

# **EBS UPNP Control Point SDK**

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## EBS UPnP Control Point SDK

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<center> Embedded UPnP Library version 1.0 <br> <br> </center>

## 1 API Reference

### Names

- |     |      |   |
|-----|------|---|
| 1.1 | int  | <b>UPnP_RuntimeInit</b> ( UPnPRuntime* rt,<br>UPNP_UINT8* serverAddr,<br>UPNP_UINT16 serverPort,<br>UPNP_INT16 ipType,<br>UPNP_CHAR* wwwRootDir,<br>UPNP_INT16<br>maxConnections,<br>UPNP_INT16<br>maxHelperThreads )<br><i>Initialize a UPnPRuntime</i> .....   ?? |
| 1.2 | void | <b>UPnP_RuntimeDestroy</b> ( UPnPRuntime* rt )<br><i>Destroy a UPnPRuntime</i> .....   ??   |
| 1.3 | int  | <b>UPnP_AddVirtualFile</b> ( UPnPRuntime* rt,<br>const UPNP_CHAR*<br>serverPath, const<br>UPNP_UINT8* data,<br>UPNP_INT32 size,<br>const UPNP_CHAR*<br>contentType )<br><i>Create a virtual file on the HTTP<br/>         server.</i> .....   ??                    |
| 1.4 | int  | <b>UPnP_RemoveVirtualFile</b> ( UPnPRuntime* rt,<br>const UPNP_CHAR*<br>serverPath )<br><i>Remove a virtual file from the<br/>         server</i> .....   ??  |
| 1.5 | int  | <b>UPnP_ProcessState</b> ( UPnPRuntime* rt,<br>UPNP_INT32 msecTimeout<br>)<br><i>Process asynchronous operations<br/>         in non-threaded mode.</i> .....   ??  |
| 1.6 | int  | <b>UPnP_StartDaemon</b> ( UPnPRuntime* rt )<br><i>Start the UPnP Daemon thread.</i>   |
| 1.7 | int  | <div style="text-align: center;">??</div> <b>UPnP_StopDaemon</b> ( UPnPRuntime* rt,<br>UPNP_INT32 secTimeout )  |

1.8	const UPNP_CHAR*	<b>UPnP_GetPropertyValueByName</b> (	IXML_Document*	
			proper-	
			tySet, const	
			UPNP_CHAR*	
			name )	
		<i>Get the value of a named property</i>		
		<i>in a GENA notify message. ...</i>		??
1.9	const UPNP_CHAR*	<b>UPnP_GetPropertyNameByIndex</b> (	IXML_Document*	
			propertySet,	
			int index )	
		<i>Get the name of the nth property.</i>		
		.....		??
1.10	const UPNP_CHAR*	<b>UPnP_GetPropertyValueByIndex</b> (	IXML_Document*	
			propertySet,	
			int index )	
		<i>Get the value of the nth property.</i>		
		.....		??
1.11	int	<b>UPnP_AddToPropertySet</b> (	IXML_Document**	
			doc, const	
			UPNP_CHAR* name,	
			const UPNP_CHAR*	
			value )	
		<i>Add name and value pair to</i>		
		<i>GENA notify message property</i>		
		<i>set. ....</i>		??
1.12	int	<b>UPnP_CreateActionResponse</b> (	UPnPActionRe-	
			quest* request	
			)	
		<i>Creates a SOAP action response</i>		
		<i>message. ....</i>		??
1.13	IXML_Document*			

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		<b>UPnP_CreateAction</b> ( const UPNP_CHAR* serviceTypeURI, const UPNP_CHAR* actionName ) <i>Create a SOAP action request.</i> ??
1.14	int	<b>UPnP_SetActionArg</b> ( IXML_Document* actionDoc, const UPNP_CHAR* name, const UPNP_CHAR* value ) <i>Set an argument for a SOAP ac- tion response/request</i> ..... ??
1.15	int	<b>UPnP_ControlPointInit</b> ( UPnPControlPoint* cp, UPnPRuntime* rt, UPnPControlPointCall- back callbackFn, void* callbackData ) <i>Initialize a UPnPControlPoint</i> ??
1.16	void	<b>UPnP_ControlPointDestroy</b> ( UPnPControl- Point* cp, UPNP_INT32 gracefulTimeoutM- sec ) <i>Destroy a UPnPControlPoint</i> .. ??
1.17	int	<b>UPnP_ControlFindAll</b> ( UPnPControlPoint* cp, UPNP_INT32 timeoutMsec, void* userData, UPNP_BOOL waitForCompletion ) <i>Search for UPnP devices.</i> ..... ??
1.18	int	<b>UPnP_ControlFindAllDevices</b> ( UPnPControl- Point* cp, UPNP_INT32 timeoutMsec, void* userData, UPNP_BOOL waitForComple- tion )

- 
- Search for UPnP devices. . . . . ??*
- 1.19    int            **UPnP\_ControlFindDevicesByType** ( UPnPControlPoint\*  
    cp,  
    UPNP\_CHAR\*  
    deviceType,  
    UPNP\_INT32  
    timeoutM-  
    sec, void\*  
    userData,  
    UPNP\_BOOL  
    waitFor-  
    Completion  
    )  
    *Search for UPnP devices of a cer-  
    tain type. . . . . ??*
- 1.20    int            **UPnP\_ControlFindDevicesByUUID** ( UPnPControl-  
    Point\* cp,  
    UPNP\_CHAR\*  
    uuid,  
    UPNP\_INT32  
    timeoutM-  
    sec,  
    void\*  
    userData,  
    UPNP\_BOOL  
    waitFor-  
    Comple-  
    tion  
    )

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			<i>Search for a particular UPnP device.</i> .....	??
1.21	int	<b>UPnP_ControlFindDevicesByService</b> ( UPnPControlPoint* cp, UPNP_CHAR* serviceType, UPNP_INT32 timeoutMsec, void* userData, UPNP_BOOL waitForCompletion )	<i>Search for UPnP devices that offer a certain service.</i> .....	??
1.22	UPnPControlDeviceHandle	<b>UPnP_ControlOpenDevice</b> ( UPnPControlPoint* cp, UPNP_CHAR* url )	<i>Open a remote device for description, control, and eventing.</i>	
1.23	int	<b>UPnP_ControlOpenDeviceAsync</b> ( UPnPControlPoint* cp, UPNP_CHAR* url, void* userData )	<i>Asynchronously open a remote device for description, control, and eventing.</i> .....	??
1.24	void	<b>UPnP_ControlCloseDevice</b> ( UPnPControlDeviceHandle deviceHandle )		



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			<i>Close an open device handle</i> ... ??
1.25	int	<b>UPnP_ControlGetDeviceInfo</b> ( UPnPControlDe- viceHandle device, UPnPControlDe- viceInfo* info )	
		<i>Get information for an open de- vice.</i> .....	??
1.26	int	<b>UPnP_ControlGetServiceOwnerDeviceInfo</b> ( UP- n- PCon- trolD- e- vice- Han- dle han- dle, UPNP_CHAR* ser- vi- ceId, UP- n- PCon- trolD- e- vi- ce- Info* info )	
		<i>Get information for the parent de- vice of a service</i> .....	??
1.27	UPNP_CHAR*		

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		<b>UPnP_ControlGetServiceType</b> ( UPnPControlDeviceHandle deviceHandle, UPNP_CHAR* serviceId ) <i>Get the type of a service</i> ..... ??
1.28	int	<b>UPnP_ControlGetServices</b> ( UPnPControlDeviceHandle deviceHandle, UPnPControlServiceIterator* i ) <i>Enumerate the services on a device</i> ..... ??
1.29	int	<b>UPnP_ControlGetServicesByType</b> ( UPnPControlDeviceHandle deviceHandle, UPnPControlServiceIterator* i, UPNP_CHAR* serviceType ) <i>Enumerate the services of a certain type on a device</i> ..... ??
1.30	UPNP_CHAR*	<b>UPnP_ControlNextService</b> ( UPnPControlServiceIterator* i ) <i>Enumerate the next service on the device.</i> ..... ??
1.31	void	<b>UPnP_ControlServiceIteratorDone</b> ( UPnPControlServiceIterator* i ) <i>Clean up when done enumerating services.</i> ..... ??
1.32	IXMLDocument*	

