

tracefilter.cpp File Reference

```
#include "tracefilter.h"
```

```
#include "hexutil.h"
```

```
#include "bertlv/bertlv.h"
```

```
#include "sdi_tags.h"
```

```
#include "data.h"
```

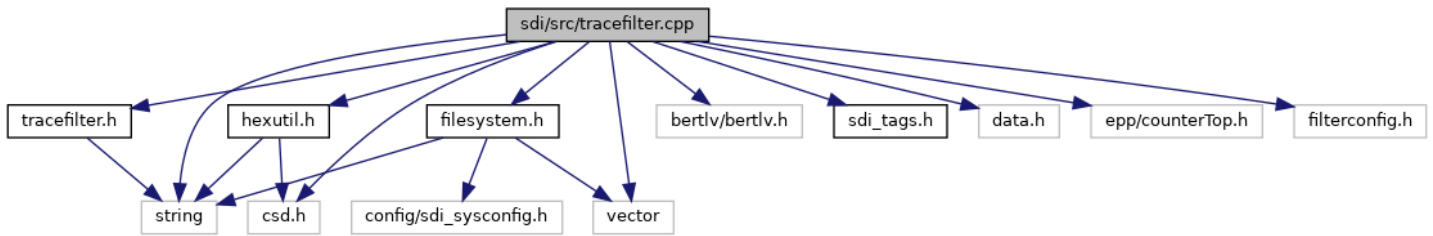
```
#include "csd.h"
```

```
#include "epp/counterTop.h"
```

```
#include "filterconfig.h"
```

```
#include "filesystem.h"
```

Include dependency graph for tracefilter.cpp:



Macros

#define	TRACE_FILTER
#define	MAX_TRACE_MSG_SIZE 4096
#define	BIN2HEXSTRING(str, buf, size) bintohestring(str,buf,(size<= MAX_TRACE_MSG_SIZE ?size:MAX_TRACE_MSG_SIZE))

Functions

void	filterCommand (const unsigned char *cmd, unsigned cmdSize, std::string &out)
void	filterResponse (const unsigned char *cmd, unsigned cmdSize, const unsigned char *rsp, unsigned rspSize, std::string &out)

Macro Definition Documentation

◆ BIN2HEXSTRING

#define BIN2HEXSTRING	(str,
			buf,
			size
)		bintohexstring(str,buf,(size<= MAX_TRACE_MSG_SIZE ?size:MAX_TRACE_MSG_SIZE))

◆ MAX_TRACE_MSG_SIZE

```
#define MAX_TRACE_MSG_SIZE 4096
```

◆ TRACE_FILTER

```
#define TRACE_FILTER
```

Function Documentation

◆ filterCommand()

void filterCommand	(const unsigned char *	<i>cmd</i> ,
		unsigned	<i>cmdSize</i> ,
		std::string &	<i>out</i>
)		

Prepare and SDI command for trace and return a hexdump as STL string for it. For release build variants of SDI a trace filter is applied to command data to wipe out values of TLV tags containing sensitive data. For debug build variant the trace filter is disabled by default (use -DTRACE_FILTER to activate).

Parameters

[in]	cmd	pointer to SDI command buffer (starting with class/instruction)
[in]	cmdSize	size of command data in buffer <i>cmd</i>

[out]

out

hexdump of SDI command as STL string

The size of the hexdump is basically limited by MAX_TRACE_MSG_SIZE in [tracefilter.cpp](#).

◆ filterResponse()

void filterResponse	(const unsigned char *	<i>cmd</i> ,
		unsigned	<i>cmdSize</i> ,
		const unsigned char *	<i>rsp</i> ,
		unsigned	<i>rspSize</i> ,
		std::string &	<i>out</i>
)		

Prepare and SDI response for trace and return a hexdump as STL string for it. For release build variants of SDI a trace filter is applied to response data to wipe out values of TLV tags containing sensitive data. For debug build variant the trace filter is disabled by default (use -DTRACE_FILTER to activate).

Parameters

[in]	cmd	pointer to SDI command buffer (starting with class/instruction)
[in]	cmdSize	size of command data in buffer <i>cmd</i>
[in]	rsp	pointer to SDI response buffer (starting with class/instruction)
[in]	rspSize	size of response data in buffer <i>rsp</i>
[out]	out	hexdump of SDI response as STL string

The size of the hexdump is basically limited by MAX_TRACE_MSG_SIZE in [tracefilter.cpp](#).