Appendix 12B
Session Multiplexor Structures and Definitions

sessMuxFileDir

```
struct _sessMuxFileDir {
   //File
   UINT32 (* SESSBoostWrites     )( CONN_HANDLE, UINT32 );
   UINT32 (* SESSCloseFile       )( FileInfoBlock *, UINT32, VOID * );
   UINT32 (* SESSCommitFile      )( FileInfoBlock *, UINT32 );
   UINT32 (* SESSContinueSearch  )( SearchInfoBlock * );
   UINT32 (* SESSCreateFile      )( UINT32, UINT32, UINT32, QuickPath *,
                                    FileInfoBlock * );
   UINT32 (* SESSDeleteFile      )( UINT32, QuickPath * );
   UINT32 (* SESSFakeClose       )( FileInfoBlock *, UINT32 );
   UINT32 (* SESSFileLease       )( FileInfoBlock *, UINT32 );
   UINT32 (* SESSGetFileSize     )( FileInfoBlock *, UINT32 );
   UINT32 (* SESSInitializeSearch)( QuickPath *, SearchInfoBlock * );
   UINT32 (* SESSOpenFile        )( UINT32, UINT32, QuickPath *, FileInfoBlock
                                    *);
   UINT32 (* SESSReadFile        )( FileInfoBlock *, UINT32, UINT32, UINT8 *,
                                    UINT32,UINT8 *,UINT32 *, UINT32, VOID * );
   UINT32 (* SESSRemoteCopy      )( FileInfoBlock *, FileInfoBlock *, UINT32,
                                    UINT32 *, UINT32 );
   UINT32 (* SESSRenameFile      )( UINT32, QuickPath *, QuickPath * );
   UINT32 (* SESSSearchForFile   )( UINT32, QuickPath *, DirEntryBlock * );
   UINT32 (* SESSSetDateTime     )( FileInfoBlock *, UINT32 );
   UINT32 (* SESSWriteFile       )( FileInfoBlock *,UINT32, UINT32, UINT8 *,
                                    UINT32, UINT8 *,UINT32 *,UINT32, VOID * );
   UINT32 (* SESSWriteVerify     )( FileInfoBlock *, GreyFileList * );
   UINT32 (* SESSReserved1       ) ();
   UINT32 (* SESSReserved2       ) ();
   UINT32 (* SESSReserved3       ) ();
   UINT32 (* SESSReserved4       ) ();
   UINT32 (* SESSReserved5       ) ();
   UINT32 (* SESSReserved6       ) ();
   UINT32 (* SESSReserved7       ) ();
   UINT32 (* SESSReserved8       ) ();
   UINT32 (* SESSReserved9       ) ();
   UINT32 (* SESSReserved10      ) ();

   //Dir
   UINT32 (* SESSAllocDirHandle    )( QuickPath *, DirInfoBlock * );
   UINT32 (* SESSFreeDirHandle     )( DirInfoBlock * );
   UINT32 (* SESSGetAccessRights   )( QuickPath *, UINT32 * );
   UINT32 (* SESSGetDirectorySpace )( QuickPath *, DiskSpace * );
   UINT32 (* SESSGetFullPath       )( DirInfoBlock *, UINT8 * );
   UINT32 (* SESSGetVolID          )( QuickPath *, UINT32 * );
   UINT32 (* SESSMakeDirectory     )( QuickPath * );
   UINT32 (* SESSRemoveDirectory   )( QuickPath * );