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		<b>UPnP_ControlGetServiceInfo</b> ( UPnPControlDeviceHandle deviceHandle, UPNP_CHAR* serviceId ) <i>Get detailed information about a service. .... ??</i>
1.33	int	<b>UPnP_ControlGetServiceInfoAsync</b> ( UPnPControlDeviceHandle deviceHandle, UPNP_CHAR* serviceId, void* userData ) <i>Asynchronous get detailed information about a service. .... ??</i>
1.34	int	<b>UPnP_ControlInvokeAction</b> ( UPnPControlDeviceHandle deviceHandle, UPNP_CHAR* serviceId, const UPNP_CHAR* actionName, IXML_Document* action, void* userData, UPNP_BOOL waitForCompletion ) <i>Invoke an action on a remote service .... ??</i>
1.35	int	<b>UPnP_ControlSubscribe</b> ( UPnPControlDeviceHandle deviceHandle, UPNP_CHAR* serviceId, UPNP_INT32 timeoutSec, void* userData, UPNP_BOOL waitForCompletion )

- 
- Subscribe to a service or renew a subscription* ..... ??
- 1.36    UPNP\_BOOL    **UPnP\_ControlSubscribedToService** (
- UPnPControlDeviceHandle  
deviceHandle,  
UPNP\_CHAR\*  
serviceId )
- Return whether or not the control point is subscribed to the given service* ..... ??
- 1.37    void    **UPnP\_ControlSetServiceSubscriptionExpireWarning** (
- UPnPControlDeviceHandle,  
UPNP\_CHAR\*  
serviceId,  
UPNP\_INT32  
warningMsec  
)

	??	
1.38	int	<b>UPnP_ControlUnsubscribe</b> ( UPnPControlDeviceHandle deviceHandle, UPNP_CHAR* serviceId, void* userData, UPNP_BOOL waitForCompletion )
		<i>Cancel a subscribed service .... ??</i>

```
int UPnP_RuntimeInit (          UPnPRuntime*          rt,
                             UPNP_UINT8*          serverAddr,
                             UPNP_UINT16          server-
                             Port,          UPNP_INT16  ipType,
                             UPNP_CHAR*          wwwRootDir,
                             UPNP_INT16  maxConnections,
                             UPNP_INT16  maxHelperThreads
                             )
```

Initializes the given UPnPRuntime struct, and sets up an HTTP server instance to receive control/event messages. This function must be called before any other function in the UPnP SDK.

Return Value: error code

<b>Parameters:</b>	<b>rt</b>	pointer to uninitialized UPnPRuntime struct
	<b>serverAddr</b>	ip address to bind HTTP server to (NULL for IP_ADDR_ANY)
	<b>serverPort</b>	port to bind HTTP server to (0 for ANY_PORT)
	<b>ipType</b>	type of ip version used (ipv4 or ipv6), (RTP_NET_TYPE_IPV4 for v4 and RTP_NET_TYPE_IPV6 for v6)
	<b>wwwRootDir</b>	HTTP root dir on local file system
	<b>maxConnections</b>	the maximum limit on simultaneous HTTP server connections
	<b>maxHelperThreads</b>	if UPNP_MULTITHREAD is defined, the max number of helper threads to spawn

---

1.2

---

```
void UPnP_RuntimeDestroy ( UPnPRuntime* rt )
```

*Destroy a UPnPRuntime*

Must be called after all other UPnP SDK calls to clean up runtime data for UPnP.

**Return Value:**      **error**    code  
**Parameters:**        **rt**    pointer to UPnPRuntime struct

---

1.3

---

```
int UPnP_AddVirtualFile ( UPnPRuntime* rt, const
                           UPNP_CHAR*    serverPath,
                           const UPNP_UINT8* data,
                           UPNP_INT32    size,    const
                           UPNP_CHAR*    contentType
                           )
```

*Create a virtual file on the HTTP server.*

Makes the data buffer passed in available at the given path on the HTTP server.

**Return Value:**            `error`    `code`

**See Also:**                `UPnP_RemoveVirtualFile`

---

#### 1.4

```
int UPnP_RemoveVirtualFile (   UPnPRuntime*   rt,
                               const   UPNP_CHAR*
                               serverPath )
```

*Remove a virtual file from the server*

Must be called before `UPnP_RuntimeDestroy` to remove any virtual files added using `UPnP_AddVirtualFile`.

**Return Value:**            `error`    `code`

---

#### 1.5

```
int UPnP_ProcessState (       UPnPRuntime*       rt,
                              UPNP_INT32         msecTimeout
                              )
```

*Process asynchronous operations in non-threaded mode.*

This function blocks for at most `msecTimeout` milliseconds, processing any asynchronous operations that may be in progress on either the control point or device runtime attached to the given `UPnPRuntime`.

This function must be called in order to receive events if an application is running with the UPnP SDK in single-threaded mode.

**Return Value:**            `error`    `code`  
**Parameters:**            `rt`            pointer to UPnPRuntime struct  
                              `msecTimeout`    time in milliseconds for which the function blocks

---

### 1.6

```
int UPnP_StartDaemon ( UPnPRuntime* rt )
```

*Start the UPnP Daemon thread.*

This function must be called in multithreaded mode to start the UPnP daemon, which listens for requests/announcements on the network, and sends any events to the attached control point/device runtime.

**Return Value:**            `error`    `code`  
**Parameters:**            `rt`    pointer to UPnPRuntime struct  
**See Also:**                UPnP\_StopDaemon

---

### 1.7

```
int UPnP_StopDaemon (            UPnPRuntime*            rt,  
                                  UPNP_INT32 secTimeout )
```

*Kill the UPnP Daemon thread.*

This function stops the UPnP daemon from executing. It will wait for at most `secTimeout` seconds for all helper threads to terminate. If this function returns negative error code, it means the timeout expired without the successful termination of one or more helper threads. In this case, calling `UPnP_RuntimeDestroy` may cause a fault since there are still helper threads



running that may try to access the data structures pointed to by the UPnPRuntime.

**Return Value:**            **error**    code  
**Parameters:**            **rt**            the device runtime to stop  
                               **secTimeout**    time to wait for daemon to stop

#### 1.8

```
const UPNP_CHAR* UPnP_GetPropertyValueByName
( IXML_Document* propertySet, const UPNP_CHAR*
  name )
```

*Get the value of a named property in a GENA notify message.*

The string returned must not be modified in any way. It is valid until the IXML\_Document is deleted.

**Return Value:**            **the**    value or NULL if the property was not  
    found

#### 1.9

```
const UPNP_CHAR* UPnP_GetPropertyNameByIndex
( IXML_Document* propertySet, int index )
```

*Get the name of the nth property.*

The string returned must not be modified in any way. It is valid until the IXML\_Document is deleted.

**Return Value:**            **the**    value or NULL if the property was not  
    found  
**Parameters:**            **propertySet**    address of xml property set  
                               **index**            index in property for value

```
const UPNP_CHAR* UPnP_GetPropertyValueByIndex
( IXML_Document* propertySet, int index )
```

Get the value of the  $n$ th property.

The string returned must not be modified in any way. It is valid until the `IXMLDocument` is deleted.

**Return Value:** the value or NULL if the property was not found

<b>Parameters:</b>	<code>propertySet</code>	address of xml property set
	<code>index</code>	index in property for value

```
int UPnP_AddToPropertySet ( IXML_Document** doc,
                             const UPNP_CHAR*
                             name,           const
                             UPNP_CHAR*     value
                             )
```

*Add name and value pair to GENA notify message property set.*

Add a new name value pair entry to the property set

**Return Value:** error code

<b>Parameters:</b>	<code>doc</code>	address of property set
	<code>name</code>	pointer to name for new entry
	<code>value</code>	address of value of for the new entry

**1.12**

```
int UPnP_CreateActionResponse (    UPnPActionRe-
                                   quest* request )
```

*Creates a SOAP action response message.*

Creates a response message skeleton for the supplied SOAP action request

**Return Value:**            `error`    `code`

**1.13**

```
IXML_Document*    UPnP_CreateAction    (    const
UPNP_CHAR* serviceTypeURI,    const UPNP_CHAR*
actionName )
```

*Create a SOAP action request.*

Creates an XML document which will hold the SOAP action request message. This function returns the address of newly formed XML document. After finishing the process of sending action request the application must release this xml document.

**Return Value:**            `pointer`    to newly created `IXML_Document`,  
which can be passed in-  
to `UPnP_SetActionArg` to set the  
action arguments; `NULL` on error

**Parameters:**            `serviceTypeURI`    string containing service type of the tar-  
get service  
                         `actionName`            name on action on the target service

**1.14**

```
int UPnP_SetActionArg ( IXML_Document* actionDoc,
                        const UPNP_CHAR* name,
                        const UPNP_CHAR* value )
```

*Set an argument for a SOAP action response/request*

This function can be used on an IXML\_Document created by either UPnP\_CreateActionResponse (→ 1.13, *page ??*) or UPnP\_CreateAction to set either the input or output arguments for a SOAP action.

