

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"

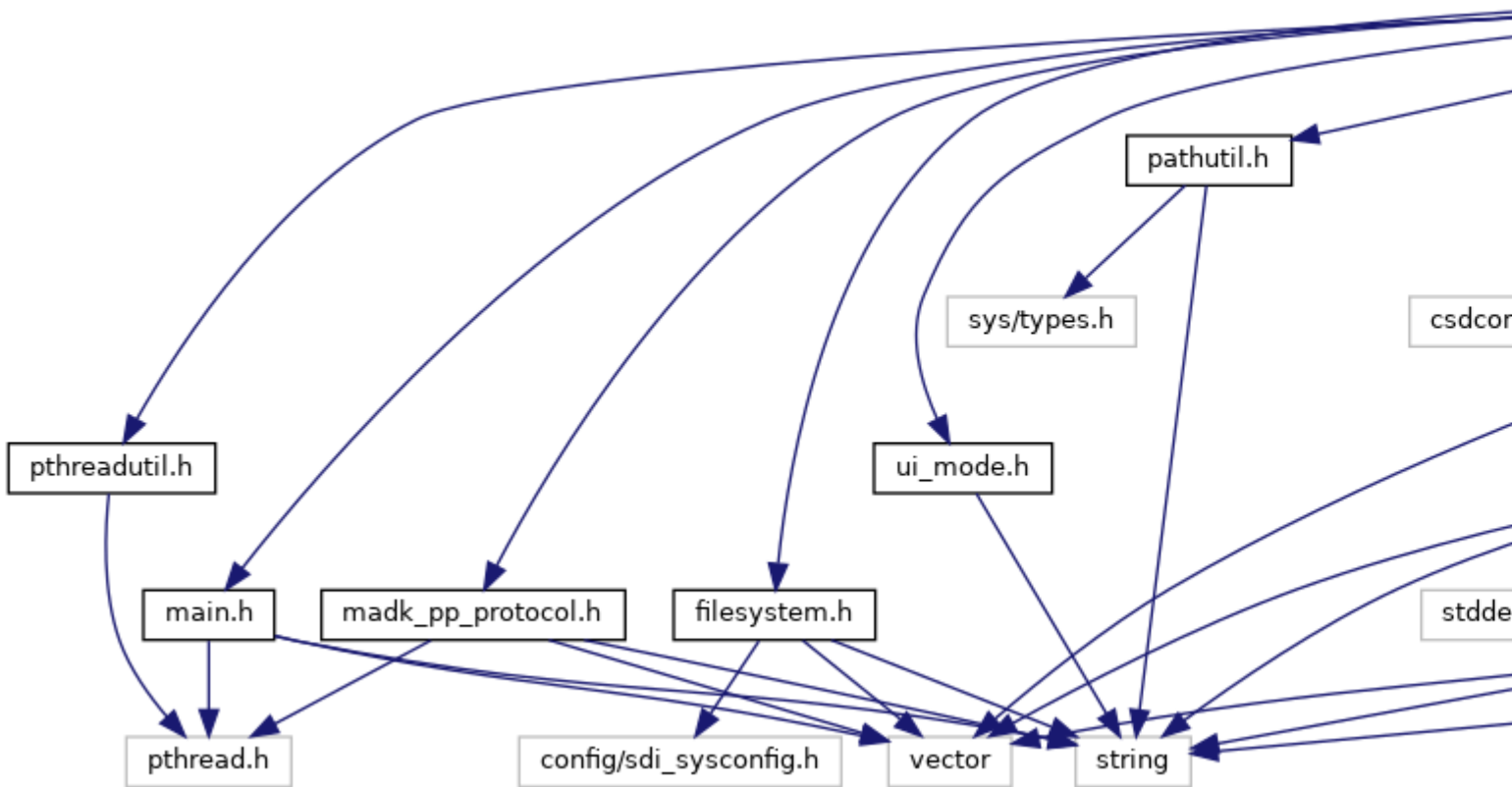
#include "card_dt.h"

#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 * status,  
                               void * data  
                               )
```

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)