TCP_SERVER

1.0

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Chapter 1

Data Structure Documentation

1.1 s_process_data Struct Reference

`#include <tcp_server.h>`

Data Fields

- struct s_ringBuffer * p_ringbuffer
- pthread_t thread
- void * p_data

1.1.1 Field Documentation

1.1.1.1 p_data

`void* s_process_data::p_data`

1.1.1.2 p_ringbuffer

`struct s_ringBuffer* s_process_data::p_ringbuffer`

1.1.1.3 thread

`pthread_t s_process_data::thread`

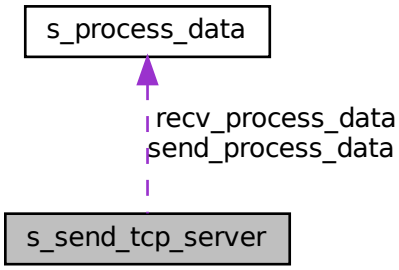
The documentation for this struct was generated from the following file:

- tcp_server.h

1.2 s_send_tcp_server Struct Reference

`#include <tcp_server.h>`

Collaboration diagram for s_send_tcp_server:



Data Fields

- int kill_thread
- struct pollfd poll_connection
- struct sockaddr_in * p_socket_info
- pthread_t connection_thread
- char * p_address
- unsigned short port
- struct s_process_data recv_process_data
- struct s_process_data send_process_data

1.2.1 Field Documentation

1.2.1.1 connection_thread

`pthread_t s_send_tcp_server::connection_thread`

1.2.1.2 kill_thread

`int s_send_tcp_server::kill_thread`

1.2.1.3 p_address

```
char* s_send_tcp_server::p_address
```

1.2.1.4 p_socket_info

```
struct sockaddr_in* s_send_tcp_server::p_socket_info
```

1.2.1.5 poll_connection

```
struct pollfd s_send_tcp_server::poll_connection
```

1.2.1.6 port

```
unsigned short s_send_tcp_server::port
```

1.2.1.7 recv_process_data

```
struct s_process_data s_send_tcp_server::recv_process_data
```

1.2.1.8 send_process_data

```
struct s_process_data s_send_tcp_server::send_process_data
```

The documentation for this struct was generated from the following file:

- tcp_server.h

1.3 s_vpi_data Struct Reference

```
#include <vpi_tcp_server.h>
```

Data Fields

- PLI_INT32 error
- PLI_INT32 num_ab_val_pairs
- PLI_INT32 array_byte_size
- vpiHandle systf_handle
- vpiHandle arg1_handle
- vpiHandle arg2_handle

1.3.1 Field Documentation

1.3.1.1 arg1_handle

```
vpiHandle s_vpi_data::arg1_handle
```

1.3.1.2 arg2_handle

```
vpiHandle s_vpi_data::arg2_handle
```

1.3.1.3 array_byte_size

```
PLI_INT32 s_vpi_data::array_byte_size
```

1.3.1.4 error

```
PLI_INT32 s_vpi_data::error
```

1.3.1.5 num_ab_val_pairs

```
PLI_INT32 s_vpi_data::num_ab_val_pairs
```

1.3.1.6 systf_handle

```
vpiHandle s_vpi_data::systf_handle
```

The documentation for this struct was generated from the following file:

- vpi_tcp_server.h

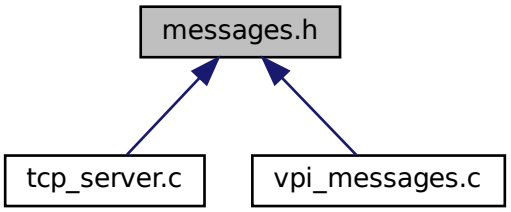
Chapter 2

File Documentation

2.1 messages.h File Reference

Functions to create multiple TCP servers.

This graph shows which files directly or indirectly include this file:



Functions

- int print_error (const char *format,...)
- int print_info (const char *format,...)

2.1.1 Detailed Description

Functions to create multiple TCP servers.