   UINT32 (* SESSRenameDirectory   )( QuickPath *, QuickPath * );
   UINT32 (* SESSSetAttributes     )( UINT32, UINT32, UINT32, QuickPath * );
```

```
   UINT32 (* SESSSetDirHandle      )( QuickPath *, DirInfoBlock * );
   UINT32 (* SESSGetVolumeInfo     )(  QuickPath *, UINT32 *, UINT32 *, UINT32
                                       *, UINT8 * );
   UINT32 (* SESSReserved12       ) ();
   UINT32 (* SESSReserved13       ) ();
   UINT32 (* SESSReserved14       ) ();
   UINT32 (* SESSReserved15       ) ();
   UINT32 (* SESSReserved16       ) ();
   UINT32 (* SESSReserved17       ) ();
   UINT32 (* SESSReserved18       ) ();
   UINT32 (* SESSReserved19       ) ();
   UINT32 (* SESSReserved20       ) ();

   //Sync
   UINT32 (* SESSClearFile           )( QuickPath * );
   UINT32 (* SESSClearFileSet        )( UINT32 );
   UINT32 (* SESSClearLogicalRecord  )( CONN_HANDLE, UINT8 * );
   UINT32 (* SESSClearLogicalRecordSet)( UINT32 );
   UINT32 (* SESSClearPhysRecord     )( LockInfoBlock * );
   UINT32 (* SESSClearPhysRecordSet  )( UINT32 );
   UINT32 (* SESSCloseSemaphore      )( Sema4InfoBlock * );
   UINT32 (* SESSExamineSemaphore    )( Sema4InfoBlock *,UINT32 *, UINT32 * );
   UINT32 (* SESSLockFileSet         )( UINT32, UINT32 );
   UINT32 (* SESSLockLogicalRecordSet)( UINT32, UINT32, UINT32 );
   UINT32 (* SESSLockPhysRecordSet   )( UINT32, UINT32, UINT32 );
   UINT32 (* SESSLogFile             )( QuickPath *, UINT32, UINT32 );
   UINT32 (* SESSLogLogicalRecord    )( CONN_HANDLE, UINT8 *,UINT32, UINT32 );
   UINT32 (* SESSLogPhysRecord       )( LockInfoBlock * );
   UINT32 (* SESSOpenSemaphore       )( Sema4InfoBlock *, UINT32 * );
   UINT32 (* SESSReleaseFile         )( QuickPath * );
   UINT32 (* SESSReleaseFileSet      )( UINT32 );
   UINT32 (* SESSReleaseLogicalRecord)( CONN_HANDLE, UINT8 * );
   UINT32 (* SESSReleaseLogicalRecordSet)( UINT32 );
   UINT32 (* SESSReleasePhysRecord   )( LockInfoBlock * );
   UINT32 (* SESSReleasePhysRecordSet)( UINT32 );
   UINT32 (* SESSSignalSemaphore     )( Sema4InfoBlock * );
   UINT32 (* SESSWaitOnSemaphore     )( Sema4InfoBlock *, UINT32 );
   UINT32 (* SESSReserved21          ) ();
   UINT32 (* SESSReserved22          ) ();
   UINT32 (* SESSReserved23          ) ();
   UINT32 (* SESSReserved24          ) ();
   UINT32 (* SESSReserved25          ) ();
   UINT32 (* SESSReserved26          ) ();
   UINT32 (* SESSReserved27          ) ();
   UINT32 (* SESSReserved28          ) ();
   UINT32 (* SESSReserved29          ) ();
   UINT32 (* SESSReserved30          ) ();
};
```

