Vlib Buffer

Michael 2017

The abstract of Dave's mail VPP16.09

Vlib_buffer_t's are embedded in private headroom space, tangent to the packet DMA target [which starts at (struct mbuf *)mb->data_off].

Here's how we create the mempools:

As Chris wrote, b0->data is an array, not a pointer:

u8 data[0]; /**< Packet data. Hardware DMA here */

Q: How to manipulate packet payload in VPP?

See vlib_buffer_advance(...). Depending on what you want to do - which you didn?t share - that may be all you need. In any event, these buffer metadata fields are involved: current_data, current_length, total_length_not_including_first_buffer, next_buffer, flags

Take a careful look at .../src/vlib/{buffer.h,buffer_funcs.h} to see usage patterns.

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