C++ udev_enumerate_unref函数代码示例

本文整理汇总了C++中udev_enumerate_unref函数的典型用法代码示例。如果您正苦于以下问题:C++ udev_enumerate_unref函数的具体用法？C++ udev_enumerate_unref怎么用？C++ udev_enumerate_unref使用的例子？那么恭喜您, 这里精选的函数代码示例或许可以为您提供帮助。

在下文中一共展示了udev_enumerate_unref函数的20个代码示例, 这些例子默认根据受欢迎程度排序。您可以为喜欢或者感觉有用的代码点赞, 您的评价将有助于我们的系统推荐出更棒的C++代码示例。

示例1: get_usbinfo


```
int get_usbinfo(int bus, int dev, usbinfo_t
 *ui)
{
  struct udev *udev;
  struct udev_enumerate *enumerate;
  struct udev_list_entry *devices, *dev_lis
t_entry;
  struct udev_device *udev_dev;
  char bus_str[16], dev_str[16];
  int found = 0;

  memset(ui, 0, sizeof(usbinfo_t));

  /* construct xenstore dev id */
  if (dev > 0xFFF) {
    xd_log(LOG_ERR, "bad device id %d", dev
);
    return -EINVAL;
  }

  ui->usb_virtid = bus << 12 | (dev & 0xFFF
);
  ui->usb_bus = bus;
  ui->usb_device = dev;

  /* udev scan */
  udev = udev_new();
  if (!udev) {
    xd_log(LOG_ERR, "Can't create udev");
    return -ENOMEM;
  }
  enumerate = udev_enumerate_new(udev);
  if (!enumerate) {
    xd_log(LOG_ERR, "Can't create enumerati
on");
    return -ENOMEM;
  }

  snprintf(bus_str, sizeof(bus_str), "%d",
```

```
bus);
  snprintf(dev_str, sizeof(dev_str), "%d",
dev);

  udev_enumerate_add_match_subsystem(enumer
ate, "usb");
  udev_enumerate_add_match_sysattr(enumerat
e, "busnum", bus_str);
  udev_enumerate_add_match_sysattr(enumerat
e, "devnum", dev_str);
  udev_enumerate_scan_devices(enumerate);
  devices = udev_enumerate_get_list_entry(e
numerate);
  udev_list_entry_foreach(dev_list_entry, d
evices) {
    const char *path;
    path = udev_list_entry_get_name(dev_lis
t_entry);
    udev_dev = udev_device_new_from_syspath
(udev, path);
    sscanf(udev_device_get_sysattr_value(ud
ev_dev, "idVendor"), "%x", &ui->usb_vendor)
;
    sscanf(udev_device_get_sysattr_value(ud
ev_dev, "idProduct"), "%x", &ui->usb_produc
t);
    udev_device_unref(udev_dev);
    udev_enumerate_unref(enumerate);
    udev_unref(udev);
    return 0;
  }
  udev_enumerate_unref(enumerate);
  udev_unref(udev);
  return -ENOENT;
}
```

开发者ID:OpenXT-Extras, 项目名称:xc-vusb-daemon, 代码行数:56, 代码来源:usbowls.c

示例2: get_usb_device_syspath

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```
/**
 * Search udev for usb device with specifie
d idVendor and idProduct
 */
const char* get_usb_device_syspath(const ch
ar* idVendor, const char* idProduct, char*
buf) {
    struct udev* udev;
    struct udev_enumerate* en;
    struct udev_list_entry* dev_list_entry;

    udev = udev_new();
    if (udev<0) {
        return 0;
    }

    en = udev_enumerate_new(udev);
    udev_enumerate_add_match_subsystem(en,
"usb");
    udev_enumerate_add_match_sysattr(en, "i
dVendor",idVendor);
    udev_enumerate_add_match_sysattr(en, "i
dProduct",idProduct);
    udev_enumerate_scan_devices(en);