<b>Return Value:</b>	<b>error</b>	code
<b>Parameters:</b>	<b>actionDoc</b>	pointer to action response message
	<b>name</b>	argument name *
	<b>value</b>	argument value *

**1.15**

```
int UPnP_ControlPointInit ( UPnPControlPoint* cp,
                            UPnPRuntime* rt, UPnP-
                            PControlPointCallback call-
                            backFn, void* callbackData
                            )
```

*Initialize a UPnPControlPoint*

Initializes all control point state data in a UPnPControlPoint struct (allocated by the calling application), and binds the control point to the specified UPnPRuntime. The UPnPRuntime must be initialized via UPnP\_RuntimeInit before this function is called. Only one control point may be bound to a single UPnPRuntime at once. This function must be called before all other control point related functions.

---

**Return Value:** error code

**Parameters:**

<code>cp</code>	pointer to control point context instance
<code>rt</code>	UPnP runtime to associate with this control point
<code>callbackFn</code>	callback for this control point
<code>callbackData</code>	application-specific data which will be passed into the callback

**See Also:** UPnP\_ControlPointDestroy

## 1.16

```
void UPnP_ControlPointDestroy ( UPnPControlPoint*
                                cp,      UPNP_INT32
                                gracefulTimeoutMsec
                                )
```

*Destroy a UPnPControlPoint*

Cleans up all data associated with a UPnPControlPoint structure. Once this function has been called, it is safe to free the memory used by the UPnPControlPoint structure.

**Return Value:** error code

**Parameters:**

<code>cp</code>	the control point to destroy
<code>gracefulTimeoutMsec</code>	if this control point has any outstanding operations, wait for this many milliseconds to allow them to complete gracefully. After timeout expires, do hard close.

**See Also:** UPnP\_ControlPointInit

## 1.17

```
int UPnP_ControlFindAll (  UPnPControlPoint*  cp,
                           UPNP_INT32         timeoutMsec,
                           void*               userData,
                           UPNP_BOOL           waitForCompletion )
```

*Search for UPnP devices.*

Sends a request for all UPnP devices on the network to make their presence known to the control point. If this search method is used, then separate UPNP\_CONTROL\_EVENT\_DEVICE\_FOUND events will be generated for each root device, embedded device, and service that responds.

When the timeout has been reached, a UPNP\_CONTROL\_EVENT\_SEARCH\_COMPLETE event will be sent to the control point.

Generates: UPNP\_CONTROL\_EVENT\_DEVICE\_FOUND  
UPNP\_CONTROL\_EVENT\_SEARCH\_COMPLETE

**Return Value:** error code

**Parameters:**

<b>cp</b>	control point, initialized byUPnP_ControlPointInit
<b>timeoutMsec</b>	total duration of time, in milliseconds, for the search
<b>userData</b>	passed to callback as userRequestDatafor UPNP_CONTROL_EVENT_DEVICE_FOUNDevent
<b>waitForCompletion</b>	if UPNP_TRUE, this function will notreturn until the search completes; elsethe function will return immediatelyafter sending the multicast searchrequest.

**See Also:** UPnP\_ControlFindAllDevices

### 1.18

```
int UPnP_ControlFindAllDevices (
    UPnPControlPoint* cp,
    UPNP_INT32 timeoutMsec, void* userData, UPNP_BOOL
    waitForCompletion )
```

*Search for UPnP devices.*

Sends a request for all UPnP devices on the network to make their presence known to the control point. Only one UPNP\_CONTROL\_EVENT\_DEVICE\_FOUND event per root device will be generated if this function is used.

When the timeout has been reached, a UPNP\_CONTROL\_EVENT\_SEARCH\_COMPLETE

event will be sent to the control point.

Generates: UPNP\_CONTROL\_EVENT\_DEVICE\_FOUND  
UPNP\_CONTROL\_EVENT\_SEARCH\_COMPLETE

**Return Value:** error code

**Parameters:**

<b>cp</b>	control point, initialized by UPnP_ControlPointInit
<b>timeoutMsec</b>	total duration of time, in milliseconds, for the search
<b>userData</b>	passed to callback as userRequestData for UPNP_CONTROL_EVENT_DEVICE_FOUND event
<b>waitForCompletion</b>	if UPNP_TRUE, this function will not return until the search completes; else the function will return immediately after sending the multicast search request.

**See Also:** UPnP\_ControlFindAll

### 1.19

```
int UPnP_ControlFindDevicesByType ( UPnPControlPoint* cp, UPNP_CHAR* deviceType, UPNP_INT32 timeoutMsec, void* userData, UPNP_BOOL waitForCompletion )
```

*Search for UPnP devices of a certain type.*

Sends a request for all UPnP devices of a certain type on the network to make their presence known to the control point. One

UPNP\_CONTROL\_EVENT\_DEVICE\_FOUND event per device that matches the search type will be generated if this function is used.

When the timeout has been reached, a UPNP\_CONTROL\_EVENT\_SEARCH\_COMPLETE event will be sent to the control point.

Generates: UPNP\_CONTROL\_EVENT\_DEVICE\_FOUND  
UPNP\_CONTROL\_EVENT\_SEARCH\_COMPLETE

**Return Value:** error code

**Parameters:**

<b>cp</b>	control point, initialized by UPnP_ControlPointInit
<b>deviceType</b>	device type to search for, as specified by the UPnP Forum.
<b>timeoutMsec</b>	total duration of time, in milliseconds, for the search
<b>userData</b>	passed to callback as userRequestData for UPNP_CONTROL_EVENT_DEVICE_FOUND event
<b>waitForCompletion</b>	if UPNP_TRUE, this function will not return until the search completes; else the function will return immediately after sending the multicast search request.

**See Also:** UPnP\_ControlFindDevicesByUUID,  
UPnP\_ControlFindDevicesByService

### 1.20

```
int UPnP_ControlFindDevicesByUUID ( UPnPControlPoint* cp, UPNP_CHAR* uuid, UPNP_INT32 timeoutMsec, void* userData, UPNP_BOOL waitForCompletion )
```

*Search for a particular UPnP device.*

Sends a request for UPnP devices with the given UUID(unique identifier) to make their presence known to the control point. One UPNP\_CONTROL\_EVENT\_DEVICE\_FOUND event per device that matches the search type will be generated if this function is used.



When the timeout has been reached, a  
UPNP\_CONTROL\_EVENT\_SEARCH\_COMPLETE

event will be sent to the control point.

Generates: UPNP\_CONTROL\_EVENT\_DEVICE\_FOUND  
UPNP\_CONTROL\_EVENT\_SEARCH\_COMPLETE

**Return Value:** error code

**Parameters:**

<b>cp</b>	control point, initialized by UPnP_ControlPointInit
<b>uuid</b>	uuid to search for, as specified by the UPnP Forum.
<b>timeoutMsec</b>	total duration of time, in milliseconds, for the search
<b>userData</b>	passed to callback as userRequestData for UPNP_CONTROL_EVENT_DEVICE_FOUND event
<b>waitForCompletion</b>	if UPNP_TRUE, this function will not return until the search completes; else the function will return immediately after sending the multicast search request.

**See Also:** UPnP\_ControlFindDevicesByType

### 1.21

```
int UPnP_ControlFindDevicesByService ( UPnPControlPoint* cp, UPNP_CHAR* serviceType, UPNP_INT32 timeoutMsec, void* userData, UPNP_BOOL waitForCompletion )
```

*Search for UPnP devices that offer a certain service.*

Sends a request for UPnP devices with one or more services of the given type to make their presence known to the control point. One UPNP\_CONTROL\_EVENT\_DEVICE\_FOUND event per device that matches the search type will be generated if this function is used.

When the timeout has been reached, a  
UPNP\_CONTROL\_EVENT\_SEARCH\_COMPLETE

event will be sent to the control point.

Generates: UPNP\_CONTROL\_EVENT\_DEVICE\_FOUND  
UPNP\_CONTROL\_EVENT\_SEARCH\_COMPLETE

**Return Value:** error code

**Parameters:**

<b>cp</b>	control point, initialized by UPnP_ControlPointInit
<b>serviceType</b>	service type to search for, as specified by the UPnP Forum.
<b>timeoutMsec</b>	total duration of time, in milliseconds, for the search
<b>userData</b>	passed to callback as userRequestData for UPNP_CONTROL_EVENT_DEVICE_FOUND event
<b>waitForCompletion</b>	if UPNP_TRUE, this function will not return until the search completes; else the function will return immediately after sending the multicast search request.

**See Also:** UPnP\_ControlFindDevicesByType

## 1.22

UPnPControlDeviceHandle **UPnP\_ControlOpenDevice** (  
UPnPControlPoint\* cp, UPNP\_CHAR\* url )

*Open a remote device for description, control, and eventing.*

Opens the device at the specified URL. This function is used to obtain a UPnPControlDeviceHandle, which is used for most functions which operate within the UPnP description, control, and eventing phases.

