Order (HBO) to Network Byte Order (NBO). NQ software takes into consideration that the system implementation of this function may be a macro.

#### 6.4.2.2.4 syHton16

## Prototype

```
NQ_UINT16 syHton16(
    NQ_UINT16 hbo
);
```

### Description

## Convert 16-bit value from HBO to NBO

## Parameters

hbo	IN
Source value in HBO	

### Return Value

Source value converted to NBO

## Notes

This call is time critical and it should use the quickest conversion from Host Byte Order (HBO) to Network Byte Order (NBO). NQ software takes into consideration that the system implementation of this function may be a macro.

### **6.4.2.3 String and Memory Manipulation**

This group contains analogues of string and memory manipulation usually found in <STRING.H>.

## 6.4.2.3.1    syMemcpy

## Prototype

```
void *syMemcpy(  
    void *dst,  
    const void *source,  
    NQ_COUNT size  
);
```

## Description

Copy memory from one location to another

## Parameters

destination	OUT
Destination buffer	
source	IN
Pointer to the sources data	
size	IN
Number of bytes to copy	

## Return Value

A pointer to *destination*

## Notes

This function is an analog of POSIX *memcpy* function.  
Since this call is time critical it is likely to be implemented as a  
macro mapping it on the system-dependent function.



#### 6.4.2.3.2 syMemmove

##### Prototype

```
void *syMemmove (
    void *dst,
    const void *source,
    NQ_COUNT size
);
```

##### Description

Copy memory from one location to another preventing overlapping

##### Parameters

destination	OUT
Destination buffer	
source	IN
Pointer to the sources data	
size	IN
Number of bytes to copy	

##### Return Value

A pointer to *destination*

##### Notes

This function is an analog of POSIX *memmove* function.  
 Since this call is time critical it is likely to be implemented as a macro mapping it on the system-dependent function.

## 6.4.2.3.3    syMemset

## Prototype

```
void *syMemset(  
    void *block,  
    NQ_INT sample,  
    NQ_COUNT size  
);
```

## Description

Fill a block of memory

## Parameters

<code>block</code>	OUT
	Address of the block of memory to fill
<code>sample</code>	IN
	Use this value for filling the block
<code>size</code>	IN
	Number of bytes to fill with <i>sample</i>

## Return Value

A pointer to *block*

## Notes

This function is an analog of POSIX *memset* function.  
Since this call is time critical it is likely to be implemented as a macro mapping it on the system-dependent function.

## 6.4.2.3.4    syMemcmp

## Prototype

```
NQ_INT syMemcmp(  
    const void *p1,  
    const void *p2,  
    NQ_COUNT size  
);
```

## Description

Compare two blocks of memory until unequal elements are found

## Parameters

<code>p1</code>	IN
	Address of the first memory block
<code>p2</code>	IN
	Address of the second memory block
<code>size</code>	IN
	Number of bytes to compare

## Return Value

0 if all *size* elements of both arrays are equal, positive number if the different element from *p1* is greater then the element from *p2*, negative number if the different element from *p1* is less then the element from *p2*.

## Notes

This function is an analog of POSIX *memcmp* function.  
Since this call is time critical it is likely to be implemented as a macro mapping it on the system-dependent function.

## 6.4.2.3.5    syStrlen

## Prototype

```
NQ_COUNT syStrlen(  
    const NQ_CHAR *str  
);
```

## Description

Find number of characters in the string

## Parameters

<code>str</code>	IN
Pointer to the string of interest	

## Return Value

Number of characters in the string not including zero terminator

## Notes

This function is an analog of POSIX *strlen* function.  
Since this call is time critical it is likely to be implemented as a  
macro mapping it on the system-dependent function.

## 6.4.2.3.6 syStrcpy

## Prototype

```
NQ_CHAR *syStrcpy(  
    NQ_CHAR *destination,  
    const NQ_CHAR *source  
);
```

## Description

Copy one string into another

## Parameters

destination	OUT
	Pointer to the destination string
source	IN
	Pointer to the source string

## Return Value

Pointer to *destination*

## Notes

This function is an analog of POSIX *strcpy* function.  
Since this call is time critical it is likely to be implemented as a  
macro mapping it on the system-dependent function.

#### 6.4.2.3.7 syStrncpy

##### Prototype

```
NQ_CHAR *syStrncpy(
    NQ_CHAR *destination,
    const NQ_CHAR *source,
    NQ_COUNT size
);
```

##### Description

Copy number of bytes from one string into another

##### Parameters

<code>destination</code>	OUT
	Pointer to the destination string
<code>source</code>	IN
	Pointer to the source string
<code>size</code>	IN
	Number of characters to copy

##### Return Value

Pointer to *destination*

##### Notes

This function is an analog of POSIX *strcpy* function.  
 Since this call is time critical it is likely to be implemented as a macro mapping it on the system-dependent function.

## 6.4.2.3.8    syStrcmp

## Prototype

```
NQ_INT syStrcmp(  
    const NQ_CHAR *s1,  
    const NQ_CHAR *s2  
);
```

## Description

Compare two strings

## Parameters

s1	IN
	Pointer to the first string
s2	IN
	Pointer to the second string

## Return Value

0 if both strings are equal, positive number if the first non-matched character from *s1* is greater then the element from *s2*, negative number if the first non-matched character from *s1* is less then the element from *s2*.

## Notes

This function is an analog of POSIX *strcmp* function.  
Since this call is time critical it is likely to be implemented as a macro mapping it on the system-dependent function.

## 6.4.2.3.9    syStrncmp

## Prototype

```
NQ_INT syStrncmp(  
    const NQ_CHAR *s1,  
    const NQ_CHAR *s2,  
    NQ_COUNT max  
);
```

## Description

Compare beginning of two strings

## Parameters

s1	IN
	Pointer to the first string
s2	IN
	Pointer to the second string
max	IN
	Maximum number of characters to compare

## Return Value

0 if both strings are equal or the first *max* characters of both strings are equal, positive number if the first non-matched character from *s1* is greater than the element from *s2*, negative number if the first non-matched character from *s1* is less than the element from *s2*.

## Notes

This function is an analog of POSIX *strncmp* function.  
Since this call is time critical it is likely to be implemented as a macro mapping it on the system-dependent function.



## 6.4.2.3.10 syStrcat

## Prototype

```
NQ_CHAR *syStrcat(  
    NQ_CHAR *destination,  
    const NQ_CHAR *append  
);
```

## Description

Concatenate one string to another

## Parameters

destination	OUT
	Pointer to the destination string
append	IN
	Pointer to the string to concatenate with <i>destination</i>

## Return Value

Pointer to *destination*

## Notes

This function is an analog of POSIX *strcat* function.  
Since this call is time critical it is likely to be implemented as a  
macro mapping it on the system-dependent function.

## 6.4.2.3.11 syStrncat

## Prototype

```
NQ_CHAR *syStrncat(  
    NQ_CHAR *destination,  
    const NQ_CHAR *append,  
    NQ_COUNT number  
);
```

## Description

Concatenate up to *number* characters from one string to another

## Parameters

<code>destination</code>	OUT
Pointer to the destination string	
<code>append</code>	IN
Pointer to the string to concatenate with <i>destination</i>	
<code>number</code>	IN
Maximum number of characters to append	

## Return Value

Pointer to *destination*

## Notes

This function is an analog of POSIX *strncat* function.  
Since this call is time critical it is likely to be implemented as a macro mapping it on the system-dependent function.

#### 6.4.2.3.12 syToupper

## Prototype

```
NQ_CHAR syToupper(
    NQ_CHAR source
);
```

### Description

## Convert one character to uppercase

## Parameters

source	IN
	Character to convert

### Return Value

Uppercase character corresponding to *source*

## Notes

This function is an analog of POSIX *toupper* call. Since this call is time critical it is likely to be implemented as a macro mapping it on the system-dependent function. NQ software takes into consideration that the system implementation of this function may be a macro.

## 6.4.2.3.13 syStrchr

## Prototype

```
NQ_CHAR *syStrchr(  
    const NQ_CHAR *string,  
    NQ_CHAR ch  
);
```

## Description

Find the first occurrence of a character in a string

## Parameters

<code>string</code>	IN
	Pointer to the string of the interest
<code>ch</code>	IN
	Character to find

## Return Value

Pointer to the first occurrence of *ch* inside *string* or NULL if the character was not found

## Notes

This function is an analog of POSIX *strchr* call.  
Since this call is time critical it is likely to be implemented as a macro mapping it on the system-dependent function.

## 6.4.2.3.14 syStrchr

## Prototype

```
NQ_CHAR *syStrchr(  
    const NQ_CHAR *string,  
    NQ_CHAR ch  
);
```

## Description

Find the last occurrence of a character in a string

## Parameters

<code>string</code>	IN
	Pointer to the string of the interest
<code>ch</code>	IN
	Character to find

## Return Value

Pointer to the last occurrence of *ch* inside *string* or NULL if the character was not found

## Notes

This function is an analog of POSIX *strrchr* call.  
Since this call is time critical it is likely to be implemented as a macro mapping it on the system-dependent function.

## 6.4.2.3.15 syStrstr

## Prototype

```
NQ_CHAR * syStrstr(  
    const NQ_CHAR *str1,  
    const NQ_CHAR *str2  
);
```

## Description

Compare two strings

## Parameters

string	IN
	Pointer to the string to be scanned
string	IN
	String containing the sequence of characters to match

## Return Value

A pointer to the first occurrence in str1 of the entire sequence of characters specified in str2, or a null pointer if the sequence is not present in str1.

## Notes

This function is an analog of POSIX *strstr* function.  
Since this call is time critical it is likely to be implemented as a macro mapping it on the system-dependent function.

#### 6.4.2.4 Unicode String Manipulation

This group contains functions for manipulation with two-byte Unicode strings. NQ software contains a set of platform-independent functions for this purpose. This allows the implementation of this group in SYCOMPIL.H to be a substitution for NQ functions, as follows from the following example:

```
#define syWStrlen    cmWStrlen
```

Where:

*syWStrlen*    is a prototype for platform-dependent function

*cmWStrlen*    is NQ implementation for this function

However, the target platform may feature quicker functions for the same purpose. In this case the functions of this group may be defined by means of respective system functions.

## 6.4.2.4.1    syWStrlen

## Prototype

```
NQ_UINT syWStrlen(  
    const NQ_WCHAR *str  
);
```

## Description

Find number of characters in the Unicode string

## Parameters

<code>str</code>	IN
Pointer to the string of interest	

## Return Value

Number of two-byte characters in the string not including zero terminator

## Notes

This function may be mapped on NQ *cmWStrlen* function.



## 6.4.2.4.2    syWStrcpy

## Prototype

```
NQ_WCHAR *syWStrcpy(  
    NQ_WCHAR *destination,  
    const NQ_WCHAR *source  
);
```

## Description

Copy one Unicode string into another

## Parameters

destination	OUT
	Pointer to the destination string
source	IN
	Pointer to the source string

## Return Value

Pointer to *destination*

## Notes

This function may be mapped on NQ *cmWStrcpy* function.

## 6.4.2.4.3    syWStrncpy

## Prototype

```
NQ_WCHAR *syWStrncpy(  
    NQ_WCHAR *destination,  
    const NQ_WCHAR *source,  
    NQ_COUNT size  
);
```

## Description

Copy number of bytes from one Unicode string into another

## Parameters

destination	OUT
	Pointer to the destination string
source	IN
	Pointer to the source string
size	IN
	Buffer size – the maximum number of two-byte characters that may be copied including the terminating zero

## Return Value

Pointer to *destination*

## Notes

This function may be mapped on NQ *cmWStrncpy* function.

6.4.2.4.4    `syWStrcmp`

## Prototype

```
NQ_INT syWStrcmp(  
    const NQ_WCHAR *s1,  
    const NQ_WCHAR *s2  
);
```

## Description

Compare two Unicode strings

## Parameters

<code>s1</code>	IN
	Pointer to the first string
<code>s2</code>	IN
	Pointer to the second string

## Return Value

0 if both strings are equal, positive number if the first non-matched character from *s1* is greater than the element from *s2*, negative number if the first non-matched character from *s1* is less than the element from *s2*.

## Notes

This function may be mapped on NQ *cmWStrcmp* function.

#### 6.4.2.4.5 syWStrncmp

##### Prototype

```
NQ_INT syWStrncmp(
    const NQ_WCHAR *s1,
    const NQ_WCHAR *s2,
    NQ_COUNT max
);
```

##### Description

Compare beginning of two Unicode strings

##### Parameters

s1	IN	
		Pointer to the first string
s2	IN	
		Pointer to the second string
max	IN	
		Maximum number of two-byte characters to compare

##### Return Value

0 if both strings are equal or the first *max* characters of both strings are equal, positive number if the first non-matched character from *s1* is greater than the element from *s2*, negative number if the first non-matched character from *s1* is less than the element from *s2*.

##### Notes

This function may be mapped on NQ *cmWStrcmp* function.

## 6.4.2.4.6    syWStricmp

## Prototype

```
int syWStricmp(  
    const NQ_WCHAR *s1,  
    const NQ_WCHAR *s2  
);
```

## Description

Compare two Unicode strings ignoring case

## Parameters

s1	IN
	Pointer to the first string
s2	IN
	Pointer to the second string

## Return Value

0 if both strings are equal or the first *max* characters of both strings are equal, positive number if the first non-matched character from *s1* is greater then the element from *s2*, negative number if the first non-matched character from *s1* is less then the element from *s2*.

## Notes

This function may be mapped on NQ *cmWStricmp* function.

## 6.4.2.4.7    syWStrcat

## Prototype

```
NQ_WCHAR *syWStrcat(  
    NQ_WCHAR *destination,  
    const NQ_WCHAR *append  
);
```

## Description

Concatenate one Unicode string to another

## Parameters

destination	OUT
	Pointer to the destination string
append	IN
	Pointer to the string to concatenate with <i>destination</i>

## Return Value

Pointer to *destination*

## Notes

This function may be mapped on NQ *cmWStrcat* function.

## 6.4.2.4.8    syWStrchr

## Prototype

```
NQ_WCHAR *syWStrchr(  
    const NQ_WCHAR *string,  
    NQ_WCHAR ch  
);
```

## Description

Find the first occurrence of a Unicode character in a Unicode string

## Parameters

<code>string</code>	IN
	Pointer to the string of the interest
<code>ch</code>	IN
	Two-byte character to find

## Return Value

Pointer to the first occurrence of *ch* inside *string* or NULL if the character was not found

## Notes

This function may be mapped on NQ *cmWStrchr* function.

6.4.2.4.9    `syWStrchr`

## Prototype

```
NQ_WCHAR *syWStrchr(  
    const NQ_WCHAR *string,  
    NQ_WCHAR ch  
);
```

## Description

Find the last occurrence of a Unicode character in a Unicode string

## Parameters

<code>string</code>	IN
	Pointer to the string of the interest
<code>ch</code>	IN
	Two-byte character to find

## Return Value

Pointer to the last occurrence of *ch* inside *string* or NULL if the character was not found

## Notes

This function may be mapped on NQ *cmWStrchr* function.



## 6.4.2.4.10 syUnicodeToUTF8N

## Prototype

```
void syUnicodeToUTF8N(  
    NQ_CHAR *outStr,  
    NQ_UINT outLength,  
    const NQ_WCHAR *inWStr,  
    NQ_UINT inLength  
);
```

## Description

Convert Unicode UTF-16LE string to UTF8

## Parameters

outStr	OUT
Pointer to the result string in UTF8	
outLength	IN
Length of the result buffer	
inWStr	IN
Pointer to string in UNICODE to be converted	
inLength	IN
Length of string to be converted	

## Return Value

None

## Notes

#### 6.4.2.4.11 syUTF8ToUnicodeN

##### Prototype

```
void syUTF8ToUnicodeN(
    NQ_WCHAR *outWstr,
    NQ_UINT outLength,
    const NQ_CHAR *inStr,
    NQ_COUNT inLength
);
```

##### Description

Convert Unicode UTF-16LE string to UTF8

##### Parameters

outWstr	OUT
	Pointer to the result string in UNICODE
outLength	IN
	Result buffer length
inStr	IN
	Pointer to input string in UTF8
inLength	IN
	Length of input string

##### Return Value

None

##### Notes

#### **6.4.2.5 System Errors**

Some system calls that NQ issues do not return a distinct error code, but rather an indication of the fact that either error happened. NQ requires a mechanism of reading and writing system error code. This mechanism is implemented by functions of this group.