    dev_list_entry = udev_enumerate_get_lis
t_entry(en);
```

```
    if (dev_list_entry == 0 ) {
        return 0;
    }

    sprintf(buf, udev_list_entry_get_name(d
ev_list_entry));
    udev_enumerate_unref(en);
    udev_unref(udev);
    return buf;
}
```

开发者ID:eugeneRover，项目名称:SkypemateP6S，代码行数:29，代码来源:skypemate_p6s.c

示例3: udev_enumerate_new

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```
void joystick_linux::enumerate_joysticks(ud
ev *p_udev) {

    udev_enumerate *enumerate;
    udev_list_entry *devices, *dev_list_ent
ry;
    udev_device *dev;

    enumerate = udev_enumerate_new(p_udev);
    udev_enumerate_add_match_subsystem(enum
erate,"input");
    udev_enumerate_add_match_property(enume
rate, "ID_INPUT_JOYSTICK", "1");

    udev_enumerate_scan_devices(enumerate);
    devices = udev_enumerate_get_list_entry
(enumerate);
    udev_list_entry_foreach(dev_list_entry,
 devices) {

        const char* path = udev_list_entry_
get_name(dev_list_entry);
        dev = udev_device_new_from_syspath(
p_udev, path);
        const char* devnode = udev_device_g
et_devnode(dev);

        if (devnode) {

            String devnode_str = devnode;
            if (devnode_str.find(ignore_str
) == -1) {
                joy_mutex->lock();
                open_joystick(devnode);
                joy_mutex->unlock();
            }
        }
        udev_device_unref(dev);
    }
    udev_enumerate_unref(enumerate);
}
```

开发者ID:tinystringsentertainment，项目名称:godot，代码行数:31，代码来源:joystick_linux.cpp

示例4: scan_connected_devices

▲ 点赞 1 ▼

```
int scan_connected_devices(detector_state_t
 *state) {
```

```
    struct udev_list_entry *cursor;
    struct udev_enumerate *ue;
    struct udev_device *ud;

    const char *devnode = NULL;

    if( !(ue = udev_enumerate_new(state->u)
) )
        return 1;

    udev_enumerate_add_match_subsystem(ue,
"tty");
    udev_enumerate_add_match_property(ue, "
ID_BUS", "usb");
    udev_enumerate_scan_devices(ue);
    cursor = udev_enumerate_get_list_entry(
ue);

    do {
        ud = udev_device_new_from_syspath(
            state->u, udev_list_entry_get_n
ame(cursor));

        if( (devnode = udev_device_get_devn
ode(ud)) )
            spawn_server(state->exec_path,
devnode);

        udev_device_unref(ud);
    } while( (cursor = udev_list_entry_get_
next(cursor)) );

    udev_enumerate_unref(ue);
    return 0;
}
```

开发者ID:flyingoctopus, 项目名称:serialosc, 代码行数:28, 代码来源:libudev.c

示例5: wgbm_get_default_fd_for_pattern

▲ 点赞 1 ▼

```
int
wgbm_get_default_fd_for_pattern(const char
*pattern)
{
    struct udev *ud;
    struct udev_enumerate *en;
    struct udev_list_entry *devices, *entry
;
    const char *path, *filename;
    struct udev_device *device;
    int fd;

    ud = udev_new();
    en = udev_enumerate_new(ud);
    udev_enumerate_add_match_subsystem(en,
"drm");
    udev_enumerate_add_match_sysname(en, pa
ttern);
    udev_enumerate_scan_devices(en);
    devices = udev_enumerate_get_list_entry
(en);

    udev_list_entry_foreach(entry, devices)
 {
        path = udev_list_entry_get_name(ent
ry);
```

```
        device = udev_device_new_from_syspa
th(ud, path);
        filename = udev_device_get_devnode(
device);
        fd = open(filename, O_RDWR | O_CLOE
XEC);
        udev_device_unref(device);
        if (fd >= 0) {
            udev_enumerate_unref(en);
            udev_unref(ud);
            return fd;
        }
    }
```

开发者ID:Sonicadvance1，项目名称:waffle，代码行数:29，代码来源:wgbm_display.c

示例6: apply_acl_to_devices

▲ 点赞 1 ▼

```
/* add or remove a ACL for a given uid from
 all matching devices */
static void apply_acl_to_devices(uid_t uid,
 int add)
{
    struct udev *udev;
    struct udev_enumerate *enumerate;
    struct udev_list_entry *list_entry;

    /* iterate over all devices tagged with
 ACL_SET */
    udev = udev_new();
    enumerate = udev_enumerate_new(udev);
    udev_enumerate_add_match_tag(enumerate,
 "udev-acl");
    udev_enumerate_scan_devices(enumerate);
    udev_list_entry_foreach(list_entry, ude
v_enumerate_get_list_entry(enumerate)) {
        struct udev_device *device;
        const char *node;

        device = udev_device_new_from_syspa
th(udev_enumerate_get_udev(enumerate),
                                udev_list_ent
ry_get_name(list_entry));
        if (device == NULL)
            continue;
        node = udev_device_get_devnode(devi
ce);
        if (node == NULL) {
            udev_device_unref(device);
            continue;
        }
        set_facl(node, uid, add);
        udev_device_unref(device);
    }
    udev_enumerate_unref(enumerate);
    udev_unref(udev);
}
```

