

ESA JPIP server

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# Chapter 1

## Namespace Index

### 1.1 Namespace List

Here is a list of all namespaces with brief descriptions:

<a href="#">data</a>	Contains a set of classes to easy the handling of data and files, as well as the serialization . .	<a href="#">11</a>
<a href="#">http</a>	Contains the definition of a set of classes for working easily with the protocol HTTP . . . . .	<a href="#">12</a>
<a href="#">ipc</a>	Contains classes for working with the IPC mechanisms available in Linux using the <code>pthread</code> library . . . . .	<a href="#">13</a>
<a href="#">jpeg2000</a>	Set of classes for handling (reading and indexing) image files with the format defined in the Part 1 and 2 of the JPEG2000 standard . . . . .	<a href="#">14</a>
<a href="#">jpip</a>	Set of classes related to the JPIP protocol, defined in the Part 9 of the JPEG2000 standard . .	<a href="#">15</a>
<a href="#">net</a>	Contains classes to easy the utilization of sockets, specially implemented for UNIX systems . .	<a href="#">16</a>



## Chapter 2

# Hierarchical Index

### 2.1 Class Hierarchy

This inheritance list is sorted roughly, but not completely, alphabetically:

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## Chapter 3

# Class Index

### 3.1 Class List

Here are the classes, structs, unions and interfaces with brief descriptions:

<a href="#">net::Address</a>	Abstract base class to wrap the <code>sockaddr</code> derived structures . . . . .	17
<a href="#">AppConfig</a>	Contains the configuration parameters of the application . . . . .	18
<a href="#">AppInfo</a>	Contains the run-time information of the application . . . . .	22
<a href="#">ArgsParser</a>	Class that allows to parse and handle the application command line parameters . . . . .	26
<a href="#">base</a>	Contains a set of useful static methods used by the application . . . . .	28
<a href="#">data::BaseFile&lt; IO &gt;</a>	This is a wrapper class for the <code>FILE</code> functions that provides all the functionality to handle files safely . . . . .	29
<a href="#">data::BaseStream&lt; StreamClass, StreamOperator &gt;</a>	This template is used as the base for the input/output stream classes . . . . .	36
<a href="#">jpip::CacheModel</a>	The cache model of a JPIP client is handled using this class . . . . .	39
<a href="#">ClientInfo</a>	Contains information of a connected client . . . . .	43
<a href="#">ClientManager</a>	Handles a client connection with a dedicated thread . . . . .	45
<a href="#">jpip::CacheModel::Codestream</a>	Sub-class of the cache model class used to identify a codestream . . . . .	48
<a href="#">jpeg2000::CodestreamIndex</a>	Class used for indexing the information of a JPEG2000 codestream . . . . .	51
<a href="#">jpeg2000::CodingParameters</a>	Contains the coding parameters of a JPEG2000 image codestream . . . . .	53
<a href="#">AppInfo::Data</a>	Contains the data block that is maintained in shared memory . . . . .	59
<a href="#">jpip::DataBinClass</a>	Class that contains the definitions of all the data-bin classes defined for the JPIP protocol . . .	60
<a href="#">jpip::DataBinSelector&lt; BIN_CLASS &gt;</a>	Template class that is specialized for allowing basic operations (add and get) with cache models depending on the data-bin classes . . . . .	61
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<a href="#">jpip::DataBinSelector&lt; DataBinClass::META_DATA &gt;</a>		62
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<a href="#">jpip::DataBinSelector&lt; DataBinClass::TILE_HEADER &gt;</a>		63

<a href="#">jpip::DataBinServer</a>	Contains the core functionality of a (JPIP) data-bin server, which maintains a cache model and is capable of generating data chunks of variable length; . . . . .	64
<a href="#">jpip::DataBinWriter</a>	Class used to generate data-bin segments and write them into a memory buffer . . . . .	69
<a href="#">jpip::EOR</a>	Class that contains all the definitions of the EOF messages defined for the JPIP protocol . . . .	77
<a href="#">ipc::Event</a>	IPC object that offers the functionality of an event (Windows IPC object), implemented by means of a combination of the pthread mutex and conditional variables API . . . . .	78
<a href="#">jpeg2000::FileManager</a>	Manages the image files of a repository, allowing read their indexing information, with a caching mechanism for efficiency . . . . .	81
<a href="#">data::FileSegment</a>	Identifies a data segment of a file . . . . .	90
<a href="#">http::Header</a>	Class used to handle a HTTP header . . . . .	92
<a href="#">http::HeaderBase&lt; NAME &gt;</a>	Template class used to identify a HTTP header . . . . .	94
<a href="#">http::HeaderBase&lt; HeaderName::UNDEFINED &gt;</a>	Specialization of the <a href="#">HeaderBase</a> template class with the <a href="#">HeaderName::UNDEFINED</a> value . . . . .	96
<a href="#">http::HeaderName</a>	Container for the strings associated to the most common HTTP headers, used for the specialization of the class <a href="#">HeaderBase</a> . . . . .	97
<a href="#">jpeg2000::ImageIndex</a>	Contains the indexing information of a JPEG2000 image file that is managed by the index manager . . . . .	98
<a href="#">jpeg2000::ImageInfo</a>	Contains the indexing information of a JPEG2000 image . . . . .	106
<a href="#">jpeg2000::IndexManager</a>	Manages the indexing information of a repository for images . . . . .	108
<a href="#">net::InetAddress</a>	Class to identify and handle an Internet address . . . . .	113
<a href="#">data::InputOperator</a>	This struct identifies a basic input operator to be applied to a <a href="#">File</a> object . . . . .	115
<a href="#">data::InputStream</a>	Specialization of the <a href="#">BaseStream</a> for input serializations . . . . .	116
<a href="#">ipc::IPCObject</a>	Class base of all the IPC classes that has the basic operations ( <a href="#">Init</a> , <a href="#">Wait</a> and <a href="#">Dispose</a> ) to be overloaded . . . . .	116
<a href="#">data::LockedAccess</a>	Struct for wrapping the basic <a href="#">FILE</a> locked functions for reading and writing defined in <a href="#">stdio.h</a> . . . .	119
<a href="#">jpeg2000::Metadata</a>	Contains the indexing information associated to the meta-data of a JPEG2000 image file . . . .	119
<a href="#">ipc::Mutex</a>	IPC object that offers the functionality of a mutex, implemented by means of the pthread mutex API . . . . .	121
<a href="#">data::OutputOperator</a>	This struct identifies a basic output operator to be applied to a <a href="#">File</a> object . . . . .	123
<a href="#">data::OutputStream</a>	Specialization of the <a href="#">BaseStream</a> for output serializations . . . . .	124
<a href="#">jpeg2000::Packet</a>	Contains the information of a packet . . . . .	125
<a href="#">jpeg2000::PacketIndex</a>	Class used for indexing the packets of a codestream image . . . . .	127
<a href="#">jpip::Request::ParametersMask</a>	Union used to control the presence of the different JPIP parameters in a request . . . . .	130



<a href="#">jpeg2000::Placeholder</a>	Contains the information of a place-holder . . . . .	132
<a href="#">jpeg2000::Point</a>	Represents a couple of integer values that can be used to identify a coordinate as well as a size . . . . .	134
<a href="#">net::PollFD</a>	Wrapper structure for the structure <code>pollfd</code> used by the kernel <code>poll</code> functions . . . . .	139
<a href="#">net::PollTable</a>	This class allows to perform polls easily over a vector of descriptors . . . . .	140
<a href="#">http::Protocol</a>	Class used to identify the HTTP protocol . . . . .	142
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## Chapter 5

# Namespace Documentation

### 5.1 data Namespace Reference

Contains a set of classes to easy the handling of data and files, as well as the serialization.

#### Classes

- class [BaseFile](#)  
*This is a wrapper class for the `FILE` functions that provides all the functionality to handle files safely.*
- class [BaseStream](#)  
*This template is used as the base for the input/output stream classes.*
- class [FileSegment](#)  
*Identifies a data segment of a file.*
- struct [InputOperator](#)  
*This struct identifies a basic input operator to be applied to a `File` object.*
- class [InputStream](#)  
*Specialization of the `BaseStream` for input serializations.*
- struct [LockedAccess](#)  
*Struct for wrapping the basic `FILE` locked functions for reading and writing defined in `stdio.h`.*
- struct [OutputOperator](#)  
*This struct identifies a basic output operator to be applied to a `File` object.*
- class [OutputStream](#)  
*Specialization of the `BaseStream` for output serializations.*
- struct [Serializer](#)  
*This template class allows to define a "serializer".*
- struct [Serializer< bool >](#)  
*Serializer for the `bool` type.*
- struct [Serializer< int >](#)  
*Serializer for the `int` type.*
- struct [Serializer< multimap< string, int > >](#)  
*Serializer for the `multimap<string, int>` class.*
- struct [Serializer< string >](#)  
*Serializer for the `string` class.*
- struct [Serializer< uint64\\_t >](#)  
*Serializer for the `uint64_t` type.*
- struct [Serializer< vector< T > >](#)  
*Serializer for the `vector` class.*

- struct [UnlockedAccess](#)

*Struct for wrapping the basic `FILE` unlocked functions for reading and writing defined in `stdio_exts.h`.*

- class [vint\\_vector](#)

*This class has been implemented with the same philosophy that the class `STL vector`, but specifically designed to store integers with a length in bytes that can be not multiple from 2 (e.g.*

## Typedefs

- typedef [BaseFile](#)< [LockedAccess](#) > [File](#)

*Specialization of the class [BaseFile](#) with locked access.*

- typedef [BaseFile](#)< [UnlockedAccess](#) > [FastFile](#)

*Specialization of the class [BaseFile](#) with unlocked access.*

### 5.1.1 Detailed Description

Contains a set of classes to easy the handling of data and files, as well as the serialization.