6.4.2.5.1    `syGetLastError`

## Prototype

```
NQ_INT syGetLastError(  
    void  
);
```

## Description

Find the code of the last system error

## Parameters

None

## Return Value

Error code

## Notes

The POSIX analog of this function is *errno*. This call should never return a zero value after an error has happened. For instance, the *syOpenFileForRead()* can call the *open()* function of the underlying file system. If the call to *open()* fails, a subsequent call to *syGetLastError()* should return a non-zero value. In a POSIX-compliant environment this is always the case since *errno* carries a non-zero error code.

6.4.2.5.2    `sySetLastError`

## Prototype

```
void sySetLastError(  
    NQ_INT err  
);
```

## Description

Set system error code

## Parameters

<code>err</code>	IN
	Error code

## Return Value

None

## Notes

The POSIX analog is `errno = err;`

#### **6.4.2.6 Placeholder File**

NQ provides a placeholder file SYCOMPIL.C. All compiler dependent functions should be implemented here.

This file implements one function that is also a placeholder. It is never referenced in the NQ code; therefore there is no reason to modify its implementation. The only reason for implementing this function is avoiding compilation problems on empty files. This function may be safely removed. This, however, may cause compilation-time warning in definite compilers.

## 6.4.2.6.1    syCompilerInit

## Prototype

```
void syCompilerInit(  
    void  
);
```

## Description

Placeholder

## Parameters

None

## Return Value

None

## Notes

This function may be safely removed. This, however, may cause compilation-time warning in some compilers.

### **6.4.3 Hardware Dependent Code**

Functions in this group may be implemented differently when porting NQ from one target hardware (board) to another, while the same operating system and the compiler remain unchanged.

NQ provides a placeholder file SYPLATFORM.C. All compiler dependent functions should be implemented here.

This file implements one function that is also a placeholder - syPlatformInit. It is never referenced in the NQ code; therefore there is no reason to modify its implementation. The only reason for implementing this function is avoiding compilation problems on empty files. This function may be safely removed. This, however, may cause compilation-time warning in definite compilers.



### 6.4.3.1 syGetTimeAccuracy

Prototype

```
NQ_UINT syGetTimeAccuracy(  
    void  
);
```

Description

Get the accuracy of the system timer

Parameters

None

Return Value

Timer precision in 100 nanosecond units

Notes

This call returns the minimum time interval that this hardware may measure (clock tick).

This call may be substituted by a hardware-defined constant

### 6.4.3.2 SY\_LITTLEENDIANHOST

Prototype

`SY_LITTLEENDIANHOST`

Description

Define this target as Little Endian

Notes

If this pre-compile directive is defined, SY\_BIGENDIANHOST (6.4.3.3) should not be defined

### 6.4.3.3 SY\_BIGENDIANHOST

Prototype

SY\_BIGENDIANHOST

Description

Define this target as Big Endian

Notes

If this pre-compile directive is defined, SY\_LITTLEENDIANHOST (6.4.3.2) should not be defined

## 6.4.3.3.1    syPlatformInit

## Prototype

```
void syPlatformInit(  
    void  
);
```

## Description

Placeholder

## Parameters

None

## Return Value

None

## Notes

This function may be safely removed. This, however, may cause compilation-time warning in some compilers.

#### **6.4.4 Trace System**

Functions in this group are used in debug mode (see 6.4.2.1.1) to produce trace printout.

This group contains one file – SYTRACE.H. For most Operating Systems the calls in this file are implemented as macros.

### 6.4.4.1 LOGMSG

#### Prototype

```
void LOGMSG (
    NQ_UINT level,
    const NQ_CHAR *text,
    ...
);
```

#### Description

Print text message

#### Parameters

level	IN
	Log message threshold
Text	IN
<i>Optional</i>	Message text
...	IN
<i>Optional</i>	In parameters

#### Return Value

None

#### Notes

Typical implementation will print the following:

- File name
- Function name
- Line number in the source code
- Text message as specified in *text*
- New line character

### 6.4.4.2 LOGERR

#### Prototype

```
void LOGERR(
    NQ_UINT level,
    const NQ_CHAR *text,
    ...
);
```

#### Description

Print error message

#### Parameters

<code>level</code>	IN
	Log message threshold
<code>Text</code>	IN
<i>Optional</i>	Message text
<code>...</code>	IN
<i>Optional</i>	In parameters

#### Return Value

None

#### Notes

Typical implementation will print the following:

- File name
- Function name
- Line number in the source code
- Text message as specified in *text*
- New line character

### 6.4.4.3 LOGFB

#### Prototype

```
void LOGFB(
    NQ_UINT level,
    const NQ_CHAR *text,
    ...
);
```

#### Description

Use in the start of the function

#### Parameters

<code>level</code>	IN
	Log message threshold
<code>Text</code>	IN
<i>Optional</i>	Message text
<code>...</code>	IN
<i>Optional</i>	In parameters

#### Return Value

None

#### Notes

Typical implementation will print the following:

- File name
- Function name
- Line number in the source code
- Text message as specified in *text*
- New line character



#### 6.4.4.4 LOGFE

##### Prototype

```
void LOGFB(
    NQ_UINT level,
    const NQ_CHAR *text,
    ...
);
```

##### Description

Use in the exit of the function

##### Parameters

<code>level</code>	IN
	Log message threshold
<code>Text</code>	IN
<i>Optional</i>	Message text
<code>...</code>	IN
<i>Optional</i>	In parameters

##### Return Value

None

##### Notes

Typical implementation will print the following:

- File name
- Function name
- Line number in the source code
- Text message as specified in *text*
- New line character

### 6.4.4.5 LOGDUMP

#### Prototype

```
void LOGFB(
    NQ_UINT level,
    const NQ_CHAR *text,
    const void *bufferAddr,
    NQ_UINT bufferSize
);
```

#### Description

Use in the start of the function

#### Parameters

level	IN
	Log message threshold
Text	IN
	Message text
bufferAddr	IN
	The pointer to the buffer to “dump”
BufferSize	IN
	The buffer size

#### Return Value

None

#### Notes

Typical implementation will print the following:

- File name
- Function name
- Line number in the source code
- Text message as specified in *text*
- New line character

#### 6.4.4.6 syTraceInit

Prototype

```
void syTraceInit();
```

Description

External tracer initialization. NQ issues this call once on its startup

Parameters

None

Return Value

None

Notes

This function is for external implementation only.

#### **6.4.4.7 syTraceShutdown**

Prototype

```
void syTraceShutdown();
```

Description

External tracer shutdown. NQ issues this call once on its shutdown

Parameters

None

Return Value

None

Notes

This function is for external implementation only.

#### 6.4.4.8 syTraceMessage

##### Prototype

```
void syTraceMessage(
    const NQ_CHAR *file,
    const NQ_CHAR *function,
    NQ_UINT line,
    NQ_UINT level,
    NQ_UINT type,
    const NQ_CHAR *format,
    ...
);
```

##### Description

Create a trace message. This call may contain a variable argument list in accordance with the `_format` parameter

##### Parameters

<code>_file</code>	IN	Name of the source file
<code>_function</code>	IN	Name of the enclosing function
<code>_line</code>	IN	Line number in the source file
<code>_level</code>	IN	Trace priority
<code>_type</code>	IN	Record type as: 0 - function call entrance. 1 - function return. 2 - error message. 3 - generic text message. 4 - task/thread start. 5 - task/thread shutdown.
<code>_format</code>	IN	The format string in the same form as used in a <code>printf</code> call

##### Return Value

None

##### Notes

This function is for external implementation only.

#### 6.4.4.9 syTraceDump

##### Prototype

```
void syTraceDump(
    _file,
    _function,
    _line,
    _level,
    _str,
    _addr,
    _nBytes );
```

##### Description

Dump an array of bytes into Trace Log

##### Parameters

<code>_file</code>	IN	Name of the source file
<code>_function</code>	IN	Name of the enclosing function
<code>_line</code>	IN	Line number in the source file
<code>_level</code>	IN	Trace priority
<code>_str</code>	IN	Explanatory text
<code>_addr</code>	IN	Pointer to the first byte to dump
<code>_nBytes</code>	IN	Number of bytes to dump

##### Return Value

None

##### Notes

This function is for external implementation only.

#### 6.4.4.10 syTraceIODump

##### Prototype

```
void syTraceIODump(
    _file,
    _function,
    _line,
    _level,
    _str,
    _addr,
    _nBytes );
```

##### Description

Dump an array of bytes into Trace Log

##### Parameters

<code>_file</code>	IN	Name of the source file
<code>_function</code>	IN	Name of the enclosing function
<code>_line</code>	IN	Line number in the source file
<code>_level</code>	IN	Trace priority
<code>_str</code>	IN	Explanatory text
<code>_addr</code>	IN	Pointer to the first byte to dump
<code>_nBytes</code>	IN	Number of bytes to dump

##### Return Value

None

##### Notes

This function is for external implementation only.

## 7 Integration Guide

### 7.1 Integration Process

Integration process stands for making those modifications that are specific for a given project. This process concerns one module – UD. The code in this module is divided into two parts: run-time functions that may be rewritten or modified and compile time parameters that defined the behavior of entire NQ software. Binary code license is enough for modifying run-time functions, while changing compilation parameters requires sources code license.

### 7.2 Run-time Functions

These prototypes reside in file UDAPI.H. NQ provides user with default implementation. This implementation consists of the following files:

UDAPI.C	This file contains placeholders for functions of the run-time parameters group (7.2). Each function in this file calls a respective default function from UDCONFIG.C. It is recommended to place project-dependent code in place of default function call.
UDCONFIG.H	This file contains prototypes for default implementation of functions of the run-time parameters group (7.2). Each default function has exactly the same name as a respective API function except for <i>Def</i> addition. For example: function <i>udDefGetDomain</i> is a default implementation for <i>udGetDomain</i> .
UDCONFIG.C	This file contains default implementations of the functions from the run-time parameter group (7.2). It is not recommended to modify this file. A user is expected to place project-dependent implementations in UDAPI.H.
UDDESCRP.C	This file contains default implementations for the functions from the security descriptors group (7.2.2.18).
UDERRORS.C	This file contains default implementations for the functions from the error code conversions group (7.2.7).
UDPARAMS.H	This file contains main NQ configuration parameters.
UDPARSER.H	This file contains function prototypes and data types for parsing configuration files. This file applies to the default implementation and is not mandatory for a project-dependent implementation.
UDPARSER.C	This file contains code for parsing configuration files. This file applies to the default implementation and is not mandatory for a project-dependent implementation.



### 7.2.1 Synchronization Calls

NQ software may be synchronized with the project software so that project software will be aware of certain events inside NQ. For this purpose NQ uses a set of functions – synchronization calls. Each of functions is called on certain event inside NQ. The sample implementation of these functions is empty.

Since synchronizations calls are executed in the context of NQ tasks, the recommended implementation is mere signaling to other tasks.

### 7.2.1.1 udCifsServerStarted

Prototype

```
void udCifsServerStarted(  
    void  
);
```

Description

Signal to the user level that CIFS Server is ready to accept connections

Parameters

None

Return Value

None

Notes

This function is called few seconds after csStart() call was issued (see 5.4.1). The sample implementation of this function is a placeholder. A user may use this function to synchronize CIFS Server with the application software.

### 7.2.1.2 udCifsServerClosed

**Prototype**

```
void udCifsServerClosed(  
    void  
);
```

**Description**

Signal to the user level that CIFS Server was shut down

**Parameters**

None

**Return Value**

None

**Notes**

This function is called as a result of csStop() call (see 5.4.2). When this function was called, NQ Server is fully closed and does not accept connections. This does not mean, however, that the entire NQ is closed because the NetBIOS Daemon may still be running. NQ will be entirely closed after a return from csStop() call.

The sample implementation of this function is a placeholder. A user may use this function to synchronize CIFS Server with the application software.

### 7.2.1.3 udNetBiosDaemonStarted

Prototype

```
void udNetBiosDaemonStarted(  
    void  
);
```

Description

Signal to the user level that NetBIOS Daemon has started up.

Parameters

None

Return Value

None

Notes

This function is called few seconds after ndStart() call was issued (see 5.4.3). The sample implementation of this function is a placeholder. A user may use this function to synchronize between NetBIOS Daemon and the application software.

#### 7.2.1.4 udNetBiosDaemonClosed

Prototype

```
void udNetBiosDaemonClosed(  
    void  
);
```

Description

Signal to the user level that NetBIOS Daemon was shut down

Parameters

None

Return Value

None

Notes

This function is called as a result of `ndStop()` call (see 5.4.4). When this function was called, NetBIOS Daemon is fully closed and does not accept connections.

The sample implementation of this function is a placeholder. A user may use this function to synchronize between NetBIOS Daemon and the application software.

### 7.2.1.5 udServerDataIn

Prototype

```
void udServerDataIn(  
    void  
);
```

Description

Project-level processing on an incoming message for NQ Server

Parameters

None

Return Value

None

Notes

NQ Server calls this function when incoming data is detected on one of server sockets.  
The implementation of this function may include any project-level processing

### 7.2.1.6 udServerShareConnect

**Prototype**

```
void udServerShareConnect(  
    const NQ_WCHAR *share  
);
```

**Description**

Project-level processing on TreeConnect (AndX) request

**Parameters**

share	IN
Share name	

**Return Value**

None

**Notes**

NQ Server calls this function when a remote client becomes connected to a share on the target machine. This function is not called on a connection to the virtual root (IPC).

### 7.2.1.7 udServerShareDisconnect

Prototype

```
void udServerShareDisconnect(  
    const NQ_WCHAR *share  
);
```

Description

Project-level processing on TreeDisconnect request

Parameters

share	IN
Share name	

Return Value

None

Notes

NQ Server calls this function when a remote client disconnected from a share on the target machine. This function is not called on the virtual root (IPC).



### 7.2.1.8 udNetBiosDataIn

Prototype

```
void udNetBiosDataIn(  
    void  
);
```

Description

Project-level processing on an incoming message for NQ NetBIOS Daemon

Parameters

None

Return Value

None

Notes

NQ NetBIOS Daemon calls this function when incoming data is detected on one of its sockets.  
The implementation of this function may include any project-level processing

### 7.2.1.9 udNetBiosError

#### Prototype

```
void udNetBiosError(
    NQ_STATUS cause,
    const NQ_CHAR* name
);
```

#### Description

A callback function to inform the project level of a NetBIOS error

#### Parameters

cause	IN
Error code	
name	IN
NetBIOS name that caused the error	

#### Return Value

None

#### Notes

The *cause* parameter can contain one of the following values:

CM\_NBERR\_NOTNETBIOSNAME  
 CM\_NBERR\_TIMEOUT  
 CM\_NBERR\_NEGATIVERESPONSE  
 CM\_NBERR\_HOSTNAMENOTRESOLVED  
 CM\_NBERR\_CANCELLISTENFAIL  
 CN\_NBERR\_SOCKETOVERFLOW  
 CM\_NBERR\_NOBINDBEFORELISTEN  
 CM\_NBERR\_ILLEGALDATAGRAMSOURCE  
 CM\_NBERR\_ILLEGALDATAGRAMDESTINATION  
 CM\_NBERR\_INVALIDPARAMETER  
 CM\_NBERR\_INTERNALERROR  
 CM\_NBERR\_ILLEGALDATAGRAMTYPE  
 CM\_NBERR\_DDCOMMUNICATIONERROR  
 CM\_NBERR\_BUFFEROVERFLOW  
 CM\_NBERR\_RELEASENAMEFAIL

Right now only CM\_NBERR\_NEGATIVERESPONSE is used while others are reserved for a future use.

### 7.2.2 Run-Time Parameters

Functions in this group provide NQ with project dependent parameters that may be determined only when NQ is executed. Function *udInit()* is called first. Its aim is to prepare for subsequent functions.

### 7.2.2.1 udInit

Prototype

```
NQ_STATUS udInit(  
    void  
);
```

Description

Start the UD module

Parameters

None

Return Value

NQ\_SUCCESS or NQ\_FAIL

Notes

NQ calls this function on its start up. Its aim is to initialize resources, provided by subsequent calls. Right now NQ does not consider the returned value.

### 7.2.2.2 udStop

Prototype

```
void udStop(  
    void  
);
```

Description

Stop the UD module

Parameters

None

Return Value

None

Notes

UD module may use this function for releasing resources.

### 7.2.2.3 udGetScopeID

Prototype

```
void udGetScopeID(  
    NQ_WCHAR *buffer  
);
```

Description

Read scope ID string from project-specific resource

Parameters

buffer	OUT
Pointer to buffer for scope ID. This buffer's length is UD_NS_SCOPEIDLEN bytes (see 7.2.10) including terminating zero.	

