

## objects.txt syntax

To cover all the naming hacks that were previously in `objects.h` needed some kind of hacks in `objects.txt`.

The basic syntax for adding an object is as follows:

```
1 2 3 4          : shortName      : Long Name
```

If Long Name contains only word characters and hyphen-minus (0x2D) or full stop (0x2E) then Long Name is used as basis for the base name in C. Otherwise, the shortName is used.

The base name (let's call it 'base') will then be used to create the C macros SN\_base, LN\_base, NID\_base and OBJ\_base.

Note that if the base name contains spaces, dashes or periods, those will be converted to underscore.

Then there are some extra commands:

```
!Alias foo 1 2 3 4
```

This just makes a name foo for an OID. The C macro OBJ\_foo will be created as a result.

```
!Cname foo
```

This makes sure that the name foo will be used as base name in C.

```
!module foo
```

```
1 2 3 4          : shortName      : Long Name
```

```
!global
```

The !module command was meant to define a kind of modularity. What it does is to make sure the module name is prepended to the base name. !global turns this off. This construction is not recursive.

Lines starting with # are treated as comments, as well as any line starting with ! and not matching the commands above.