This function will block until the device open has completed or failed.

Generates: (no events)

**Return Value:** UPnPControlDeviceHandle for the open device, or 0 on failure

**Parameters:**

<b>cp</b>	control point, initialized by UPnP_ControlPointInit
<b>url</b>	url of device to open

**See Also:** UPnP\_ControlOpenDeviceAsync

### 1.23

```
int UPnP_ControlOpenDeviceAsync (    UPnPCon-
                                     trolPoint*    cp,
                                     UPNP_CHAR*
                                     url, void* user-
                                     Data )
```

*Asynchronously open a remote device for description, control, and eventing.*

Opens the device at the specified URL. This function is used to obtain a UPnPControlDeviceHandle, which is used for most functions which operate within the UPnP description, control, and eventing phases.

This function will return immediately if the control point is able to initiate the device open successfully. One of the events listed below will be sent to the control point once the open completes (and the UPnPControlDeviceHandle is available) or an error occurs.

Generates: UPNP\_CONTROL\_EVENT\_DEVICE\_OPEN  
UPNP\_CONTROL\_EVENT\_DEVICE\_OPEN\_FAILED

**Return Value:** UPnPControlDeviceHandle for the open device, or 0 on failure  
**Parameters:** cp control point, initialized byUPnP\_ControlPointInit  
 url url of device to open  
 userData passed to callback as userRequestData forUPNP\_CONTROL\_EVENT\_DEVICE\_OPEN event

**See Also:** UPnP\_ControlOpenDeviceAsync

### 1.24

```
void UPnP_ControlCloseDevice ( UPnPControlDevice-
                                Handle deviceHandle )
```

*Close an open device handle*

Closes a device opened with `UPnP_ControlOpenDevice` or `UPnP_ControlOpenDeviceAsync` (→ 1.22, *page ??*). The device handle passed in may not be used after this function is called.

Generates: (no events)

**Return Value:** `UPnPControlDeviceHandle` for the open device, or 0 on failure  
**Parameters:** `deviceHandle` handle returned by `UPnP_ControlOpenDevice`  
**See Also:** `UPnP_ControlOpenDevice`, `UPnP_ControlOpenDeviceAsync`

**1.25**

```
int UPnP_ControlGetDeviceInfo (    UPnPControlDe-
                                viceHandle device,
                                UPnPControlDevice-
                                Info* info )
```

*Get information for an open device.*

Populates the fields of the specified `UPnPControlDeviceInfo` structure with various information about the given device, such as device type, UDN, manufacturer, model number, etc.

Generates: (no events)

**Return Value:** `error` code  
**Parameters:** `device` handle returned by `UPnP_ControlOpenDevice`  
`info` `UPnPControlDeviceInfo` to populate  
**See Also:** `UPnP_ControlGetServiceOwnerDeviceInfo`

**1.26**

```
int UPnP_ControlGetServiceOwnerDeviceInfo ( UPnPControlDeviceHandle handle, UPNP_CHAR* serviceId,
UPnPControlDeviceInfo* info )
```

*Get information for the parent device of a service*

Populates the fields of the specified UPnPControlDeviceInfo structure with various information about the parent device of the given service. By contrast, UPnP\_ControlGetDeviceInfo gets information about the root device ONLY. This function is useful for gathering information about embedded UPnP devices.

Generates: (no events)

<b>Return Value:</b>	<b>error</b>	code	
<b>Parameters:</b>	<b>handle</b>	handle	returned byUPnP_ControlOpenDevice
	<b>serviceId</b>	serviceId of service for whoseparent to get info	
	<b>info</b>	UPnPControlDeviceInfo to populate	
<b>See Also:</b>		UPnP_ControlGetDeviceInfo,	
		UPnP_ControlGetServiceType	

**1.27**

```
UPNP_CHAR* UPnP_ControlGetServiceType ( UPnPControlDeviceHandle deviceHandle, UPNP_CHAR* serviceId )
```

*Get the type of a service*

Returns the service type (as defined by the UPnP Forum) of the given service instance on an open device. The string passed back by this function must not be modified in any way. It is valid until UPnP\_ControlDeviceClose is called on the given device handle.

Generates: (no events)

**Return Value:** error code  
**Parameters:** deviceHandle handle returned by  
 UPnP\_ControlOpenDevice  
 serviceId serviceId of service to gettype for  
**See Also:** UPnP\_ControlDeviceClose,  
 UPnP\_ControlGetServiceOwnerDeviceInfo

### 1.28

```
int UPnP_ControlGetServices ( UPnPControlDevice-
                             Handle deviceHandle,
                             UPnPControlServiceIter-
                             ator* i )
```

*Enumerate the services on a device*

Initializes a UPnPControlServiceIterator to enumerate all the services on all embedded devices on the given device.

Generates: (no events)

**Return Value:** error code  
**Parameters:** deviceHandle handle returned by  
 UPnP\_ControlOpenDevice  
 i uninitialized UPnPControlServiceItera-  
 torto use for this enumeration  
**See Also:** UPnP\_ControlGetServicesByType,  
 UPnP\_ControlNextService,  
 UPnP\_ControlServiceIteratorDone

### 1.29

```
int UPnP_ControlGetServicesByType ( UPnPCon-
  trolDeviceHandle deviceHandle, UPnPControlServiceItera-
  tor* i, UPNP_CHAR* serviceType )
```

*Enumerate the services of a certain type on a device*

Initializes a UPnPControlServiceIterator to enumerate all the services of the given type (as defined by the UPnP Forum) on the given device.

Generates: (no events)

**Return Value:** `error` code  
**Parameters:** `deviceHandle` handle returned by  
`UPnP_ControlOpenDevice`  
`i` uninitialized UPnPControlServiceItera-  
torto use for this enumeration  
`serviceType` type of service to enumerate  
**See Also:** `UPnP_ControlGetServices`, `UPnP_ControlNextService`,  
`UPnP_ControlServiceIteratorDone`

### 1.30

UPNP\_CHAR\* **UPnP\_ControlNextService** ( UPnPCon-  
trolServiceIterator\* i )

*Enumerate the next service on the device.*

Returns the unique `serviceId` of the next service instance in the given enumeration (initialized by `UPnP_ControlGetServices` or `UPnP_ControlGetServicesByType` (→ 1.28, *page ??*)). The string returned by this function must not be modified in any way, and is valid until `UPnP_ControlDeviceClose` is called for this device.

Generates: (no events)

**Return Value:** `serviceId` if there is a next service; otherwise  
NULL  
**Parameters:** `i` UPnPControlServiceIterator initialized  
by `UPnP_ControlGetServices` or  
`UPnP_ControlGetServicesByType` (→  
1.28, *page ??*)

**See Also:** UPnP\_ControlGetServices,  
UPnP\_ControlGetServicesByType,  
UPnP\_ControlServiceIteratorDone

**1.31**

```
void UPnP_ControlServiceIteratorDone ( UPnPControlServiceIterator* i )
```

*Clean up when done enumerating services.*

Must be called when done enumerating services using UPnP\_ControlNextService.

Generates: (no events)

**Return Value:** nothing  
**Parameters:** i UPnPControlServiceIterator initialized by UPnP\_ControlGetServices or UPnP\_ControlGetServicesByType (→ 1.28, page ??)  
**See Also:** UPnP\_ControlGetServices,  
UPnP\_ControlGetServicesByType,  
UPnP\_ControlNextService

**1.32**

```
IXML_Document* UPnP_ControlGetServiceInfo ( UPnPControlDeviceHandle deviceHandle, UPNP_CHAR* serviceId )
```

*Get detailed information about a service.*

This function retrieves the service description document(SCPD) from the given device and parses it into an XML DOM structure. The resulting



IXML\_Document returned by this function is owned by the caller of this function. See the UPnP Forum SCPD definition for more information on the content and structure of this document.

When this function returns, the document has either successfully loaded, or an error has occurred

Generates: (no events)

**Return Value:** XML DOM tree for the given document, or NULL on error

**Parameters:** `deviceHandle` handle returned by `UPnP_ControlOpenDevice`

`serviceId` id of service to get detailedinfo for

**See Also:** `UPnP_ControlGetServiceInfoAsync`

### 1.33

```
int UPnP_ControlGetServiceInfoAsync ( UPnPControlDeviceHandle deviceHandle,
UPNP_CHAR* serviceId,
void* userData )
```

*Asynchronous get detailed information about a service.*

This function retrieves the service description document (SCPD) from the given device and parses it into an XML DOM structure. The IXML\_Document is passed back to the control point through a `UPNP_CONTROL_EVENT_SERVICE_INFO_READ` event.

This function will return immediately; an event from the list below is sent to the control point when the SCPD has been downloaded, or the operation fails due to some error.