Return Value

None

Notes

NQ calls this function once during the start up.

#### 7.2.2.4 udGetDnsParams

##### Prototype

```
void udGetDnsParams (
    NQ_WCHAR *domain
    NQ_WCHAR *server
) ;
```

##### Description

Read DNS parameters from project-specific resource

##### Parameters

domain	OUT	Pointer to the buffer for DNS domain name. This buffer's length is 64 NQ_WCHAR characters and this should include terminating zero. DNS domain is a fully-qualified domain name.
server	OUT	Pointer to the buffer for a list of DNS IP addresses separated by a semicolon symbol. This buffer's length is defined as UD_DNS_SERVERSTRINGSIZE (see 5.1.4) which is calculated in compile time. The number of DNS servers in the list should not exceed UD_NQ_MAXDNSSERVERS (see 7.2.11.2). DNS servers exceeding this number will be ignored.

##### Return Value

None

##### Notes

### 7.2.2.5 udGetWins

**Prototype**

```
NQ_IPADDRESS4 udGetWins(  
    void  
);
```

**Description**

Read WINS address

**Parameters**

None

**Return Value**

WINS IP address in Network Byte Order (NBO) or zero if no WINS is specified.

**Notes**

When WINS address is supplied by the UD level, NQ NetBIOS treats the target node as H (Hybrid). When there is no WINS, the node is treated as a B (Broadcast) node.



### 7.2.2.6 udGetDomain

#### Prototype

```
void udGetDomain(  
    NQ_WCHAR *buffer,  
    NQ_BOOL *isWorkgroup  
);
```

#### Description

Read domain name for the target host

#### Parameters

buffer	OUT
Pointer to buffer for domain name. This buffer is 17 bytes long including terminating zero.	
isWorkgroup	OUT
Pointer to flag indicating if the returned name is workgroup.	

#### Return Value

None

#### Notes

NQ calls this function once during the start up.

### 7.2.2.7 udGetTransportPriority

Prototype

```
NQ_INT udGetTransportPriority(  
    NQ_UINT transport  
);
```

Description

Query project level for transport priority

Parameters

transport                      IN

Transport ID:

1 – NetBIOS

2 – IPv4

3 – IPv6

Return Value

Priority value. A transport with higher value of priority will be used first. A number, returned by a call to this function has only relative meaning. Priority value 0 means that the corresponding transport is disabled.

Notes

This function determines the order in which NQ Client uses transports for connecting a remote server. NQ calls this function for each generated transport.

### 7.2.2.8 udGetServerComment

Prototype

```
void udGetServerComment (
    NQ_WCHAR *buffer
);
```

Description

Read server comment string from project-specific resource

Parameters

buffer

OUT

Pointer to buffer for server comment string. This buffer is 100 bytes long including terminating zero.

Return Value

None

Notes

NQ calls this function only once.

### 7.2.2.9 udGetDriverName

Prototype

```
void udGetDriverName(  
    NQ_CHAR *buffer  
);
```

Description

Read driver name for NQ Client from project-specific resource

Parameters

buffer

OUT

Pointer to buffer for driver name. This buffer is 100 bytes long including terminating zero.

Return Value

None

Notes

### 7.2.2.10 udGetTaskPriorities

Prototype

```
NQ_INT udGetTaskPriorities(  
    void  
);
```

Description

Get priority for NQ tasks

Parameters

None

Return Value

Task priority as in integer value

Notes

NQ uses this value to run its tasks

### 7.2.2.11 udGetCredentials

#### Prototype

```
NQ_BOOL udGetCredentials(
    const void *uri,
    NQ_WCHAR *username,
    NQ_WCHAR *password,
    NQ_WCHAR *domain
);
```

#### Description

Get user credentials for specific network resource (URI)

#### Parameters

uri	IN	
		Path to a remote share
username	OUT	
		Pointer to buffer for user (account) name. This buffer 100 bytes long including terminating zero.
password	OUT	
		Pointer to buffer for password. This buffer size is defined in UD_CC_MAXPWDLEN (see 5.1.3) and includes a terminating zero.
domain	OUT	
		Pointer to buffer for domain. This buffer is 17 bytes long including terminating zero.

#### Return Value

TRUE on success, FALSE on failure

#### Notes

NQ calls this function when it is about to connect to a remote share. On call, NQ provides share path. UD response with user name, password and domain NQ should use when connecting to this share.

### 7.2.2.12 udGetNextShare

#### Prototype

```
NQ_BOOL udGetNextShare (
    NQ_WCHAR *shareName,
    NQ_WCHAR *sharePath,
    NQ_BOOL* printQueue,
    NQ_WCHAR *shareDescription
);
```

#### Description

Enumerate list of shares

#### Parameters

shareName	OUT	Pointer to buffer for share name. This buffer's length is UD_FS_MAXSHARELEN (see 7.2.10) including terminating zero.
sharePath	OUT	Pointer to buffer for local path. This buffer's length is UD_FS_MAXPATHLEN (see 7.2.10) including terminating zero.
printQueue	OUT	Specifies whether the share is a printer share
shareDescription	OUT	Pointer to buffer for share description. This buffer's length is UD_FS_MAXDESCRIPTIONLEN (see 7.2.10) including terminating zero.

#### Return Value

TRUE when another share was responded, FALSE when no more shares are available

#### Notes

NQ repeatedly calls this function on Server start until it returns FALSE. Each call defines one share.  
 A share with terminating '\$' sign is treated as hidden. This share will not be reported to the client. Also a client will not be able to implicitly connect to it. It is recommended to always define at least one hidden share (e.g., - C\$), since this share will enable the functionality described in section 3.2.2 in [1] . Multiple hidden shares can be optionally defined.

### 7.2.2.13 udGetNextShareEx

#### Prototype

```
NQ_BOOL udGetNextShareEx(
    NQ_WCHAR* name,
    NQ_WCHAR* map,
    NQ_BOOL* isPrinter,
    NQ_WCHAR* description,
    NQ_BOOL* isEncrypted
);
```

#### Description

Enumerate list of shares (extended)

#### Parameters

name	OUT	Pointer to buffer for share name. This buffer's length is UD_FS_MAXSHARELEN (see 7.2.10) including terminating zero.
map	OUT	Pointer to buffer for the map path. This buffer's length is UD_FS_MAXPATHLEN (see 7.2.10) including terminating zero.
isPrinter	OUT	Pointer to variable getting FALSE for file system share and TRUE for a print queue.
description	OUT	Pointer to buffer for share description. This buffer's length is UD_FS_MAXDESCRIPTIONLEN (see 7.2.10) including terminating zero.
isEncrypted	OUT	pointer to variable getting FALSE for regular share and TRUE for encrypted share (SMB3).

#### Return Value

TRUE when another share was responded, FALSE when no more shares are available

#### Notes



### 7.2.2.14 udSaveShareInformation

#### Prototype

```
NQ_BOOL
udSaveShareInformation(
    const NQ_WCHAR* name,
    const NQ_WCHAR* newName,
    const NQ_WCHAR* newMap,
    const NQ_WCHAR* newDescription
);
```

#### Description

Add/Modify a share in the persistent store

#### Parameters

name	IN	Share name pointer. If this value is NULL – a new share should be created. If this value points to a name – a share should be modified.
newName	IN	Pointer to a new name for this share.
newMap	IN	Pointer to a new path for this share
newDescription	IN	Pointer to a new share description

#### Return Value

TRUE to approve creation/modification of the share, FALSE to cancel share creation/modification

#### Notes

The implementation of this function should return TRUE in the following cases:

- New share was persistently stored
- Existing share was persistently modified
- New share was not persistently stored but its creation was approved anyway. Such share will be exposed until server shutdown.
- An existing share was not persistently modified but this modification was approved anyway. This share will expose modified information until server shutdown.

This routine should return FALSE when a new share should not be created or an existing share should not be modified.

### 7.2.2.15 udRemoveShare

## Prototype

```
NQ_BOOL
udRemoveShare(
    const NQ_WCHAR* name
);
```

### Description

## Remove share from the persistent store

## Parameters

```
name                                IN
                                   Share name pointer.
```

### Return Value

TRUE when removal operation was approved, FALSE otherwise

## Notes

When this function returns TRUE it does not necessary mean that the share was removed from the persistent store.

### 7.2.2.16 udGetFileSystemName

#### Prototype

```
void udGetFileSystemName(  
    const NQ_WCHAR *shareName,  
    const NQ_WCHAR *sharePath,  
    NQ_WCHAR *fileName  
);
```

#### Description

Enumerate list of shares

#### Parameters

shareName	IN
Pointer to the share name.	
sharePath	IN
Pointer to the share path	
fileName	OUT
Pointer to buffer for file system name	

#### Return Value

None

#### Notes

This function uses either share name or share path to determine the type of the target filesystem. Then it copies the name of this file system into provided buffer. The name should not be longer than 100 characters.

### 7.2.2.17    **udGetNextMount**

#### Prototype

```
NQ_BOOL udGetNextMount (
    NQ_WCHAR *mountName,
    NQ_WCHAR *mountPath
) ;
```

#### Description

Enumerate list of mounts

#### Parameters

mountName	OUT
Pointer to buffer for mount name. This buffer's length is 64 bytes including terminating zero.	
mountPath	OUT
Pointer to buffer for local path. This buffer's length is 64 bytes including terminating zero.	

#### Return Value

TRUE when another mount was responded, FALSE when no more mounts are available

#### Notes

NQ repeatedly calls this function on Client start until it returns FALSE.

### 7.2.2.18 udGetPassword

#### Prototype

```
NQ_INT udGetPassword(
    const NQ_WCHAR *userName,
    NQ_CHAR *password,
    NQ_BOOL *pwdIsHashed
    NQ_UINT32 *userNumber
);
```

#### Description

Get password for specific user

#### Parameters

username	IN	
		Pointer to user name string
password	OUT	
		Pointer to buffer for user password. This buffer size is defined in UD_CC_MAXPWDLEN (see 5.1.3) and includes a terminating zero.
pwdIsHashed	OUT	
		Pointer to buffer for password type: TRUE – password is LM encoded, FALSE – plain text password.
userNumber	OUT	
		A number that is unique for the current user. If this number is negative, this user is granted Administrator's right.

#### Return Value

NQ\_CS\_PWDFOUND - user found (deprecated), not used anymore, left for backward compatibility  
NQ\_CS\_PWDNOAUTH - no authentication required  
NQ\_CS\_PWDNOUSER - no such user  
NQ\_CS\_PWDLMHASH - user found and password is LM hash (\*pwdIsHashed value has to be TRUE in this case)  
NQ\_CS\_PWDANY - user found and password is either LM and NTLM hash or plain text depending on the \*pwdIsHashed value

#### Notes

It is developer's responsibility to implement a particular user management mechanism. Persistent user management may keep a list of users in a file.

### 7.2.2.19 udAllocateBuffer

#### Prototype

```
NQ_BYTE *udAllocateBuffer(  
    NQ_INT index,  
    NQ_COUNT numBuffer,  
    NQ_UINT bufferSize  
);
```

#### Description

Allocate buffer in the user space

#### Parameters

index	IN
Buffer index zero based	
numBuffer	IN
Total number of buffers	
bufferSize	IN
Buffer size in bytes.	

#### Return Value

Pointer to the next buffer

#### Notes

NQ calls this function twice during NQ start. User may implement one of the following methods:

- return a pointer to statically allocated buffers (two buffers are required)
- get space from the dynamic memory (the heap)
- allocate buffer in special memory space (e.g., - non-cacheable memory)

### 7.2.2.20 udReleaseBuffer

#### Prototype

```
void udReleaseBuffer(
    NQ_INT index,
    NQ_COUNT numBuffers,
    NQ_BYTE *bufferAddress,
    NQ_UINT bufferSize
);
```

#### Description

Release a buffer, allocated in the user space

#### Parameters

index	IN
Buffer index zero based	
numBuffers	IN
Total number of buffers	
bufferAddress	IN
Pointer to the buffer to release	
bufferSize	IN
Buffer size in bytes.	

#### Return Value

None

#### Notes

- NQ calls this function twice during NQ shutdown. This call releases the same buffers that were allocated during *udAllocateBuffer()* call (see 7.2.2.18). The implementation of this method should reflect the implementation of *udAllocateBuffer()*.

### 7.2.2.21    **udGetPort**

Prototype

```
NQ_PORT udGetPort(  
    NQ_PORT default  
);
```

Description

Redefine port number

Parameters

`default`                                    IN  
Default port number

Return Value

Port number to used instead of the default

Notes

NQ uses the following ports:

- Port 137 - NetBIOS Naming Service listener
- Port 138 - NetBIOS Datagram Service listener
- Port 139 – NetBIOS Session Service listener
- Internal ports defined in 7.2.10.13, 7.2.10.14 and 7.2.10.15

For coexistence with other network components NQ allows to redefine any of those ports by means of this function. NQ calls it each time a port is about to use, providing it with a default value. NQ uses the return value as an actual port number. The default implementation simply returns the *default* value thus no redefinition is performed. For redefining a port, modify this function so that it will return an alternate port number for the default port of the interest. For other ports that should not be alternated this function should continue to return its only argument.



#### 7.2.2.22 udGetComputerId

## Prototype

```
VOID udGetComputerId(
    NQ_BYTE* buffer
);
```

### Description

## Get a unique computer ID

## Parameters

buffer	OUT
12 – byte buffer for a computer ID	

### Return Value

None

## Notes

The returned 12-byte value should be:

- "statistically unique" for the given machine
- persistently the same for each call

Recommended methods are:

- MAC address of the default adapter
- product serial number when available

### 7.2.2.23    **udGetMessageSigningPolicy**

Prototype

```
NQ_BOOL udGetMessageSigningPolicy(  
    NQ_INT* policy  
);
```

Description

Get server message signing policy

Parameters

policy	OUT
--------	-----

Pointer to parameter, values are:  
0 - disabled  
1 - enabled  
2 - required

Return Value

TRUE on success, FALSE on failure

Notes

#### **7.2.2.24    udGetGlobalEncryption**

**Prototype**

```
NQ_BOOL udGetGlobalEncryption(  
    void  
);
```

**Description**

Get server global encryption

**Parameters**

None

**Return Value**

TRUE - global encryption  
FALSE - no global encryption

**Notes**

This setting is controlled by UD only, so when parameter not found in udconfig.c it means FALSE.

### 7.2.2.25    **udGetInternalCapture**

Prototype

```
NQ_BOOL udGetInternalCapture(  
    void  
);
```

Description

Whether to use internal capture

Parameters

None

Return Value

TRUE - use internal capture  
FALSE - do not use internal capture

Notes

Returns FALSE only when parameter was present and FALSE in udconfig.c file, parameter not present in udconfig.c file is considered as TRUE, meaning default. NQ core setting is not affected.

**7.2.2.26    udGetInternalTrace**

## Prototype

```
NQ_BOOL udGetInternalTrace(  
    void  
);
```

## Description

Whether to use internal trace

## Parameters

None

## Return Value

TRUE - use internal trace  
FALSE - do not use internal trace

## Notes

Returns FALSE only when parameter was present and FALSE in udconfig.c file, parameter not present in udconfig.c file is considered as TRUE, meaning default. NQ core setting is not affected.

**7.2.2.27 udGetHostName**

## Prototype

```
void udGetHostName(  
    NQ_CHAR* buffer,  
    NQ_UINT length  
);
```

## Description

Get host name

## Parameters

buffer	OUT
	Pointer to buffer for host name.
length	IN
	Length of the buffer.

## Return Value

None

## Notes

### 7.2.2.28    **udGetCaptureFileBaseFolder**

#### Prototype

```
void udGetCaptureFileBaseFolder (
    NQ_CHAR * buffer,
    NQ_UINT  size
);
```

#### Description

Get base folder path of internal capture file

#### Parameters

buffer	OUT
	Buffer to assign the path to.
size	IN
	Maximun characters to assign into buffer.

#### Return Value

None

#### Notes

None

### 7.2.2.29    **udGetLogFileBaseFolder**

**Prototype**

```
void udGetLogFileBaseFolder(  
    NQ_CHAR * buffer,  
    NQ_UINT  size  
);
```

**Description**

Get base folder path of log file

**Parameters**

<code>buffer</code>	OUT
Buffer to assign the path to.	
<code>size</code>	IN
Maximun characters to assign into buffer.	

**Return Value**

None

**Notes**

None



### 7.2.2.30    **udGetMaxDiskSize**

**Prototype**

```
void udGetMaxDiskSize(  
    NQ_UINT32 *size  
);
```

**Description**

Get max disk size limit.