开发者ID:SaschaMester，项目名称:devuan-udev，代码行数:31，代码来源:udev-acl.c

示例7: udev_input_add_devices

▲ 点赞 1 ▼

```
static int
```

```
udev_input_add_devices(struct udev_input *i
nput, struct udev *udev)
{
    struct udev_enumerate *e;
    struct udev_list_entry *entry;
    struct udev_device *device;
    const char *path, *sysname;
    struct udev_seat *seat;
    int devices_found = 0;

    e = udev_enumerate_new(udev);
    udev_enumerate_add_match_subsystem(e, "
input");
    udev_enumerate_scan_devices(e);
    udev_list_entry_foreach(entry, udev_enu
merate_get_list_entry(e)) {
        path = udev_list_entry_get_name(ent
ry);
        device = udev_device_new_from_syspa
th(udev, path);

        sysname = udev_device_get_sysname(d
evice);
        if (strncmp("event", sysname, 5) !=
 0) {
            udev_device_unref(device);
            continue;
        }

        if (device_added(device, input) < 0
) {
            udev_device_unref(device);
            udev_enumerate_unref(e);
            return -1;
        }

        udev_device_unref(device);
    }
```

开发者ID:bpeel，项目名称:weston，代码行数:31，代码来源:udev-seat.c

示例8: udevenum

▲ 点赞 1 ▼

```
void udevenum(){
    struct udev_enumerate* enumerator = ude
v_enumerate_new(udev);
    udev_enumerate_add_match_subsystem(enum
erator, "usb");
    udev_enumerate_add_match_sysattr(enumer
ator, "idVendor", V_CORSAIR_STR);
    udev_enumerate_scan_devices(enumerator)
;
    struct udev_list_entry* devices, *dev_l
ist_entry;
    devices = udev_enumerate_get_list_entry
(enumerator);

    udev_list_entry_foreach(dev_list_entry,
 devices){
        const char* path = udev_list_entry_
get_name(dev_list_entry);
        struct udev_device* dev = udev_devi
ce_new_from_syspath(udev, path);
        // If the device matches a recogniz
ed device ID, open it
        const char* product = udev_device_g
et_sysattr_value(dev, "idProduct");
```

```
        if(!strcmp(product, P_K70_STR)){
            pthread_mutex_lock(&kblistmutex
);
            openusb(dev, 70);
            pthread_mutex_unlock(&kblistmut
ex);
            continue;
        }
        if(!strcmp(product, P_K95_STR)){
            pthread_mutex_lock(&kblistmutex
);
            openusb(dev, 95);
            pthread_mutex_unlock(&kblistmut
ex);
            continue;
        }
        // Free the device if it wasn't use
d
        udev_device_unref(dev);
    }
    udev_enumerate_unref(enumerator);
}
```

开发者ID:TricksterGuy, 项目名称:ckb, 代码行数:30, 代码来源:usb_linux.c

示例9: assert

▲ 点赞 1 ▼

```
void
UdevSubsystem::enumerate_udev_devices()
{
  assert(m_process_match_cb);

  // Enumerate over all devices already con
nected to the computer
  struct udev_enumerate* enumerate = udev_e
numerate_new(m_udev);
  assert(enumerate);

  udev_enumerate_add_match_subsystem(enumer
ate, "usb");
  // not available yet: udev_enumerate_add_
match_is_initialized(enumerate);
  udev_enumerate_scan_devices(enumerate);

  struct udev_list_entry* devices;
  struct udev_list_entry* dev_list_entry;

  devices = udev_enumerate_get_list_entry(e
numerate);
  udev_list_entry_foreach(dev_list_entry, d
evices)
  {
    // name is path, value is NULL
    const char* path = udev_list_entry_get_
name(dev_list_entry);

    struct udev_device* device = udev_devic
e_new_from_syspath(m_udev, path);

    // manually filter for devtype, as udev
 enumerate can't do it by itself
    const char* devtype = udev_device_get_d
evtype(device);
    if (devtype && strcmp(devtype, "usb_dev
ice") == 0)
    {
      m_process_match_cb(device);
```

```
    }
    udev_device_unref(device);
  }
  udev_enumerate_unref(enumerate);
}
```