### 5.1.2 Typedef Documentation

#### 5.1.2.1 typedef [BaseFile](#)<[UnlockedAccess](#)> [data::FastFile](#)

Specialization of the class [BaseFile](#) with unlocked access.

See also

[BaseFile](#)  
[UnlockedAccess](#)

#### 5.1.2.2 typedef [BaseFile](#)<[LockedAccess](#)> [data::File](#)

Specialization of the class [BaseFile](#) with locked access.

See also

[BaseFile](#)  
[LockedAccess](#)

## 5.2 http Namespace Reference

Contains the definition of a set of classes for working easily with the protocol HTTP.

### Classes

- class [Header](#)

*Class used to handle a HTTP header.*

- class [HeaderBase](#)

*Template class used to identify a HTTP header.*

- class [HeaderBase](#)< [HeaderName::UNDEFINED](#) >

*Specialization of the [HeaderBase](#) template class with the [HeaderName::UNDEFINED](#) value.*

- class [HeaderName](#)

Container for the strings associated to the most common HTTP headers, used for the specialization of the class [HeaderBase](#).

- class [Protocol](#)

Class used to identify the HTTP protocol.

- class [Request](#)

Class used to identify a HTTP request (GET or POST).

- class [Response](#)

Class used to identify a HTTP response.

## Functions

- istream & [operator>>](#) (istream &in, [Request](#) &request)
- ostream & [operator<<](#) (ostream &out, const [Request](#) &request)

### 5.2.1 Detailed Description

Contains the definition of a set of classes for working easily with the protocol HTTP.

### 5.2.2 Function Documentation

5.2.2.1 ostream& http::operator<< ( ostream & out, const [Request](#) & request )

5.2.2.2 istream& http::operator>> ( istream & in, [Request](#) & request )

Here is the call graph for this function:

## 5.3 ipc Namespace Reference

Contains classes for working with the IPC mechanisms available in Linux using the `pthread` library.

## Classes

- class [Event](#)

IPC object that offers the functionality of an event (Windows IPC object), implemented by means of a combination of the pthread mutex and conditional variables API.

- class [IPCObject](#)

Class base of all the IPC classes that has the basic operations (*Init*, *Wait* and *Dispose*) to be overloaded.

- class [Mutex](#)

IPC object that offers the functionality of a mutex, implemented by means of the pthread mutex API.

- class [RdWrLock](#)

IPC object that offers the functionality of a read/write lock, implemented by means of the pthread rwlock API.

## Enumerations

- enum [WaitResult](#) { [WAIT\\_OBJECT](#) = 0, [WAIT\\_TIMEOUT](#), [WAIT\\_ERROR](#) }

Enumeration of the possible values returned when a wait operation is performed for an IPC object.

### 5.3.1 Detailed Description

Contains classes for working with the IPC mechanisms available in Linux using the `pthread` library.

These classes have been implemented to offer an object-oriented mechanism similar to the one offered by Windows, because of its simplicity and flexibility.

### 5.3.2 Enumeration Type Documentation

#### 5.3.2.1 `enum ipc::WaitResult`

Enumeration of the possible values returned when a wait operation is performed for an IPC object.

Enumerator

**`WAIT_OBJECT`** Wait successful (object got)

**`WAIT_TIMEOUT`** Time out.

**`WAIT_ERROR`** Error.

## 5.4 `jpeg2000` Namespace Reference

Set of classes for handling (reading and indexing) image files with the format defined in the Part 1 and 2 of the JPEG2000 standard.

### Classes

- class [CodestreamIndex](#)  
*Class used for indexing the information of a JPEG2000 codestream.*
- class [CodingParameters](#)  
*Contains the coding parameters of a JPEG2000 image codestream.*
- class [FileManager](#)  
*Manages the image files of a repository, allowing read their indexing information, with a caching mechanism for efficiency.*
- class [ImageIndex](#)  
*Contains the indexing information of a JPEG2000 image file that is managed by the index manager.*
- class [ImageInfo](#)  
*Contains the indexing information of a JPEG2000 image.*
- class [IndexManager](#)  
*Manages the indexing information of a repository fo images.*
- class [Metadata](#)  
*Contains the indexing information associated to the meta-data of a JPEG2000 image file.*
- class [Packet](#)  
*Contains the information of a packet.*
- class [PacketIndex](#)  
*Class used for indexing the packets of a codestream image.*
- class [Placeholder](#)  
*Contains the information of a place-holder.*
- class [Point](#)  
*Represents a couple of integer values that can be used to identify a coordinate as well as a size.*
- class [Range](#)  
*Represents a range of integer values, defined by two values, first and last, which are assumed to be included in the range.*



## Typedefs

- typedef [Point Size](#)

*It is a synonymous of the class [Point](#).*

### 5.4.1 Detailed Description

Set of classes for handling (reading and indexing) image files with the format defined in the Part 1 and 2 of the JPEG2000 standard.

### 5.4.2 Typedef Documentation

#### 5.4.2.1 typedef [Point](#) jpeg2000::Size

It is a synonymous of the class [Point](#).

See also

[Point](#)

## 5.5 jpip Namespace Reference

Set of classes related to the JPIP protocol, defined in the Part 9 of the JPEG2000 standard.

### Classes

- class [CacheModel](#)  
*The cache model of a JPIP client is handled using this class.*
- class [DataBinClass](#)  
*Class that contains the definitions of all the data-bin classes defined for the JPIP protocol.*
- struct [DataBinSelector](#)  
*Template class that is specialized for allowing basic operations (add and get) with cache models depending on the data-bin classes.*
- struct [DataBinSelector](#)< [DataBinClass](#)::MAIN\_HEADER >
- struct [DataBinSelector](#)< [DataBinClass](#)::META\_DATA >
- struct [DataBinSelector](#)< [DataBinClass](#)::PRECINCT >
- struct [DataBinSelector](#)< [DataBinClass](#)::TILE\_HEADER >
- class [DataBinServer](#)  
*Contains the core functionality of a (JPIP) data-bin server, which maintains a cache model and is capable of generating data chunks of variable length;.*
- class [DataBinWriter](#)  
*Class used to generate data-bin segments and write them into a memory buffer.*
- class [EOR](#)  
*Class that contains all the definitions of the EOF messages defined for the JPIP protocol.*
- class [Request](#)  
*Class derived from the HTTP [Request](#) class that contains the required code for properly analyzing a JPIP request, when this protocol is used over the HTTP.*
- class [WOI](#)  
*Class that identifies a [WOI](#) (Window Of Interest).*
- class [WOIComposer](#)  
*By means of this class it is possible to find out the which packets of an image are associated to a [WOI](#).*

### 5.5.1 Detailed Description

Set of classes related to the JPIP protocol, defined in the Part 9 of the JPEG2000 standard.

## 5.6 net Namespace Reference

Contains classes to easy the utilization of sockets, specially implemented for UNIX systems.

### Classes

- class [Address](#)  
*Abstract base class to wrap the `sockaddr` derived structures.*
- class [InetAddress](#)  
*Class to identify and handle an Internet address.*
- struct [PollFD](#)  
*Wrapper structure for the structure `pollfd` used by the kernel `poll` functions.*
- class [PollTable](#)  
*This class allows to perform polls easily over a vector of descriptors.*
- class [Socket](#)  
*This class has been designed to work with UNIX sockets in an easy and object oriented way.*
- class [SocketBuffer](#)  
*Class derived from the STL `std::streambuf` to allow streaming with sockets.*
- class [SocketStream](#)  
*Class derived from `std::iostream` and [SocketBuffer](#) that represents a socket stream.*
- class [UnixAddress](#)  
*Class to identify and handle an UNIX address.*

### 5.6.1 Detailed Description

Contains classes to easy the utilization of sockets, specially implemented for UNIX systems.

## Chapter 6

# Class Documentation

### 6.1 net::Address Class Reference

Abstract base class to wrap the `sockaddr` derived structures.

```
#include <address.h>
```

Inheritance diagram for `net::Address`:

Collaboration diagram for `net::Address`:

#### Public Member Functions

- [Address \(\)](#)  
*Empty constructor.*
- virtual `sockaddr *` [GetSockAddr \(\)](#) const =0  
*Returns a pointer to a `sockaddr` structure.*
- virtual int [GetSize \(\)](#) const =0  
*Returns the size in bytes of the `sockaddr` structure returned by the previous method.*
- virtual [~Address \(\)](#)  
*Empty destructor.*

#### 6.1.1 Detailed Description

Abstract base class to wrap the `sockaddr` derived structures.

This class is the base of the address classes.

See also

[InetAddress](#)  
[UnixAddress](#)

#### 6.1.2 Constructor & Destructor Documentation

##### 6.1.2.1 net::Address::Address ( ) [inline]

Empty constructor.

6.1.2.2 `virtual net::Address::~~Address ( ) [inline],[virtual]`

Empty destructor.

### 6.1.3 Member Function Documentation

6.1.3.1 `virtual int net::Address::GetSize ( ) const [pure virtual]`

Returns the size in bytes of the `sockaddr` structure returned by the previous method.