**Parameters**

<code>size</code>	OUT
Pointer to max disk size	

**Return Value**

None

**Notes**

This parameter allows you to place an upper limit on the size of disks to be reported by YNQ shares. Note that it does not limit the amount of data you can put on the disk. Minimum allowed value for this parameter is 0, maximum allowed value is 2<sup>44</sup> (max disk size of 0 means no limit). It could be useful for workaround in case of applications that cannot handle large disk sizes.

### 7.2.3 Local User Management

Functions of this group implement persistence for local accounts. These functions are required only when `UD_CS_INCLUDELOCALUSERMANGEMENT` (see 7.2.10.75) is defined.

### 7.2.3.1 udGetUserCount

Prototype

```
NQ_COUNT udGetUserCount (  
    void  
);
```

Description

Get number o users

Parameters

None

Return Value

Number of available user accounts

Notes

### 7.2.3.2 udGetUserRidByName

#### Prototype

```
NQ_BOOL udGetUserRidByName (  
    const NQ_WCHAR* name  
    NQ_UINT32* rid  
);
```

#### Description

Get unique user number by account name

#### Parameters

name	IN
	Pointer to user name string
rid	OUT
	Pointer to buffer for a unique user number (RID). This buffer's length should be four bytes.

#### Return Value

TRUE when a user was found and FALSE when there is no user with the given name.

#### Notes

It is developer's responsibility to implement a particular user management mechanism. Persistent user management may keep a list of users in a file.

User RID (relative ID) should be a number unique through over the local user database.

### 7.2.3.3 udGetUserNameByRid

#### Prototype

```
NQ_BOOL udGetUserNameByRid(  
    NQ_UINT32 rid,  
    NQ_WCHAR *nameBuffer,  
    NQ_WCHAR *fullNameBuffer  
);
```

#### Description

Find user account by a unique number

#### Parameters

rid	IN
Account unique ID	
nameBuffer	OUT
Pointer to a buffer of 256 NQ_WCHAR characters (see 5.2.1) for user account name (short name). When the given RID corresponds to a local user the function fills this buffer with the account name.	
fullNameBuffer	OUT
Pointer to a buffer of 256 NQ_WCHAR characters (see 5.2.1) for a full user name. When the given RID corresponds to a local user the function fills this buffer with a user-friendly name to be displayed on the client.	

#### Return Value

TRUE when a user was found and FALSE when there is no user with the given RID.

#### Notes

User RID (relative ID) should be a number unique through over the local user database. User name (i.e., – account name) should be also unique in the local account database. Full user name should not be necessarily unique.

### 7.2.3.4 udGetUserInfo

#### Prototype

```
NQ_BOOL udGetUserInfo(
    NQ_INT index,
    NQ_UINT32* rid,
    NQ_WCHAR *nameBuffer,
    NQ_WCHAR *fullNameBuffer
    NQ_WCHAR *descriptionBuffer
);
```

#### Description

Enumerate users in the local account database

#### Parameters

index	IN	
		Zero-based index of user accounts in the database.
rid	OUT	
		Buffer for RID for the <i>index</i> 's user
nameBuffer	OUT	
		Pointer to a buffer of 256 NQ_WCHAR characters (see 5.2.1) for user account name (short name). When the given RID corresponds to a local user the function fills this buffer with the account name.
fullNameBuffer	OUT	
		Pointer to a buffer of 256 NQ_WCHAR characters (see 5.2.1) for a full user name. When the given RID corresponds to a local user the function fills this buffer with the name to be displayed on the client.
descriptionBuffer	OUT	
		Pointer to a buffer of 256 NQ_WCHAR characters (see 5.2.1) for account description. When the given RID corresponds to a local user the function fills this buffer with account description to be displayed on the client.

#### Return Value

TRUE when a user was found and FALSE when there are no more accounts.

#### Notes

The order of accounts is undefined, but all accounts should have indices from 0 to N where N is the number of users.

### 7.2.3.5 udSetUserInfo

#### Prototype

```
NQ_BOOL udSetUserInfo(
    NQ_UINT32 rid,
    const NQ_WCHAR *name,
    const NQ_WCHAR *fullName,
    const NQ_WCHAR *description,
    const NQ_WCHAR *password
);
```

#### Description

Modify account information

#### Parameters

rid	IN	
		A unique account ID
name	IN	
		New account name of up to 256 NQ_WCHAR characters (see 5.2.1).
fullName	IN	
		New full (user-friendly) user name of up to 256 NQ_WCHAR characters (see 5.2.1).
description	IN	
		New account description of up to 256 NQ_WCHAR characters (see 5.2.1).
password	IN	
		New password. The password is plain text Unicode.

#### Return Value

TRUE when a user was found and FALSE when there is no user with the given RID or one of parameters is incorrect.

#### Notes

It is recommended that this function return FALSE when there is another user with the same account name.

It is recommended to save password in an encrypted form. Use the following code fragment to encrypt a plain text Unicode password into an MD4 hash:

```
cmUnicodeToAnsi(asciiPassword, password);
cmHashPassword(asciiPassword, encryptedPassword);
cmMD4(encryptedPassword+16,
    (NQ_BYTE*)password,
    cmWStrlen(password)*sizeof(NQ_WCHAR)
);
```

### 7.2.3.6 udCreateUser

#### Prototype

```
NQ_BOOL udCreateUser(  
    const NQ_WCHAR *name,  
    const NQ_WCHAR *fullName,  
    const NQ_WCHAR *description  
);
```

#### Description

Create new user

#### Parameters

Name	IN
	New account name of up to 256 NQ_WCHAR characters (see 5.2.1).
fullName	IN
	New full (user-friendly) user name of up to 256 NQ_WCHAR characters (see 5.2.1).
description	IN
	New account description of up to 256 NQ_WCHAR characters (see 5.2.1).

#### Return Value

TRUE when a user was successfully created and FALSE an error occurred.

#### Notes

It is recommended that this function return FALSE when there is another user with the same account name.  
A new user may be created with an empty or a random password. An expected immediate call to udSetUserInfo() (see above) will set new password.



### 7.2.3.7 udDeleteUserByRid

Prototype

```
NQ_BOOL udDeleteUserByRid(  
    NQ_UINT32 rid  
);
```

Description

Delete an account specified by a RID

Parameters

rid	IN
A unique account ID	

Return Value

TRUE when a user was successfully deleted and FALSE an error occurred.

Notes

### 7.2.3.8 udSetUserAsAdministrator

Prototype

```
NQ_BOOL udSetUserAsAdministrator(  
    NQ_UINT32 rid,  
    NQ_BOOL isAdmin  
);
```

Description

Set user administrative rights

Parameters

rid	IN
A unique account ID	
isAdmin	IN
TRUE to set user as an administrator, FALSE to remove user from the Administrators group.	

Return Value

TRUE when an operation was successfully performed and FALSE an error occurred.

Notes

NQ CIFS Server supports two user groups: User and Administrators. Any user is a member of the Users group. This function allows to make user a member in the Administrators group or to cancel user's membership in this group.

#### 7.2.4 Security Descriptors

Functions in this group manipulate with NT security descriptors. They should be implemented only when `UD_CS_INLCLUDESECURITYDESCRIPTORS` (see [7.2.10.49](#)) is defined.

### 7.2.4.1 udGetSecurityDescriptor

**Prototype**

```
NQ_INT udGetSecurityDescriptor(  
    int file,  
    long fieldId,  
    void *buffer  
);
```

**Description**

Read security descriptor

**Parameters**

file	IN
File handle	
fieldId	IN
Specifies the field of interest in the security descriptor	
buffer	OUT
Buffer for the data	

**Return Value**

Length of the data read into the buffer or 0 on error

**Notes**

If the target file system does not support security descriptors the implementation should return NQ\_FAIL.

### 7.2.4.2 udSetSecurityDescriptor

#### Prototype

```
NQ_STATUS udSetSecurityDescriptor(
    int file,
    long fieldId,
    const void *buffer,
    int len
);
```

#### Description

Write security descriptor

#### Parameters

file	IN	
		File handle
fieldId	IN	
		Specifies the field of interest in the security descriptor
buffer	IN	
		Pointer to the data to write
len	IN	
		Data length

#### Return Value

NQ\_SUCCESS when the data was written or NQ\_FAIL on error

#### Notes

If the target file system does not support security descriptors the implementation should return NQ\_FAIL.

### 7.2.4.3 udSaveShareSecurityDescriptor

#### Prototype

```
void udSaveShareSecurityDescriptor(
    const NQ_WCHAR *shareName
    const NQ_BYTE *sd,
    NQ_COUNT sdLen
);
```

#### Description

Save share security descriptor in a persistent store

#### Parameters

shareName	IN
Share name to store security descriptor for	
sd	IN
Pointer to security descriptor data	
sdLen	IN
Security descriptor data length	

#### Return Value

None

#### Notes

While NQ manipulates with security descriptors for shares, storing them persistently is application's responsibility. In this function a security descriptor is represented as plain data, regardless of its structure.

The recommended method of storing security descriptors is placing them in a file with a row per share. Security descriptors in such file may be indexed by share name. It is also recommended to keep this file on a separate share with no access to anyone but Administrator. This function is not referenced when parameter [7.2.10.49](#) is masked.

#### 7.2.4.4 udLoadShareSecurityDescriptor

##### Prototype

```
NQ_COUNT udLoadShareSecurityDescriptor(  
    const NQ_WCHAR *shareName  
    NQ_BYTE *buffer,  
    NQ_COUNT bufferLen  
);
```

##### Description

Load share security descriptor from a persistent store

##### Parameters

shareName	IN
Share name to load security descriptor for	
buffer	OUT
Buffer for security descriptor data	
bufferLen	IN
Buffer size	

##### Return Value

Actual size of loaded security descriptor or zero on failure

##### Notes

While NQ manipulates with security descriptors for shares, storing them persistently is application's responsibility. In this function a security descriptor is represented as plain data, regardless of its structure.

The recommended method of storing security descriptors is placing them in a file with a row per share. Security descriptors in such file may be indexed by share name. It is also recommended to keep this file on a separate share with no access to anyone but Administrator. This function is not referenced when parameter 7.2.10.45 is masked.

### 7.2.5 Domain Membership

Functions in this group are used to provide project-dependent support for Domain Membership mechanism. They are only required when UD\_CS\_INCLUDEDOMAINMEMBERSHIP (see 7.2.10.25).



### 7.2.5.1 udGetComputerSecret

Prototype

```
NQ_BOOL udGetComputerSecret (
    NQ_BYTE **secret
);
```

Description

Read security descriptor

Parameters

secret

OUT

Buffer for a secret pointer. If this value is non-NULL, this function should fill this buffer with a pointer to computer secret. If it is NULL, the function should check for computer secret without setting a pointer to it.

Return Value

TRUE when secret exists and FALSE when it is not available.

Notes

NQ assumes that computer secret is persistent and was created in a call to udSetComputerSecret (see 7.2.5.2).

### 7.2.5.2 udSetComputerSecret

## Prototype

```
void udSetComputerSecret (
    NQ_BYTE *secret
);
```

### Description

Read security descriptor

## Parameters

secret	IN
Pointer to computer secret.	

### Return Value

None.

## Notes

NQ assumes that computer secret is persistent and after this call it will be available through a call to `udGetComputerSecret` (see 7.2.5.1).

### 7.2.5.3 udGetComputerSecretByDomain

#### Prototype

```
NQ_BOOL udGetComputerSecretByDomain (
    NQ_BYTE *secret,
    const NQ_WCHAR *domainDNS,
    NQ_WCHAR *domainNB
);
```

#### Description

Read security descriptor

#### Parameters

<code>secret</code>	OUT	Buffer for a secret pointer. If a value inside that buffer is non\-\NULL, this function should fill this buffer with a pointer to computer secret.
<code>domainDNS</code>	IN	Domain name DNS
<code>domainNB</code>	OUT	Domain name NetBIOS. If it is NULL, the function checks for computer secret which refers only to domainDNS

#### Return Value

if the computer secret is available and (if the secret parameter was not NULL) was copied into the buffer and FALSE when the computer secret is not available for one of the following reasons:

- \* NQ did not join the domain yet.
- \* The computer secret was not properly saved.
- \* The computer secret is not accessible.

#### Notes

NQ assumes that computer secret is persistent and was created in a call to udSetComputerSecretByDomain (see 7.2.5.2).

#### 7.2.5.4 udSetComputerSecretByDomain

##### Prototype

```
void udSetComputerSecretByDomain (  
    const NQ_BYTE *secret,  
    const NQ_WCHAR *domainDNS,  
    const NQ_WCHAR *domainNB  
);
```

##### Description

Read security descriptor

##### Parameters

secret	IN
Pointer to computer secret.	
domainDNS	IN
Domain name DNS	
domainNB	IN
Domain name NetBIOS. If it is NULL, the function checks for computer secret which refers only to domainDNS	

##### Return Value

None.

##### Notes

NQ assumes that computer secret is persistent and after this call it will be available through a call to udGetComputerSecretByDomain (see 7.2.5.1).

### 7.2.6 Event Log

On designated events NQ core software calls so-called user-defined event log function – *udEventLog()*. NQ software provides a placeholder implementation for this function while it is user's responsibility to implement actual event log in place of this function.

Function *udEventLog()* is called in the current task context. For instance, CIFS server task (SMB) calls this function in its own context. Synchronization of event logs for multiple tasks is out of the NQ scope.

NQ core calls *udEventLog()* with the only information that is not available outside NQ software. Time-stamping, for instance, is out of the NQ event logging scope.

The following event logging functionality is out of NQ scope and, whether required, should be provided by user application software:

- Storing event log in a file or any persistent destination
- Temporary enabling/disabling even log
- Time-stamping
- Human-friendly representation of event log
- Event filters

An application, build on top of NQ software can be compiled with or without event logging capability. This option is controlled by *UD\_NQ\_INCLUDEEVENTLOG* parameter found in the *udparams.h* file (see 0). When such application is compiled without event logging, NQ core software does not call *udEventLog()*.

All string values, delegated by NQ core to the event logging level are in *NQ\_WCHAR* character encoding.

### 7.2.6.1 udEventLog

#### Prototype

```
void udEventLog(
    NQ_UINT module,
    NQ_UINT class,
    NQ_UINT type,
    const NQ_WCHAR *username,
    NQ_IPADDRESS *ip,
    NQ_UINT32 status,
    const NQ_BYTE *parameters
);
```

#### Description

This function is called by NQ to log an event.

#### Parameters

module	IN	NQ module that originated this event (see 5.1.2) as: UD_LOG_MODULE_SERVER or UD_LOG_MODULE_CLIENT
class	IN	event class (see 5.1.2) as: UD_LOG_CLASS_GEN, UD_LOG_CLASS_FILE or UD_LOG_CLASS_SHARE
type	IN	event type (see 5.1.2)
userName	IN	Pointer to the user name string. For UD_LOG_CLASS_GEN class events this value is NULL
ip	IN	Pointer to the IP address on the second side of the connection. For UD_LOG_CLASS_GEN class events this value is NULL
status	IN	This value is zero if the operation has succeeded. It contains error code if the operation has failed. For an NQ CIFS Server event this code is the same that will be transmitted to the client and it has so-called DOS format. For an NQ CIFS client event this value is the same that will be installed as system error (e.g., - <i>errno</i> ) on return from the operation.
parameters	IN	Pointer to a structure that is filled with event data. Actual structure depends on event type. See 5.2 for available structures. For those events that do not have parameters

(e.g., - events of class UD\_LOG\_CLASS\_GEN) this value may be NULL.

#### Return Value

None

#### Notes

Function *udEventLog()* is called in the current task context. For instance, CIFS server task (SMB) calls this function in its own context. Synchronization of event logs for multiple tasks is out of the NQ scope.

The following event logging functionality is out of NQ scope and, whether required, should be provided by user application software:

- Storing event log in a file or any persistent destination
- Temporary enabling/disabling even log
- Time-stamping
- Human-friendly representation of event log
- Event filters

An application, build on top of NQ software can be compiled with or without event logging capability. This option is controlled by *UD\_NQ\_INCLUDEEVENTLOG* parameter found in the *udparams.h* file. When such application is compiled without event logging, NQ core software does not call *udEventLog()*.

All string values, delegated by NQ core to the event logging level are in *NQ\_WCHAR* character encoding.