Generates: `UPNP_CONTROL_EVENT_SERVICE_INFO_READ`,  
`UPNP_CONTROL_EVENT_SERVICE_GET_INFO_FAILED`

**Return Value:** error code

**Parameters:** `deviceHandle` handle returned by `UPnP_ControlOpenDevice`

`serviceId` id of service to get detailedinfo for

`userData` passed to callback `asuserRequestData` for generated events

**See Also:** UPnP\_ControlGetServiceInfo

### 1.34

```
int UPnP_ControlInvokeAction ( UPnPControlDevice-
                                Handle      deviceHan-
                                dle,      UPNP_CHAR*
                                serviceId,      const
                                UPNP_CHAR*
                                actionName,
                                IXML_Document*
                                action,      void* user-
                                Data,      UPNP_BOOL
                                waitForCompletion )
```

*Invoke an action on a remote service*

This function will send the given action to a service on a remote device and generate an event that contains the response to that action. If waitForCompletion is UPNP\_TRUE, then UPnP\_ControlInvokeAction will not return until the UPNP\_CONTROL\_EVENT\_ACTION\_COMPLETE event is passed to the control point callback. Otherwise, it will return immediately and the event is sent to the control point when the action completes or an error occurs.

The action passed into this function must be generated using UPnP\_CreateAction and UPnP\_SetActionArg.

Generates: UPNP\_CONTROL\_EVENT\_ACTION\_COMPLETE

<b>Return Value:</b>	error code	
<b>Parameters:</b>	deviceHandle	handle returned by UPnP_ControlOpenDevice
	serviceId	id of service to invoke action on
	actionName	name of action to invoke
	action	SOAP action message created using UPnP_CreateAction and UPnP_SetActionArg
	userData	passed to callback as userData for generated events
	waitForCompletion	see above description

**See Also:**

### 1.35

```
int UPnP_ControlSubscribe (      UPnPControlDevice-
                                Handle      deviceHandle,
                                UPNP_CHAR*  serviceId,
                                UPNP_INT32   timeout-
                                Sec,         void*   userData,
                                UPNP_BOOL    waitFor-
                                Completion )
```

*Subscribe to a service or renew a subscription*

Subscribes to a service on a remote device to receive notifications when the service's state changes. If the control point is already subscribed to the given service, this function has the effect of renewing the existing subscription for the given period of time.

If waitForCompletion is UPNP\_TRUE, this function will wait until the subscription request has been either accepted or rejected. Otherwise it returns immediately and a UPNP\_CONTROL\_EVENT\_SUBSCRIPTION\_ACCEPTED or UPNP\_CONTROL\_EVENT\_SUBSCRIPTION\_REJECTED event is generated once the device responds.

Once the control point is subscribed to service, UPNP\_CONTROL\_EVENT\_SERVICE\_STATE\_UPDATE events may be generated to indicate the service's state has been updated. If such a notification is dropped, a UPNP\_CONTROL\_EVENT\_SUBSCRIPTION\_OUT\_OF\_SYNC event will be sent to the control point, which gives the application the opportunity to indicate through the callback return value whether to drop the subscription or attempt to re-subscribe. If the application chooses to re-subscribe (synchronize), a UPNP\_CONTROL\_EVENT\_SYNCHRONIZE\_FAILED event may be generated, if the synchronization fails. If the UPNP\_CONTROL\_EVENT\_SYNCHRONIZE\_FAILED is not handled by the control point callback, the default action is to try to synchronize the subscription by re-subscribing.

When the subscription is close to expiring, the control point will receive a UPNP\_CONTROL\_EVENT\_SUBSCRIPTION\_NEAR\_EXPIRATION event, to give the application a chance to renew the subscription.

Once subscription expires, a `UPNP_CONTROL_EVENT_SUBSCRIPTION_EXPIRED` event is sent to the control point.

Generates: `UPNP_CONTROL_EVENT_SUBSCRIPTION_ACCEPTED`,  
`UPNP_CONTROL_EVENT_SUBSCRIPTION_REJECTED`,  
`UPNP_CONTROL_EVENT_SERVICE_STATE_UPDATE`,  
`UPNP_CONTROL_EVENT_SUBSCRIPTION_OUT_OF_SYNC`,  
`UPNP_CONTROL_EVENT_SYNCHRONIZE_FAILED`,  
`UPNP_CONTROL_EVENT_SUBSCRIPTION_NEAR_EXPIRATION`,  
`UPNP_CONTROL_EVENT_SUBSCRIPTION_EXPIRED`

**Return Value:** `error` code  
**Parameters:** `deviceHandle` handle returned by `UPnP_ControlOpenDevice`  
`serviceId` id of service to subscribe to  
`timeoutSec` duration in seconds for the subscription  
`userData` passed to callback as `userRequestData` for generated events  
`waitForCompletion` see above description  
**See Also:** `UPnP_ControlUnsubscribe`,  
`UPnP_ControlSubscribedToService`

### 1.36

```
UPNP_BOOL  UPnP_ControlSubscribedToService (
    UPnPControlDeviceHandle deviceHandle,  UPNP_CHAR*
    serviceId )
```

*Return whether or not the control point is subscribed to the given service*

**Return Value:** `UPNP_TRUE` if subscribed, `UPNP_FALSE` otherwise  
**Parameters:** `deviceHandle` handle returned by `UPnP_ControlOpenDevice`  
`serviceId` id of service  
**See Also:** `UPnP_ControlSubscribe`, `UPnP_ControlUnsubscribe`

## 1.37

```
void UPnP_ControlSetServiceSubscriptionExpireWarning
( UPnPControlDeviceHandle deviceHandle, UPNP_CHAR*
  serviceId, UPNP_INT32 warningMsec )
```

*Sets the time offset before subscription expiration at which a warning event will be generated.*

This function should be called, if desired, before subscribing to the given service.

**Return Value:** nothing  
**Parameters:** deviceHandle handle returned by UPnP\_ControlOpenDevice  
 serviceId id of service  
 warningMsec time offset to generate warning, in milliseconds  
**See Also:** UPnP\_ControlSubscribe, UPnP\_ControlUnsubscribe

## 1.38

```
int UPnP_ControlUnsubscribe ( UPnPControlDevice-
                               Handle deviceHandle,
                               UPNP_CHAR* serviceId, void* userData,
                               UPNP_BOOL waitForCompletion )
```

*Cancel a subscribed service*

If waitForCompletion is UPNP\_TRUE, this function waits for the unsubscribe operation to complete before returning. Otherwise, it returns immediately and a UPNP\_CONTROL\_EVENT\_SUBSCRIPTION\_CANCELLED event is generated when the operation completes.

Generates: UPNP\_CONTROL\_EVENT\_SUBSCRIPTION\_CANCELLED

<b>Return Value:</b>	error	code	
<b>Parameters:</b>	deviceHandle	handle	returned by
		UPnP_ControlOpenDevice	
	serviceId	id of service to unsubscribe from	
	userData	passed to callback as userRequestData	
		for generated events	
	waitForCompletion	see above description	

**See Also:**

2

Internal Library Documentation

Names		
2.1	Discovery/SSDP .....	??
2.2	Description .....	??
2.3	Control/SOAP .....	??
2.4	Eventing/GENA .....	??

These functions are <b>not</b> at the API level and should not be called from code outside the UPnP library.

2.1

Discovery/SSDP

Names		
2.1.1	SSDP_INT32	
	SSDP_ServerInit ( SSDPServerContext* ctx, SSDP_UINT8* ipAddr, SSDP_INT16 ipType, const SSDP_CHAR* serverId, SSDPCallback cb, void* cookie) <i>SSDP server initialization rou-</i> <i>tine.</i> .....	??
2.1.2	SSDP_INT32	
	SSDP_ServerAddToSelectList ( SSDPServerCon- text* ctx, RTP_FD_SET* readList, RTP_FD_SET* writeList, RTP_FD_SET* errList ) .....	??
2.1.3	SSDP_BOOL	

---

		<b>SSDP_ServerProcessState</b> ( SSDPServerContext* ctx, RTP_FD_SET* readList, RTP_FD_SET* writeList, RTP_FD_SET* errList ) ..... ??
2.1.4	void	<b>SSDP_ServerDestroy</b> ( SSDPServerContext* ctx pointer to SSDP context* / ) ..... ??
2.1.5	SSDP_INT32	<b>SSDP_SendNotify</b> ( SSDPServerContext* ctx, const SSDP_CHAR* notifyType, const SSDP_CHAR* notifySubType, const SSDP_CHAR* usn, const SSDP_CHAR* location, SSDP_UINT32* timeout) <i>Send a SSDP notification for the          device or service. ....</i> ??
2.1.6	SSDP_INT32	<b>SSDP_SendResponse</b> ( SSDPServerContext* ctx, SSDPPendingResponse* response) <i>Deliver a response to SSDP dis-          covery request. ....</i> ??
2.1.7	SSDP_INT32	<b>_SSDP_ProcessOneRequest</b> ( SSDPServerCon- text* ctx ) <i>Process an incoming SSDP discov-          ery request. ....</i> ??
2.1.8	int	<b>SSDP_ParseRequest</b> ( SSDPServerContext* ctx, SSDPServerRequest* ssdpRequest ) <i>Extract SSDP request. ....</i> ??
2.1.9	int	<b>SSDP_McastRead</b> ( void* cookie, SSDP_UINT8* buffer, SSDP_INT32 min, SSDP_INT32 max)

