VOClient API

Generated by Doxygen 1.5.9

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2.1 File List

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Class Documentation

3.1 Object Struct Reference

Public Attributes

- char **target** [SZ_TARGET]
- char **hms_pos** [SZ_TARGET]
- double **ra**
- double **dec**
- double **era**
- double **edec**
- char **type** [SZ_TARGET]

3.1.1 Detailed Description

Structure for the object being queried.

The documentation for this struct was generated from the following file:

- vocSesame.c

Chapter 4

File Documentation

4.1   vocSesame.c File Reference

```
#include <stdio.h>
#include <stdlib.h>
#include <unistd.h>
#include <signal.h>
#include <errno.h>
#include <sys/types.h>
#include <dirent.h>
#include "VOClient.h"
```

Classes

- struct Object

Defines

- #define **_VOCLIENT_LIB_**
- #define **MAX_OBJECTS** 128
- #define **SZ_TARGET** 128

Typedefs

- typedef struct Object ∗ **ObjectPtr**

Functions

- Sesame voc_nameResolver (char ∗target)
- char ∗ voc_resolverPos (Sesame sr)
- char ∗ voc_resolverOtype (Sesame sr)

- double voc_resolverRA (Sesame sr)
- double voc_resolverRAErr (Sesame sr)
- double voc_resolverDEC (Sesame sr)
- double voc_resolverDECErr (Sesame sr)
- char ∗ **voc_getCacheDir** (char ∗subdir)

Variables

- Object **clientCache** [MAX_OBJECTS]
- int **cacheTop** = 0
- VOClient ∗ **vo**

4.1.1 Detailed Description

Author:

Michael Fitzpatrick

Version:

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4.1.2 DESCRIPTION

Sesame Name Resolver Interface: ————————————-

sr = voc_nameResolver (target) pos_str = voc_resolverPos (sr) radeg = voc_resolverRA (sr) decdeg = voc_resolverDEC (sr) ra_err = voc_resolverRAErr (sr) dec_err = voc_resolverDECErr (sr) typ_str = voc_-resolverOtype (sr)

Client programs may be written in any language that can interface to C code. Sample programs using the interface are provided as is a SWIG interface definition file. This inferface is based closely on the DAL client code produced for the 2005 NVOSS, as that interface evolves

Michael Fitzpatrick, NOAO, June 2006

4.1.3 Function Documentation

4.1.3.1 Sesame voc_nameResolver (char ∗ *target*)

NAMERESOLVER – Query the CDS Sesame service to resolve the target name to coordinates. The query is done when creating the Sesame object, thereafter we simply query the object data.

Parameters:

← *target* target to be resolved

Returns:

Sesame object containing results

4.1.3.2 double voc_resolverDEC (Sesame *sr*)

RESOLVERDEC – Return the DEC as a double precision value.

4.1.3.3 double voc_resolverDECErr (Sesame *sr*)

RESOLVERDECERR – Return the Dec error as a double precision value.

4.1.3.4 char∗ voc_resolverOtype (Sesame *sr*)

RESOLVEROTYPE – Return a string containing the object type description

4.1.3.5 char∗ voc_resolverPos (Sesame *sr*)

RESOLVERPOS – Return a string containing the (ra,dec) position as sexagesimal strings.

4.1.3.6 double voc_resolverRA (Sesame *sr*)

RESOLVERRA – Return the RA as a double precision value.

4.1.3.7 double voc_resolverRAErr (Sesame *sr*)

RESOLVERRAERR – Return the RA error as a double precision value.