

## libpackedobjectsd tutorial

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# 1 Introduction

## 1.1 What is libpackedobjectsd?

libpackedobjectsd is a light-weight XML messaging library. It is created using multiple publisher and subscriber model and built using libpackedobjects and ZeroMQ in C language. It is simple to implement and is suited to embedded systems and mobile devices. The library provides simple API to send and receive XML data to and from multiple nodes. The library connects all the nodes sending/receiving XML data using the same XML schema to one group. The data is also validated by the schema during the send and receive process.

libpackedobjectsd is based on libpackedobjects, libxml2 and ZeroMQ and therefore should run on any system that libxml2 and ZeroMQ runs on.

## 1.2 Key features

- Light-weight and simple
- Validates XML data on send and receive
- Simple API with two main function calls
- Highly portable - designed for embedded and mobile devices
- Simple subset of XML Schema required to create protocols

## 1.3 Limitations

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## 2 Installation

### 2.1 Installing packedobjects

To install from the latest source:

```
git clone git://gitorious.org/libpackedobjects/libpackedobjects.git
cd libpackedobjects
autoreconf -i
./configure
make
make check
sudo make install
```

### 2.2 Further reading

## 3 Getting started

### 3.1 Quick start

After compiling and running 'make check' you should find a binary called 'packedobjectsdtest' in your src directory. This is command-line tool built with packedobjectsd which you can use to test out sending and receiving:

```
$ ./packedobjectsdtest --help
usage: packedobjectsdtest --schema <file> --xml <file>
```

To send and receive run:

```
$ ./packedobjectsdtest --schema foo.xsd --xml foo.xml
```

### 3.2 API basics

There are only 4 main function calls which are made available by adding `#include <packedobjectsd/packedobjectsd.h>` to your code.

```
packedobjectsdObject *init_packedobjectsd(const char *schema_file);
    It will return the packedobjectsdObject pointer on success and will return NULL on er-
ror and sets error_code as well
int packedobjectsd_send(packedobjectsdObject *pod_obj, xmlDocPtr doc);
    It will return number of bytes sent on success and will return -1 on error and sets er-
ror_code as well
xmlDocPtr packedobjectsd_receive(packedobjectsdObject *pod_obj);
    It will return xmlDoc pointer on success and will return NULL on error and sets er-
ror_code as well
void free_packedobjectsd(packedobjectsdObject *pod_obj);
```

You first must initialise the library using your XML Schema. Typical use would be one called to `init_packedobjectsd` at startup and then multiple calls `send/receive` data. The interface to the `packedobjectsd_send` function requires a `libxml2` doc type. The `packedobjectsd_receive` function returns a `libxml2` doc type.

If during runtime your schema changed you must call the `init` function again with the new file. The library is designed to communicate to the server during the `init` function which gives it back the network address and port numbers to send or receive the data. Therefore, do not call `init_packedobjectsd` more than once if you do not plan on supporting dynamically changing protocols at runtime.

To build an application with the software you must link with the library. Using `autoconf` you can add `PKG_CHECK_MODULES([LIBPACKEDOBJECTSD], [libpackedobjectsd])`

to your `configure.ac` file and then use the variables `$(LIBPACKEDOBJECTSD_CFLAGS)` and `$(LIBPACKEDOBJECTSD_LIBS)` in your `Makefile.am` file.

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