---



- 
- Reads all messages posted to the  
multicast address ..... ??*
- 2.1.10 int **\_SSDP\_ReadMSearchHeader** ( void\* request,  
HTTPSession\*  
ptr,  
HTTPHeaderType  
type, const  
HTTP\_CHAR\*  
name, const  
HTTP\_CHAR\*  
value )  
*Extracts MX and St headers from  
a SSDP request ..... ??*
- 2.1.11 int **\_SSDP\_ReadNotifyHeader** ( void\* request,  
HTTPSession\* ptr,  
HTTPHeaderType  
type,  
const HTTP\_CHAR\*  
name,  
const HTTP\_CHAR\*  
value )  
*Extracts MX and St headers from  
a SSDP request ..... ??*
- 2.1.12 SSDP\_INT32 **SSDP\_QueueSearchResponse** ( SSDPServerCon-  
text\* ctx,  
SSDPSearch\*  
search, const  
SSDP\_CHAR\*  
targetLocation,  
const  
SSDP\_CHAR\*  
targetURN,  
SSDP\_UINT32  
targetTimeoutSec)  
*Queues a response to the response  
list based on its scheduled delivery  
time. .... ??*
- 2.1.13 SSDP\_INT32

---

		<b>SSDP_CheckPendingResponses</b> ( SSDPServer- Context* ctx, SSDP_UINT32 currentTimeMsec) <i>Delivers responses scheduled for delivery. ....</i>	<b>??</b>
2.1.14	void	<b>SSDP_ProcessError</b> ( SSDP_CHAR* errMsg) <i>Process SSDP Errors ....</i>	<b>??</b>
2.1.15	SSDP_UINT32	<b>SSDP_RandMax</b> ( SSDP_UINT32 mxLimit) <i>generates a random number be- tween 0 and mxLimit ....</i>	<b>??</b>
2.1.16	int	<b>SSDP_SearchInit</b> ( SSDPClientSearch* search, HTTPManagedClient* httpClient, SSDP_INT16 ipType, SSDP_CHAR* searchType, SSDP_INT32 maxResponseTimeoutSec, SSDPSearchCallback callbackFn, void* callbackData ) .....	<b>??</b>
2.1.17	void	<b>SSDP_SearchDestroy</b> ( SSDPClientSearch* search ) .....	<b>??</b>
2.1.18	int	<b>SSDP_SearchExecute</b> ( SSDPClientSearch* search ) .....	<b>??</b>
2.1.19	SSDP_INT32	<b>SSDP_SearchAddToSelectList</b> ( SSDP- ClientSearch* search, RTP_FD.SET* readList, RTP_FD.SET* writeList, RTP_FD.SET* errList ) .....	<b>??</b>
2.1.20	SSDP_BOOL		

```

SSDP_SearchProcessState ( SSDPClientSearch*
                        search,
                        RTP_FD_SET*
                        readList,
                        RTP_FD_SET*
                        writeList,
                        RTP_FD_SET*
                        errList )
..... ??

```

These functions are **<b>not</b>** at the API level and should not be called from code outside the UPnP library.

### 2.1.1

```

SSDP_INT32 SSDP_ServerInit (   SSDPServerContext*
                                ctx,      SSDP_UINT8*
                                ipAddr,    SSDP_INT16
                                ipType,    const
                                SSDP_CHAR*  serverId,
                                SSDPCallback cb, void*
                                cookie)

```

*SSDP server initialization routine.*

This routine starts up SSDP services by creating a UDP socket, getting the ssdp multicast membership for the socket and initializing ssdp context.

<b>Return Value:</b>	<b>error</b>	code
<b>Parameters:</b>	<b>ctx</b>	pointer to an uninitialized SSDP context structure
	<b>ipAddr</b>	IP address of the host to bind the UDP socket to, if a NULL is supplied, the UDP socket is bound to the local IP address
	<b>ipType</b>	ip version 4 or ipversion 6
	<b>serverId</b>	String holding platform name
	<b>cb</b>	SSDP Callback routine
	<b>cookie</b>	cookie(runtime) to be stored in ssdp context to be passed later to ssdp callback

**2.1.2**

```
SSDP_INT32 SSDP_ServerAddToSelectList (  SS-
SSDP_ServerContext*   ctx,   RTP_FD_SET*   readList,
RTP_FD_SET* writeList, RTP_FD_SET* errList )
```

**2.1.3**

```
SSDP_BOOL SSDP_ServerProcessState ( SSDP_Server-
Context* ctx, RTP_FD_SET* readList, RTP_FD_SET*
writeList, RTP_FD_SET* errList )
```

**2.1.4**

```
void SSDP_ServerDestroy (  SSDP_ServerContext*   ctx
                           pointer to SSDP context* / )
```

**2.1.5**

```
SSDP_INT32 SSDP_SendNotify (          SSDP_ServerCon-
                                     text*   ctx,      const
                                     SSDP_CHAR*   no-
                                     tifyType,        const
                                     SSDP_CHAR*   noti-
                                     fySubType,       const
                                     SSDP_CHAR*   usn,
                                     const SSDP_CHAR* lo-
                                     cation,  SSDP_UINT32*
                                     timeout)
```

*Send a SSDP notification for the device or service.*

This routine sends ssdp alive and bye-bye notifications on the multicast address for devices and services

**Return Value:**        `error`    `code`  
**Parameters:**        `ctx`        pointer to SSDP context  
                          `notifyType`    the notification type (NT) string  
                          `notifySubType` pointer to string containing NT subtype  
                          `usn`            pointer to string containing USN header  
                          `location`       pointer to string containing Location  
                                             header  
                          `timeout`       pointer to max-age header value

#### 2.1.6

```
SSDP_INT32 SSDP_SendResponse (   SSDPServerCon-
                                text* ctx,   SSDP-
                                PendingResponse*
                                response)
```

*Deliver a response to SSDP discovery request.*

Deliver a response to SSDP discovery request.

**Return Value:**        `error`    `code`  
**Parameters:**        `ctx`        pointer to SSDP context  
                          `response`    buffer holding response information

#### 2.1.7

```
SSDP_INT32 _SSDP_ProcessOneRequest ( SSDPServer-
Context* ctx )
```

*Process an incoming SSDP discovery request.*

Processes a SSDP discovery request available during a period given by timeoutMsec milli seconds.

**Return Value:**            **error**    code  
**Parameters:**            **ctx**    pointer to SSDP context

#### 2.1.8

```
int SSDP_ParseRequest ( SSDPServerContext* ctx, SSDPServerRequest* ssdpRequest
                        )
```

*Extract SSDP request.*

Retrieves messages from the multicast address, if ssdp request is detected a buffer holding request information is populated

**Return Value:**            **error**    code  
**Parameters:**            **ctx**            pointer to SSDP context  
                              **ssdpRequest**    address of the SSDPServerEvent structure to fill up

#### 2.1.9

```
int SSDP_McastRead ( void* cookie, SSDP_UINT8*
                    buffer, SSDP_INT32 min,
                    SSDP_INT32 max)
```

*Reads all messages posted to the multicast address*

Reads all messages posted to the multicast address

**Return Value:** error code  
**Parameters:** cookie internal cookie  
buffer pointer to buffer containing request message  
min  
max max size to be read

---

**2.1.10**

---

```
int _SSDP_ReadMSearchHeader ( void* request,
                             HTTPSession*
                             ptr, HTTPHeader-
                             Type type, const
                             HTTP_CHAR* name,
                             const HTTP_CHAR*
                             value )
```

*Extracts MX and St headers from a SSDP request*

Extracts MX and St headers from a SSDP request

**Return Value:** error code  
**Parameters:** request request buffer to be populated  
ptr current HTTP session  
type HTTP header type  
name holds the name of the header  
value holds the value of the header

---

**2.1.11**

---

```
int _SSDP_ReadNotifyHeader ( void* request,
                             HTTPSession*
                             ptr, HTTPHeader-
                             Type type, const
                             HTTP_CHAR* name,
                             const HTTP_CHAR*
                             value )
```

*Extracts MX and St headers from a SSDP request*

Extracts MX and St headers from a SSDP request

**Return Value:** error code  
**Parameters:** request request buffer to be populated  
 ptr current HTTP session  
 type HTTP header type  
 name holds the name of the header  
 value holds the value of the header

#### 2.1.12

```
SSDP_INT32 SSDP_QueueSearchResponse ( SSDP-
  DPContext* ctx, SSDPSearch* search, const
  SSDP_CHAR* targetLocation, const SSDP_CHAR* targetURN,
  SSDP_UINT32 targetTimeoutSec)
```

*Queues a response to the response list based on its scheduled delivery time.*

Queues a response to the response list based on its scheduled delivery time. A random delivery time within targetTimeoutSec duration is calculated. This response is positioned in the list according to its scheduled delivery time.