Author

Jay Convertino(johnathan.convertino.1@us.af.mil)

Date

2024-03-02

2.1.2 Function Documentation

2.1.2.1 print_error()

```
int print_error (
            const char * format,
             ...  )
```

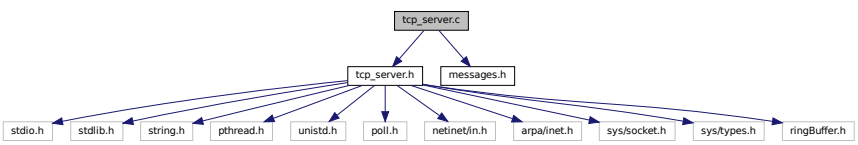
2.1.2.2 print_info()

```
int print_info (
            const char * format,
             ...  )
```

2.2 tcp_server.c File Reference

```
#include "tcp_server.h"
#include "messages.h"
```

Include dependency graph for tcp_server.c:



Functions

- int * setup_tcp_server (char *p_address, int port)
  SETUP TCP SERVER.
- int start_tcp_server (int *p_index)
  START TCP SERVER.
- int end_tcp_server (int *p_index)
  END TCP SERVER.
- void * connection_keep_alive (void *p_data)

Variables

- unsigned int g_num_of_connections = 0
- struct s_send_tcp_server g_send_tcp_server [MAX_CONNECTIONS]

2.2.1 Function Documentation

2.2.1.1 connection_keep_alive()

```
void * connection_keep_alive (
            void * p_data )
```

2.2.1.2 end_tcp_server()

```
int end_tcp_server (
            int * p_index )
```

END TCP SERVER.

2.2.1.3 setup_tcp_server()

```
int * setup_tcp_server (
            char * p_address,
            int port )
```

SETUP TCP SERVER.

2.2.1.4 start_tcp_server()

```
int start_tcp_server (
            int * p_index )
```

START TCP SERVER.

2.2.2 Variable Documentation

2.2.2.1 g_num_of_connections

```
unsigned int g_num_of_connections = 0
```

2.2.2.2 g_send_tcp_server

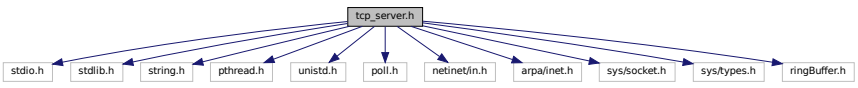
```
struct s_send_tcp_server g_send_tcp_server[MAX_CONNECTIONS]
```

2.3 tcp_server.h File Reference

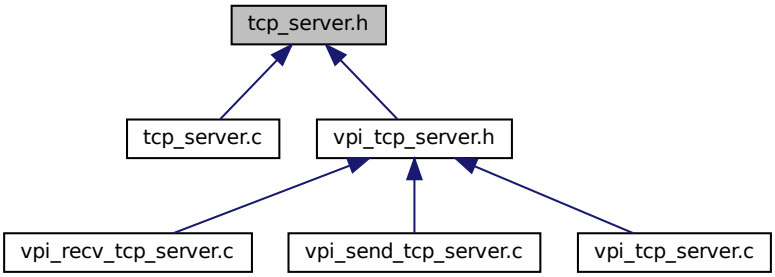
Functions to write raw binary files properly in verilog.

```
#include <stdio.h>
#include <stdlib.h>
#include <string.h>
#include <pthread.h>
#include <unistd.h>
#include <poll.h>
#include <netinet/in.h>
#include <arpa/inet.h>
#include <sys/socket.h>
#include <sys/types.h>
#include "ringBuffer.h"
```

Include dependency graph for tcp_server.h:



This graph shows which files directly or indirectly include this file:



Data Structures

- struct s_process_data
- struct s_send_tcp_server

Macros

- #define BUFFSIZE (1 << 23)
- #define DATACHUNK (1 << 21)
- #define MAX_CONNECTIONS 256

Functions

- int * setup_tcp_server (char *p_address, int port)
  SETUP TCP SERVER.
- int start_tcp_server (int *p_index)
  START TCP SERVER.
- int end_tcp_server (int *p_index)
  END TCP SERVER.

Variables

- struct s_send_tcp_server g_send_tcp_server [MAX_CONNECTIONS]

2.3.1 Detailed Description

Functions to write raw binary files properly in verilog.

Functions to create multiple TCP servers.

Author

Jay Convertino(johnathan.convertino.1@us.af.mil)

Date

2024-22-02

Author

Jay Convertino(johnathan.convertino.1@us.af.mil)

Date

2024-23-02

2.3.2 Macro Definition Documentation

2.3.2.1 BUFFSIZE

```
#define BUFFSIZE (1 << 23)
```

2.3.2.2 DATACHUNK

```
#define DATACHUNK (1 << 21)
```

2.3.2.3 MAX_CONNECTIONS

```
#define MAX_CONNECTIONS 256
```

2.3.3 Function Documentation

2.3.3.1 end_tcp_server()

```
int end_tcp_server (
            int * p_index )
```

END TCP SERVER.

