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## **Appendix 7B**

# **Name Service Multiplexor Constants and Definitions**

## Constants

The following constant definitions can be found in header file NAME\_SVC.H included with NIOS. These constant definitions are used by the name service multiplexor and the name service providers in order to implement the name service interface defined in this document.

### Name Service Types

```
#define NAME_SVC_ANY 0x00000000
#define NAME_SVC_BINDERY_ID 0x00000001
#define NAME_SVC_NDS_ID 0x00000002
#define NAME_SVC_PNW_ID 0x00000003
#define NAME_SVC_WILD 0x80000000
```

### String Types

```
#define SPECT_DATA_ASCII 0x00000001
#define SPECT_DATA_UNICODE 0x00000002
```

### Transport Types

```
#define TRAN_TYPE_IPX 0x00000001
#define TRAN_TYPE_TCP 0x00000002
#define TRAN_TYPE_WILD 0x80000000
```

### Service Types

```
#define SVC_TYPE_NCP_SERVER "NCP_SERVER"
```

### Object Types

```
#define USER_OBJECT_TYPE "USER"
#define USER_GROUP_OBJECT_TYPE "GROUP"
#define PRINT_QUEUE_OBJECT_TYPE "QUEUE"
#define NCP_SERVER_OBJECT_TYPE "NCP_SERVER"
```

## Structure Definitions

The following structure definitions can be found in header file NAME\_SVC.H included with NIOS. These structure definitions are used by the name service multiplexor and the name service providers in order to implement the name service interface defined in this document.

### SPECT\_DATA

The data structure for specifying a string in either Unicode or in local code page.

```
typedef struct {
    UINT32    Length;
    UINT8     *Data;
    UINT32    DataType;
    UINT16    LocalCodePage;
    UINT16    CountryCode;
} SPECT_DATA;
```

Fields:

<i>Length</i>	Length of name pointed to by <i>name</i> .
<i>Data</i>	Pointer to a string that can be encoded in either Unicode or in a local code page.
<i>DataType</i>	Specifies whether <i>name</i> is encoded in Unicode or in the local code page. Must be one of the following values: SPECT_DATA_ASCII SPECT_DATA_UNICODE
<i>LocalCodePage</i>	Decimal value of local code page if <i>string</i> is of type SPECT_DATA_ASCII. A value of zero means to use the default local code page.
<i>CountryCode</i>	Decimal value of country. A value of zero means to use the default local code page.

## TRAN\_ADDR\_TYPE

The data structure definition for a transport address returned by a name service provider.

```
typedef struct {  
    UINT32    transportType;  
    UINT32    transportLen;  
    UINT8     transportAddr[32];  
} TRAN_ADDR_TYPE;
```

Fields:

<i>transportType</i>	Type of transport address returned (for example, IPX or TCP).
<i>transportLen</i>	Length of returned transport address.
<i>transportAddr</i>	Buffer that contains the transport address. (It is assumed that 32 bytes is large enough to hold any transport address to be used by this interface).

## NAME\_SVC\_DESC\_BLOCK

Describes the data structure that a name service provider registers with the name service multiplexor that further describes the name service provider being registered. This information can be obtained by other NLMs by calling **NSMEnumerateNameSvc**.

```
typedef struct {
    UINT8    majorVersion;
    UINT8    minorVersion,
    UINT8    revision;
    UINT8    name[13];
    UINT8    description[80];
    UINT32    nameSvcID;
} NAME_SVC_DESC_BLOCK;
```

Fields:

<i>majorVersion</i>	Major version of this name service provider.
<i>minorVersion</i>	Minor version of this name service provider.
<i>revision</i>	Revision of this name service provider.
<i>name</i>	ASCIIZ name of this name service provider.
<i>description</i>	ASCIIZ description of this name service provider.
<i>nameSvcID</i>	Unique name service ID assigned to this name service provider.

## NAME\_SVC\_API\_SET\_TYPE

The following functions must be implemented by a name service provider to be compatible with the name service interface described in this document. A name service provider will register these functions with the name service multiplexor by calling the service **NSMRegisterNameSvc**.

```
typedef struct {
    UINT32      (*NSPGetPreferredName) (
        UINT32      processGroupID,
        UINT32      processID,
        SPECT_DATA  *name);

    UINT32      (*NSPSetPreferredName) (
        UINT32      processGroupID,
        UINT32      processID,
        SPECT_DATA  *name);

    UINT32      (NSPResolveNameToAddress) (
        UINT32      processGroupID,
        UINT32      processID,
        CONN_HANDLE connHandle,
        SPECT_DATA  *objectName,
        SPECT_DATA  *objectType,
        UINT32      transportType,
        VOID        *nameSvcSpec,
        UINT8       *repSessSvcID,
        TRAN_ADDR_TYPE *repTranAddr,
        UINT32      *repTranAddrCount );

    UINT32      (NSPResolveObjectToID) (
        UINT32      processGroupID,
        UINT32      processID,
        CONN_HANDLE connHandle,
        SPECT_DATA  *objectName,
        SPECT_DATA  *objectType,
        UINT32      transportType,
        VOID        *nameSvcSpec,
        UINT32      *repObjectID,
        UINT8       *repSessSvcID,
        TRAN_ADDR_TYPE *repTranAddr,
        UINT32      *repTranAddrCount );
} NAME_SVC_API_SET_TYPE;
```

## Return Codes

Following are the codes that can be returned by the Name Service Multiplexor/Providers that implement the Name Service Interface.

Code	Meaning
<b>SUCCESS_CODE</b>	Operation completed successfully.
<b>NAME_SVC_NOT_REGISTERED</b>	Specified name service provider is not registered with the name service multiplexor.
<b>NAME_SVC_ALREADY_REGISTERED</b>	Specified name service provider is already registered with the name service multiplexor.
<b>RESOLVE_NAME_FAILED</b>	No name service provider could resolve the supplied name to a network address.
<b>RESOLVE_OBJECT_FAILED</b>	No name service provider could resolve the supplied object name to an object ID.
<b>INVALID_PARAMETER</b>	Supplied input/output parameter is not valid for the operation being performed.
<b>MORE_DATA_ERROR</b>	Output buffer is not large enough to receive results of operation being performed.