开发者ID:brojudd, 项目名称:ubuntu, 代码行数:34, 代码来源:udev_subsystem.cpp

示例10: m_gamepadDevices

▲ 点赞 1 ▼

```
GamepadController::GamepadController()
    : m_gamepadDevices(Nix::Gamepads::itemsLengthCap)
{
    m_udev = udev_new();
    m_gamepadsMonitor = udev_monitor_new_from_netlink(m_udev, "udev");

    udev_monitor_enable_receiving(m_gamepadsMonitor);
    udev_monitor_filter_add_match_subsystem_devtype(m_gamepadsMonitor, "input", 0);

    GIOChannel *channel = g_io_channel_unix_new(udev_monitor_get_fd(m_gamepadsMonitor));
    g_io_add_watch(channel, GIOCondition(G_IO_IN), static_cast<GIOFunc>(&GamepadController::onGamepadChange), this);
    g_io_channel_unref(channel);

    struct udev_enumerate* enumerate = udev_enumerate_new(m_udev);
    udev_enumerate_add_match_subsystem(enumerate, "input");
    udev_enumerate_add_match_property(enumerate, "ID_INPUT_JOYSTICK", "1");
    udev_enumerate_scan_devices(enumerate);
    struct udev_list_entry* cur;
    struct udev_list_entry* devs = udev_enumerate_get_list_entry(enumerate);
    udev_list_entry_foreach(cur, devs)
    {
        const char* devname = udev_list_entry_get_name(cur);
        struct udev_device* device = udev_device_new_from_syspath(m_udev, devname);
        if (isGamepadDevice(device))
            registerDevice(udev_device_get_devnode(device));
        udev_device_unref(device);
    }
    udev_enumerate_unref(enumerate);
}
```

开发者ID:dakerfp, 项目名称:drowser, 代码行数:29, 代码来源:Gamepad.cpp

示例11: linux_listusb_clean_throw_exp

▲ 点赞 1 ▼

```
/*
 * Cleans up resources and set exception that will get thrown upon return to java laye
```

```
r.
 */
jstring linux_listusb_clean_throw_exp(JNIEn
v *env, int task, const char *expmsg,
        struct jstrarray_list *list, struct
 udev_device *udev_device,
        struct udev_enumerate *enumerator,
struct udev *udev_ctx) {

    (*env)->ExceptionClear(env);
    free_jstrarraylist(list);

    /* free memory first, so even if throwi
ng JNI exception fails, this succeeds. */
    if(task == 1) {
        udev_device_unref(udev_device);
        udev_enumerate_unref(enumerator);
        udev_unref(udev_ctx);
    }else {
    }

    jclass serialComExceptionClass = (*env)
->FindClass(env, SCOMEXPCLASS);
    if((serialComExceptionClass == NULL) ||
 ((*env)->ExceptionOccurred(env) != NULL))
{
        (*env)->ExceptionClear(env);
        if(task == 1) {
            LOGE(E_FINDCLASSSCOMEXPSTR, E_N
EWSTRUTFSTR);
        }else {
            LOGE(E_FINDCLASSSCOMEXPSTR, exp
msg);
        }
        return NULL;
    }

    if(task == 1) {
        (*env)->ThrowNew(env, serialComExce
ptionClass, E_NEWSTRUTFSTR);
    }else {
        (*env)->ThrowNew(env, serialComExce
ptionClass, expmsg);
    }

    return NULL;
}
```

开发者ID:MbedTinkerer，项目名称:serial-communication-manager，代码行数:37，代码来源:unix_like_list_usb.c