2.3.3.2 setup_tcp_server()

```
int* setup_tcp_server (
            char * p_address,
            int port )
```

SETUP TCP SERVER.

2.3.3.3 start_tcp_server()

```
int start_tcp_server (
            int * p_index )
```

START TCP SERVER.

2.3.4 Variable Documentation

2.3.4.1 g_send_tcp_server

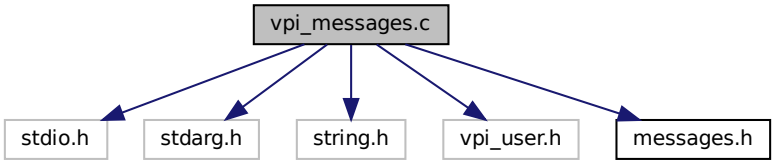
```
struct s_send_tcp_server g_send_tcp_server[MAX_CONNECTIONS]  [extern]
```

2.4 vpi_messages.c File Reference

Functions print messages using the vpi interface.

```
#include <stdio.h>
#include <stdarg.h>
#include <string.h>
#include <vpi_user.h>
#include "messages.h"
```

Include dependency graph for vpi_messages.c:



Functions

- int print_error (const char *format,...)
- int print_info (const char *format,...)

2.4.1 Detailed Description

Functions print messages using the vpi interface.

Author

Jay Convertino(johnathan.convertino.1@us.af.mil)

Date

2024-03-02

2.4.2 Function Documentation

2.4.2.1 print_error()

```
int print_error (
            const char * format,
             ...  )
```

2.4.2.2 print_info()

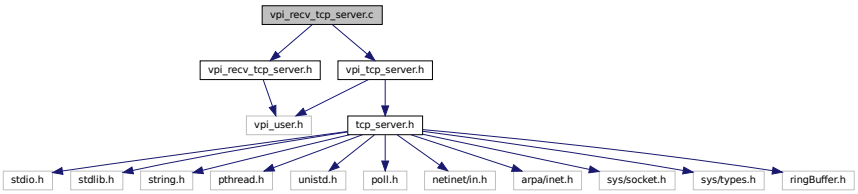
```
int print_info (
            const char * format,
             ...  )
```

2.5 vpi_recv_tcp_server.c File Reference

Functions for TCP server data receive.

```
#include "vpi_tcp_server.h"
#include "vpi_recv_tcp_server.h"
```

Include dependency graph for vpi_recv_tcp_server.c:



Functions

- void ∗ recv_thread (void ∗data)

  RECV TCP SETUP THREAD TO FILL RINGBUFFER.
- PLI_INT32 recv_tcp_server_end_sim_cb (p_cb_data data)

  RECEIVE TCP SERVER DATA END SIM CALLBACK.
- PLI_INT32 recv_tcp_server_start_sim_cb (p_cb_data data)

  RECEIVE TCP SERVER DATA START SIM CALLBACK.
- PLI_INT32 recv_tcp_server_compiletf (PLI_BYTE8 ∗user_data)

  Compile time call, check the arguments for validity.
- PLI_INT32 recv_tcp_server_calltf (PLI_BYTE8 ∗user_data)

  recv_tcp_server_calltf is a callback for the recv_tcp_server function.

2.5.1 Detailed Description

Functions for TCP server data receive.

Author

Jay Convertino(johnathan.convertino.1@us.af.mil)

Date

2024-02-22

2.5.2 Function Documentation

2.5.2.1 recv_tcp_server_calltf()

```
PLI_INT32 recv_tcp_server_calltf (
             PLI_BYTE8 * user_data )
```

recv_tcp_server_calltf is a callback for the recv_tcp_server function.

2.5.2.2 recv_tcp_server_compiletf()

```
PLI_INT32 recv_tcp_server_compiletf (
             PLI_BYTE8 * user_data )
```

Compile time call, check the arguments for validity.

RECEIVE TCP SERVER DATA COMPILE SETUP.

2.5.2.3 recv_tcp_server_end_sim_cb()

```
PLI_INT32 recv_tcp_server_end_sim_cb (
             p_cb_data data )
```

RECEIVE TCP SERVER DATA END SIM CALLBACK.