### 7.2.7 Error Code Conversions

Functions in this group perform conversions between different sets of error codes used in NQ:

1. System error code. This is how the operating system reports of the last error. The POSIX analog is *errno*.
2. CIFS error code. This code is a number that NQ server sends in response when an error was encountered in performing a CIFS command.
3. NQ internal codes are used by NQ Client to distinguish between different error conditions.



### 7.2.7.1 udGetSmbError

## Prototype

```

NQ_UINT32 udGetSmbError(
    NQ_UINT32 sysErr
);

```

## Description

## Convert last system error to SMB error code

## Parameters

sysErr	IN
Last system error	

## Return Value

SMB status code in DOS format (see Notes) or zero to use project-independent conversion

## Notes

The return value is a 32-bit integer values composed by the following formula:

$$\langle \text{return value} \rangle = 0x10000 * \langle \text{code} \rangle + \langle \text{class} \rangle$$

Where:

*<class>* - error class

<code> - error code

For error classes and error codes in DOS format see [3].

This call is intended to withdraw the last system error and to convert it into the most appropriate SMB error. Function *syGetLastSmbError* (see 6.4.1.11.2) may first call this function to perform an optional project-dependent conversion. If this function returns zero, it is *syGetLastSmbError* that performs code conversion.

### 7.2.7.2 udNqToSystemError

**Prototype**

```
NQ_INT udNqToSystemError(  
    NQ_UINT32 nqErr  
);
```

**Description**

Convert NQ error to last system error

**Parameters**

nqErr	IN
Last NQ error	

**Return Value**

System error code or zero if project-independent code conversion should be used

**Notes**

Implementation should convert NQ error into system error code (for instance – POSIX error codes). This function is complimentary and may be used for application convenience. It is not used by NQ core software. User may place here a proprietary conversion table. .

### 7.2.8 Code Page Conversion

NQ software is capable of converting Unicode to ANSI and back with a one set of national characters. This set is called a *codepage*. Since NQ software supports one codepage in a time, it is application's responsibility to define the codepage.

The shipped version of these functions supports an "empty" codepage for US English.

### 7.2.8.1 udGetCodePage

Prototype

```
NQ_INT udGetCodePage(  
    void  
);
```

Description

Get the current codepage number.

Parameters

None.

Return Value

Codepage number according to Microsoft OEM code pages supported by Windows.

Notes

See <http://www.microsoft.com/globaldev/reference/oem.mspx>

### 7.2.8.2 udSetCodePage

Prototype

```
void udSetCodePage(  
    NQ_INT codePage  
);
```

Description

Set the current code page number. NQ converts Unicode to ANSI and vice versa according to the current code page. This function gives the ability to change the current code page in run time, but usually it is called only in initialization.

Parameters

Code page number.

Return Value

None.

Notes

See <http://www.microsoft.com/globaldev/reference/oem.mspx>

### 7.2.9 Activate or deactivate SMB1 dialect

If SMB 1 dialect is disabled for YNQ server that means all SMB 1 messages except negotiate will be ignored and the socket will be closed, if SMB1 Negotiate request is received, YNQ server should search for dialect which is not "NT LM 0.12" (SMB1) and if no such dialect the socket should be closed. SMB1 dialect can be disabled/enabled by comment/uncomment the macro "UD\_NQ\_INCLUDESMB1" (exclude SMB 1 files from build) or by "SUPPORTSMB1" parameter in server configuration file. SMB1 can also be disabled/enabled in run time via server control tool. YNQ server call `udDefSetServerSMB1Support()` to handle request from server control tool to disable/enable SMB 1.

### 7.2.9.1 **udDefGetServerSMB1Support**

Prototype

```
NQ_Bool udDefGetSMB1Support (  
    void  
);
```

Description

Check whether SMB 1 dialect is supported for YNQ server

Parameters

None

Return Value

TRUE or FALSE.

Notes

None

### 7.2.9.2 **udDefSetServerSMB1Support**

Prototype

```
void udDefSetSMB1Support(  
    NQ_BOOL isSupport  
);
```

Description

Activates or deactivates of SMB 1 dialect for YNQ server.

Parameters

isSupport:  
TRUE or FALSE

Return Value

None

Notes

None

***Compile-time Parameters***

UD module defines compile-time parameters for the core NQ code. This option is available with source code license only. UD compile-time parameters reside in file UDPARAMS.H.

**7.2.10 Functional Parameters**

These parameters control NQ behavior.



### **7.2.10.1    UD\_NQ\_INCLUDETRACE**

Prototype

UD\_NQ\_INCLUDETRACE

Description

Enable/disable trace log.

Notes

With this parameter defined NQ CIFS generate trace logs as described in 6.4.4. When this parameter is commented, trace logs are not generated.

.

### 7.2.10.2    UD\_NQ\_USETRANSPORTNETBIOS

Prototype

UD\_NQ\_USETRANSPORTNETBIOS

Description

Generate NQ with NetBIOS support

Notes

With this parameter defined NQ CIFS Server registers its name over NetBIOS Naming Service (NBNS) and accepts connection over NetBIOS Session Service (NBSS).

With this parameter defined NQ Client attempts to connect remote server using NetBIOS services (NBNS and NBSS). NQ Core determines the priority of this transport by calling *upGetTransportPriority()* (see 7.2.2.7).

### 7.2.10.3    UD\_NQ\_USETRANSPORTIPV4

Prototype

UD\_NQ\_USETRANSPORTIPV4

Description

Generate NQ with IPv4 support

Notes

With this parameter defined NQ CIFS Server registers its name over DNS and accepts connection on TCP port 445.

With this parameter defined NQ Client resolves remote server name over DNS and attempts to connect it on port 445. NQ Core determines the priority of this transport by calling *upGetTransportPriority()* (see 7.2.2.7).

This transport is also known as “naked CIFS”.

#### **7.2.10.4    UD\_NQ\_USETRANSPORTIPV6**

Prototype

UD\_NQ\_USETRANSPORTIPV6

Description

Generate NQ with IPv6 support

Notes

With this parameter defined NQ CIFS Server registers its name over DNS and accepts connection on TCP port 445 using IPv6 address scheme.

With this parameter defined NQ Client resolves remote server name over DNS and attempts to connect it on port 445 using IPv6 address scheme. NQ Core determines the priority of this transport by calling *upGetTransportPriority()* (see 7.2.2.7).

### **7.2.10.5    UD\_NQ\_INCLUDESMBCAPTURE**

Prototype

UD\_NQ\_INCLUDESMBCAPTURE

Description

Generates internal network capture file (.pcap)

Notes

With this parameter defined NQ will Create a .pcap file which will contain the received and sent SMB/SMB2/SMB3 messages. In the case that SMB3 encrypted messages are received/sent a decrypted message will be written in the .pcap file.

**7.2.10.6    UD\_CM\_ DONOTREGISTERHOSTNAME**

## Prototype

UD\_CM\_ DONOTREGISTERHOSTNAME

## Description

Whether to skip host name registration (deprecated)

## Notes

Starting from NQ 7.00 this parameter has no effect. Parameters 7.2.10.7 and 7.2.10.8 are used instead.

### **7.2.10.7    UD\_CM\_ DONOTREGISTERHOSTNAMEDNS**

Prototype

UD\_CM\_ DONOTREGISTERHOSTNAMEDNS

Description

Whether to skip host name registration on DNS

Notes

On NQ startup, it registers its host name over both NetBIOS and DNS.

This behavior can be omitted if a vendor, using NQ decides on a policy which prevents his device from host name registration. When the described parameter is defined, NQ skips name registration on DNS. This parameter does not affect name registration over NetBIOS.

This parameter is intended for future use and it should not be defined in NQ 7.00

### **7.2.10.8    UD\_CM\_ DONOTREGISTERHOSTNAMENETBIOS**

Prototype

UD\_CM\_ DONOTREGISTERHOSTNAMENETBIOS

Description

Whether to skip host name registration over NETBIOS

Notes

On NQ startup, it registers its host name over both NetBIOS and DNS.

This behavior can be omitted if a vendor, using NQ decides on a policy which prevents his device from host name registration. When the described parameter is defined, NQ skips name registration over NETBIOS. This parameter does not affect name registration on DNS.

This parameter is intended for future use and it should not be defined in NQ 7.00



### 7.2.10.9 UD\_NQ\_INCLUDECODEPAGE

Prototype

UD\_NQ\_INCLUDECODEPAGE

Description

Whether NQ supports code page conversion

Notes

When this parameter is not defined NQ supports only English Unicode to ANSI and ANSI to Unicode conversion. NQ converts Unicode to ANSI by taking the first byte of the UTF-16LE code and masking it by 0x7F. It converts from ANSI to Unicode by placing one-byte ANSI code into the first byte of UTF-16LE code and zeroing the second byte.

When this parameter is defined NQ expects also that:

- Function *udGetCodePage()* (see 7.2.8.1) returns the current code page number as <N>, e.g. 932 for Shift-JIS Japanese encoding.
- Function *udSetCodePage()* (see 7.2.8.2) sets the current code page number.
- Parameter UD\_NQ\_CODEPAGE<N> is also defined in file *udparams.h*, e.g. UD\_NQ\_CODEPAGE932. When code page support (UD\_NQ\_INCLUDECODEPAGE) is defined then UD\_NQ\_CODEPAGE437 must also be defined.
- NQ core supports codepage <N>. Currently NQ supports the following code pages:
  - 437 – US
  - 850 – Multilingual Latin I
  - 852 – Latin II
  - 858 – Multilingual Latin I + Euro
  - 862 – Hebrew
  - 932 – Japanese Shift-JIS
  - 936 – Simplified Chinese GBK
  - 949 – Korean
  - 950 – Traditional Chinese Big5
  - 8 – UTF-8

**7.2.10.10 UD\_NS\_SCOPEIDLEN**

## Prototype

`UD_NS_SCOPEIDLEN`

## Description

Maximum length of scope ID string including the terminating zero

## Notes

NQ uses only one buffer for scope ID

### 7.2.10.11 UD\_NS\_MAXADAPTERS

Prototype

UD\_NS\_MAXADAPTERS

Description

Maximum number of network adapters (host IP addresses) that NQ supports

Notes

NQ requires approximately 80 bytes of RAM per adapter.  
This parameter retains its name for compatibility with earlier versions. However, starting from version 7.00 this parameter designates a maximum number of host IP addresses rather than a number of adapters. For instance, when host has two adapters with two IPv4 addresses and one IPv6 address for each of them, this value should be six at least.

### 7.2.10.12 UD\_NS\_NUMSOCKETS

Prototype

UD\_NS\_NUMSOCKETS

Description

Maximum number of sockets of all types

Notes

This number includes server socket, accepted sockets and connected client sockets and it does not include internal sockets (see 7.2.11.1 and 7.2.11.1).

NQ requires approximately 80 bytes per socket.

This number may be calculated as: <number of concurrent server sessions> + <number of hosts NQ Client is connected to> + 1.

This number should not exceed the number of underlying sockets.

The default value is 35

### **7.2.10.13 UD\_BR\_INTERNALIPCPORT**

Prototype

UD\_BR\_INTERNALIPCPORT

Description

Number of port for internal communications with Browser Daemon

Notes

NQ NetBIOS uses internal ports for communications with other NQ modules. The value of this parameter should not contradict with other ports in use on the target. Usually, the default value is sufficient. To change this port number in run-time use function 7.2.2.21.

#### **7.2.10.14 UD\_NS\_INTERNALNSPORT**

Prototype

UD\_NS\_INTERNALNSPORT

Description

Number of port for internal communications with NetBIOS Naming Service

Notes

NQ NetBIOS uses internal ports for communications with other NQ modules. The value of this parameter should not contradict with other ports in use on the target. Usually, the default value is sufficient. To change this port number in run-time use function 7.2.2.21.

### 7.2.10.15 UD\_NS\_INTERNALDSPORT

Prototype

UD\_NS\_INTERNALDSPORT

Description

Number of port for internal communications with NetBIOS Datagram Service

Notes

NQ NetBIOS uses internal ports for communications with other NQ modules. The value of this parameter should not contradict with other ports in use on the target. Usually, the default value is sufficient. To change this port number in run-time use function 7.2.2.21.

### 7.2.10.16 UD\_NB\_BINDBROADCASTS

Prototype

UD\_NB\_BINDBROADCASTS

Description

Whether to use separate sockets for broadcasts

Notes

In a standard implementation of BSD sockets a bound socket gets both unicasts and broadcasts. In this case binding socket to a broadcast address is not necessary and even is sometimes an illegal operation.

However, in some implementations a bound socket does not get broadcasts. There we need two separate sockets - one for broadcasts and another one for unicasts.

Define the following parameter if two separate sockets are required.



**7.2.10.17 UD\_NQ\_AVOIDDCRESOLUTIONNETBIOS**

## Prototype

`UD_NQ_AVOIDDCRESOLUTIONNETBIOS`

## Description

Whether to use NetBIOS name resolution for resolving DC

## Notes

When NetBIOS is defined, NQ may use it for resolving domain controllers (DC). With a B-node this resolution may slow down the entire DC resolution because of a broadcast response timeout. It becomes time-costly when DFS is enabled. This parameter, when defined, forces NQ to skip DC resolution over NetBIOS even when NetBIOS is available.

### 7.2.10.18 UD\_NB\_RETARGETSESSIONS

Prototype

UD\_NB\_RETARGETSESSIONS

Description

Whether NQ NetBIOS will retarget session requests

Notes

NetBIOS may support more than one server application on the target (more than just CIFS Server). For this reason Session Request message should be accepted by the NetBIOS Daemon and retargeted to the listening port of a respective server. This requires from connecting CIFS clients to understand Session Retarget packages.

If there is only one NetBIOS server application on the target (CIFS Server), client's Session Request may be directly handled by NQ Server. If this parameter is defined NQ will use SESSION RETARGET.

When this parameter is defined it requires UD\_ND\_INCLUDENBDAEMON (7.2.10.20) to be also defined. If this condition is not satisfied there will be an error during preprocessing.

### 7.2.10.19 UD\_NB\_CHECKCALLEDNAME

Prototype

UD\_NB\_CHECKCALLEDNAME

Description

Whether NQ NetBIOS will check the called name in SESSION REQUEST

Notes

Usually NetBIOS checks that a SESSION REQUEST message was send to a known name (the name of the host computer or SMB alias - \*SMBSESV or IP address).

In some projects CIFS should answer to multiple names, not necessarily the same as the host name. In this case it does not check the called name in a SESSION REQUEST packet.

To exclude name check the definition of UD\_NB\_CHECKCALLEDNAME should be commented.

This parameter may be omitted when external Name Service is used (see 7.2.10.21).

In order to disable IP address check, check UD\_NB\_CHECKCALLEDNAME\_NOIP (7.2.10.91)

### **7.2.10.20 UD\_ND\_INCLUDENBDAEMON**

Prototype

UD\_ND\_INCLUDENBDAEMON

Description

Whether to generate NQ NetBIOS

Notes

Some projects utilize external (non NQ) NetBIOS implementation. In this case NQ should be compiled without NetBIOS. When this definition is omitted (commented) the following definitions should be omitted as well:

UD\_CS\_INCLUDEPASSTHROUGH (0),

UD\_NB\_INCLUDENAMESERVICE (7.2.10.21),

UD\_NB\_RETARGETSESSIONS (7.2.10.16)

If this condition is not satisfied there will be an error during preprocessing.

### **7.2.10.21 UD\_NB\_INCLUDENAMESERVICE**

**Prototype**

UD\_NB\_INCLUDENAMESERVICE

**Description**

Whether NQ NetBIOS includes NetBIOS Name Service

**Notes**

Some projects may contain external (non NQ) NetBIOS Naming Service - NBNS. In this case NQ should be compiled without NBNS. When this is required the definition of UD\_NB\_INCLUDENAMESERVICE should be commented. When this parameter is defined it requires UD\_ND\_INCLUDENBDAEMON (7.2.10.20) to be also defined. If this condition is not satisfied there will be an error during preprocessing.

### **7.2.10.22 UD\_NB\_INCLUDELLMNRRESPONDER**

Prototype

UD\_NB\_INCLUDELLMNRRESPONDER

Description

Whether NQ NetBIOS Daemon includes IPv4 LLMNR responder

Notes

Some platforms may contain external (non NQ) LLMNR responder. In this case it requires either to disable the external responder or to compile NQ NetBIOS Daemon without this parameter. If there is external LLMNR responder and NQ LLMNR responder is enabled too, NQ NetBIOS Daemon will not able to start.