示例12: udev_enumerate_new

▲ 点赞 1 ▼

```
QStringList QDeviceDiscovery::scanConnected
Devices()
{
    QStringList devices;

    if (!m_udev)
        return devices;

    udev_enumerate *ue = udev_enumerate_new
(m_udev);
    udev_enumerate_add_match_subsystem(ue,
"input");
    udev_enumerate_add_match_subsystem(ue,
"drm");
```

```
    if (m_types & Device_Mouse)
        udev_enumerate_add_match_property(u
e, "ID_INPUT_MOUSE", "1");
    if (m_types & Device_Touchpad)
        udev_enumerate_add_match_property(u
e, "ID_INPUT_TOUCHPAD", "1");
    if (m_types & Device_Touchscreen)
        udev_enumerate_add_match_property(u
e, "ID_INPUT_TOUCHSCREEN", "1");
    if (m_types & Device_Keyboard) {
        udev_enumerate_add_match_property(u
e, "ID_INPUT_KEYBOARD", "1");
        udev_enumerate_add_match_property(u
e, "ID_INPUT_KEY", "1");
    }
    if (m_types & Device_Tablet)
        udev_enumerate_add_match_property(u
e, "ID_INPUT_TABLET", "1");

    if (udev_enumerate_scan_devices(ue) !=
0) {
#ifdef QT_QPA_DEVICE_DISCOVERY_DEBUG
        qWarning() << "UDeviceHelper scan c
onnected devices for enumeration failed";
#endif
        return devices;
    }

    udev_list_entry *entry;
    udev_list_entry_foreach (entry, udev_en
umerate_get_list_entry(ue)) {
        const char *syspath = udev_list_ent
ry_get_name(entry);
        udev_device *udevice = udev_device_
new_from_syspath(m_udev, syspath);
        QString candidate = QString::fromUt
f8(udev_device_get_devnode(udevice));
        if ((m_types & Device_InputMask) &&
 candidate.startsWith(QLatin1String(QT_EVDE
V_DEVICE)))
            devices << candidate;
        if ((m_types & Device_VideoMask) &&
 candidate.startsWith(QLatin1String(QT_DRM_
DEVICE))) {
            if (m_types & Device_DRM_Primar
yGPU) {
                udev_device *pci = udev_dev
ice_get_parent_with_subsystem_devtype(udevi
ce, "pci", 0);
                if (pci) {
                    if (qstrcmp(udev_device
_get_sysattr_value(pci, "boot_vga"), "1") =
= 0)
                        devices << candidat
e;
                }
            } else
                devices << candidate;
        }

        udev_device_unref(udevice);
    }
    udev_enumerate_unref(ue);

#ifdef QT_QPA_DEVICE_DISCOVERY_DEBUG
    qWarning() << "UDeviceHelper found matc
hing devices" << devices;
#endif

    return devices;
}
```

开发者ID:3163504123, 项目名称:phantomjs, 代码行数:59, 代码来源:qdevicediscovery_udev.cpp

示例13: rw_udev_register_cb

▲ 点赞 1 ▼

```
rw_status_t
rw_udev_register_cb(rw_udev_handle_t *handle,
                    void *userdata, rw_udev_cb_t cb)
{
  struct udev_enumerate *enumerate = NULL;
  struct udev_list_entry *devices, *dev_list_entry;
  int ret = -1;
  rw_status_t status = RW_STATUS_SUCCESS;
  rw_pci_address_t pci_addr;
  rw_pci_device_t *dev;
  struct udev_device *udevice;

  handle->cb = cb;
  handle->userdata = userdata;

  //walk throight he list and call the callback..
  enumerate = udev_enumerate_new(handle->udev);
  if (!enumerate){
    goto free_and_ret;
  }
  udev_enumerate_add_match_subsystem(enumerate, "net");
  udev_enumerate_scan_devices(enumerate);
  devices = udev_enumerate_get_list_entry(enumerate);
  udev_list_entry_foreach(dev_list_entry, devices) {
    const char *path;
    path = udev_list_entry_get_name(dev_list_entry);
    ret = rw_sys_populate_pci_from_path(path, &pci_addr);
    if (!ret){

    }else{
      udevice = udev_device_new_from_syspath(handle->udev, path);
      dev = rw_udev_insert_device(handle, &pci_addr);
      rw_udev_update_device(udevice, dev);
      if (dev){
        handle->cb(handle->userdata, dev, RW_UDEV_DEVICE_ADD);
      }
      udev_device_unref(udevice);
    }
  }

  handle->mon = udev_monitor_new_from_netlink(handle->udev, "udev");
  udev_monitor_filter_add_match_subsystem_devtype(handle->mon, "net", NULL);
  udev_monitor_enable_receiving(handle->mon);
  /* Get the file descriptor (fd) for the monitor.
     This fd will get passed to select() */
  handle->fd = udev_monitor_get_fd(handle->
```

```
mon);


ret:
  return status;

free_and_ret:
  if (enumerate){
    udev_enumerate_unref(enumerate);
    enumerate = NULL;
  }
  status = RW_STATUS_FAILURE;
  goto ret;
}
```

