

madk_pp_protocol.cpp File Reference

```
#include "madk_pp_protocol.h"

#include "main.h"

#include "filesystem.h"

#include "pathutil.h"

#include "pthreadutil.h"

#include "ui_mode.h"

#include "_logf.h"

#include "sys.h"

#include "sec.h"

#include "ped.h"

#include "card_dt.h"

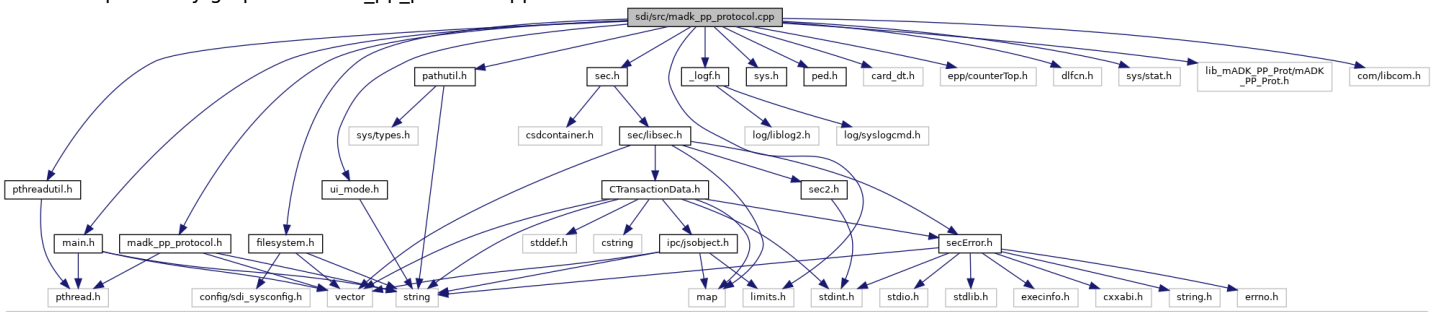
#include "epp/counterTop.h"

#include <dlfcn.h>

#include <sys/stat.h>

#include "lib_mADK_PP_Prot/mADK_PP_Prot.h"
```

Include dependency graph for madk_pp_protocol.cpp:



Data Structures

| | |
|--------|-------------------------------------|
| class | ConnectionContext |
| struct | mADK_PP_Prot Loader |

| Macros | |
|------------------|---|
| #define | PROT_TYPE_VALID (t) ((t=='A' t=='B' t=='C' t=='D') ? true : false) |
| Functions | |
| void | protocol_status_callback (const struct ProtStatus *status, void *data) |

Macro Definition Documentation

◆ [PROT_TYPE_VALID](#)

| | | | | |
|----------------------------|---|---|---|---|
| #define PROT_TYPE_VALID | (| t |) | ((t=='A' t=='B' t=='C' t=='D') ? true : false) |
|----------------------------|---|---|---|---|

Function Documentation

◆ [protocol_status_callback\(\)](#)

| | | | |
|-------------------------------|---|---------------------------|-----------------|
| void protocol_status_callback | (| const struct ProtStatus * | <i>status</i> , |
| | | void * | <i>data</i> |
| |) | | |

callback function invoked by SDI protocol to notify SDI about new connection state. The callback function passes the protocol status, same as returned by [mADK_PP_Prot::get_status\(\)](#) function. For more details, see description of [mADK_PP_Prot_GetStatus\(\)](#) and [mADK_PP_Prot_StatusCallback\(\)](#)

Parameters

| | | |
|------|--------|--|
| [in] | status | pointer to protocol status structure |
| [in] | data | application pointer (always NULL, recently unused) |