When this parameter is defined it requires

UD\_ND\_INCLUDENBDAEMON (7.2.10.20) and

UD\_NQ\_USETRANSPORTIPV4 (7.2.10.3) to be also defined. If this condition is not satisfied there will be an error during preprocessing.

### 7.2.10.23 UD\_NQ\_INCLUDEEVENTLOG

Prototype

UD\_NQ\_INCLUDEEVENTLOG

Description

Whether NQ calls event log function

Notes

When this parameter is defined NQ calls *udEventLog* on designated events. See 7.2.6.1 for more details.

#### **7.2.10.24 UD\_CS\_INCLUDEPASSTHROUGH**

Prototype

UD\_CS\_INCLUDEPASSTHROUGH

Description

Whether NQ supports path-through authentication

Notes

NQ allows delegating user authentication to the domain controller. This mechanism is called "pass-through". This functionality is optional and it requires UD\_ND\_INCLUDENBDAEMON (7.2.10.20) to be defined. If this condition is not satisfied there will be an error during preprocessing.



**7.2.10.25 UD\_CS\_INCLUDEDOMAINMEMBERSHIP**

## Prototype

`UD_CS_INCLUDEDOMAINMEMBERSHIP`

## Description

Whether NQ Server supports domain membership

## Notes

NQ Server is capable of joining a domain. This functionality is optional.

### **7.2.10.26 UD\_CS\_REFUSEONSESSIONTABLEOVERFLOW**

Prototype

UD\_CS\_REFUSEONSESSIONTABLEOVERFLOW

Description

NQ Server's behavior on session table overflow

Notes

NQ Server has a limited table of session slots. NQ allocates a slot on new client connection and it releases this slot when the connection gets dropped. When all slots are in use and there another connection attempt, NQ Server can either disconnect the least active session or , alternatively, refuse new connection. With this parameter commented (the default) NQ Server drops the least active connection. With this parameter defined, NQ Server uses the alternative behavior.

#### **7.2.10.27 UD\_FS\_FLUSHIFMODIFIED**

Prototype

UD\_FSFLUSHIFMODIFIED

Description

Whether NQ Server flush file content to disk on close request if the file was modified.

Notes

This functionality could prevent data loss if the share is located on USB flash drive.

Since flush operation takes long time to finish, connectivity problems might appear when copying big files into the USB drive (TCP connection is terminated due to time out).

**7.2.10.28 UD\_FS\_MAXSHARELEN**

Prototype

UD\_FS\_MAXSHARELEN

Description

Buffer lengths for share name

Notes

This value applies to share table in NQ Server.

**7.2.10.29 UD\_FS\_MAXPATHLEN**

## Prototype

UD\_FS\_MAXPATHLEN

## Description

Buffer lengths for a name of share path

## Notes

This value applies to share table in NQ Server

**7.2.10.30 UD\_FS\_MAXDESCRIPTIONLEN**

Prototype

UD\_FS\_MAXDESCRIPTIONLEN

Description

Buffer lengths for share description

Notes

This value applies to share table in NQ Server

### **7.2.10.31 UD\_FS\_NUMSERVERSESSIONS**

Prototype

UD\_FS\_NUMSERVERSESSIONS

Description

Maximum number of CIF connections NQ Server can hold simultaneously

Notes

This number limits the number of client computers that may be simultaneously connected to NQ Server. NQ requires approximately 40 bytes per a client session.

**7.2.10.32 UD\_FS\_FILESYSTEMNAME**

Prototype

UD\_FS\_FILESYSTEMNAME

Description

Name of the target file system

Notes

NQ Server reports this string on client's request. This is for information only.



**7.2.10.33 UD\_FS\_FILESYSTEMID**

## Prototype

UD\_FS\_FILESYSTEMID

## Description

Type of the target file system

## Notes

CIFS requires server to report its File System's ID. NT should report zero, while other file systems are not specified, so - this number does not play much sense. However, it should be other than 0 if the target file system is not NT.

### 7.2.10.34 UD\_FS\_DIRECTORYACCESSFLAGS

Prototype

UD\_FS\_DIRECTORYACCESSFLAGS

Description

Flags for directory access

Notes

These flags define how the target file system accesses a directory file. Possible flags are:

- 0x00000001 Data can be read from the file
- 0x00000002 Data can be written to the file
- 0x00000004 Data can be appended to the file
- 0x00000008 Extended attributes associated with the file can be read
- 0x00000010 Extended attributes associated with the file can be written
- 0x00000020 Data can be read into memory from the file using system paging I/O
- 0x00000080 Attributes associated with the file can be read
- 0x00000100 Attributes associated with the file can be written
- 0x00010000 The file can be deleted
- 0x00020000 The access control list and ownership associated with the file can be read
- 0x00040000 The access control list and ownership associated with the file can be written
- 0x00080000 Ownership information associated with the file can be written
- 0x00100000 The file handle can wait on to synchronize with the completion of an input/output request

### 7.2.10.35 UD\_FS\_FILEACCESSFLAGS

Prototype

UD\_FS\_FILEACCESSFLAGS

Description

Flags for file access

Notes

These flags define how the target file system accesses a file. Possible flags are:

- 0x00000001 Data can be read from the file
- 0x00000002 Data can be written to the file
- 0x00000004 Data can be appended to the file
- 0x00000008 Extended attributes associated with the file can be read
- 0x00000010 Extended attributes associated with the file can be written
- 0x00000020 Data can be read into memory from the file using system paging I/O
- 0x00000080 Attributes associated with the file can be read
- 0x00000100 Attributes associated with the file can be written
- 0x00010000 The file can be deleted
- 0x00020000 The access control list and ownership associated with the file can be read
- 0x00040000 The access control list and ownership associated with the file can be written
- 0x00080000 Ownership information associated with the file can be written
- 0x00100000 The file handle can be waited on to synchronize with the completion of an input/output request

### 7.2.10.36 UD\_FS\_OPENMODEFLAGS

Prototype

UD\_FS\_OPENMODEFLAGS

Description

Flags for open modes

Notes

This value defines how the target file system opens a file. Possible flags are:

0x00000002 File is opened in a mode where data is written to the file before the driver completes a write request

0x00000004 All access to the file is sequential

0x00000010 All operations on the file are performed synchronously

0x00000020 All operations on the file are to be performed synchronously. Waits in the system to synchronize I/O queuing and completion are not subject to alerts.

**7.2.10.37 UD\_FS\_BUFFERALIGNMENT**

## Prototype

UD\_FS\_BUFFERALIGNMENT

## Description

Alignment of internal file system buffers

## Notes

CIFS Clients use this value for data transfer optimization. Possible values are one of the following:

0x00000000 The buffer needs to be aligned on a byte boundary

0x00000001 The buffer needs to be aligned on a word boundary

0x00000003 The buffer needs to be aligned on a 4 byte boundary

### 7.2.10.38 UD\_FS\_FILESYSTEMATTRIBUTES

Prototype

UD\_FS\_FILESYSTEMATTRIBUTES

Description

File system functionality flags

Notes

Possible flags are:

FILE_CASE_SENSITIVE_SEARCH	0x00000001
FILE_CASE_PRESERVED_NAMES	0x00000002
FILE_PERSISTENT_ACLS	0x00000004
FILE_FILE_COMPRESSION	0x00000008
FILE_VOLUME_QUOTAS	0x00000010
FILE_DEVICE_IS_MOUNTED	0x00000020
FILE_VOLUME_IS_COMPRESSED	0x00008000

### **7.2.10.39 UD\_FS\_READAHEAD**

Prototype

UD\_FS\_READAHEAD

Description

Read ahead capability

Notes

Define this parameter if the target file system allows pre-reading (optimistic locking assumed). On a file open operation (when a file is opened for reading) NQ Server will report on file exclusive lock, thus forcing CIFS Clients to multiplex read requests. This will work only with CIFS clients capable of multiplexing.

#### **7.2.10.40 UD\_FS\_MAX\_DISK\_SIZE**

Prototype

UD\_FS\_MAX\_DISK\_SIZE

Description

Disk size limit in megabytes to be reported for each share of YNQ Server.

Notes

This definition allows you to place an upper limit on the size of disks to be reported by YNQ shares. Note that it does not limit the amount of data you can put on the disk. Minimum allowed value for this definition is 0, maximum allowed value is  $2^{44}$  (max disk size of 0 means no limit). It could be useful for workaround in case of applications that cannot handle large disk sizes.

In case MAXDISKSIZE of cs\_cfg is present, this definition will be ignored.



**7.2.10.41 UD\_CS\_INCLUDERPC**

Prototype

`UD_CS_INCLUDERPC`

Description

Compile flag for RPC support

Notes

None

**7.2.10.42 UD\_CS\_INCLUDERPC\_SRV SVC**

## Prototype

`UD_CS_INCLUDERPC_SRV SVC`

## Description

Compile flag for SRVSVC support

## Notes

With this support NQ CIFS Server is capable of reporting Unicode share names of up to 255 characters. Without this feature share name length is limited to 13 bytes

**7.2.10.43 UD\_CS\_INCLUDERPC\_SRV SVC\_EXTENSION**

## Prototype

`UD_CS_INCLUDERPC_SRV SVC_EXTENSION`

## Description

Compile flag for extended SRVSVC support

## Notes

With this support NQ CIFS Server is additionally capable of the following Remote Management features:

- Adding/removing shares remotely
- Viewing the list of connected users
- Disconnecting a user
- Viewing a list of open files
- Closing a file remotely

**7.2.10.44 UD\_CS\_INCLUDERPC\_WKSSVC**

## Prototype

`UD_CS_INCLUDERPC_WKSSVC`

## Description

Compile flag for WKSSVC support

## Notes

With this support NQ CIFS Server is capable of reporting Unicode host name and comment. Without this information is returned in ANSI.

**7.2.10.45 UD\_CS\_INCLUDERPC\_LSARPC**

## Prototype

`UD_CS_INCLUDERPC_LSARPC`

## Description

Compile flag for LSA support

## Notes

This support is required for Security Descriptors (see [7.2.4](#)).

**7.2.10.46 UD\_CS\_INCLUDERPC\_SAMRPC**

## Prototype

`UD_CS_INCLUDERPC_SAMRPC`

## Description

Compile flag for SAMR support

## Notes

This support is required for Local User Management (see 7.2.10.75).

**7.2.10.47 UD\_CS\_INCLUDERPC\_SPOOLSS**

## Prototype

`UD_CS_INCLUDERPC_SPOOLSS`

## Description

Compile flag for SPOOLSS support

## Notes

This support is required for Printing Services.

**7.2.10.48 UD\_CS\_INCLUDERPC\_WINREG**

## Prototype

`UD_CS_INCLUDERPC_WINREG`

## Description

Compile flag for WINREG support

## Notes

This support is required for getting WINDOWS registers.



**7.2.10.49 UD\_CS\_INCLUDESECURITYDESCRIPTORS**

## Prototype

`UD_CS_INCLUDESECURITYDESCRIPTORS`

## Description

Compile flag for Security Descriptors support

## Notes

With this feature NQ CIFS Server is capable of setting share-level per-user permissions

**7.2.10.50 UD\_CS\_AVOIDSHAREACCESSCHECK**

## Prototype

`UD_CS_AVOIDSHAREACCESSCHECK`

## Description

Parameter to avoid checking share when TreeConnect happens on server.

## Notes

When a TreeConnect is made to NQ Server a call to `csCheckShareMapping()` is made which in place calls `syGetFileInfortmationByName()`. Defining this parameter will avoid this check and `csCheckShareMapping()` will always return TRUE.

### **7.2.10.51 UD\_CS\_SPOOLSS\_MAXOPENPRINTERS**

Prototype

UD\_CS\_SPOOLSS\_MAXOPENPRINTERS

Description

Maximum number of printer operations

Notes

Some operations on printers in NQ CIFS Server require a kind of context to persist during a number of such operations. Operations on printer include printing a document, viewing printer status and printer control. Each such context allocates a slot in the “open printer” table. The capacity of this table defines how many simultaneous printer operations NQ can handle. Different CIFS clients use different value of parallelism, but a usual number is three “slots” per a printing job and two “slots” per printer status display or printer control.

### **7.2.10.52 UD\_CS\_INCLUDEHOSTANNOUNCEMENT**

Prototype

UD\_CS\_INCLUDEHOSTANNOUNCEMENT

Description

Whether to transmit host announcement messages

Notes

Comment out the next line if you do not want your CIFS server to transmit HOST ANNOUNCEMENT messages. Then this server will not be listed under My Network Places

### 7.2.10.53 UD\_CS\_AUTHENTICATEANONYMOUS

Prototype

UD\_CS\_ AUTHENTICATEANONYMOUS

Description

Whether Anonymous user will be authenticated or not.

Notes

When this parameter is defined NQ Server will call udGetPassword() (see 7.2.2.18) to authenticate anonymous login as it does for a regular user. If the returned value will be NQ\_CS\_PWDNOUSER then anonymous login will not be authenticated and will fail. This parameter is deprecated.

#### **7.2.10.54 UD\_CS\_ANONYMOUSACCESSALLOWED**

Prototype

UD\_CS\_ ANONYMOUSACCESSALLOWED

Description

Allow anonymous access. This parameter replaces deprecated UD\_CS\_AUTHENTICATEANONYMOUS.

Notes

When this parameter is defined NQ Server will allow anonymous access in both configurations – when user database is present and when not. When this parameter is commented anonymous access is rejected in both configurations.

### 7.2.10.55 UD\_CS\_INCLUDEDIRECTTRANSFER

Prototype

UD\_CS\_INCLUDEDIRECTTRANSFER

Description

Usage of zero-copy mechanisms

Notes

When this line is commented NQ Server transfers SMB payload from socket to file (and vice versa) through a memory resident buffer. When the target platform separates user and kernel memory spaces, this operation may become costly in terms of CPU usage. Alternatively, NQ Server can use “direct” transfer, when such a mechanism is available on the target platform. NQ code assumes that SMB payload can be transferred from file to socket and vice versa inside the kernel space. See 8.3 for details.

### 7.2.10.56 UD\_NQ\_INCLUDESMB1

Prototype

UD\_NQ\_INCLUDESMB1

Description

Whether to generate SMB (SMB1) support.

Notes

When this parameter is defined, NQ supports SMB (SMB1) protocol unless it is disabled by other mechanism (“SUPPORTSMB1” parameter in server configuration file). When this parameter is commented, NQ supports only SMB2, SMB3 and SMB3.1.1. Compiling NQ without SMB1 grants less footprint. This parameter affects both NQ Client and NQ Server.



### **7.2.10.57 UD\_NQ\_INCLUDESMB2**

Prototype

UD\_NQ\_INCLUDESMB2

Description

Whether to generate SMB2 support.

Notes

When this parameter is defined, NQ supports both SMB and SMB2 protocols. When this parameter is commented, NQ supports SMB only.

Compiling NQ without SMB2 grants less footprint.

This parameter affects both NQ Client and NQ Server.

### **7.2.10.58 UD\_NQ\_INCLUDESMB3**

Prototype

UD\_NQ\_INCLUDESMB3

Description

Whether to generate SMB3 support.

Notes

When this parameter is defined, NQ supports both SMB and SMB2 and SMB3 protocols. When this parameter is commented, NQ supports only SMB and SMB2.

Compiling NQ without SMB3 grants less footprint.

This parameter affects both NQ Client and NQ Server.

### **7.2.10.59 UD\_NQ\_INCLUDESMB311**

Prototype

UD\_NQ\_INCLUDESMB311

Description

Whether to generate SMB3.1.1 support.

Notes

When this parameter is defined, NQ supports both SMB, SMB2, SMB3 and SMB3.1.1 protocols. When this parameter is commented, NQ supports only SMB, SMB2 and SMB3.  
Compiling NQ without SMB3.1.1 grants less footprint.  
This parameter effects on NQ Client.

#### **7.2.10.60 UD\_CS\_INCLUDEPERSISTENTFIDS**

Prototype

UD\_CS\_INCLUDEPERSISTENTFIDS

Description

Whether to generate support for “durable” fids

Notes

When this parameter is defined, NQ Server supports “durable” file handles in SMB2. It keeps file open on unexpected client disconnection until there is space in file slots. Client may attempt to re-open such file using persistent handle (FID). This parameter can be defined only if UD\_INCLUDESMB2 (see 7.2.10.53) is defined also.

### **7.2.10.61 UD\_CS\_FORCEINTERIMRESPONSES**

Prototype

UD\_CS\_FORCEINTERIMRESPONSES

Description

Whether to send intermediate responses on a start of durable operations.

Notes

When this parameter is defined NQ Server sends intermediate (interim) response to client before starting read or write file operation. Forcing interim responses may grant better performance on LAN. On WAN it causes more packets being returned by server and, therefore, may decrease the performance.