开发者ID:RIFTIO, 项目名称:RIFT.ware, 代码行数:59, 代码来源:rwudev.c

示例14: udevInterfaceLookupByMACString

▲ 点赞 1 ▼

```
static virInterfacePtr
udevInterfaceLookupByMACString(virConnectPtr conn, const char *macstr)
{
    struct udev_iface_driver *driverState = conn->interfacePrivateData;
    struct udev *udev = udev_ref(driverState->udev);
    struct udev_enumerate *enumerate = NULL;
    struct udev_list_entry *dev_entry;
    struct udev_device *dev;
    const char *name;
    virInterfacePtr ret = NULL;

    enumerate = udevGetDevices(udev, VIR_UDEV_IFACE_ALL);

    if (!enumerate) {
        virReportError(VIR_ERR_INTERNAL_ERROR,
                       _("failed to lookup interface with MAC address '%s'"),
                       macstr);
        goto err;
    }

    /* Match on MAC */
    udev_enumerate_add_match_sysattr(enumerate, "address", macstr);

    /* Do the scan to load up the enumeration */
    udev_enumerate_scan_devices(enumerate);

    /* Get a list we can walk */
    dev_entry = udev_enumerate_get_list_entry(enumerate);

    /* Check that we got something back */
    if (!dev_entry) {
        virReportError(VIR_ERR_NO_INTERFACE,
                       _("couldn't find interface with MAC address '%s'"),
                       macstr);
        goto err;
```

```
    }

    /* Check that we didn't get multiple it
ems back */
    if (udev_list_entry_get_next(dev_entry)
) {
        virReportError(VIR_ERR_MULTIPLE_INT
ERFACES,
                       _("the MAC address '
%s' matches multiple interfaces"),
                       macstr);
        goto err;
    }

    dev = udev_device_new_from_syspath(udev
, udev_list_entry_get_name(dev_entry));
    name = udev_device_get_sysname(dev);
    ret = virGetInterface(conn, name, macst
r);
    udev_device_unref(dev);

err:
    if (enumerate)
        udev_enumerate_unref(enumerate);
    udev_unref(udev);

    return ret;
}
```

开发者ID:avdv, 项目名称:libvirt, 代码行数:57, 代码来源:interface_backend_udev.c

示例15: mk_enumerate

▲ 点赞 1 ▼

```
udev_enumerate_ptr Root::mk_enumerate() con
st
{
    udev_enumerate_ptr res
        (udev_enumerate_new(p.get())
         , [](udev_enumerate *p) {
            if (p) udev_enumerate_unref(p)
;
        });
    return res;
}
```

开发者ID:android-808, 项目名称:cor, 代码行数:9, 代码来源:udev.cpp

示例16: v4l2_get_devices

▲ 点赞 1 ▼

```
  /*
     This implementation uses udev to retri
eve capture devices.
     We support both udev and default v4l2
ways to retrieve
     devices. Udev is not supported on all
systems.

   */
  std::vector<V4L2_Device> v4l2_get_devices
() {

    std::vector<V4L2_Device> result;
    struct udev* udev;
```

```
    struct udev_enumerate* enumerate;
    struct udev_list_entry* devices;
    struct udev_list_entry* dev_list_entry;
    struct udev_device* dev;

    udev = udev_new();
    if(!udev) {
      printf("Error: Cannot udev_new()\n");
      return result;
    }

    enumerate = udev_enumerate_new(udev);
    udev_enumerate_add_match_subsystem(enum
erate, "video4linux");
    udev_enumerate_scan_devices(enumerate);
    devices = udev_enumerate_get_list_entry
(enumerate);

    udev_list_entry_foreach(dev_list_entry,
 devices) {

      /* Get the device by syspath. */
      const char* syspath = udev_list_entry
_get_name(dev_list_entry);
      dev = udev_device_new_from_syspath(ud
ev, syspath);

      if(!dev) {
        printf("Error: cannot get the devic
e using the syspath: %s\n", syspath);
        continue;
      }

      V4L2_Device v4l2_device;
      v4l2_device.path = udev_device_get_de
vnode(dev);

      if(v4l2_device.path.size() == 0) {
        printf("Error: Cannot find devpath.
\n");
        continue;
      }

      dev = udev_device_get_parent_with_sub
system_devtype(dev, "usb", "usb_device");

      if(!dev) {
        printf("Error:Cannot find related u
sb device.\n");
        continue;
      }

      v4l2_device.id_vendor = udev_device_g
et_sysattr_value(dev, "idVendor");
      v4l2_device.id_product = udev_device_
get_sysattr_value(dev, "idProduct");

      result.push_back(v4l2_device);
    }

    udev_enumerate_unref(enumerate);
    udev_unref(udev);

    return result;
  }
```