Implemented in [net::UnixAddress](#), and [net::InetAddress](#).

Here is the caller graph for this function:

6.1.3.2 `virtual sockaddr* net::Address::GetSockAddr ( ) const [pure virtual]`

Returns a pointer to a `sockaddr` structure.

Implemented in [net::UnixAddress](#), and [net::InetAddress](#).

Here is the caller graph for this function:

The documentation for this class was generated from the following file:

- [net/address.h](#)

## 6.2 AppConfig Class Reference

Contains the configuration parameters of the application.

```
#include <app_config.h>
```

Collaboration diagram for AppConfig:

### Public Member Functions

- [AppConfig](#) ()  
*Initializes the object with zero and empty values.*
- bool [Load](#) (const char \*file\_name)  
*Loads the parameters from a configuration file.*
- int [port](#) () const  
*Returns the listening port.*
- string [address](#) () const  
*Returns the listening address.*
- string [images\\_folder](#) () const  
*Returns the folder of the images.*
- string [caching\\_folder](#) () const  
*Returns the folder used for caching.*
- string [logging\\_folder](#) () const  
*Returns the folder used for the logging files.*
- int [max\\_chunk\\_size](#) () const  
*Returns the maximum chunk size.*
- int [max\\_connections](#) () const  
*Returns the maximum number of connections.*
- bool [logging](#) () const

- Returns true if the logging messages are allowed.*
- bool `log_requests` () const
  - Returns true if the client requests are logged.*
- int `com_time_out` () const
  - Returns the connection time-out.*
- int `cache_max_time` () const
  - Returns the maximum time for the cache files in seconds.*
- virtual `~AppConfig` ()

### Private Attributes

- int `port_`
  - Listening port.*
- int `logging_`
  - true if logs messages are allowed*
- int `log_requests_`
  - true if the client requests are logged*
- string `address_`
  - Listening address.*
- string `images_folder_`
  - Directory for the images.*
- string `caching_folder_`
  - Directory for the caching files.*
- string `logging_folder_`
  - Directory for the logging files.*
- int `max_chunk_size_`
  - Maximum chunk size.*
- int `max_connections_`
  - Maximum number of connections.*
- int `com_time_out_`
  - Connection time-out.*
- int `cache_max_time_`
  - Maximum time for the cache files.*

### Friends

- ostream & `operator<<` (ostream &out, const `AppConfig` &cfg)

#### 6.2.1 Detailed Description

Contains the configuration parameters of the application.

It is possible to load these parameters from a configuration file. This class can be printed.

#### 6.2.2 Constructor & Destructor Documentation

##### 6.2.2.1 `AppConfig::AppConfig ( )` [`inline`]

Initializes the object with zero and empty values.

**6.2.2.2** `virtual AppConfig::~AppConfig ( ) [inline],[virtual]`

### 6.2.3 Member Function Documentation

**6.2.3.1** `string AppConfig::address ( ) const [inline]`

Returns the listening address.

Here is the caller graph for this function:

**6.2.3.2** `int AppConfig::cache_max_time ( ) const [inline]`

Returns the maximum time for the cache files in seconds.

Here is the caller graph for this function:

**6.2.3.3** `string AppConfig::caching_folder ( ) const [inline]`

Returns the folder used for caching.

Here is the caller graph for this function:

**6.2.3.4** `int AppConfig::com_time_out ( ) const [inline]`

Returns the connection time-out.

Here is the caller graph for this function:

**6.2.3.5** `string AppConfig::images_folder ( ) const [inline]`

Returns the folder of the images.

Here is the caller graph for this function:

**6.2.3.6** `bool AppConfig::Load ( const char * file_name )`

Loads the parameters from a configuration file.

#### Parameters

<i>file_name</i>	Configuration file.
------------------	---------------------

#### Returns

`true` if successful.

Here is the caller graph for this function:

**6.2.3.7** `bool AppConfig::log_requests ( ) const [inline]`

Returns `true` if the client requests are logged.

Here is the caller graph for this function:

### 6.2.3.8 `bool AppConfig::logging ( ) const [inline]`

Returns `true` if the logging messages are allowed.

Here is the caller graph for this function:

### 6.2.3.9 `string AppConfig::logging_folder ( ) const [inline]`

Returns the folder used for the logging files.

Here is the caller graph for this function:

### 6.2.3.10 `int AppConfig::max_chunk_size ( ) const [inline]`

Returns the maximum chunk size.

Here is the caller graph for this function:

### 6.2.3.11 `int AppConfig::max_connections ( ) const [inline]`

Returns the maximum number of connections.

Here is the caller graph for this function:

### 6.2.3.12 `int AppConfig::port ( ) const [inline]`

Returns the listening port.

Here is the caller graph for this function:

## 6.2.4 Friends And Related Function Documentation

### 6.2.4.1 `ostream& operator<< ( ostream & out, const AppConfig & cfg ) [friend]`

## 6.2.5 Member Data Documentation

### 6.2.5.1 `string AppConfig::address_ [private]`

Listening address.

### 6.2.5.2 `int AppConfig::cache_max_time_ [private]`

Maximum time for the cache files.

### 6.2.5.3 `string AppConfig::caching_folder_ [private]`

Directory for the caching files.

### 6.2.5.4 `int AppConfig::com_time_out_ [private]`

Connection time-out.

**6.2.5.5** `string AppConfig::images_folder_` [private]

Directory for the images.

**6.2.5.6** `int AppConfig::log_requests_` [private]

true if the client requests are logged

**6.2.5.7** `int AppConfig::logging_` [private]

true if logs messages are allowed

**6.2.5.8** `string AppConfig::logging_folder_` [private]

Directory for the logging files.

**6.2.5.9** `int AppConfig::max_chunk_size_` [private]

Maximum chunk size.

**6.2.5.10** `int AppConfig::max_connections_` [private]

Maximum number of connections.

**6.2.5.11** `int AppConfig::port_` [private]

Listening port.

The documentation for this class was generated from the following files:

- [app\\_config.h](#)
- [app\\_config.cc](#)

## 6.3 ApplInfo Class Reference

Contains the run-time information of the application.

```
#include <app_info.h>
```

Collaboration diagram for ApplInfo:

### Classes

- struct [Data](#)  
*Contains the data block that is maintained in shared memory.*

### Public Member Functions

- [ApplInfo](#) ()  
*Initializes the object.*
- bool [Init](#) ()



- Initializes the object and the handling of the application run-time information.*
- `bool is_running () const`  
*Returns true if the application is running.*
- `ApplInfo & Update ()`  
*Updates the run-time information of the application.*
- `double available_memory () const`  
*Returns the available memory of the system.*
- `double father_memory () const`  
*Returns the memory used by the father process.*
- `double child_memory () const`  
*Returns the memory used by the child process.*
- `int num_threads () const`  
*Returns the number of active threads.*
- `unsigned long child_time () const`  
*Returns the time spent by the child process.*
- `unsigned long time () const`  
*Returns the time spent by the father process.*
- `Data * operator-> () const`
- `~ApplInfo ()`

### Private Member Functions

- `string GetProcStat_ (int pid, int field) const`  
*Returns a specific field of /proc/<pid>/stat as a string.*
- `template<typename TYPE >`  
`TYPE GetProcStat (int pid, int field) const`  
*Returns a specific field of /proc/<pid>/stat as a defined type.*

### Private Attributes

- `int shmid`  
*Identifier of the shared memory block.*
- `int lock_file`  
*Lock file.*
- `Data * data_ptr`  
*Pointer to the shared memory block.*
- `bool is_running_`  
*true if the application is running*
- `int num_threads_`  
*Number of active threads.*
- `double child_memory_`  
*Memory used by the child process.*
- `unsigned long time_`  
*Time spent by the father.*
- `double father_memory_`  
*Memory used by the father process.*
- `double available_memory_`  
*Available memory in the system.*
- `unsigned long child_time_`  
*Time spend by the child.*

## Friends

- ostream & [operator<<](#) (ostream &out, const [AppInfo](#) &app)

### 6.3.1 Detailed Description

Contains the run-time information of the application.

This class can be printed.

### 6.3.2 Constructor & Destructor Documentation

#### 6.3.2.1 AppInfo::AppInfo ( ) `[inline]`

Initializes the object.

#### 6.3.2.2 AppInfo::~AppInfo ( )

### 6.3.3 Member Function Documentation

#### 6.3.3.1 double AppInfo::available\_memory ( ) const `[inline]`

Returns the available memory of the system.

Here is the caller graph for this function:

#### 6.3.3.2 double AppInfo::child\_memory ( ) const `[inline]`

Returns the memory used by the child process.

Here is the caller graph for this function:

#### 6.3.3.3 unsigned long AppInfo::child\_time ( ) const `[inline]`

Returns the time spent by the child process.

Here is the caller graph for this function:

#### 6.3.3.4 double AppInfo::father\_memory ( ) const `[inline]`

Returns the memory used by the father process.

Here is the caller graph for this function:

#### 6.3.3.5 template<typename TYPE> TYPE AppInfo::GetProcStat ( int *pid*, int *field* ) const `[inline], [private]`

Returns a specific field of /proc/<pid>/stat as a defined type.

#### 6.3.3.6 string AppInfo::GetProcStat\_ ( int *pid*, int *field* ) const `[private]`

Returns a specific field of /proc/<pid>/stat as a string.

