

tracefilter.cpp File Reference

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

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

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

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

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

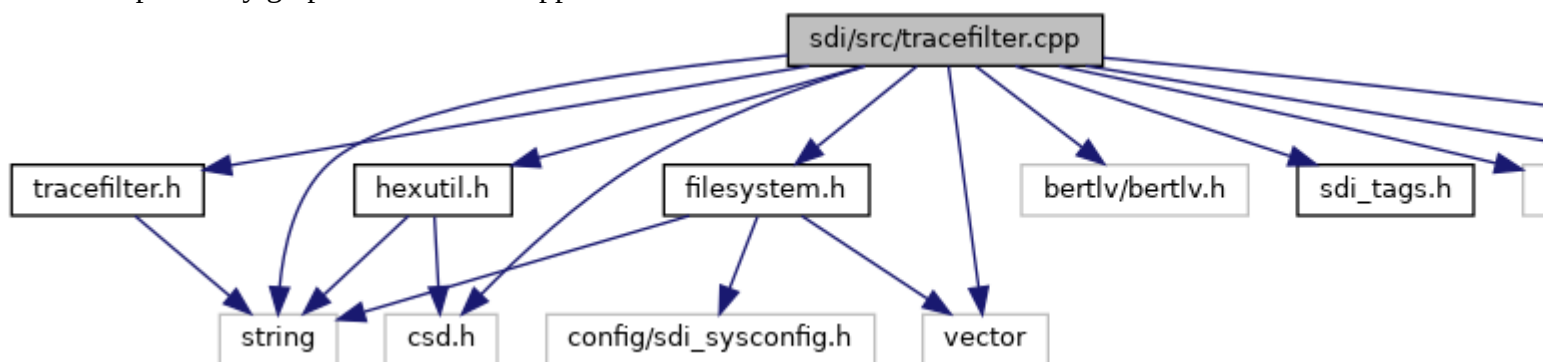
```
#include "csd.h"
```

```
#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  
                    )  bintohestring(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 * cmd,  
                    unsigned           cmdSize,  
                    std::string &      out  
                    )
```

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 *cmd*
[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 * cmd,  
                     unsigned             cmdSize,  
                     const unsigned char * rsp,  
                     unsigned             rspSize,  
                     std::string &       out  
                     )
```

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 *cmd*
[in] rsp pointer to SDI response buffer (starting with class/instruction)
[in] rspSize size of response data in buffer *rsp*
[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](#).