开发者ID:cyrilcode，项目名称:video_capture，代码行数:63，代码来源:V4L2_Devices_Udev.cpp

示例17: input_init

▲ 点赞 1 ▼

```
void input_init(char* mapfile) {
  #ifdef HAVE_LIBCEC
  init_cec();
  #endif

  udev = udev_new();
  if (!udev) {
    fprintf(stderr, "Can't create udev\n");
    exit(1);
  }

  autoadd = (numDevices == 0);
  if (autoadd) {
    struct udev_enumerate *enumerate = udev
_enumerate_new(udev);
    udev_enumerate_add_match_subsystem(enum
erate, "input");
    udev_enumerate_scan_devices(enumerate);
    struct udev_list_entry *devices = udev_
enumerate_get_list_entry(enumerate);

    struct udev_list_entry *dev_list_entry;
    udev_list_entry_foreach(dev_list_entry,
 devices) {
      const char *path = udev_list_entry_ge
t_name(dev_list_entry);
      struct udev_device *dev = udev_device
_new_from_syspath(udev, path);
      const char *devnode = udev_device_get
_devnode(dev);
      int id;
      if (devnode != NULL && sscanf(devnode
, "/dev/input/event%d", &id) == 1) {
        input_create(devnode, mapfile);
      }
      udev_device_unref(dev);
    }

    udev_enumerate_unref(enumerate);
  }

  udev_mon = udev_monitor_new_from_netlink(
udev, "udev");
  udev_monitor_filter_add_match_subsystem_d
evtype(udev_mon, "input", NULL);
  udev_monitor_enable_receiving(udev_mon);

  udev_fdindex = numFds++;
  sig_fdindex = numFds++;

  if (fds == NULL)
    fds = malloc(sizeof(struct pollfd)*numF
ds);
  else
    fds = realloc(fds, sizeof(struct pollfd
)*numFds);

  if (fds == NULL) {
    fprintf(stderr, "Not enough memory\n");
    exit(EXIT_FAILURE);
  }

  defaultMapfile = mapfile;
  fds[udev_fdindex].fd = udev_monitor_get_f
d(udev_mon);
  fds[udev_fdindex].events = POLLIN;

  main_thread_id = pthread_self();
}
```

开发者ID:vulcandth, 项目名称:moonlight-embedded, 代码行数:56, 代码来源:input.c

示例18: GamepadInit

▲ 点赞 1 ▼

```
void GamepadInit(void) {
    struct udev_list_entry* devices;
    struct udev_list_entry* item;
    struct udev_enumerate* enu;
    int i;

    /* initialize connection state */
    for (i = 0; i != GAMEPAD_COUNT; ++i) {
        STATE[i].flags = 0;
        STATE[i].fd = STATE[i].effect = -1;
    }

    /* open the udev handle */
    UDEV = udev_new();
    if (UDEV == NULL) {
        /* FIXME: flag error? */
        return;
    }

    /* open monitoring device (safe to fail
) */
    MON = udev_monitor_new_from_netlink(UDE
V, "udev");
    /* FIXME: flag error if hot-plugging ca
n't be supported? */
    if (MON != NULL) {
        udev_monitor_enable_receiving(MON);
        udev_monitor_filter_add_match_subsy
stem_devtype(MON, "input", NULL);
    }

    /* enumerate joypad devices */
    enu = udev_enumerate_new(UDEV);
    udev_enumerate_add_match_subsystem(enu,
 "input");
    udev_enumerate_scan_devices(enu);
    devices = udev_enumerate_get_list_entry
(enu);

    udev_list_entry_foreach(item, devices)
{
        const char* name;
        const char* sysPath;
        const char* devPath;
        struct udev_device* dev;

        name = udev_list_entry_get_name(ite
m);
        dev = udev_device_new_from_syspath(
UDEV, name);
        sysPath = udev_device_get_syspath(d
ev);
        devPath = udev_device_get_devnode(d
ev);

        if (sysPath != NULL && devPath != N
ULL && strstr(sysPath, "/js") != 0) {
            GamepadAddDevice(devPath);
        }

        udev_device_unref(dev);
    }
```

```
    /* cleanup */
    udev_enumerate_unref(enu);
}
```