#### 6.3.3.7 `bool ApplInfo::Init ( )`

Initializes the object and the handling of the application run-time information.

##### Returns

`true` if successful.

Here is the caller graph for this function:

#### 6.3.3.8 `bool ApplInfo::is_running ( ) const [inline]`

Returns `true` if the application is running.

Here is the caller graph for this function:

#### 6.3.3.9 `int ApplInfo::num_threads ( ) const [inline]`

Returns the number of active threads.

Here is the caller graph for this function:

#### 6.3.3.10 `Data* ApplInfo::operator-> ( ) const [inline]`

#### 6.3.3.11 `unsigned long ApplInfo::time ( ) const [inline]`

Returns the time spent by the father process.

#### 6.3.3.12 `ApplInfo & ApplInfo::Update ( )`

Updates the run-time information of the application.

Here is the caller graph for this function:

### 6.3.4 Friends And Related Function Documentation

#### 6.3.4.1 `ostream& operator<< ( ostream & out, const ApplInfo & app ) [friend]`

### 6.3.5 Member Data Documentation

#### 6.3.5.1 `double ApplInfo::available_memory_ [private]`

Available memory in the system.

#### 6.3.5.2 `double ApplInfo::child_memory_ [private]`

Memory used by the child process.

#### 6.3.5.3 `unsigned long ApplInfo::child_time_ [private]`

Time spend by the child.

#### 6.3.5.4 `Data* ApplInfo::data_ptr` [private]

Pointer to the shared memory block.

#### 6.3.5.5 `double ApplInfo::father_memory_` [private]

Memory used by the father process.

#### 6.3.5.6 `bool ApplInfo::is_running_` [private]

true if the application is running

#### 6.3.5.7 `int ApplInfo::lock_file` [private]

Lock file.

#### 6.3.5.8 `int ApplInfo::num_threads_` [private]

Number of active threads.

#### 6.3.5.9 `int ApplInfo::shmid` [private]

Identifier of the shared memory block.

#### 6.3.5.10 `unsigned long ApplInfo::time_` [private]

Time spent by the father.

The documentation for this class was generated from the following files:

- [app\\_info.h](#)
- [app\\_info.cc](#)

## 6.4 ArgsParser Class Reference

Class that allows to parse and handle the application command line parameters.

```
#include <args_parser.h>
```

Collaboration diagram for ArgsParser:

### Public Member Functions

- [ArgsParser](#) ([AppConfig](#) &\_cfg, [ApplInfo](#) &\_app\_info)  
*Initializes the object.*
- `bool` [Parse](#) (int argc, char \*\*argv)  
*Parses and handles the application command line parameters.*

## Private Attributes

- [AppConfig](#) & `cfg`  
*Application configuration.*
- [AppInfo](#) & `app_info`  
*Application run-time information.*

### 6.4.1 Detailed Description

Class that allows to parse and handle the application command line parameters.

### 6.4.2 Constructor & Destructor Documentation

#### 6.4.2.1 ArgsParser::ArgsParser ( AppConfig & \_cfg, AppInfo & \_app\_info ) `[inline]`

Initializes the object.

##### Parameters

<code>_cfg</code>	Application configuration.
<code>_app_info</code>	Application run-time information.

### 6.4.3 Member Function Documentation

#### 6.4.3.1 bool ArgsParser::Parse ( int argc, char \*\* argv )

Parses and handles the application command line parameters.

##### Parameters

<code>argc</code>	Number of parameters.
<code>argv</code>	Command line parameters.

##### Returns

`true` if successful.

Here is the call graph for this function:

### 6.4.4 Member Data Documentation

#### 6.4.4.1 AppInfo& ArgsParser::app\_info `[private]`

Application run-time information.

#### 6.4.4.2 AppConfig& ArgsParser::cfg `[private]`

Application configuration.

The documentation for this class was generated from the following files:

- [args\\_parser.h](#)
- [args\\_parser.cc](#)

## 6.5 base Struct Reference

Contains a set of useful static methods used by the application.

```
#include <base.h>
```

Collaboration diagram for base:

### Static Public Member Functions

- `template<typename TYPE >`  
`static std::string to\_string (TYPE val)`  
*Converts a value to a string.*
- `template<typename T >`  
`static void copy (std::vector< T > &dest, const std::vector< T > &src)`  
*Copies a vector.*
- `template<typename T >`  
`static void copy (std::vector< std::vector< T > > &dest, const std::vector< std::vector< T > > &src)`  
*Copies a vector of vectors.*
- `template<typename T1 , typename T2 >`  
`static void copy (std::multimap< T1, T2 > &dest, const std::multimap< T1, T2 > &src)`  
*Copies a multimap.*

### 6.5.1 Detailed Description

Contains a set of useful static methods used by the application.

### 6.5.2 Member Function Documentation

**6.5.2.1** `template<typename T > static void base::copy ( std::vector< T > & dest, const std::vector< T > & src )`  
`[inline], [static]`

Copies a vector.

Here is the caller graph for this function:

**6.5.2.2** `template<typename T > static void base::copy ( std::vector< std::vector< T > > & dest, const std::vector< std::vector< T > > & src )` `[inline], [static]`

Copies a vector of vectors.

Here is the call graph for this function:

**6.5.2.3** `template<typename T1 , typename T2 > static void base::copy ( std::multimap< T1, T2 > & dest, const std::multimap< T1, T2 > & src )` `[inline], [static]`

Copies a multimap.

**6.5.2.4** `template<typename TYPE > static std::string base::to_string ( TYPE val )` `[inline], [static]`

Converts a value to a string.

## Parameters

<i>val</i>	Value to convert.
------------	-------------------

Here is the caller graph for this function:

The documentation for this struct was generated from the following file:

- [base.h](#)

## 6.6 data::BaseFile< IO > Class Template Reference

This is a wrapper class for the `FILE` functions that provides all the functionality to handle files safely.

```
#include <file.h>
```

Collaboration diagram for data::BaseFile< IO >:

### Public Types

- typedef [SHARED\\_PTR< BaseFile< IO > > Ptr](#)  
*Safe pointer to this class.*

### Public Member Functions

- [BaseFile](#) ()  
*Initialized the internal file pointer to `NULL`.*
- bool [Open](#) (const char \*file\_name, const char \*access)  
*Opens a file with a specific access mode.*
- bool [Open](#) (const string &file\_name, const char \*access)  
*Opens a file with a specific access mode.*
- template<class IO2 >  
bool [Open](#) (const [BaseFile](#)< IO2 > &file, const char \*access)  
*Opens a file with a specific access mode given an already opened `File` object.*
- bool [OpenForReading](#) (const char \*file\_name)
- bool [OpenForReading](#) (const string &file\_name)
- template<class IO2 >  
bool [OpenForReading](#) (const [BaseFile](#)< IO2 > &file)
- bool [OpenForWriting](#) (const char \*file\_name)
- bool [OpenForWriting](#) (const string &file\_name)
- template<class IO2 >  
bool [OpenForWriting](#) (const [BaseFile](#)< IO2 > &file)
- bool [Seek](#) (int offset, int origin=SEEK\_SET) const  
*Changes the current position of the file.*
- void [Close](#) ()  
*Closes the file.*
- uint64\_t [GetOffset](#) () const  
*Returns the current file position.*
- int [IsEOF](#) () const  
*Returns the EOF status (`feof`) of the file.*
- int [GetDescriptor](#) () const  
*Returns the file descriptor.*
- uint64\_t [GetSize](#) () const  
*Return the current size of the file, without modifying the file position.*

- int [ReadByte](#) () const  
*Reads a byte from the file.*
- template<typename T >  
bool [Read](#) (T \*value, int num\_bytes=sizeof(T)) const  
*Reads a value from the file.*
- template<typename T >  
bool [ReadReverse](#) (T \*value, int num\_bytes=sizeof(T)) const  
*Reads a value from the file in reverse order.*
- int [WriteByte](#) (int c) const  
*Writes a byte to the file.*
- template<typename T >  
bool [Write](#) (T \*value, int num\_bytes=sizeof(T)) const  
*Writes a value to the file.*
- template<typename T >  
bool [WriteReverse](#) (T \*value, int num\_bytes=sizeof(T)) const  
*Writes a value to the file in reverse order.*
- bool [IsValid](#) () const  
*Returns true if the file pointer is not NULL.*
- operator bool () const  
*Returns true if the file pointer is not NULL.*
- virtual [~BaseFile](#) ()  
*The destructor closes the file.*

## Static Public Member Functions

- static bool [Exists](#) (const char \*file\_name)  
*Returns true if the given file exists.*

## Private Attributes

- FILE \* [file\\_ptr](#)  
*File pointer.*

### 6.6.1 Detailed Description

```
template<class IO>class data::BaseFile< IO >
```

This is a wrapper class for the `FILE` functions that provides all the functionality to handle files safely.

It is defined as a template in order to allow to use either the locked or the unlocked API, by means of the structs [LockedAccess](#) and [UnlockedAccess](#). The unlocked API is not thread-safe, but it provides faster file operations.

See also

[LockedAccess](#)  
[UnlockedAccess](#)

### 6.6.2 Member Typedef Documentation

6.6.2.1 template<class IO> typedef `SHARED_PTR< BaseFile<IO> > data::BaseFile< IO >::Ptr`

Safe pointer to this class.



### 6.6.3 Constructor & Destructor Documentation

6.6.3.1 `template<class IO> data::BaseFile< IO >::BaseFile ( ) [inline]`

Initialized the internal file pointer to `NULL`.

