

input_plugin.h File Reference

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Macros

#define [DllSpec](#)

Functions

[DllSpec](#) void * [input_start](#) (const char *parameter, char **log_msg)

[DllSpec](#) char * [input_poll](#) (void *handle)

[DllSpec](#) void [input_end](#) (void *handle)

Detailed Description

Interface for input plugin modules

Macro Definition Documentation

? [DllSpec](#)

#define DllSpec

Function Documentation

? [input_end\(\)](#)

[DllSpec](#) void input_end (void * *handle*)

stop input and release all internal resources

Parameters

[in] handle handle as returned by [input_start\(\)](#). After [input_end\(\)](#) returns the handle is no longer valid.

? [input_poll\(\)](#)

[DllSpec](#) char* input_poll (void * *handle*)

poll for input. If input is ready it is returned as string.

Parameters

[in] handle handle as returned by [input_start\(\)](#)

Returns

Input string or NULL if there is no input. The returned input string will be released using free().

The format of the returned string is plugin-specific.

? [input_start\(\)](#)

[DllSpec](#) void* input_start (const char * *parameter*,
 char ** *log_msg*
)

start the input

Parameters

[in] parameter string containing the parameters for the input plugin

[out] log_msg pointer to log message. If not NULL ADKGUI will log the message at error level and release the returned string using free().

Returns

handle handle that will be passed to input_poll and input_end or NULL in case of error