

<<interface>>

registry get / set convenience functions

```
int registry_set_string(const registry_path_t path, const char *val);
int registry_set_bool(const registry_path_t path, bool val);
int registry_set_uint8(const registry_path_t path, uint8_t val);
int registry_set_uint16(const registry_path_t path, uint16_t val);
int registry_set_uint32(const registry_path_t path, uint32_t val);
int registry_set_uint64(const registry_path_t path, uint64_t val);
int registry_set_int8(const registry_path_t path, int8_t val);
int registry_set_int16(const registry_path_t path, int16_t val);
int registry_set_int32(const registry_path_t path, int32_t val);
int registry_set_int64(const registry_path_t path, int64_t val);
int registry_set_float32(const registry_path_t path, float val);
int registry_set_float64(const registry_path_t path, double val);

char *registry_get_string(const registry_path_t path, char *buf, int buf_len);
bool registry_get_bool(const registry_path_t path);
uint8_t registry_get_uint8(const registry_path_t path);
uint16_t registry_get_uint16(const registry_path_t path);
uint32_t registry_get_uint32(const registry_path_t path);
uint64_t registry_get_uint64(const registry_path_t path);
int8_t registry_get_int8(const registry_path_t path);
int16_t registry_get_int16(const registry_path_t path);
int32_t registry_get_int32(const registry_path_t path);
int64_t registry_get_int64(const registry_path_t path);
float registry_get_float32(const registry_path_t path);
double registry_get_float64(const registry_path_t path);
```

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registry base

```
void registry_init(void);
int registry_register_schema(registry_root_group_id_t root_group_id, registry_schema_t *schema);
int registry_add_instance(registry_root_group_id_t root_group_id, int schema_id, registry_instance_t *instance);
int registry_set_value(const registry_path_t path, const void *val, int val_len);
registry_value_t *registry_get_value(const registry_path_t path, registry_value_t *value);
int registry_commit(const registry_path_t path);
int registry_export(int (*export_func)(
    const registry_path_t path,
    const registry_schema_t *schema,
    const registry_instance_t *instance,
    const registry_schema_item_t *meta,
    const registry_value_t *value,
    void *context
),
    const registry_path_t path, int recursion_depth, void *context
);
```

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registry store

```
void registry_store_init(void);
void registry_store_register_src(registry_store_t *src);
void registry_store_register_dst(registry_store_t *dst);
int registry_store_load(void);
int registry_store_save(void);
int registry_store_save_one(const registry_path_t path, void *context);
```

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registry schemas

```
void registry_schemas_init(void);
```

registry