6.6.3.2 `template<class IO> virtual data::BaseFile< IO >::~~BaseFile ( ) [inline],[virtual]`

The destructor closes the file.

### 6.6.4 Member Function Documentation

6.6.4.1 `template<class IO> void data::BaseFile< IO >::Close ( ) [inline]`

Closes the file.

Here is the caller graph for this function:

6.6.4.2 `template<class IO> static bool data::BaseFile< IO >::Exists ( const char * file_name ) [inline],[static]`

Returns `true` if the given file exists.

This is a wrapper of the system function `stat`.

6.6.4.3 `template<class IO> int data::BaseFile< IO >::GetDescriptor ( ) const [inline]`

Returns the file descriptor.

Here is the caller graph for this function:

6.6.4.4 `template<class IO> uint64_t data::BaseFile< IO >::GetOffset ( ) const [inline]`

Returns the current file position.

Here is the caller graph for this function:

6.6.4.5 `template<class IO> uint64_t data::BaseFile< IO >::GetSize ( ) const [inline]`

Return the current size of the file, without modifying the file position.

Here is the caller graph for this function:

6.6.4.6 `template<class IO> int data::BaseFile< IO >::IsEOF ( ) const [inline]`

Returns the EOF status (`feof`) of the file.

6.6.4.7 `template<class IO> bool data::BaseFile< IO >::IsValid ( ) const [inline]`

Returns `true` if the file pointer is not `NULL`.

Here is the caller graph for this function:

**6.6.4.8** `template<class IO> bool data::BaseFile< IO >::Open ( const char * file_name, const char * access )`  
`[inline]`

Opens a file with a specific access mode.

## Parameters

<i>file_name</i>	Path name of the file to open.
<i>access</i>	Access mode as a <code>fopen</code> compatible format string.

## Returns

`true` if successful.

Here is the caller graph for this function:

**6.6.4.9** `template<class IO> bool data::BaseFile< IO >::Open ( const string & file_name, const char * access )`  
`[inline]`

Opens a file with a specific access mode.

## Parameters

<i>file_name</i>	Path name of the file to open.
<i>access</i>	Access mode as a <code>fopen</code> compatible format string.

## Returns

`true` if successful.

**6.6.4.10** `template<class IO> template<class IO2 > bool data::BaseFile< IO >::Open ( const BaseFile< IO2 > & file,`  
`const char * access ) [inline]`

Opens a file with a specific access mode given an already opened `File` object.

The descriptor of the opened file is duplicated and re-opened with the access mode given.

## Parameters

<i>file</i>	Opened file.
<i>access</i>	Access mode as a <code>fopen</code> compatible format string.

## Returns

`true` if successful.

**6.6.4.11** `template<class IO> bool data::BaseFile< IO >::OpenForReading ( const char * file_name ) [inline]`

Here is the caller graph for this function:

**6.6.4.12** `template<class IO> bool data::BaseFile< IO >::OpenForReading ( const string & file_name ) [inline]`

**6.6.4.13** `template<class IO> template<class IO2 > bool data::BaseFile< IO >::OpenForReading ( const BaseFile< IO2`  
`> & file ) [inline]`

**6.6.4.14** `template<class IO> bool data::BaseFile< IO >::OpenForWriting ( const char * file_name ) [inline]`

**6.6.4.15** `template<class IO> bool data::BaseFile< IO >::OpenForWriting ( const string & file_name ) [inline]`

**6.6.4.16** `template<class IO> template<class IO2 > bool data::BaseFile< IO >::OpenForWriting ( const BaseFile< IO2`  
`> & file ) [inline]`

**6.6.4.17** `template<class IO> data::BaseFile< IO >::operator bool ( ) const [inline]`

Returns `true` if the file pointer is not `NULL`.

**6.6.4.18** `template<class IO> template<typename T> bool data::BaseFile< IO >::Read ( T * value, int num_bytes = sizeof(T) ) const [inline]`

Reads a value from the file.

Parameters

<i>value</i>	Pointer to the value where to store.
<i>num_bytes</i>	Number of bytes to read (by default, the size of the value).

Returns

`true` if successful.

Here is the caller graph for this function:

**6.6.4.19** `template<class IO> int data::BaseFile< IO >::ReadByte ( ) const [inline]`

Reads a byte from the file.

**6.6.4.20** `template<class IO> template<typename T> bool data::BaseFile< IO >::ReadReverse ( T * value, int num_bytes = sizeof(T) ) const [inline]`

Reads a value from the file in reverse order.

Parameters

<i>value</i>	Pointer to the value where to store.
<i>num_bytes</i>	Number of bytes to read (by default, the size of the value).

Returns

`true` if successful.

Here is the caller graph for this function:

**6.6.4.21** `template<class IO> bool data::BaseFile< IO >::Seek ( int offset, int origin = SEEK_SET ) const [inline]`

Changes the current position of the file.

Parameters

<i>offset</i>	Offset to add to the current position.
<i>origin</i>	Origin to use for the change ( <code>SEEK_SET</code> by default).

Returns

`true` if successful.

Here is the caller graph for this function:

6.6.4.22 `template<class IO> template<typename T> bool data::BaseFile< IO >::Write ( T * value, int num_bytes = sizeof(T) ) const [inline]`

Writes a value to the file.

**Parameters**

<i>value</i>	Pointer to the value.
<i>num_bytes</i>	Number of bytes to write (by default, the size of the value).

**Returns**

`true` if successful.

Here is the caller graph for this function:

**6.6.4.23** `template<class IO> int data::BaseFile< IO >::WriteByte ( int c ) const [inline]`

Writes a byte to the file.

**6.6.4.24** `template<class IO> template<typename T > bool data::BaseFile< IO >::WriteReverse ( T * value, int num_bytes = sizeof(T) ) const [inline]`

Writes a value to the file in reverse order.

**Parameters**

<i>value</i>	Pointer to the value.
<i>num_bytes</i>	Number of bytes to write (by default, the size of the value).

**Returns**

`true` if successful.

**6.6.5 Member Data Documentation**

**6.6.5.1** `template<class IO> FILE* data::BaseFile< IO >::file_ptr [private]`

File pointer.

The documentation for this class was generated from the following file:

- [data/file.h](#)

**6.7 data::BaseStream< StreamClass, StreamOperator > Class Template Reference**

This template is used as the base for the input/output stream classes.

```
#include <serialize.h>
```

Collaboration diagram for `data::BaseStream< StreamClass, StreamOperator >`:

**Public Member Functions**

- [BaseStream](#) ()  
*Initializes the status to false.*
- `StreamClass & Open (const char *file_name)`  
*Opens a file for serialization.*
- `StreamClass & Open (const char *file_name, const char *access)`  
*Opens a file for serialization.*

- StreamClass & [Close](#) ()  
*Closes the file of the serialization and finish the serialization.*
- StreamClass & [SerializeBytes](#) (void \*ptr, int num\_bytes)  
*Serializes a number of bytes.*
- template<typename T >  
StreamClass & [operator&](#) (T &var)  
*This operator overloading is the key of the serialization mechanism.*
- bool [result](#) () const  
*Returns the internal serialization status.*
- [operator bool](#) () const  
*Return the internal serialization status.*
- virtual [~BaseStream](#) ()  
*The destructor automatically closes the file-.*

## Protected Attributes

- [File file\\_](#)  
*File used for the serialization.*
- bool [result\\_](#)  
*Internal current status of the serialization.*

### 6.7.1 Detailed Description

template<typename StreamClass, typename StreamOperator> class data::BaseStream< StreamClass, StreamOperator >

This template is used as the base for the input/output stream classes.

Contains the basic functionality for the serialization with files, composed by a file object and an internal status. This status is updated with each operation and, in a sequence of serialization, this is stopped just after this status is set to `false`.

In order to have a type serializable, it must comply with one of these requirements: i) to have implemented a "serializer" with the class [Serializer](#), or ii) to have defined a member method called `SerializeWith`.

The first option is useful for the basic types (int, float, etc.) and for those classes already defined and that can not be modified. The second option is more elegant for those classes that can be modified specifically for serialization.

The `SerializeWith` method must be defined as follows:

```
template<typename T> T& SerializeWith(T& stream) { return (stream & member1
& member2 & ...); }
```

See also

[Serializer](#)  
[InputStream](#)  
[OutputStream](#)

### 6.7.2 Constructor & Destructor Documentation

6.7.2.1 template<typename StreamClass, typename StreamOperator> data::BaseStream< StreamClass, StreamOperator >::BaseStream ( ) [inline]

Initializes the status to `false`.

6.7.2.2 `template<typename StreamClass, typename StreamOperator> virtual data::BaseStream< StreamClass, StreamOperator >::~BaseStream ( ) [inline], [virtual]`

The destructor automatically closes the file-.

### 6.7.3 Member Function Documentation

6.7.3.1 `template<typename StreamClass, typename StreamOperator> StreamClass& data::BaseStream< StreamClass, StreamOperator >::Close ( ) [inline]`

Closes the file of the serialization and finish the serialization.

6.7.3.2 `template<typename StreamClass, typename StreamOperator> StreamClass& data::BaseStream< StreamClass, StreamOperator >::Open ( const char * file_name ) [inline]`

Opens a file for serialization.