**Return Value:** error code  
**Parameters:** ctx pointer to SSDP context  
 search pointer to the buffer containing the request information  
 targetLocation pointer to string containing Location header  
 targetURN pointer to string containing USN header  
 targetTimeoutSec max-age header value

#### 2.1.13

```
SSDP_INT32 SSDP_CheckPendingResponses ( SSDP-
  DPContext* ctx, SSDP_UINT32 currentTimeMsec)
```



*Delivers responses scheduled for delivery.*

Scan the pending response list and deliver responses for which the scheduled time count is less than supplied time count.

**Return Value:**            `error`    code  
**Parameters:**            `ctx`            pointer to SSDP context  
                              `currentTimeMsec`    time against which the scheduledtime is checked

#### 2.1.14

```
void SSDP_ProcessError ( SSDP_CHAR* errMsg)
```

*Process SSDP Errors*

Process SSDP Errors

**Return Value:**            None  
**Parameters:**            `errMsg`    error message string

#### 2.1.15

```
SSDP_UINT32 SSDP_RandMax (            SSDP_UINT32  
                                         mxLimit)
```

*generates a random number between 0 and mxLimit*

generates a random number between 0 and mxLimit

**Return Value:**            `error`    code  
**Parameters:**            `mxLimit`    upper limit of the random number

**2.1.16**

```
int SSDP_SearchInit (    SSDPClientSearch*    search,
                        HTTPManagedClient*    httpClient,
                        SSDP_INT16 ipType, SSDP_CHAR*
                        searchType, SSDP_INT32 maxRe-
                        sponseTimeoutSec,    SSDPSearch-
                        Callback callbackFn, void* callback-
                        Data )
```

**2.1.17**

```
void SSDP_SearchDestroy ( SSDPClientSearch* search )
```

**2.1.18**

```
int SSDP_SearchExecute ( SSDPClientSearch* search )
```

**2.1.19**

```
SSDP_INT32 SSDP_SearchAddToSelectList (    SS-
DPCClientSearch*    search,    RTP_FD_SET*    readList,
RTP_FD_SET* writeList, RTP_FD_SET* errList )
```

**2.1.20**

```
SSDP_BOOL SSDP_SearchProcessState (    SS-
DPCClientSearch*    search,    RTP_FD_SET*    readList,
RTP_FD_SET* writeList, RTP_FD_SET* errList )
```

**2.2****Description**

These functions are **<b>not</b>** at the API level and should not be called from code outside the UPnP library.

**2.3****Control/SOAP****Names****2.3.1 SOAP\_INT32**

```

SOAP_ActionInit ( SOAPAction* action,
                    HTTPManagedClient*
                    httpClient,
                    SOAP_INT16 ipType,
                    const SOAP_CHAR* destUri,
                    const SOAP_CHAR*
                    soapAction,
                    SOAP_CHAR* headerStr,
                    SOAP_INT32 headerLen,
                    SOAP_CHAR* bodyStr,
                    SOAP_INT32 bodyLen,
                    SOAPActionCallback
                    callbackFn,
                    void* callbackData )
..... ??

```

**2.3.2 SOAP\_INT32**

---

```

SOAP_ActionInitEx ( SOAPAction* action,
                    HTTPManagedClient*
                    httpClient,
                    SOAP_INT16 ipType,
                    URLDescriptor* postURL,
                    URLDescriptor* baseURL,
                    const SOAP_CHAR*
                    soapAction,
                    SOAP_CHAR* headerStr,
                    SOAP_INT32 headerLen,
                    SOAP_CHAR* bodyStr,
                    SOAP_INT32 bodyLen,
                    SOAPActionCallback
                    callbackFn,
                    void* callbackData )
                    ..... ??

2.3.3  SOAP_INT32
        SOAP_CreateHttpSession ( SOAPAction* action
                                )
                                ..... ??

2.3.4  void      SOAP_ActionDestroy ( SOAPAction* action ).... ??

2.3.5  SOAP_INT32
        SOAP_ActionExecute ( SOAPAction* action ) ... ??

2.3.6  SOAP_INT32
        SOAP_ActionAddToSelectList ( SOAPAction*
                                action,
                                RTP_FD_SET*
                                readList,
                                RTP_FD_SET*
                                writeList,
                                RTP_FD_SET*
                                errList )
                                ..... ??

2.3.7  SOAP_BOOL

```

```

SOAP_ActionProcessState ( SOAPAction*
                           action,
                           RTP_FD_SET*
                           readList,
                           RTP_FD_SET*
                           writeList,
                           RTP_FD_SET*
                           errList )
                           ..... ??

2.3.8  SOAP_INT32
       SOAP_SendActionRequest ( SOAPAction*
                                action )
                                ..... ??

2.3.9  SOAP_INT32
       SOAP_ReadActionResponse ( SOAPAction*
                                action )
                                ..... ??

2.3.10 SOAPActionState
       _SOAP_ParseActionResponse ( HTTPResponse-
                                Info* info,
                                HTTPManaged-
                                ClientSession*
                                session, SOA-
                                PActionResponse*
                                response )
                                ..... ??

```

These functions are **<b>not</b>** at the API level and should not be called from code outside the UPnP library.

**2.3.1**

```
SOAP_INT32 SOAP_ActionInit ( SOAPAction*  action,
                             HTTPManagedClient*
                             httpClient, SOAP_INT16
                             ipType,      const
                             SOAP_CHAR*   destUri,
                             const SOAP_CHAR*
                             soapAction,
                             SOAP_CHAR*   header-
                             Str, SOAP_INT32 head-
                             erLen, SOAP_CHAR*
                             bodyStr, SOAP_INT32
                             bodyLen, SOAPAction-
                             Callback      callbackFn,
                             void* callbackData )
```

desc::: this will be called each time a soap action is to be performed. This will open a http client, and send an POST, the request structure is filled and send to be upnp client manager to add the request to its list.

**Return Value:**        **error**    code

**2.3.2**

```

SOAP_INT32 SOAP_ActionInitEx ( SOAPAction* ac-
                                tion, HTTPManaged-
                                Client* httpClient,
                                SOAP_INT16 ipType,
                                URLDescriptor*
                                postURL, URLDe-
                                scriptor* baseUrl,
                                const SOAP_CHAR*
                                soapAction,
                                SOAP_CHAR* head-
                                erStr, SOAP_INT32
                                headerLen,
                                SOAP_CHAR*
                                bodyStr,
                                SOAP_INT32
                                bodyLen, SOAP-
                                PActionCallback
                                callbackFn, void*
                                callbackData )

```

desc::: this will be called each time a soap action is to be performed. This will open a http client, and send an POST, the request structure is filled and send to be upnp client manager to add the request to its list.

**Return Value:** error code

**2.3.3**

```

SOAP_INT32 SOAP_CreateHttpSession ( SOAPAction*
action )

```

/\*

**Return Value:** error code

### 2.3.4

```
void SOAP_ActionDestroy ( SOAPAction* action )
```

close the session ::

Return Value: error code

### 2.3.5

```
SOAP_INT32 SOAP_ActionExecute ( SOAPAction* ac-
                                tion )
```

### 2.3.6

```
SOAP_INT32 SOAP_ActionAddToSelectList ( SOAP-
PAction* action, RTP_FD_SET* readList, RTP_FD_SET*
writeList, RTP_FD_SET* errList )
```

desc:: add to select list, and return timeout milliseconds to select for

Return Value: error code

### 2.3.7

```
SOAP_BOOL SOAP_ActionProcessState ( SOAP-
PAction* action, RTP_FD_SET* readList, RTP_FD_SET*
writeList, RTP_FD_SET* errList )
```



**2.3.8**

```
SOAP_INT32  SOAP_SendActionRequest ( SOAPAction* action )
```

```
/*
```

**Return Value:** error code

**2.3.9**

```
SOAP_INT32  SOAP_ReadActionResponse ( SOAPAction* action )
```

```
/*
```

**Return Value:** error code

**2.3.10**

```
SOAPActionState  _SOAP_ParseActionResponse (
    HTTPResponseInfo* info, HTTPManagedClientSession*
    session, SOAPActionResponse* response )
```