sessMuxPrint

```
struct _sessMuxPrint {
   UINT32 (* SESSAbortQJob           ) ( PDevInfoBlock *, PJobInfoBlock * );
   UINT32 (* SESSCloseFileStartQJob  ) ( PDevInfoBlock *, PJobInfoBlock * );
   UINT32 (* SESSCreateQJob          ) (  PDevInfoBlock *, PJobInfoBlock *,
                                          UINT8 * );
   UINT32 (* SESSGetQueueID          ) ( CONN_HANDLE, UINT32 *, UINT8 * );
   UINT32 (* SESSGetQueueName        ) ( CONN_HANDLE, UINT32, UINT8 * );
   UINT32 (* SESSReserved31          ) ();
   UINT32 (* SESSReserved32          ) ();
   UINT32 (* SESSReserved33          ) ();
   UINT32 (* SESSReserved34          ) ();
   UINT32 (* SESSReserved35          ) ();
   UINT32 (* SESSReserved36          ) ();
   UINT32 (* SESSReserved37          ) ();
   UINT32 (* SESSReserved38          ) ();
   UINT32 (* SESSReserved39          ) ();
   UINT32 (* SESSReserved40          ) ();
};
```

sessMuxConn

The difference between _sessMuxConn and _sessMuxConnRegister is the presence or absence of the first UINT32 parameter. This parameter is the *sessionSvcID,* needed when calling into SessMux but not when calling out of SessMux.

```
struct _sessMuxConn {
   UINT32 (* SESSEndOfJob            )( CONN_HANDLE, UINT8 );
   UINT32 (* SESSLogout              )( CONN_HANDLE );
   UINT32 (* SESSAllocConnection     )( UINT32,CONN_HANDLE );
   UINT32 (* SESSConnectByAddress    )( UINT32,CONN_HANDLE,TRAN_ADDR_TYPE * );
   UINT32 (* SESSDisconnect          )( UINT32,CONN_HANDLE, UINT32 );
   UINT32 (* SESSFreeConnection      )( UINT32,CONN_HANDLE );
   UINT32 (* SESSPingConnection      )( UINT32,CONN_HANDLE );
   UINT32 (* SESSValidateConnection  )( UINT32,CONN_HANDLE );
   UINT32 (* SESSReserved41          ) ();
   UINT32 (* SESSReserved42          ) ();
   UINT32 (* SESSReserved43          ) ();
   UINT32 (* SESSReserved44          ) ();
   UINT32 (* SESSReserved45          ) ();
   UINT32 (* SESSReserved46          ) ();
   UINT32 (* SESSReserved47          ) ();
   UINT32 (* SESSReserved48          ) ();
   UINT32 (* SESSReserved49          ) ();
```

```
   UINT32 (* SESSReserved50          ) ();
};
```

```
struct _sessMuxConnRegister {
   UINT32 (* SESSEndOfJob            )( CONN_HANDLE, UINT8 );
   UINT32 (* SESSLogout              )( CONN_HANDLE );
   UINT32 (* SESSAllocConnection     )( CONN_HANDLE );
   UINT32 (* SESSConnectByAddress    )( CONN_HANDLE, TRAN_ADDR_TYPE * );
   UINT32 (* SESSDisconnect          )( CONN_HANDLE, UINT32 );
   UINT32 (* SESSFreeConnection      )( CONN_HANDLE );
   UINT32 (* SESSPingConnection      )( CONN_HANDLE );
   UINT32 (* SESSValidateConnection  )( CONN_HANDLE );
   UINT32 (* SESSReserved51          ) ();
   UINT32 (* SESSReserved52          ) ();
   UINT32 (* SESSReserved53          ) ();
   UINT32 (* SESSReserved54          ) ();
   UINT32 (* SESSReserved55          ) ();
   UINT32 (* SESSReserved56          ) ();
   UINT32 (* SESSReserved57          ) ();
   UINT32 (* SESSReserved58          ) ();
   UINT32 (* SESSReserved59          ) ();
   UINT32 (* SESSReserved60          ) ();
};

struct _sessMuxMisc {
   UINT32 (* SESSGetServerTime       )( CONN_HANDLE, NDateTime * );
   UINT32 (* SESSGetVersion          )( UINT32 *, UINT32 * );
};
```

SESS_MUX_CALL_TABLE

Use this table to call into SessMux.

```
typedef struct _sessMuxCallTable {
   struct _sessMuxFileDir;
   struct _sessMuxPrint;
   struct _sessMuxConn;
   struct _sessMuxMisc;
} SESS_MUX_CALL_TABLE;
```

SESS_MUX_REGISTER_CALL_TABLE

Use this table to register with SessMux.

```
typedef struct _sessMuxRegisterCallTable {
   struct _sessMuxFileDir;
   struct _sessMuxPrint;
   struct _sessMuxConnRegister;
```

```
   struct _sessMuxMisc;
} SESS_MUX_REGISTER_CALL_TABLE;
```

SESS_SVC_DESC_BLOCK

```
typedef struct _sessSvcDescBlock {
   UINT8    majorVersion;
   UINT8    minorVersion;
   UINT8    revision;
   UINT8    name[13];
   UINT8    description[80];
   UINT32   sessSvcId;
} SESS_SVC_DESC_BLOCK;
```