Parameters

<i>file_name</i>	Path name of the file to open.
------------------	--------------------------------

Returns

`*this.`

Here is the caller graph for this function:

6.7.3.3 `template<typename StreamClass, typename StreamOperator> StreamClass& data::BaseStream< StreamClass, StreamOperator >::Open ( const char * file_name, const char * access ) [inline]`

Opens a file for serialization.

Parameters

<i>file_name</i>	Path name of the file to open.
<i>access</i>	Access mode to use to open the file.

Returns

`*this.`

6.7.3.4 `template<typename StreamClass, typename StreamOperator> data::BaseStream< StreamClass, StreamOperator >::operator bool ( ) const [inline]`

Return the internal serialization status.

6.7.3.5 `template<typename StreamClass, typename StreamOperator> template<typename T > StreamClass& data::BaseStream< StreamClass, StreamOperator >::operator& ( T & var ) [inline]`

This operator overloading is the key of the serialization mechanism.

6.7.3.6 `template<typename StreamClass, typename StreamOperator> bool data::BaseStream< StreamClass, StreamOperator >::result ( ) const [inline]`

Returns the internal serialization status.



6.7.3.7 `template<typename StreamClass, typename StreamOperator> StreamClass& data::BaseStream< StreamClass, StreamOperator >::SerializeBytes ( void * ptr, int num_bytes ) [inline]`

Serializes a number of bytes.

Depending on the stream operator in the template, this serialization is either a read or a write operation.

Parameters

<i>ptr</i>	Pointer to the buffer.
<i>num_bytes</i>	Number of bytes.

Returns

`*this.`

Here is the caller graph for this function:

## 6.7.4 Member Data Documentation

6.7.4.1 `template<typename StreamClass, typename StreamOperator> File data::BaseStream< StreamClass, StreamOperator >::file_ [protected]`

File used for the serialization.

6.7.4.2 `template<typename StreamClass, typename StreamOperator> bool data::BaseStream< StreamClass, StreamOperator >::result_ [protected]`

Internal current status of the serialization.

The documentation for this class was generated from the following file:

- [data/serialize.h](#)

## 6.8 jpip::CacheModel Class Reference

The cache model of a JPIP client is handled using this class.

```
#include <cache_model.h>
```

Collaboration diagram for jpip::CacheModel:

### Classes

- class [Codestream](#)  
*Sub-class of the cache model class used to identify a codestream.*

### Public Member Functions

- [CacheModel](#) ()  
*Empty constructor.*
- [CacheModel](#) (const [CacheModel](#) &model)  
*Copy constructor.*
- [CacheModel](#) & [operator=](#) (const [CacheModel](#) &model)  
*Copy assignment.*

- [CacheModel](#) & [operator+=](#) (const [CacheModel](#) &model)  
*Add the content of the given cache model.*
- `template<typename T >`  
`T & SerializeWith (T &stream)`
- [Codestream](#) & [GetCodestream](#) (int num\_codestream)  
*Returns the reference of a codestream.*
- int [GetMetadata](#) (int id)  
*Returns the amount of a meta-data.*
- int [AddToMetadata](#) (int id, int amount, bool complete=false)  
*Increases the amount of a meta-data.*
- `template<int BIN_CLASS>`  
`int GetDataBin (int num_codestream, int id)`  
*Returns the amount of a data-bin item using the class [DataBinSelector](#).*
- `template<int BIN_CLASS>`  
`int AddToDataBin (int num_codestream, int id, int amount, bool complete=false)`  
*Increases the amount of a data-bin item using the class [DataBinSelector](#).*
- bool [IsFullMetadata](#) () const  
*Returns the full flag of the meta-datas.*
- void [SetFullMetadata](#) ()  
*Sets the full flag for the meta-datas to true.*
- void [Pack](#) (int min\_sum=1)  
*Calls the `Pack` method of all the codestreams.*
- void [Clear](#) ()  
*Clear all the amounts.*
- virtual [~CacheModel](#) ()

## Private Attributes

- bool [full\\_meta](#)  
*Says if the meta-data has been totally sent.*
- `vector< int > meta\_data`  
*Amounts for the meta-datas.*
- `vector< Codestream > codestreams`  
*Amounts for the codestreams.*

## 6.8.1 Detailed Description

The cache model of a JPIP client is handled using this class.

It allows to maintain a cache model recording the amount of data sent by the server regarding the meta-datas, headers, tile-headers and precincts. This implementation only allows to record incremental amounts, from the beginning of each entity. The value `INT_MAX` is used to specify that an item is complete. This class is serializable.

## 6.8.2 Constructor & Destructor Documentation

### 6.8.2.1 `jpip::CacheModel::CacheModel ( )` `[inline]`

Empty constructor.

### 6.8.2.2 `jpip::CacheModel::CacheModel ( const CacheModel & model )` `[inline]`

Copy constructor.

6.8.2.3 `virtual jpip::CacheModel::~~CacheModel ( ) [inline], [virtual]`

### 6.8.3 Member Function Documentation

6.8.3.1 `template<int BIN_CLASS> int jpip::CacheModel::AddToDataBin ( int num_codestream, int id, int amount, bool complete = false ) [inline]`

Increases the amount of a data-bin item using the class [DataBinSelector](#).

#### Parameters

<i>num_↔ codestream</i>	Index number of the associated codestream.
<i>id</i>	Index number of the data-bin.
<i>amount</i>	Amount increment.
<i>complete</i>	true if the data-bin is complete after the increment.

#### Returns

the new amount value.

Here is the caller graph for this function:

6.8.3.2 `int jpip::CacheModel::AddToMetadata ( int id, int amount, bool complete = false ) [inline]`

Increases the amount of a meta-data.

#### Parameters

<i>id</i>	Index number of the meta-data.
<i>amount</i>	Amount increment.
<i>complete</i>	true if the meta-data is complete after the increment.

#### Returns

the new amount value.

Here is the caller graph for this function:

6.8.3.3 `void jpip::CacheModel::Clear ( ) [inline]`

Clear all the amounts.

Here is the caller graph for this function:

6.8.3.4 `Codestream& jpip::CacheModel::GetCodestream ( int num_codestream ) [inline]`

Returns the reference of a codestream.

#### Parameters

<i>num_↔ codestream</i>	Index number of the codestream.
-----------------------------	---------------------------------

Here is the caller graph for this function:

6.8.3.5 `template<int BIN_CLASS> int jpip::CacheModel::GetDataBin ( int num_codestream, int id ) [inline]`

Returns the amount of a data-bin item using the class [DataBinSelector](#).

## Parameters

<i>num_↔ codestream</i>	Index number of the associated codestream.
<i>id</i>	Index number of the data-bin.

Here is the caller graph for this function:

#### 6.8.3.6 int jpip::CacheModel::GetMetadata ( int *id* ) [inline]

Returns the amount of a meta-data.

## Parameters

<i>id</i>	Index number of the meta-data.
-----------	--------------------------------

Here is the caller graph for this function:

#### 6.8.3.7 bool jpip::CacheModel::IsFullMetadata ( ) const [inline]

Returns the full flag of the meta-datas.

Here is the caller graph for this function:

#### 6.8.3.8 CacheModel& jpip::CacheModel::operator+= ( const CacheModel & *model* ) [inline]

Add the content of the given cache model.

#### 6.8.3.9 CacheModel& jpip::CacheModel::operator= ( const CacheModel & *model* ) [inline]

Copy assignment.

Here is the call graph for this function:

#### 6.8.3.10 void jpip::CacheModel::Pack ( int *min\_sum* = 1 ) [inline]

Calls the Pack method of all the codestreams.

Here is the caller graph for this function:

#### 6.8.3.11 template<typename T> T& jpip::CacheModel::SerializeWith ( T & *stream* ) [inline]

#### 6.8.3.12 void jpip::CacheModel::SetFullMetadata ( ) [inline]

Sets the full flag for the meta-datas to true.

Here is the caller graph for this function:

### 6.8.4 Member Data Documentation

#### 6.8.4.1 vector<Codestream> jpip::CacheModel::codestreams [private]

Amounts for the codestreams.

#### 6.8.4.2 bool jpip::CacheModel::full\_meta [private]

Says if the meta-data has been totally sent.

#### 6.8.4.3 vector<int> jpip::CacheModel::meta\_data [private]

Amounts for the meta-datas.

The documentation for this class was generated from the following file:

- [jpip/cache\\_model.h](#)

## 6.9 ClientInfo Class Reference

Contains information of a connected client.

```
#include <client_info.h>
```

Collaboration diagram for ClientInfo:

### Public Member Functions

- [ClientInfo](#) (int [base\\_id](#), int [sock](#), int [father\\_sock](#))  
*Initializes the object.*
- int [sock](#) () const  
*Returns the client socket.*
- int [base\\_id](#) () const  
*Returns the base identifier.*
- int [father\\_sock](#) () const  
*Returns the father socket.*
- long [bytes\\_sent](#) () const  
*Returns the total bytes sent.*
- long [time](#) () const  
*Returns the time spent from the starting of the connection.*
- virtual [~ClientInfo](#) ()

### Private Attributes

- int [sock\\_](#)  
*Client socket.*
- int [base\\_id\\_](#)  
*Base identifier.*
- time\_t [tm\\_start](#)  
*When the connection started.*
- int [father\\_sock\\_](#)  
*Father socket.*
- long [bytes\\_sent\\_](#)  
*Total bytes sent.*

### 6.9.1 Detailed Description

Contains information of a connected client.

