

ngx_crc32.h Documentation

Functions Declared:

```
ngx_cycle_t *ngx_init_cycle( ngx_cycle_t *old_cycle );
```

```
ngx_int_t ngx_create_pidfile( ngx_str_t *name,  
                             ngx_log_t *log  
                             );
```

```
void ngx_delete_pidfile( ngx_cycle_t *cycle);
```

```
ngx_int_t ngx_signal_process( ngx_cycle_t *cycle,  
                             char *sig  
                             );
```

```
void ngx_reopen_files( ngx_cycle_t *cycle,  
                     ngx_uid_t user  
                     );
```

```
char **ngx_set_environment( ngx_cycle_t *cycle,  
                           ngx_uint_t *last  
                           );
```

```
ngx_pid_t ngx_exec_new_binary( ngx_cycle_t *cycle,  
                              char *const *argv  
                              );
```

```
uint64_t ngx_get_cpu_affinity( ngx_uint_t n);
```

```
ngx_shm_zone_t *ngx_shared_memory_add( ngx_conf_t *cf,  
                                       ngx_str_t *name,  
                                       size_t size,  
                                       void *tag  
                                       );
```

Type definations:

```
typedef struct ngx_shm_zone_s ngx_shm_zone_t;
```

```
typedef ngx_int_t (*ngx_shm_zone_init_pt) (ngx_shm_zone_t *zone, void *data);
```

Data Structures Defined:

```
struct ngx_shm_zone_s {  
    void *data;  
    ngx_shm_t shm;  
    ngx_shm_zone_init_pt init;  
    void *tag;  
}
```

```

struct ngx_cycle_s {
    void            ****conf_ctx;
    ngx_pool_t      *pool;
    ngx_log_t       *log;
    ngx_log_t       new_log;
    ngx_uint_t      log_use_stderr; /* unsigned log_use_stderr:1; */
    ngx_connection_t **files;
    ngx_connection_t *free_connections;
    ngx_uint_t      free_connection_n;
    ngx_queue_t     reusable_connections_queue;
    ngx_array_t     listening;
    ngx_array_t     paths;
    ngx_list_t      open_files;
    ngx_list_t      shared_memory;
    ngx_uint_t      connection_n;
    ngx_uint_t      files_n;
    ngx_connection_t *connections;
    ngx_event_t     *read_events;
    ngx_event_t     *write_events;
    ngx_cycle_t     *old_cycle;
    ngx_str_t       conf_file;
    ngx_str_t       conf_param;
    ngx_str_t       conf_prefix;
    ngx_str_t       prefix;
    ngx_str_t       lock_file;
    ngx_str_t       hostname;
};

```

```

typedef struct {
    ngx_flag_t      daemon;
    ngx_flag_t      master;

    ngx_msec_t      timer_resolution;
    ngx_int_t       worker_processes;
    ngx_int_t       debug_points;
    ngx_int_t       rlimit_nofile;
    ngx_int_t       rlimit_sigpending;
    off_t           rlimit_core;
    int             priority;
    ngx_uint_t      cpu_affinity_n;
    uint64_t        *cpu_affinity;
    char            *username;
    ngx_uid_t       user;
    ngx_gid_t       group;
    ngx_str_t       working_directory;
    ngx_str_t       lock_file;
    ngx_str_t       pid;

```

```

    ngx_str_t      oldpid;
    ngx_array_t    env;
    char           **environment;
    #if (NGX_THREADS)
        ngx_int_t    worker_threads;
        size_t       thread_stack_size;
    #endif
} ngx_core_conf_t;

typedef struct {
    ngx_pool_t      *pool; /* pcre's malloc() pool */
} ngx_core_tls_t;

```

Macros Defined:

```

#define NGX_CYCLE_POOL_SIZE    NGX_DEFAULT_POOL_SIZE
#define NGX_DEBUG_POINTS_STOP  1
#define NGX_DEBUG_POINTS_ABORT 2
#define ngx_is_init_cycle(cycle) (cycle->conf_ctx == NULL)

```

Extern Variables :

```

extern volatile ngx_cycle_t *ngx_cycle;
extern ngx_array_t          ngx_old_cycles;
extern ngx_module_t         ngx_core_module;
extern ngx_uint_t           ngx_test_config;
extern ngx_uint_t           ngx_quiet_mode;
extern ngx_tls_key_t        ngx_core_tls_key;

```

Include Dependency Graph :

