# **libreactor Documentation**

Release 1.0.0

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This is the documentation for libreactor 1.0.0, last updated Mar 25, 2017.

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Introduction

Extendable event driven high performance C-abstractions.

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## **API Reference**

## **Library Version**

The libreactor version uses Semantic Versioning and is of the form A.B.C, where A is the major version, B is the minor version and C is the patch version.

When a new release only fixes bugs and doesn't add new features or functionality, the patch version is incremented. When new features are added in a backwards compatible way, the minor version is incremented and the micro version is set to zero. When there are backwards incompatible changes, the major version is incremented and others are set to zero.

The following preprocessor constants specify the current version of the library:

LIBREACTOR\_VERSION\_MAJOR, LIBREACTOR\_VERSION\_MINOR, LIBREACTOR\_VERSION\_PATCH Integers specifying the major, minor and patch versions, respectively.

**LIBREACTOR\_VERSION** A string representation of the current version, e.g. "1.2.1"

## reactor\_core

reactor\_core is the main event loop object, and has low level interfaces to handle file descriptor events.

#### reactor\_core

This private data structure represents the main event loop object.

#### void reactor\_core\_construct()

Constructs a thread local reactor\_core object singleton.

#### void reactor\_core\_destruct()

Destructs a thread local reactor\_core object singleton.

void reactor\_core\_register (int fd, reactor\_user\_callback \*callback, void \*state, int events)

Register fd in the reactor\_core. Events specified in the events mask will trigger the callback function with state included as argument.

## void $reactor\_core\_deregister$ (int fd)

Deregister fd from the reactor\_core.

#### void \*reactor\_core\_poll (int fd)

Returns a pointer to the pollfd structure representing the fd.

## $\verb|void*reactor_core_user| (\verb|int| fd|)$

Returns a pointer to the reactor\_user structure representing the fd.

#### int reactor\_core\_run()

Initiates the reactor\_core event loop.

# **Changes in libreactor**

## Version 1.0

Released 2017-02-10

· Initial release

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