## 6.9.2 Constructor & Destructor Documentation

### 6.9.2.1 ClientInfo::ClientInfo ( int *base\_id*, int *sock*, int *father\_sock* ) [inline]

Initializes the object.

Parameters

<i>base_id</i>	Base identifier.
<i>sock</i>	Client socket.
<i>father_sock</i>	Father socket.

Here is the call graph for this function:

### 6.9.2.2 virtual ClientInfo::~ClientInfo ( ) [inline],[virtual]

## 6.9.3 Member Function Documentation

### 6.9.3.1 int ClientInfo::base\_id ( ) const [inline]

Returns the base identifier.

Here is the caller graph for this function:

### 6.9.3.2 long ClientInfo::bytes\_sent ( ) const [inline]

Returns the total bytes sent.

### 6.9.3.3 int ClientInfo::father\_sock ( ) const [inline]

Returns the father socket.

Here is the caller graph for this function:

### 6.9.3.4 int ClientInfo::sock ( ) const [inline]

Returns the client socket.

Here is the caller graph for this function:

### 6.9.3.5 long ClientInfo::time ( ) const [inline]

Returns the time spent from the starting of the connection.

Here is the caller graph for this function:

## 6.9.4 Member Data Documentation

### 6.9.4.1 int ClientInfo::base\_id\_ [private]

Base identifier.

### 6.9.4.2 long ClientInfo::bytes\_sent\_ [private]

Total bytes sent.

6.9.4.3 `int ClientInfo::father_sock_ [private]`

Father socket.

6.9.4.4 `int ClientInfo::sock_ [private]`

Client socket.

6.9.4.5 `time_t ClientInfo::tm_start [private]`

When the connection started.

The documentation for this class was generated from the following file:

- [client\\_info.h](#)

## 6.10 ClientManager Class Reference

Handles a client connection with a dedicated thread.

```
#include <client_manager.h>
```

Collaboration diagram for ClientManager:

### Public Member Functions

- [ClientManager](#) ([AppConfig](#) &\_cfg, [AppInfo](#) &\_app\_info, [IndexManager](#) &\_index\_manager)  
*Initializes the object.*
- void [Run](#) ([ClientInfo](#) \*client\_info)  
*Starts the handling of a client connection.*
- void [RunBasic](#) ([ClientInfo](#) \*client\_info)  
*Starts the handling of a client connection but it does not do anything.*
- virtual [~ClientManager](#) ()

### Private Attributes

- [AppConfig](#) & cfg  
*Application configuration.*
- [AppInfo](#) & app\_info  
*Application run-time information.*
- [IndexManager](#) & index\_manager  
*Index manager.*

### 6.10.1 Detailed Description

Handles a client connection with a dedicated thread.

## 6.10.2 Constructor & Destructor Documentation

### 6.10.2.1 ClientManager::ClientManager ( AppConfig & *\_cfg*, ApplInfo & *\_app\_info*, IndexManager & *\_index\_manager* ) [inline]

Initializes the object.



## Parameters

<code>_cfg</code>	Application configuration.
<code>_app_info</code>	Application run-time information.
<code>_index_manager</code>	Index manager.

6.10.2.2 `virtual ClientManager::~ClientManager ( ) [inline],[virtual]`

### 6.10.3 Member Function Documentation

6.10.3.1 `void ClientManager::Run ( ClientInfo * client_info )`

Starts the handling of a client connection.

## Parameters

<code>client_info</code>	Client information.
--------------------------	---------------------

Here is the call graph for this function:

Here is the caller graph for this function:

6.10.3.2 `void ClientManager::RunBasic ( ClientInfo * client_info )`

Starts the handling of a client connection but it does not do anything.

This method is used for testing the architecture of the server.

## Parameters

<code>client_info</code>	Client information.
--------------------------	---------------------

Here is the call graph for this function:

Here is the caller graph for this function:

### 6.10.4 Member Data Documentation

6.10.4.1 `AppInfo& ClientManager::app_info [private]`

Application run-time information.

6.10.4.2 `AppConfig& ClientManager::cfg [private]`

Application configuration.

6.10.4.3 `IndexManager& ClientManager::index_manager [private]`

Index manager.

The documentation for this class was generated from the following files:

- [client\\_manager.h](#)
- [client\\_manager.cc](#)

## 6.11 jpip::CacheModel::Codestream Class Reference

Sub-class of the cache model class used to identify a codestream.

```
#include <cache_model.h>
```

Collaboration diagram for jpip::CacheModel::Codestream:

### Public Member Functions

- [Codestream](#) ()  
*Initializes all the members to zero.*
- [Codestream](#) (const [Codestream](#) &model)  
*Copy constructor.*
- [Codestream](#) & [operator=](#) (const [Codestream](#) &model)  
*Copy assignment.*
- [Codestream](#) & [operator+=](#) (const [Codestream](#) &model)  
*Add the content of the given codestream cache model.*
- template<typename T >  
T & [SerializeWith](#) (T &stream)
- int [GetMainHeader](#) () const  
*Returns the amount of the main header.*
- int [GetTileHeader](#) () const  
*Returns the amount of the tile header.*
- int [AddToMainHeader](#) (int amount, bool complete=false)  
*Increases the amount of the main header.*
- int [AddToTileHeader](#) (int amount, bool complete=false)  
*Increases the amount of the tile header.*
- int [GetPrecinct](#) (int num\_precinct)  
*Returns the amount of a precinct.*
- int [AddToPrecinct](#) (int num\_precinct, int amount, bool complete=false)  
*Increases the amount of a precinct.*
- void [Pack](#) (int min\_sum=1)  
*Packs the information stored regarding the precincts, removing those initial elements that are consecutive and completes.*

### Private Attributes

- int [header](#)  
*Amount for the header.*
- int [tile\\_header](#)  
*Amount for the tile-header.*
- vector< int > [precincts](#)  
*Amount for the precincts.*
- int [min\\_precinct](#)  
*Minimum identifier of the non-consecutive precinct completely sent.*

#### 6.11.1 Detailed Description

Sub-class of the cache model class used to identify a codestream.

This class is serializable.

## 6.11.2 Constructor & Destructor Documentation

### 6.11.2.1 jpip::CacheModel::Codestream::Codestream ( ) [inline]

Initializes all the members to zero.

### 6.11.2.2 jpip::CacheModel::Codestream::Codestream ( const Codestream & model ) [inline]

Copy constructor.

## 6.11.3 Member Function Documentation

### 6.11.3.1 int jpip::CacheModel::Codestream::AddToMainHeader ( int amount, bool complete = false ) [inline]

Increases the amount of the main header.

Parameters

<i>amount</i>	Amount increment.
<i>complete</i>	true if the main header is complete after the increment.

Returns

the new amount value.

Here is the caller graph for this function:

### 6.11.3.2 int jpip::CacheModel::Codestream::AddToPrecinct ( int num\_precinct, int amount, bool complete = false ) [inline]

Increases the amount of a precinct.

Parameters

<i>num_precinct</i>	Index number of the precinct.
<i>amount</i>	Amount increment.
<i>complete</i>	true if the precinct is complete after the increment.

Returns

the new amount value.

Here is the caller graph for this function:

### 6.11.3.3 int jpip::CacheModel::Codestream::AddToTileHeader ( int amount, bool complete = false ) [inline]

Increases the amount of the tile header.

Parameters

<i>amount</i>	Amount increment.
<i>complete</i>	true if the tile header is complete after the increment.

Returns

the new amount value.

Here is the caller graph for this function:

#### 6.11.3.4 `int jpip::CacheModel::Codestream::GetMainHeader ( ) const [inline]`

Returns the amount of the main header.

Here is the caller graph for this function:

#### 6.11.3.5 `int jpip::CacheModel::Codestream::GetPrecinct ( int num_precinct ) [inline]`

Returns the amount of a precinct.

Parameters

<i>num_precinct</i>	Index number of the precinct.
---------------------	-------------------------------

Here is the caller graph for this function:

#### 6.11.3.6 `int jpip::CacheModel::Codestream::GetTileHeader ( ) const [inline]`

Returns the amount of the tile header.

Here is the caller graph for this function:

#### 6.11.3.7 `Codestream& jpip::CacheModel::Codestream::operator+= ( const Codestream & model ) [inline]`

Add the content of the given codestream cache model.

#### 6.11.3.8 `Codestream& jpip::CacheModel::Codestream::operator= ( const Codestream & model ) [inline]`

Copy assignment.

Here is the call graph for this function:

#### 6.11.3.9 `void jpip::CacheModel::Codestream::Pack ( int min_sum = 1 ) [inline]`

Packs the information stored regarding the precincts, removing those initial elements that are consecutive and completes.

Parameters

<i>min_sum</i>	Only the packing is performed if there are a number of items equal or greater than this value (1 by default).
----------------	---

#### 6.11.3.10 `template<typename T> T& jpip::CacheModel::Codestream::SerializeWith ( T & stream ) [inline]`

### 6.11.4 Member Data Documentation

#### 6.11.4.1 `int jpip::CacheModel::Codestream::header [private]`

Amount for the header.

#### 6.11.4.2 `int jpip::CacheModel::Codestream::min_precinct [private]`

Minimum identifier of the non-consecutive precinct completely sent.

All the initial precincts already sent completely to the client are removed, so this value contains the next precinct. The vector `precincts` is related to the precincts starting from this index.

6.11.4.3 `vector<int> jpip::CacheModel::Codestream::precincts` [private]

Amount for the precincts.