2.5.2.4 recv_tcp_server_start_sim_cb()

```
PLI_INT32 recv_tcp_server_start_sim_cb (
             p_cb_data data )
```

RECEIVE TCP SERVER DATA START SIM CALLBACK.

2.5.2.5 recv_thread()

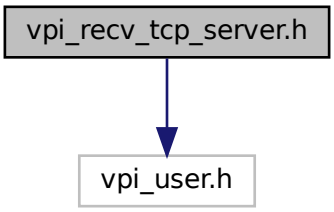
```
void* recv_thread (
             void * data )
```

RECV TCP SETUP THREAD TO FILL RINGBUFFER.

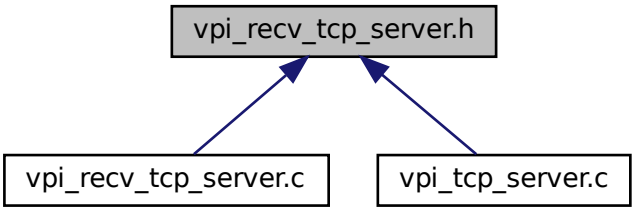
2.6 vpi_recv_tcp_server.h File Reference

Functions for TCP server data receive.

`#include <vpi_user.h>`
Include dependency graph for vpi_recv_tcp_server.h:



This graph shows which files directly or indirectly include this file:



Functions

- PLI_INT32 recv_tcp_server_compiletf (PLI_BYTE8 *user_data)
  RECEIVE TCP SERVER DATA COMPILE SETUP.
- PLI_INT32 recv_tcp_server_calltf (PLI_BYTE8 *user_data)
  recv_tcp_server_calltf is a callback for the recv_tcp_server function.

2.6.1 Detailed Description

Functions for TCP server data receive.

Author

Jay Convertino(johnathan.convertino.1@us.af.mil)

Date

2024-02-22

$recv_tcp_server takes 2 arguments. First a port matching setup_tcp_server, and second a vector of bytes for placing data.

2.6.2 Function Documentation

2.6.2.1 recv_tcp_server_calltf()

```
PLI_INT32 recv_tcp_server_calltf (
             PLI_BYTE8 * user_data )
```

recv_tcp_server_calltf is a callback for the recv_tcp_server function.

2.6.2.2 recv_tcp_server_compiletf()

```
PLI_INT32 recv_tcp_server_compiletf (
             PLI_BYTE8 * user_data )
```

RECEIVE TCP SERVER DATA COMPILE SETUP.

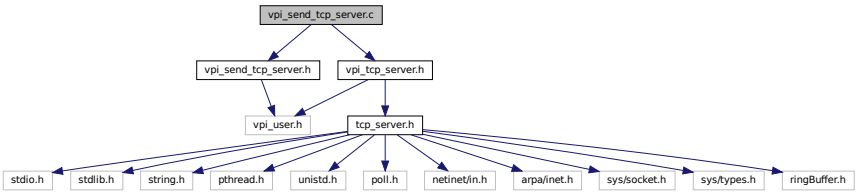
RECEIVE TCP SERVER DATA COMPILE SETUP.

2.7 vpi_send_tcp_server.c File Reference

Functions for TCP server data send.

```
#include "vpi_tcp_server.h"
#include "vpi_send_tcp_server.h"
```

Include dependency graph for vpi_send_tcp_server.c:



Functions

- void ∗ send_thread (void ∗data)

  SEND TCP SERVER THREAD TO EMPTY RINGBUFFER.
- PLI_INT32 send_tcp_server_end_sim_cb (p_cb_data data)

  SEND TCP SERVER DATA END SIM CALLBACK.
- PLI_INT32 send_tcp_server_start_sim_cb (p_cb_data data)

  SEND TCP SERVER DATA START SIM CALLBACK.
- PLI_INT32 send_tcp_server_compiletf (PLI_BYTE8 ∗user_data)

  Compile time call, check the arguments for validity.
- PLI_INT32 send_tcp_server_calltf (PLI_BYTE8 ∗user_data)

  Called by the simulator, each time it is requested.

2.7.1 Detailed Description

Functions for TCP server data send.

Author

Jay Convertino(johnathan.convertino.1@us.af.mil)

Date

2024-23-02

2.7.2 Function Documentation

2.7.2.1 send_tcp_server_calltf()

```
PLI_INT32 send_tcp_server_calltf (
            PLI_BYTE8 * user_data )
```

Called by the simulator, each time it is requested.