**7.2.10.62 UD\_CS\_MESSAGESIGNINGPOLICY**

## Prototype

`UD_CS_MESSAGESIGNINGPOLICY`

## Description

Level of support for message signing mechanism in NQ Server.

## Notes

This parameter can take following values:

- 1 - Message signing is enabled, but not required. It will be client decision whether to sign or not.
- 2 - Message signing is required. NQ Server forces clients to use message signing.

To totally disable message signing this parameter should be commented out.

By default this parameter is commented.

Early versions of Windows 8 require this parameter to be at least 1.

**7.2.10.63 UD\_CS\_INCLUDEEXTENDEDSECURITY**

## Prototype

`UD_CS_INCLUDEEXTENDEDSECURITY`

## Description

Whether to support NTLMSSP authentication.

## Notes

.

When this parameter is defined NQ Server answers to NTLMSSP authentication dialogs

#### **7.2.10.64 UD\_CS\_HIDE\_NOACCESS\_SHARE**

Prototype

UD\_CS\_HIDE\_NOACCESS\_SHARE

Description

Support for hidden shares.

Notes

This parameter is effective only with Security Descriptors support. It affects those share for which use has no access rights. When this parameter is defined those shares are not reported for such users so that they will not see them on client machines. Requires UD\_CS\_INCLUDESECURITYDESCRIPTORS (see 7.2.10.49).



**7.2.10.65 UD\_NQ\_INCLUDECIFSSERVER**

## Prototype

`UD_NQ_INCLUDECIFSSERVER`

## Description

Whether to generate NQ CIFS server code

## Notes

This symbol should be commented to skip compilation of NQ CIFS Server code.

### **7.2.10.66 UD\_NQ\_INCLUDECIFSCLIENT**

Prototype

UD\_NQ\_INCLUDECIFSCLIENT

Description

Whether to generate NQ CIFS client

Notes

In order for NQ CIFS client to work properly it requires NetBIOS daemon presence in the system which means that the UD\_NB\_INCLUDENBDAEMON symbol (7.2.10.20) has to be defined.

### 7.2.10.67 UD\_CC\_INCLUDEDFS

Prototype

UD\_CC\_INCLUDEDFS

Description

Whether to perform DFS resolving

Notes

When this definition is visible, NQ CIFS Client is compiled with DFS paths resolving. This, in turn, affects all API calls with file/directory/share name parameter. A developer, before including DFS support should consider the following:

- API calls involving file/directory/share names may work slowly then without DFS support. This additional delay is negligible on correct DFS links but it may be as much as 15 seconds on a broken link when the “failover” algorithm is applied.
- With DFS support NQ CIFS Client requires bigger stack. The amount of stack required differs depending on memory saving options (see 6.4.2.1.2). The additional stack requirements for a single iteration (see below) may be as much as 2KByte.
- DFS resolving algorithm is recursive. The number of iterations is currently limited to ten (while in real life it rarely exceeds three). An additional iteration applies the same stack requirements as above.

### 7.2.10.68 UD\_CC\_DFSDOMAINCACHESIZE

Prototype

UD\_CC\_DFSDOMAINCACHESIZE

Description

The dimension of DFS domain cache.

Notes

This definition has form of:

```
#define UD_CC_DFSDOMAINCACHESIZE <n>
```

When a domain is mentioned in a DFS path, NQ looks in the cache first, and only then it starts domain discovery process. NQ keeps track of the discovered domains for 24 hours. It can accommodate up to <n> entries. When a <n+1>s domain is discovered it replaces the latest entry in the cache.

This definition is optional. When not defined the domain cache is generated with five slots. This definition has effect only when DFS is included (see 7.2.10.67).

Each entry in this cache requires about 140 bytes of RAM.

See also ccDfsrefCleanup() in [2] .

### **7.2.10.69 UD\_CC\_INCLUDEEXTENDEDSECURITY**

**Prototype**

UD\_CC\_INCLUDEEXTENDEDSECURITY

**Description**

Whether NQ client supports extended security logons

**Notes**

This parameter enables NQ Client to use extended security mechanism for user authentication.

Including Kerberos support (see 7.2.10.70) requires this parameter to be defined.

Although other authentication methods can work either with or without extended security it is strongly recommended to keep this parameter defined.

Un-defining this parameter is advisable to decrease the footprint, when NQ client is supposed to use LM and/or NTLM authentication methods only.

**7.2.10.70 UD\_CC\_INCLUDEEXTENDEDSECURITY\_KERBEROS**

## Prototype

`UD_CC_INCLUDEEXTENDEDSECURITY_KERBEROS`

## Description

Whether NQ client supports extended security logons using Kerberos 5 over GSSAPI over SASL

## Notes

The following parameter should be also defined:  
`UD_CC_INCLUDEEXTENDEDSECURITY` (see 7.2.10.69)

**7.2.10.71 UD\_CC\_INCLUDESECURITYDESCRIPTORS**

## Prototype

`UD_CC_INCLUDESECURITYDESCRIPTORS`

## Description

Whether NQ client supports file security descriptors

## Notes

This parameter allows NQ Client to set exclusive access rights for files and folders. See `ccSetExclusiveAccessToFile()` and `ccIsExclusiveAccessToFile()` in [2] .

**7.2.10.72 UD\_CC\_INCLUDEDOMAINMEMBERSHIP**

## Prototype

`UD_CC_INCLUDEDOMAINMEMBERSHIP`

## Description

Whether NQ client supports domain membership functionality

## Notes

This parameter enables the NQ Client functionally for joining, entering and leaving Microsoft Windows Domain. See `ccDomainJoin()`, `ccDomainLogon()` and `ccDomainLeave()` in [2] .



### **7.2.10.73 UD\_CC\_INCLUDELDAP**

Prototype

UD\_CC\_INCLUDELDAP

Description

Whether NQ client supports Active Directory client functionality

Notes

This parameter enables the NQ Client API for accessing Active Directory servers. Currently, NQ does not include LDAP client but rather provides an interface to external LDAP client implementation..

**7.2.10.74 UD\_NQ\_INCLUDEBROWSERDAEMON**

## Prototype

`UD_NQ_INCLUDEBROWSERDAEMON`

## Description

Whether to generate NQ network browser daemon

## Notes

This parameter is deprecated and is stated here for backwards compatibility only. Since NQ code does not use it anymore, this parameter may be removed. NQ does not use Browser Daemon anymore.

### 7.2.10.75 UD\_NQ\_INCLUDELOCALUSERMANAGEMENT

Prototype

UD\_NQ\_INCLUDELOCALUSERMANAGEMENT

Description

Whether to generate RPC functions for local user management

Notes

When this parameter is defined NQ contains functions of the Local User Management group (see 7.2.2.23). The following parameters should be also defined:

UD\_CS\_INCLUDESECURITYDESCRIPTORS (see [7.2.10.49](#))

UD\_CS\_INCLUDERPC\_SAMRPC (see 7.2.10.45)

### **7.2.10.76 UD\_CC\_CLIENTRETRYCOUNT**

Prototype

UD\_CC\_CLIENTRETRYCOUNT

Description

Parameter used to define the number of retries for the client

Notes

When this parameter is defined NQ will use its value, and will retry any operation this number of times in case it fails (does not affect browsing)  
This definition is disabled by default.

### **7.2.10.77 UD\_CC\_BROWSERRETRYCOUNT**

Prototype

UD\_CC\_BROWSERRETRYCOUNT

Description

Parameter used to define the number of retries for the client when browsing

Notes

When this parameter is defined NQ will use its value, and will retry any browsing operation this number of times in case it fails. This definition is disabled by default.



**7.2.10.78 UD\_FS\_MAX\_SHARE\_NET\_PATH\_LEN**

Prototype

UD\_FS\_MAX\_SHARE\_NET\_PATH\_LEN

Description

Buffer lengths for share path

Notes

None

**7.2.10.79 UD\_CM\_CAPTURE\_FILENAME**

## Prototype

`UD_CM_CAPTURE_FILENAME`

## Description

File name for capture output

## Notes

This parameter is only used when the  
UD\_NQ\_INCLUDESMBCAPTURE Macro is defined.



**7.2.10.80 UD\_CM\_SECURITYDESCRIPTORLENGTH**

## Prototype

`UD_CM_SECURITYDESCRIPTORLENGTH`

## Description

Parameter used to define the maximum length of a security descriptor in bytes

## Notes

UD\_NQ\_USETRANSPORTNETBIOS should be also defined.

**7.2.10.81 UD\_CM\_RESOLVERCACHENAMETTL**

## Prototype

UD\_CM\_RESOLVERCACHENAMETTL

## Description

Parameter used to define cached resolved host name TTL in seconds

## Notes

When this parameter is defined and equal to 0 then cache is disabled.

**7.2.10.82 UD\_CS\_INCLUDELOCALUSERMANAGEMENT**

Prototype

UD\_CS\_INCLUDELOCALUSERMANAGEMENT

Description

Whether to be able to set personal ACL for a local user

Notes

None

**7.2.10.83 UD\_CS\_ALLOW\_NONENCRYPTED\_ACCESS\_TO\_ENCRYPTED\_SHARE**

## Prototype

`UD_CS_ALLOW_NONENCRYPTED_ACCESS_TO_ENCRYPTED_SHARE`

## Description

Whether to allow non encrypted access to encrypted share

## Notes

None

#### **7.2.10.84 UD\_CS\_SMB2\_INCLUDEMULTICREDIT**

Prototype

`UD_CS_SMB2_INCLUDEMULTICREDIT`

Description

Parameter to support multi-credit operations over SMB2.

Notes

Using this feature dramatically increases resources usage:  
- size of internal buffer must be 1MByte (+ protocol headers),  
define `UD_NS_BUFFER_SIZE` above with value  $(1024 * 1024 + 168)$

**7.2.10.85 UD\_CS\_SMB2\_NUMCREDITS**

## Prototype

`UD_CS_SMB2_NUMCREDITS`

## Description

Parameter used to define default number of credits NQ server grants

## Notes

When this parameter is a big number it may cause timeout on bulk upload/download operation, especially when the client is W2k8 Server.

**7.2.10.86 UD\_NQ\_CLOSESOCKETS**

## Prototype

`UD_NQ_CLOSESOCKETS`

## Description

Whether sockets are opened and closed per usage

## Notes

Various sockets, like name resolution sockets, can be either left open all the time or opened and closed per usage. When the following parameter is defined, sockets are opened and closed per usage. When software resides in untrusted network, it is advisable to enable the following parameter.

**7.2.10.87 UD\_CM\_INCLUDEWSDCLIENT**

## Prototype

`UD_NQ_INCLUDEWSDCLIENT`

## Description

Whether WS-Discovery client is used

## Notes

WS-Discovery protocol is used to obtain device information on local network, it discovers devices IPs (computers and printers). Used by NQ Client APIs to enumerate hosts on the network. Currently supported on Linux platforms.



**7.2.10.88 UD\_CM\_WSDCLIENTTIMEOUT**

Prototype

UD\_CM\_WSDCLIENTTIMEOUT

Description

Define WS-Discovery client timeout value

Notes

Time in milliseconds to wait for responses.

**7.2.10.89 UD\_CS\_INCLUDECONTROL**

## Prototype

`UD_CS_INCLUDECONTROL`

## Description

Enable/Disable CS-CONTROL.

## Notes

With this parameter defined NQ SERVER will listen to port UD\_CS\_CONTROLPORT (default value is 4445) and all CS-CONTROL functionalities will be available.

**7.2.10.90 UD\_CS\_CONTROLPORT**

## Prototype

`UD_CS_CONTROLPORT`

## Description

Parameter used to define the CS-CONTROL communication port.

## Notes

With this parameter defined NQ SERVER and CS-CONTROL will listen to this port number in order to communicate with each other. The default value of this definition is 4445.

**7.2.10.91 UD\_NB\_CHECKCALLEDNAME\_NOIP**

## Prototype

`UD_NB_CHECKCALLEDNAME_NOIP`

## Description

Whether NQ NetBIOS will check the called IP in SESSION REQUEST

## Notes

By default, when UD\_NB\_CHECKCALLEDNAME (7.2.10.19) is defined we check names, SMB alias and IP address when SESSION REQUEST arrives, For checking only Name and respond with a Negative response to IP address this define need to be enabled. To exclude IP check the definition of UD\_NB\_CHECKCALLEDNAME\_NOIP should be defined.

#### **7.2.10.92 UD\_CC\_INCLUDERPCOVERTCP**

Prototype

UD\_CC\_INCLUDERPCOVERTCP

Description

Compile flag for client's RPC over TCP support

Notes

Currently supported Netlogon secure channel used for communication with Active Directory for pass through authentication of domain users. Default encryption used is AES (as most secure), less secure Strong Key and Des are not currently supported. When Active Directory doesn't support AES a fallback to pass through over SMB is implicitly done.

### **7.2.10.93 UD\_CC\_NETLOGONENCRYPT**

Prototype

UD\_CC\_NETLOGONENCRYPT

Description

Whether NQ Client supports Netlogon secure channel encryption

Notes

When this is defined, NQ encrypts the traffic over secure Netlogon channel when communicating with Active Directory. Enabled by default, can be disabled for debug purposes.

#### **7.2.10.94 UD\_CS\_INCLUDEEXTERNALNOTIFY**

Prototype

UD\_CS\_INCLUDEEXTERNALNOTIFY

Description

Whether NQ Server will use an external library to allow SMB clients monitor non-SMB file system event.

Notes

When this parameter is defined, NQ server will use the inotify library. This functionality will allow an SMB clients to monitor non-SMB file system events.

This parameter is valid on Linux base OS only, where inotify is in use.

For more information, please review -

<https://www.man7.org/linux/man-pages/man7/inotify.7.html>

### 7.2.11 Performance Tuning

These parameters affect NQ performance and footprint.



### 7.2.11.1 UD\_NQ\_HOSTNAMESIZE

Prototype

UD\_NQ\_HOSTNAMESIZE

Description

Maximum length of a fully-qualified host name

Notes

DNS specification states that a fully qualified host name may be as long as 256 characters. Since NQ allocates storage for host name it allows reducing the footprint by decreasing this value. NQ uses approximately the following amount of memory for storing host names:

$UD\_NQ\_HOSTNAMESIZE * N$

where N is:

$UD\_CC\_MOUNTTABSIZ + UD\_CC\_SEARCHHANDLETABSIZ$   
+ 6

While decreasing this value significantly lowers the footprint, it may contradict to certain network environments. The recommended default value is 256 for full compliance with DNS specifications.

### **7.2.11.2    UD\_NQ\_MAXDNSSERVERS**

Prototype

UD\_NQ\_MAXDNSSERVERS

Description

Number of supported DNS servers

Notes

NQ uses DNS servers for name resolution. It may use a list of DNS servers to perform fallback from left to right. This parameter defines maximum number of DNS servers in the list. See also 7.2.2.4

### 7.2.11.3    **UD\_NQ\_MAXWINSSERVERS**

Prototype

UD\_NQ\_MAXDNSSERVERS

Description

Number of supported WINS servers

Notes

NQ uses WINS servers for name resolution. It may use a list of DNS servers to perform fallback from left to right. This parameter defines maximum number of WINS servers in the list

#### **7.2.11.4    UD\_NS\_NUMDDCHANNELS**

Prototype

UD\_NS\_NUMDDCHANNELS

Description

Number of internal sockets from applications to NetBIOS Datagram Service

Notes

NQ uses internal (loop-back) sockets for communications between NQ Server and NQ Client from one side and NetBIOS on other side. The maximum number for this parameter should not exceed: <number of concurrent tasks using NQ Client> + 1. The default number of two is sufficient in most cases.  
NQ requires 10 bytes per internal socket

### 7.2.11.5    UD\_NS\_NUMNDCHANNELS

Prototype

UD\_NS\_NUMNDCHANNELS

Description

Number of internal sockets from applications to NetBIOS Naming Service

Notes

NQ uses internal (loop-back) sockets for communications between NQ Server and NQ Client from one side and NetBIOS on other side. The maximum number for this parameter should not exceed: <number of concurrent tasks using NQ Client> + 1. The default number of two is sufficient in most cases.  
NQ requires 10 bytes per internal socket

### 7.2.11.6 UD\_NS\_BUFFERSIZE

Prototype

UD\_NS\_BUFFERSIZE

Description

Size of data buffer

Notes

This value is the maximum length of a TCP or UDP message. Increasing this value may increase the performance. The exact performance growth depends on the underlying TCP/UDP/IP layer.

