

ZPI_AgentLinux

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Chapter 1

Class Index

1.1 Class List

Here are the classes, structs, unions and interfaces with brief descriptions:

Server	Represents server connected to	3
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Chapter 2

Class Documentation

2.1 Server Class Reference

Represents server connected to.

```
#include <server.h>
```

Public Member Functions

- [Server](#) ()
Constructor, zeroes data.
- [~Server](#) ()
Destructor, do nothing.
- void [setup](#) (const string &host, int port, const string &key)
Set server connection data and authentication key.
- void [process](#) ()
Process connection events.
- bool [isValid](#) ()
Check if connection is valid (agent connected to server).
- bool [configChanged](#) ()
Check if configuration change is needed.
- void [configApplied](#) ()
Set configuration change flag if new config applied.
- bool [sendPacket](#) (IPacket &packet)
Send given packet to server.
- TPacketConfig & [getConfig](#) ()
Get current agent-server configuration.
- bool **readPacket** (int replyType, IPacket &p, int timeout)

2.1.1 Detailed Description

Represents server connected to.

Definition at line 15 of file server.h.

2.1.2 Member Function Documentation

2.1.2.1 void Server::configApplied () [inline]

Set configuration change flag if new config applied.

Returns

None.

Definition at line 62 of file server.h.

2.1.2.2 bool Server::configChanged () [inline]

Check if configuration change is needed.

Returns

If change needed.

Definition at line 56 of file server.h.

2.1.2.3 TPacketConfig & Server::getConfig () [inline]

Get current agent-server configuration.

Returns

Current configuration.

Definition at line 76 of file server.h.

2.1.2.4 bool Server::isValid () [inline]

Check if connection is valid (agent connected to server).

Returns

If connected.

Definition at line 50 of file server.h.

2.1.2.5 void Server::process ()

Process connection events.

Returns

None.

Definition at line 39 of file server.cpp.

2.1.2.6 bool Server::sendPacket (IPacket & *packet*)

Send given packet to server.

Parameters

<i>packet</i>	Packet to send.
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Returns

If succeeded.

Definition at line 190 of file server.cpp.

2.1.2.7 void Server::setup (const string & *host*, int *port*, const string & *key*)

Set server connection data and authentication key.

Parameters

<i>host</i>	Host address.
<i>port</i>	Host port.
<i>key</i>	Authentication key.

Returns

None.

Definition at line 33 of file server.cpp.

The documentation for this class was generated from the following files:

- server.h
- server.cpp

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