2.7.2.2 send_tcp_server_compiletf()

```
PLI_INT32 send_tcp_server_compiletf (
            PLI_BYTE8 * user_data )
```

Compile time call, check the arguments for validity.

SEND TCP SERVER DATA COMPILE SETUP.

2.7.2.3 send_tcp_server_end_sim_cb()

```
PLI_INT32 send_tcp_server_end_sim_cb (
            p_cb_data data )
```

SEND TCP SERVER DATA END SIM CALLBACK.

2.7.2.4 send_tcp_server_start_sim_cb()

```
PLI_INT32 send_tcp_server_start_sim_cb (
            p_cb_data data )
```

SEND TCP SERVER DATA START SIM CALLBACK.

2.7.2.5 send_thread()

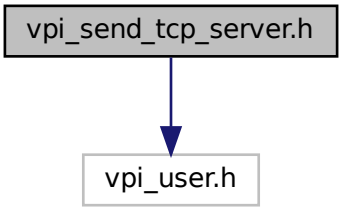
```
void* send_thread (
            void * data )
```

SEND TCP SERVER THREAD TO EMPTY RINGBUFFER.

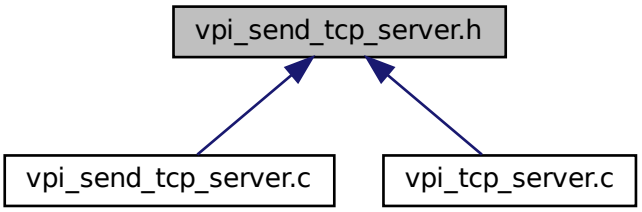
2.8 vpi_send_tcp_server.h File Reference

Function to send data over a tcp server.

`#include <vpi_user.h>`
Include dependency graph for vpi_send_tcp_server.h:



This graph shows which files directly or indirectly include this file:



Functions

- PLI_INT32 send_tcp_server_compiletf (PLI_BYTE8 *user_data)
  SEND TCP SERVER DATA COMPILE SETUP.
- PLI_INT32 send_tcp_server_calltf (PLI_BYTE8 *user_data)
  Called by the simulator, each time it is requested.

2.8.1 Detailed Description

Function to send data over a tcp server.

Author

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Date

2024-24-2

2.8.2 Function Documentation

2.8.2.1 send_tcp_server_calltf()

```
PLI_INT32 send_tcp_server_calltf (
            PLI_BYTE8 * user_data )
```

Called by the simulator, each time it is requested.

2.8.2.2 send_tcp_server_compiletf()

```
PLI_INT32 send_tcp_server_compiletf (
            PLI_BYTE8 * user_data )
```

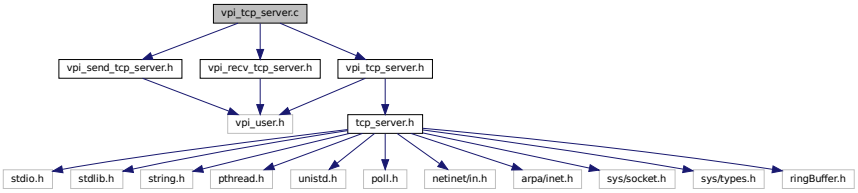
SEND TCP SERVER DATA COMPILE SETUP.

SEND TCP SERVER DATA COMPILE SETUP.

2.9 vpi_tcp_server.c File Reference

```
#include "vpi_send_tcp_server.h"
#include "vpi_recv_tcp_server.h"
#include "vpi_tcp_server.h"
```

Include dependency graph for vpi_tcp_server.c:



Functions

- PLI_INT32 setup_tcp_server_start_sim_cb (p_cb_data data)

  SETUP TCP SERVER DATA START SIM CALLBACK.
- PLI_INT32 setup_tcp_server_end_sim_cb (p_cb_data data)

  SETUP TCP SERVER END SIM CALLBACK.
- PLI_INT32 tcp_server_sizetf (PLI_BYTE8 *user_data)

  Returns the size, in bits, of the function return type.
- PLI_INT32 setup_tcp_server_compiletf (PLI_BYTE8 *user_data)

  Compile time call, check the arguments for validity.
- PLI_INT32 setup_tcp_server_calltf (PLI_BYTE8 *user_data)

  setup_tcp_server_calltf is the callback for the setup_tcp_server function.
- void recv_tcp_server_reg_systf (void)

  Setup recv_tcp_server function.
- void send_tcp_server_reg_systf (void)

  Setup send_tcp_server function.
- void setup_tcp_server_reg_systf (void)

  Setup setup_tcp_server function.

