

Field Name	Type	Description
socket	int	the socket used to communicate with the peer
state	int	the current state of FSM: 1 = stateIdle; 2 = stateConnect 3 = stateActive 4 = stateOpenSent 5 = stateOpenConfirm 6 =stateEstablished 7 = stateStopped
connectRetryInt	int	tcp connection retry interval
connectRetryTimer	time_t	when is the next time to retry to connect
keepaliveInt	int	keepalive message sending interval
keepaliveTimer	time_t	when is the next time to send keepalive message
holdTime	int	the maximum number of seconds that may elapse between the receipt of successive messages from the peer
holdTimer	time_t	if no messages are received by this time, the monitor will assume the peer is down.
routeRefreshType	int	which type of router refresh is supported by the peer? 2 = standard route refresh 128 = cisco route refresh
routeRefreshFlag	int	this flag is set by periodic event handling module. If this flag is 1, the peering thread needs to send a route refresh request to the peer.
peerCapabilities	An Array of PeerCapabilityRequirement Struct	all the received capabilities from the peer