The recommended value differs for SMB1-only and SMB2 support. When NQ supports SMB2 this value should be at least 64K bytes + headers which makes the number of 65700. This is required because Windows 7 does not appreciate server's limits and maximum buffer size in particular when it comes to bulk read and write operations.

Buffers size for SMB1 support may be any number greater than 1460 and not exceeding 1460x44. A multiple of 1460 is recommended to decrease TCP fragmentation. To achieve optimal performance it is recommended testing on a real platform within the range of 1460 \* 4 to 1460 \* 42.

Furthermore to avoid fragmentation of the CIFS buffers in TCP/IP stack the underlying TCP/IP stack should have at least 4 buffers big enough to accommodate UD\_NS\_BUFFERSIZE + 128 rounded to the closest power of 2 up. For example, if UD\_NS\_BUFFERSIZE is set to 1460 \* 21, then there should be 4 TCP buffers of 32 KB size.

### 7.2.11.7    UD\_NS\_NUMBUFFERS

Prototype

UD\_NS\_NUMBUFFERS

Description

Number of data buffers to allocate

Notes

The following parameter is masked by default. Then the default value (of 2) is used which guarantees the minimum footprint. A value greater than 2 may be specified to enforce better performance. Specifying this parameter has no effect while UD\_NS\_ASYNCSEND (7.2.11.8) is masked. Each buffer adds UD\_NS\_BUFFERSIZE (7.2.11.6) bytes to the footprint. Function *udAllocateBuffer* (see 7.2.2.18) should supply the required number of buffers while function *udReleaseBuffer* (see 7.2.2.20) should be able to release those buffers if necessary.

**7.2.11.8    UD\_NS\_ASYNCSEND**

## Prototype

`UD_NS_ASYNCSEND`

## Description

Asynchronous send feature

## Notes

When this parameter is defined, send operation is asynchronous. It returns immediately while the buffer content is being sent in a background process. This feature requires OS support for asynchronous socket operations. OS-level asynchronous send should be implemented in *sySendSocketAsync()* call (6.4.1.6.31). Comment this line to use *sySendSocket()* call instead (6.4.1.6.29).



**7.2.11.9    UD\_ND\_DAEMON\_TIMEOUT**

## Prototype

`UD_ND_DAEMON_TIMEOUT`

## Description

Daemon timeout resolution in seconds

## Notes

This value defines NetBIOS daemon timeout resolution. The higher is this value the less is the resolution of calculating timeouts. Increasing this value may improve performance, yet name registration and name resolution behavior will be inaccurately timed.

#### **7.2.11.10 UD\_ND\_MAXINTERNALNAMES**

Prototype

UD\_ND\_MAXINTERNALNAMES

Description

Size of NQ table of internal names

Notes

Internal names are those registered from inside NQ software. The required number may be calculated as: <number of concurrent tasks using NQ Client> + 2.

### **7.2.11.11 UD\_ND\_MAXEXTERNALNAMES**

Prototype

UD\_ND\_MAXEXTERNALNAMES

Description

Size of NQ table of external names

Notes

External names are those resolved by NQ. The required number can be calculated as number of different hosts that may be connected by NQ Client. Host name is found at beginning of mount path (see 7.2.2.12).

#### **7.2.11.12 UD\_ND\_MAXQUERYREQUESTS**

Prototype

UD\_ND\_MAXQUERYREQUESTS

Description

Maximum number of concurrent query requests

Notes

NQ allows to several tasks to connect to the same host simultaneously over NQ Client. This may require concurrent queries for the same name. This number may be calculated as the maximum number of concurrent tasks using NQ Client. However, a user may build applications in such a way that this situation will never happen. Then this number may be set to one.

### **7.2.11.13 UD\_ND\_REGISTRATIONCOUNT**

Prototype

UD\_ND\_REGISTRATIONCOUNT

Description

Number of retries for name registration

Notes

The default value is that required by RFC1002 of NetBIOS. Increasing this value may improve NQ Client start up time and NQ Client connection time.

**7.2.11.14 UD\_FS\_LISTENQUEUELEN**

Prototype

UD\_FS\_LISTENQUEUELEN

Description

Number of pending connection requests to NQ Server

Notes

This is the number delegated to *listen()* as the second parameter

**7.2.11.15 UD\_FS\_NUMSERVERUSERS**

## Prototype

UD\_FS\_NUMSERVERUSERS

## Description

Maximum number of connected users

## Notes

This number defines the size NQ table of users. In other words it defines the number of concurrently active UID's. NQ requires approximately 8 bytes per user.

### **7.2.11.16 UD\_FS\_NUMSERVERTREES**

Prototype

UD\_FS\_NUMSERVERTREES

Description

Maximum number of active trees

Notes

This number defines the size NQ table of tree connections. In other words it defines the number of concurrently active TIDs. NQ requires approximately 16 bytes per an active tree. The default value is 50.



### 7.2.11.17 UD\_FS\_NUMSERVERSEARCHES

Prototype

UD\_FS\_NUMSERVERSEARCHES

Description

Maximum number of active searches

Notes

This number defines the size NQ table of search operations. In other words it defines the number of concurrently active SID0s used to correlate multiple message of a long search operation.

NQ requires approximately  $<50 + 2 * UD\_FS\_FILENAMELEN>$  bytes per search operation.

SMB2 protocol keeps file open during various transactions, search operations in particular. Some of the Windows MSB2 clients do not appreciate oplock level granted by the server on file open and keep this file open event after the transaction is over. This requires more search operation entries. Such situation happens in particular on deep folder drill-down. If an intensive SMB2 activity is expected, it is recommended to increase this value above 30.

The default value is 30.

### 7.2.11.18 UD\_FS\_NUMSERVERSHARES

Prototype

UD\_FS\_NUMSERVERSHARES

Description

Maximum number of shares

Notes

This number defines the size NQ table of shares. NQ requires  $<8 + \text{UD\_FS\_MAXSHARELEN} + \text{UD\_FS\_MAXPATHLEN} + \text{UD\_FS\_MAXDESCRIPTIONLEN}>$  bytes per share. The default value is 15.

### 7.2.11.19 UD\_FS\_NUMSERVERFILENAMES

Prototype

UD\_FS\_NUMSERVERFILENAMES

Description

Maximum number of different opened files

Notes

This number defines how many different files can be opened simultaneously.

There may be multiple open operations on the same file. The maximum number of these operations is defined below.

NQ requires approximately  $<12 + \text{UD\_FS\_FILENAMELEN}>$  bytes per an opened file. The default value is 30.

Note: SMB2 protocol keeps file open during various transactions, such as search operations. Some of the Windows MSB2 clients do not appreciate oplock level grated by the server on file open and keep this file open event after the transaction is over. This requires more open files. This happens in particular on deep folder drill-down. If an intensive SMB2 activity is expected, it is recommended to increase this value above 50.

### 7.2.11.20 UD\_FS\_NUMSERVERFILEOPEN

Prototype

UD\_FS\_NUMSERVERFILEOPEN

Description

Maximum number of all open operations

Notes

This number defines the maximum number of simultaneous open operations including multiple openings of the same file.

NQ requires approximately 56 bytes per a file opening. The default value is 30.

There is absolutely no sense in increasing this number above the maximum number of file descriptors in the underlying file system.

Note: SMB2 protocol keeps file open during various transactions, such as search operations. Some of the Windows MSB2 clients do not appreciate oplock level grated by the server on file open and keep this file open event after the transaction is over. This requires more open files. This happens in particular on deep folder drill-down. If an intensive SMB2 activity is expected, it is recommended to increase this value above 50.

**7.2.11.21 UD\_FS\_FILENAMELEN**

Prototype

UD\_FS\_FILENAMELEN

Description

Maximum file name length

Notes

Maximum bytes (including trailing zero) in name of a file relative to its share

**7.2.11.22 UD\_FS\_FILENAMECOMPONENTLEN**

Prototype

UD\_FS\_FILENAMECOMPONENTLEN

Description

Maximum name of a file or a directory in a full path

Notes

### 7.2.11.23 UD\_CC\_READBUFFERSIZE

Prototype

UD\_CC\_READBUFFERSIZE

Description

Size of the NQ Client read cash

Notes

NQ Client driver is capable of buffered read. To disable buffered read set this value to zero.  
Buffered read is available only when using NQ Client over the "*net*" driver.  
This parameter is only valid for VxWorks platforms. On other platforms it is ignored.

#### **7.2.11.24 UD\_CC\_MOUNTTABSIZ**

Prototype

UD\_CC\_MOUNTTABSIZ

Description

Size of the NQ mount table

Notes

This parameter is deprecated and is stated here for backwards compatibility only. Since NQ code does not use it anymore, this parameter may be removed.



**7.2.11.25 UD\_CC\_SESSIONTABSIZE**

## Prototype

`UD_CC_SESSIONTABSIZE`

## Description

Size of the NQ session table

## Notes

This parameter is deprecated and is stated here for backwards compatibility only. Since NQ code does not use it anymore, this parameter may be removed.

**7.2.11.26 UD\_CC\_SEARCHHANDLETABSIZ**

## Prototype

`UD_CC_SEARCHHANDLETABSIZ`

## Description

Maximum number of concurrent search operations

## Notes

This parameter is deprecated and is stated here for backwards compatibility only. Since NQ code does not use it anymore, this parameter may be removed.

### **7.2.11.27 UD\_CC\_FILEHANDLETABSIZE**

Prototype

UD\_CC\_FILEHANDLETABSIZE

Description

Maximum number of concurrently opened files

Notes

This parameter is deprecated and is stated here for backwards compatibility only. Since NQ code does not use it anymore, this parameter may be removed.

**7.2.11.28 UD\_CC\_CONNECTIONTABSIZ**

## Prototype

`UD_CC_CONNECTIONTABSIZ`

## Description

Maximum number of NQ Client connections

## Notes

This parameter is deprecated and is stated here for backwards compatibility only. Since NQ code does not use it anymore, this parameter may be removed.

**7.2.11.29 UD\_CC\_CLIENTRESPONSETIMEOUT**

## Prototype

`UD_CC_CLIENTRESPONSETIMEOUT`

## Description

NQ Client timeout

## Notes

Number of seconds the NQ client waits for response before fail the operation

**7.2.11.30 UD\_BR\_MAXSTOREDDOMAINS**

## Prototype

`UD_BR_MAXSTOREDDOMAINS`

## Description

Number of domains cached in browser

## Notes

This parameter is deprecated and is stated here for backwards compatibility only. Since NQ code does not use it anymore, this parameter may be removed.

### **7.2.11.31 UD\_NQ\_TCPSOCKETSENDDTIMEOUT**

Prototype

UD\_NQ\_TCPSOCKETSENDDTIMEOUT

Description

TCP sockets send timeout value in seconds

Notes

NQ uses blocking sockets, so defining timeout can significantly decrease blocking time in case of unavailable network.

### **7.2.11.32 UD\_NQ\_TCPSOCKETRECVTIMEOUT**

Prototype

UD\_NQ\_TCPSOCKETRECVTIMEOUT

Description

TCP sockets receive timeout value in seconds

Notes

This timeout relates to reading SMB packets only.  
NQ uses blocking sockets, so defining timeout can significantly decrease blocking time in case of unavailable network.  
Timeout value must not be less than 1.



### **7.2.11.33 UD\_NQ\_SOCKETCONNECTTIMEOUT**

Prototype

UD\_NQ\_SOCKETCONNECTTIMEOUT

Description

Sockets connect timeout value in seconds

Notes

NQ uses blocking sockets, so defining timeout can significantly decrease blocking time in case of unavailable network.

## 8 Implementation Manual

Some projects may require a solution that does not fit into the default implementation (as described in 2.2 and [1]). In this case a user may need to rewrite one or more of UD functions or redefine one or more of compilation parameters (see 7.2.4.3). This section describes in-depth the most crucial of the above.

### 8.1 Buffer Allocation

NQ uses a pool of buffers. All buffers are the same size as defined by `UD_NS_BUFFERSIZE` parameter (see 7.2.11.6). NQ pre-allocates buffers on start-up by repeatedly calling function `udAllocateBuffer()` (see 7.2.2.18) `UD_NS_NUMBUFFERS` times (see 7.2.11.7).

The same buffer is used for composing a protocol (CIFS, NetBIOS messages and for file input/output). For this reason NQ allocates buffers in the project (integration level). We suggest the following methods of buffer allocation:

- From a static array of buffers.
- As a memory block from dynamic memory (the heap)
- As a block from in special memory space (e.g., - non-cacheable memory).

Besides, a buffer may be required to be specifically aligned. The first method is the most recommended. First two methods are illustrated by the following code:

```
/* Statically allocated buffers buffers in the user space. */

unsigned char staticBuffers[UD_NS_NUMBUFFERS*UD_NS_BUFFERSIZE];

unsigned char* udfAllocateBuffer(
    int idx,
    unsigned int numBufs,
    unsigned int bufferSize
)
{
    return staticBuffers + idx*(bufferSize);
}

/* Buffers are allocated from dynamic memory.. */

unsigned char* udfAllocateBuffer(
    int idx,
    unsigned int numBufs,
    unsigned int bufferSize
)
{
    return malloc(bufferSize);
}
```

### 8.2 Choosing Buffer Size

On a client connection NQ CIFS Server reports its buffer size as defined by `UD_NS_BUFFERSIZE` parameter (see 7.2.11.6).

This parameter affects NQ Server performance since NQ performance depends on the length of data that client may upload or download in one CIFSD message. The relevant CIFS commands are `READ (READ_AMDX)` and `WRITE (WRITE_ANDX)`.

To adjust this parameter to the optimum value the following factors should be considered:

- This discussed number is a maximum size of a CIFS message. Such message may be transferred over the network as one or more network packets. Underneath protocols (NetBIOS, TCP, IP) adds another 40 bytes of data to each network packet. To avoid unnecessary fragmentation a CIFS message should fit into a whole number of network packets. Maximum network packet over Ethernet is 1500 bytes (MTU). Thus, buffer size should be  $N \times 1460$ , where N is a whole number. The default is 1460.
- Generally speaking the greater is buffer size the better is performance. Very long buffers, however, may cause fragmentation on the TCP level. When a CIFS message is queued for sending, TCP copies it into an internal buffer. This buffer is not guaranteed to accommodate the entire message. A long message may be fragmented and the resulting performance may be even worse then with a smaller buffer. The solution may be either 1) enforcing the TCP stack to use longer buffers or 2) avoiding increasing the NQ buffer size (UD\_NS\_BUFFERSIZE) above the value, supported by the TCP stack.
- Bigger buffers require more memory.

### 8.3 Direct Transfer

Also known as “zero-copy” this optional mechanism may grant better performance on file transfer. This is achieved by transferring bytes directly between socket and file (and vice versa) instead of temporary storing them into an NQ buffer. Direct transfer affects only SMB payload while headers and command structures are sent/received as usual. The following is true concerning Direct Transfer:

- Besides of “zero-copy, it avoids passing data between kernel and applications address spaces. This is relevant, indeed, only for operating systems with memory protection.
- Direct Transfer is more essential on 1GB and 10GB networks where the factor of CPU power consumption prevails.
- The implementation of Direct Transfer mechanism is platform-specific and may differ even between several Linux shapes. NQ Client contains a sample code for Linux only, which can be used as an example rather than a solution.

This option is governed by the UD\_CS\_INCLUDEDIRECTTRANSFER compile-time parameter (see 7.2.10.53). When this parameter is defined, NQ includes functions from the Direct Transfer group (see 6.4.1.11.6).

The following notes apply to Linux only:

- Function *sendfile()* can be used for Direct Transfer. In most Linux kernels this function operates only in the file-to-socket direction (regardless to what is stated in the manual pages).
- Function *splice()* may be used for Direct Transfer into both directions. However, this function is known to sometimes hang up on particular kernels.
- Usage of the *splice()* implies using a pipe pare for buffering. This grants worse performance in comparison with *sendfile()*.

- The default pipe buffer size (for usage with splice) is 4K. It may be wise recompiling the kernel with pipe buffer size of 64K.
- The sample implementation of Direct Transfer functions for Linux contains examples of both *sendfile()* and *splice()* usage.

#### **8.4 64-bit File Offsets**

This section is mostly applicable to Linux platforms as well as to platforms with Posix file system layer.

The Linux sample implementation assumes that the underlying file system has 32-bit file offsets as supported by basic Posix. The same sample implementation may also support 64-bit file offsets. For this purpose uncomment the line saying:

```
#define LONG_FILES_SUPPORT
```