Variables

- void(* vlog_startup_routines [ ])(void)

  register the new file functions

2.9.1 Function Documentation

2.9.1.1 recv_tcp_server_reg_systf()

```
void recv_tcp_server_reg_systf (
            void  )
```

Setup recv_tcp_server function.

2.9.1.2 send_tcp_server_reg_systf()

```
void send_tcp_server_reg_systf (
            void  )
```

Setup send_tcp_server function.

2.9.1.3 setup_tcp_server_calltf()

```
PLI_INT32 setup_tcp_server_calltf (
             PLI_BYTE8 * user_data )
```

setup_tcp_server_calltf is the callback for the setup_tcp_server function.

2.9.1.4 setup_tcp_server_compiletf()

```
PLI_INT32 setup_tcp_server_compiletf (
             PLI_BYTE8 * user_data )
```

Compile time call, check the arguments for validity.

2.9.1.5 setup_tcp_server_end_sim_cb()

```
PLI_INT32 setup_tcp_server_end_sim_cb (
             p_cb_data data )
```

SETUP TCP SERVER END SIM CALLBACK.

2.9.1.6 setup_tcp_server_reg_systf()

```
void setup_tcp_server_reg_systf (
             void  )
```

Setup setup_tcp_server function.

2.9.1.7 setup_tcp_server_start_sim_cb()

```
PLI_INT32 setup_tcp_server_start_sim_cb (
             p_cb_data data )
```

SETUP TCP SERVER DATA START SIM CALLBACK.

2.9.1.8 tcp_server_sizetf()

```
PLI_INT32 tcp_server_sizetf (
             PLI_BYTE8 * user_data )
```

Returns the size, in bits, of the function return type.

2.9.2 Variable Documentation

2.9.2.1 vlog_startup_routines

```
void(* vlog_startup_routines[])(void) (
             void  )
```

Initial value:

```
= {
  recv_tcp_server_reg_systf,
  send_tcp_server_reg_systf,
  setup_tcp_server_reg_systf,
  0
}
```

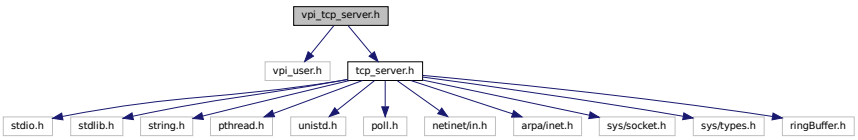
register the new file functions

2.10 vpi_tcp_server.h File Reference

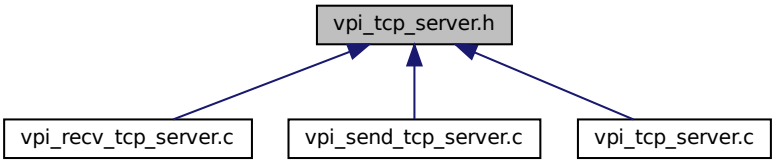
Functions to write raw binary files properly in verilog.

```
#include <vpi_user.h>
#include "tcp_server.h"
```

Include dependency graph for vpi_tcp_server.h:



This graph shows which files directly or indirectly include this file:



Data Structures

- struct s_vpi_data

Macros

- #define RECV_NAME "$recv_tcp_server"
- #define SEND_NAME "$send_tcp_server"
- #define SETUP_NAME "$setup_tcp_server"

2.10.1 Detailed Description

Functions to write raw binary files properly in verilog.

Functions to create multiple TCP servers.

Author

Jay Convertino(johnathan.convertino.1@us.af.mil)

Date

2024-22-02

Author

Jay Convertino(johnathan.convertino.1@us.af.mil)

Date

2024-23-02

2.10.2 Macro Definition Documentation

2.10.2.1 RECV_NAME

```
#define RECV_NAME "$recv_tcp_server"
```

2.10.2.2 SEND_NAME

```
#define SEND_NAME "$send_tcp_server"
```

2.10.2.3 SETUP_NAME

```
#define SETUP_NAME "$setup_tcp_server"
```

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