开发者ID:PhoenixClub，项目名称:gamepad，代码行数:54，代码来源:gamepad.c

示例19: defined

▲ 点赞 1 ▼

```
/*
 * this function is not powerful because it reinitializes a new udev search each
 * time it would be nicer to call this only one time + one time at each hotplug
 * but it is already very fast, so, let's keep it simple and non intrusive
 */
bool CLinuxInputDevices::IsUdevJoystick(const char *devpath)
{
#if defined(HAVE_LIBUDEV)
  struct udev *udev;
  struct udev_enumerate *enumerate;
  struct udev_list_entry *devices, *dev_list_entry;
  struct udev_device *dev;
  const char *path;
  const char *devfoundpath;

  udev = udev_new();
  if (!udev)
    return false; // can't create udev

  enumerate = udev_enumerate_new(udev);
  if (enumerate == NULL)
  {
    udev_unref(udev);
    return false;
  }

  if (udev_enumerate_add_match_subsystem(enumerate, "input") == 0)
  {
    if (udev_enumerate_add_match_property(enumerate, "ID_INPUT_JOYSTICK", "1") == 0)
    {
      if (udev_enumerate_scan_devices(enumerate) >= 0)
      {
        devices = udev_enumerate_get_list_entry(enumerate);

        udev_list_entry_foreach(dev_list_entry, devices)
        {
          path = udev_list_entry_get_name(dev_list_entry);
          dev = udev_device_new_from_syspath(udev, path);
          if (dev != NULL)
          {
            devfoundpath = udev_device_get_devnode(dev);
            if (devfoundpath != NULL)
            {
              // found (finally !)
              //printf("=> %s\n", devfoundpath);
```

```
            if (strcmp(devfoundpath, devpath) == 0)
              {
                udev_device_unref(dev);
                udev_enumerate_unref(enumerate);
                udev_unref(udev);
                return true;
              }
            }
            udev_device_unref(dev);
          }
        }
      }
    }
```

开发者ID:intrcomp, 项目名称:xbmc, 代码行数:58, 代码来源:LinuxInputDevices.cpp

示例20: find_and_open_p6s

▲ 点赞 1 ▼

```
int find_and_open_p6s() {
    int result = -1;
    char buf[300];
    memset(buf, 0, sizeof(buf));

    get_usb_device_syspath(ID_VENDOR_YEALINK,ID_PRODUCT_VOIPUSBPHONE, buf);
    int len = strlen(buf);
    if (len==0) {
        return result;
    }
    printf("Found Skypemate P6S USB at %s \n", buf);

    struct udev* udev;
    struct udev_enumerate* enumerate;
    struct udev_list_entry* dev_list_entry;
    struct udev_device* dev;

    udev = udev_new();
    if (udev<0) {
        perror("error creating udev object");
        return result;
    }

    // enumerating all hidraw devices
    enumerate = udev_enumerate_new(udev);
    udev_enumerate_add_match_subsystem(enumerate, "hidraw");
    udev_enumerate_scan_devices(enumerate);

    dev_list_entry = udev_enumerate_get_list_entry(enumerate);
    while ((dev_list_entry!=0) && (result==-1)) {
        const char* syspath = udev_list_entry_get_name(dev_list_entry);
        dev = udev_device_new_from_syspath(udev, syspath);
        // get hidraw USB parent
        struct udev_device* parent = udev_device_get_parent_with_subsystem_devtype(dev, "usb","usb_device");
        if (parent != 0) {
            const char* parent_syspath = udev_device_get_syspath(parent);
```

```
            if ( strcmp(buf, parent_syspath) == 0) {
                // found it
                const char* devnode = udev_device_get_devnode(dev);
                printf("Found corresponding hidraw device: %s \n", devnode);
                result = open(devnode, O_RDONLY);
            }
        }

        udev_device_unref(dev);
        dev_list_entry = udev_list_entry_get_next(dev_list_entry);
    }

    udev_enumerate_unref(enumerate);
    udev_unref(udev);
    return result;
}
```

开发者ID:eugeneRover，项目名称:SkypemateP6S，代码行数:52，代码来源:skypemate_p6s.c