**2.4****Eventing/GENA****Names**

2.4.1 GENA\_INT32

```
GENA_ClientInit ( GENAClientContext* ctx,
                  GENAClientCallback callback,
                  void* cookie )
..... ??
```

2.4.2 void GENA\_ClientDestroy ( GENAClientContext\* ctx )

---

	.....	??
2.4.3	GENA_INT32	
	<b>GENA_ClientProcessEvent</b> ( GENAClientCon- text* ctx, HTTPServerRe- questContext* srv, HTTPSession* session, HTTPRequest* request, RTP_NET_ADDR* notifierAddr ) .....	??
2.4.4	GENA_INT32	
	<b>GENA_SendEventResponse</b> ( GENAClientEvent* genaEvent, HTTPServerRe- questContext* srv, HTTPSession* session, HTTPRequest* request ) .....	??
2.4.5	GENA_INT32	

**GENA\_SubscribeRequestInit** ( GENAClientRe-  
 quest\* request,  
 HTTPManaged-  
 Client\*  
 httpClient,  
 GENA\_INT16  
 ipType,  
 GENA\_CHAR\*  
 relUrlStr,  
 URLLDescriptor\*  
 baseURL,  
 GENA\_CHAR\*  
 callbackUrl,  
 GENA\_INT32  
 timeoutSec,  
 GENAClientRe-  
 questCallback  
 callbackFn, void\*  
 callbackData )

..... ??

#### 2.4.6 GENA\_INT32

**GENA\_RenewRequestInit** (  
 GENAClientRequest\*  
 request,  
 HTTPManaged-  
 Client\* httpClient,  
 GENA\_INT16  
 ipType,  
 GENA\_CHAR\*  
 serverUrl,  
 URLLDescriptor\*  
 baseURL,  
 GENA\_CHAR\* sid,  
 GENA\_INT32  
 timeoutSec,  
 GENAClientRequest-  
 Callback callbackFn,  
 void\* callbackData )

..... ??

#### 2.4.7 GENA\_INT32

---

```

GENA_UnsubscribeRequestInit ( GENAClientRequest*
                                request,
                                HTTPManagedClient*
                                httpClient,
                                GENA_INT16
                                ipType,
                                GENA_CHAR*
                                serverUrl,
                                URLDescriptor* baseURL,
                                GENA_CHAR*
                                sid, GENA-
                                ClientRequest-
                                Callback
                                callbackFn,
                                void*
                                callbackData )
                                ..... ??

2.4.8  GENA_INT32
        GENA_CreateHttpSession ( GENAClientRe-
                                quest* request,
                                HTTPManaged-
                                Client* httpClient,
                                GENA_CHAR*
                                relUrlStr,
                                URLDescriptor*
                                baseURL,
                                GENA_INT16
                                ipType )
                                ..... ??

2.4.9  void      GENA_ClientRequestDestroy ( GENAClientRe-
                                quest* request
                                )
                                ..... ??

2.4.10 GENA_INT32
        GENA_ClientRequestExecute ( GENAClientRe-
                                quest* request
                                )
                                ..... ??

2.4.11 GENA_INT32

```

---

```

GENA_ClientRequestAddToSelectList (
    GENA-
    Clie-
    nRe-
    quest*
    request,
    RTP_FD_SET*
    read-
    List,
    RTP_FD_SET*
    writeList,
    RTP_FD_SET*
    errList
)

```

```

..... ??

```

#### 2.4.12 GENA\_BOOL

```

GENA_ClientRequestProcessState ( GENA-
    ClientRe-
    quest*
    request,
    RTP_FD_SET*
    readList,
    RTP_FD_SET*
    writeList,
    RTP_FD_SET*
    errList )

```

```

..... ??

```

#### 2.4.13 GENA\_INT32

```

GENA_SendRequest ( GENAClientRequest*
    request )

```

```

..... ??

```

#### 2.4.14 GENA\_INT32

```

GENA_ReadResponse ( GENAClientRequest*
    request )

```

```

..... ??

```

#### 2.4.15 GENA\_INT32

```

_GENA_ReadHeader ( void* userData,
    HTTPSession* session,
    HTTPHeaderType type,
    const GENA_CHAR*
    name, const
    GENA_CHAR* value)

```

```

..... ??

```

These functions are **<b>not</b>** at the API level and should not be called from code outside the UPnP library.

#### 2.4.1

```
GENA_INT32 GENA_ClientInit (  GENAClientContext*  
                                ctx,  GENAClientCall-  
                                back  callback,  void*  
                                cookie )
```

#### 2.4.2

```
void GENA_ClientDestroy ( GENAClientContext* ctx )
```

#### 2.4.3

```
GENA_INT32 GENA_ClientProcessEvent (  GENA-  
ClientContext*      ctx,      HTTPServerRequestContext*  
srv,  HTTPSession*  session,  HTTPRequest*  request,  
RTP_NET_ADDR* notifierAddr )
```

#### 2.4.4

```
GENA_INT32 GENA_SendEventResponse (  GENA-  
ClientEvent* genaEvent, HTTPServerRequestContext* srv,  
HTTPSession* session, HTTPRequest* request )
```

**2.4.5**

```
GENA_INT32 GENA_SubscribeRequestInit ( GENA-
ClientRequest* request, HTTPManagedClient* http-
Client, GENA_INT16 ipType, GENA_CHAR* relUrlStr,
URLDescriptor* baseURL, GENA_CHAR* callbackUrl,
GENA_INT32 timeoutSec, GENAClientRequestCallback
callbackFn, void* callbackData )
```

desc::: this will be called each time a GENA request is to be performed. This will open a http client, and send an POST, the request structure is filled and send to be upnp client manager to add the request to its list.

**Return Value:**            **error**    code

**2.4.6**

```
GENA_INT32 GENA_RenewRequestInit ( GENA-
ClientRequest* request, HTTPManagedClient* httpClient,
GENA_INT16 ipType, GENA_CHAR* serverUrl, URLDe-
scriptor* baseURL, GENA_CHAR* sid, GENA_INT32
timeoutSec, GENAClientRequestCallback callbackFn, void*
callbackData )
```

desc::: this will be called each time a GENA request is to be performed. This will open a http client, and send an POST, the request structure is filled and send to be upnp client manager to add the request to its list.

**Return Value:**            **error**    code

**2.4.7**

```
GENA_INT32 GENA_UnsubscribeRequestInit (
GENAClientRequest* request, HTTPManagedClient* http-
Client, GENA_INT16 ipType, GENA_CHAR* serverUrl,
URLDescriptor* baseURL, GENA_CHAR* sid, GENA-
ClientRequestCallback callbackFn, void* callbackData )
```

desc::: this will be called each time a GENA request is to be performed. This

will open a http client, and send an POST, the request structure is filled and send to be upnp client manager to add the request to its list.

**Return Value:**            **error**    code

#### 2.4.8

```
GENA_INT32 GENA_CreateHttpSession ( GENAClientRequest* request, HTTPManagedClient* httpClient,
GENA_CHAR* relUrlStr, URLDescriptor* baseURL,
GENA_INT16 ipType )
```

/\*

**Return Value:**            **error**    code

#### 2.4.9

```
void GENA_ClientRequestDestroy (    GENAClientRequest* request )
```

#### 2.4.10

```
GENA_INT32 GENA_ClientRequestExecute ( GENAClientRequest* request )
```

#### 2.4.11

```
GENA_INT32 GENA_ClientRequestAddToSelectList (
GENAClientRequest* request, RTP_FD_SET* readList,
RTP_FD_SET* writeList, RTP_FD_SET* errList )
```

desc:: add to select list, and return timeout milliseconds to select for



**Return Value:**            **error**    code

#### 2.4.12

```
GENA_BOOL  GENA_ClientRequestProcessState (
    GENAClientRequest* request, RTP_FD_SET* readList,
    RTP_FD_SET* writeList, RTP_FD_SET* errList )
```

#### 2.4.13

```
GENA_INT32 GENA_SendRequest (    GENAClientRe-
                                   quest* request )
```

/\*

**Return Value:**            **error**    code

#### 2.4.14

```
GENA_INT32 GENA_ReadResponse (   GENAClientRe-
                                   quest* request )
```

/\*

**Return Value:**            **error**    codeIMPORTANT - response.sid is allocated memory in read header callback, it needs to be freed

**2.4.15**

```
GENA_INT32 _GENA_ReadHeader ( void*  userData,
                                HTTPSession* session, HTTPHeaderType type, const
                                GENA_CHAR* name,          const
                                GENA_CHAR* value)
```

```
/*
```

**Return Value:**        **error**   code