

Vehicle Network Manager APIs

VNM IPC API

```
namespace fnv {

namespace vnm {

/**
 * Entry point for applications to request VnmIpc
 *
 * Client accesses these APIs by creating an instance of VnmIpc.
 */
class VnmIpc
{
public:

    // Initialize a client to use VNM IPC APIs
    VnmIpcRet_t initialize ( const std::string &appId );

    // Attempts to end any known server or client dhcp process, based
    // on a pid file name derived from a given network interface of interest.
    VnmIpcRet_t setDhcpIdleMode ( const std::string &wlanif );

    // Activates a dhcp client daemon, having first ended any running dhcp
    // daemon.
    VnmIpcRet_t setDhcpClientMode( const std::string &wlanif );

    // Activates a dhcp server daemon, having first ended any running dhcp
    // daemon.
    VnmIpcRet_t setDhcpServerMode( const std::string &wlanif );
}
```

```

// Removes any IP v4 address from the given interface, having first
// ended any running dhcp daemon.

VnmIpcRet_t clearIpAddress( const std::string &wlanif );


// Sets the given IP address on the given network interface.
// The IP address may be of the form a.b.c.d/n

VnmIpcRet_t setStaticIpAddress( const std::string &wlanif, const
std::string &address );


VnmIpcRet_t ConfigVlanInterface( const std::string &name,
                                const std::string &host_number,
                                const std::string &vlanid,
                                const std::string &parentif,
                                const std::string &gw_host_number,
                                const std::string &mtu,
                                const std::string &svc_level );


VnmIpcRet_t FreeVlanInterface( const std::string &name );


VnmIpcRet_t LinkNetworks( const std::string &name1,
                           const std::string &name2,
                           const std::string &svclevel,
                           std::string &linkid );


VnmIpcRet_t UnlinkNetworks( const std::string &linkid );


};

```