# NAME

sendAlert – Submit alert to dispatcher

# Synopsis

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| #include rzb\_global.h  #include rzb\_alert\_api.h  #include rab\_alert\_global.h  HRESULT sendAlert(unsigned char \*dsrvip, unsigned char \*dsrvport, ALERT \*alert); |

# DESCRIPTION

sendAlert() parses the ALERT structure and transmits the alert to the dispatcher for handling. The ALERT structure is as follows:

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| struct ALERT{  unsigned int event\_id;  unsigned short priority;  unsigned char \*src\_ip;  unsigned char \*dst\_ip;  unsigned short ip\_proto;  unsigned short src\_port; // NOT REQUIRED  unsigned short dst\_port; // NOT REQUIRED  unsigned char \*msg;  unsigned int msg\_size;  unsigned char \*short\_data;  unsigned int sd\_size;  uuid\_t dataType;  unsigned char \*main\_md5; // NOT REQUIRED  unsigned char \*long\_data; // NOT REQUIRED  unsigned int ld\_size; // NOT REQUIRED  void \*data\_block; // NOT REQUIRED  unsigned int db\_size; // NOT REQUIRED  void \*norm\_block; // NOT REQUIRED  unsigned int norm\_size; // NOT REQUIRED  }; |

# Values that are pointers that are not required and not used should be set to NULL. Values that are sizes that that are not required and not used should be set to 0.

# RETURN VALUE

sendAlert() will return R\_FAIL if there are any failures, otherwise it will return R\_SUCCESS.

# ERRORS

No errors are defined.