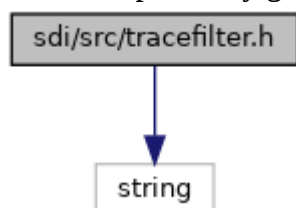


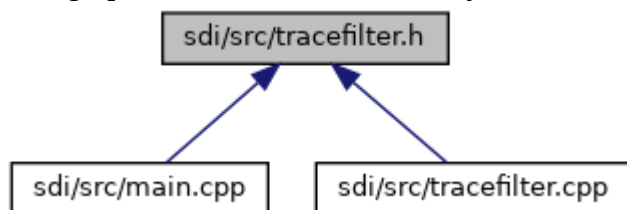
tracefilter.h File Reference

```
#include <string>
```

Include dependency graph for tracefilter.h:



This graph shows which files directly or indirectly include this file:



[Go to the source code of this file.](#)

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)

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](#).