6.11.4.4 `int jpip::CacheModel::Codestream::tile_header` [private]

Amount for the tile-header.

The documentation for this class was generated from the following file:

- [jpip/cache\\_model.h](#)

## 6.12 jpeg2000::CodestreamIndex Class Reference

Class used for indexing the information of a JPEG2000 codestream.

```
#include <codestream_index.h>
```

Collaboration diagram for jpeg2000::CodestreamIndex:

### Public Member Functions

- [CodestreamIndex](#) ()  
*Empty constructor.*
- [CodestreamIndex](#) (const [CodestreamIndex](#) &index)  
*Copy constructor.*
- void [Clear](#) ()  
*Clears the information.*
- const [CodestreamIndex](#) & [operator=](#) (const [CodestreamIndex](#) &index)  
*Copy assignment.*
- template<typename T >  
T & [SerializeWith](#) (T &stream)
- virtual [~CodestreamIndex](#) ()

### Public Attributes

- [FileSegment](#) header  
*Main header segment.*
- vector< [FileSegment](#) > packets  
*Tile-part packets segments.*
- vector< [FileSegment](#) > PLT\_markers  
*PLT markers segments.*

### Friends

- ostream & [operator<<](#) (ostream &out, const [CodestreamIndex](#) &index)

### 6.12.1 Detailed Description

Class used for indexing the information of a JPEG2000 codestream.

The indexed information is the segment of the main header, the contiguous segments of packets (usually the data of each tile-part) and the segments of the existing PLT markers. This class can be printed and serialized.

See also

[data::FileSegment](#)

### 6.12.2 Constructor & Destructor Documentation

6.12.2.1 `jpeg2000::CodestreamIndex::CodestreamIndex ( )` `[inline]`

Empty constructor.

6.12.2.2 `jpeg2000::CodestreamIndex::CodestreamIndex ( const CodestreamIndex & index )` `[inline]`

Copy constructor.

6.12.2.3 `virtual jpeg2000::CodestreamIndex::~CodestreamIndex ( )` `[inline],[virtual]`

### 6.12.3 Member Function Documentation

6.12.3.1 `void jpeg2000::CodestreamIndex::Clear ( )` `[inline]`

Clears the information.

6.12.3.2 `const CodestreamIndex& jpeg2000::CodestreamIndex::operator= ( const CodestreamIndex & index )`  
`[inline]`

Copy assignment.

Here is the call graph for this function:

6.12.3.3 `template<typename T> T& jpeg2000::CodestreamIndex::SerializeWith ( T & stream )` `[inline]`

### 6.12.4 Friends And Related Function Documentation

6.12.4.1 `ostream& operator<< ( ostream & out, const CodestreamIndex & index )` `[friend]`

### 6.12.5 Member Data Documentation

6.12.5.1 `FileSegment jpeg2000::CodestreamIndex::header`

Main header segment.

6.12.5.2 `vector<FileSegment> jpeg2000::CodestreamIndex::packets`

Tile-part packets segments.

## 6.12.5.3 vector&lt;FileSegment&gt; jpeg2000::CodestreamIndex::PLT\_markers

PLT markers segments.

The documentation for this class was generated from the following file:

- jpeg2000/codestream\_index.h

## 6.13 jpeg2000::CodingParameters Class Reference

Contains the coding parameters of a JPEG2000 image codestream.

```
#include <coding_parameters.h>
```

Collaboration diagram for jpeg2000::CodingParameters:

### Public Types

- enum {  
[LRCP\\_PROGRESSION](#) = 0, [RLCP\\_PROGRESSION](#) = 1, [RPCL\\_PROGRESSION](#) = 2, [PCRL\\_PROGRESSION](#) = 3,  
[CPRL\\_PROGRESSION](#) = 4 }  
*All the progression orders defined in the JPEG2000 standard (Part 1).*
- typedef [SHARED\\_PTR](#)< [CodingParameters](#) > [Ptr](#)  
*Pointer to an object of this class.*

### Public Member Functions

- [CodingParameters](#) ()  
*Initializes the object.*
- [CodingParameters](#) (const [CodingParameters](#) &cod\_params)  
*Copy constructor.*
- const [CodingParameters](#) & operator= (const [CodingParameters](#) &cod\_params)  
*Copy assignment.*
- template<typename T >  
[T](#) & [SerializeWith](#) (T &stream)
- bool [IsResolutionProgression](#) () const  
*Returns true if the progression is RLCP or RPCL.*
- [Size](#) [GetPrecincts](#) (int r, const [Size](#) &point)  
*Returns a precinct coordinate adjusted to a given resolution level.*
- int [GetProgressionIndex](#) (const [Packet](#) &packet)  
*Returns the index of a packet according to the progression order.*
- int [GetPrecinctDataBinId](#) (const [Packet](#) &packet)  
*Returns the data-bin identifier associated to the given packet.*
- int [GetClosestResolution](#) (const [Size](#) &res\_size, [Size](#) \*res\_image\_size)  
*Returns the resolution level according to the given size and the closest round policy.*
- int [GetRoundUpResolution](#) (const [Size](#) &res\_size, [Size](#) \*res\_image\_size)  
*Returns the resolution level according to the given size and the round-up round policy.*
- int [GetRoundDownResolution](#) (const [Size](#) &res\_size, [Size](#) \*res\_image\_size)  
*Returns the resolution level according to the given size and the round-down round policy.*
- virtual [~CodingParameters](#) ()

## Public Attributes

- [Size](#) `size`  
*Image size.*
- `int` [num\\_levels](#)  
*Number of resolution levels.*
- `int` [num\\_layers](#)  
*Number of quality layers.*
- `int` [progression](#)  
*Progression order.*
- `int` [num\\_components](#)  
*Number of components.*
- `vector< Size >` [precinct\\_size](#)  
*Precinct sizes of each resolution level.*

## Private Member Functions

- `void` [FillTotalPrecinctsVector](#) ()  
*Fills the vector `total_precincts`.*
- `int` [GetProgressionIndexRPCL](#) (`int` l, `int` r, `int` c, `int` px, `int` py)  
*Returns the index of a packet according to the RPCL progression.*
- `int` [GetProgressionIndexRLCP](#) (`int` l, `int` r, `int` c, `int` px, `int` py)  
*Returns the index of a packet according to the RLCP progression.*
- `int` [GetProgressionIndexLRCP](#) (`int` l, `int` r, `int` c, `int` px, `int` py)  
*Returns the index of a packet according to the LRCP progression.*

## Private Attributes

- `vector< int >` [total\\_precincts](#)  
*Contains the number of precincts of each resolution level.*

## Friends

- `ostream` & [operator<<](#) (`ostream` &out, `const` [CodingParameters](#) &params)

### 6.13.1 Detailed Description

Contains the coding parameters of a JPEG2000 image codestream.  
This class can be serialized and printed.

### 6.13.2 Member Typedef Documentation

#### 6.13.2.1 `typedef` [SHARED\\_PTR](#)<[CodingParameters](#)> [jpeg2000::CodingParameters::Ptr](#)

Pointer to an object of this class.



### 6.13.3 Member Enumeration Documentation

#### 6.13.3.1 anonymous enum

All the progression orders defined in the JPEG2000 standard (Part 1).

Enumerator

***LRCP\_PROGRESSION*** LRCP.  
***RLCP\_PROGRESSION*** RLCP.  
***RPCL\_PROGRESSION*** RPCL.  
***PCRL\_PROGRESSION*** PCRL.  
***CPRL\_PROGRESSION*** CPRL.

### 6.13.4 Constructor & Destructor Documentation

#### 6.13.4.1 jpeg2000::CodingParameters::CodingParameters ( ) [inline]

Initializes the object.

#### 6.13.4.2 jpeg2000::CodingParameters::CodingParameters ( const CodingParameters & *cod\_params* ) [inline]

Copy constructor.

#### 6.13.4.3 virtual jpeg2000::CodingParameters::~~CodingParameters ( ) [inline], [virtual]

### 6.13.5 Member Function Documentation

#### 6.13.5.1 void jpeg2000::CodingParameters::FillTotalPrecinctsVector ( ) [private]

Fills the vector `total_precincts`.

Here is the call graph for this function:

Here is the caller graph for this function:

#### 6.13.5.2 int jpeg2000::CodingParameters::GetClosestResolution ( const Size & *res\_size*, Size \* *res\_image\_size* )

Returns the resolution level according to the given size and the closest round policy.

Parameters

<i>res_size</i>	Resolution size.
<i>res_image_size</i>	Image size associated to the resolution level returned.

#### 6.13.5.3 int jpeg2000::CodingParameters::GetPrecinctDataBinId ( const Packet & *packet* ) [inline]

Returns the data-bin identifier associated to the given packet.

Parameters

<i>packet</i>	<a href="#">Packet</a> information.
---------------	-------------------------------------

Here is the call graph for this function:

#### 6.13.5.4 `Size jpeg2000::CodingParameters::GetPrecincts ( int r, const Size & point ) [inline]`

Returns a precinct coordinate adjusted to a given resolution level.

##### Parameters

<i>r</i>	Resolution level.
<i>point</i>	Precinct coordinate.

Here is the caller graph for this function:

#### 6.13.5.5 `int jpeg2000::CodingParameters::GetProgressionIndex ( const Packet & packet ) [inline]`

Returns the index of a packet according to the progression order.

##### Parameters

<i>packet</i>	<a href="#">Packet</a> information.
---------------	-------------------------------------

Here is the call graph for this function:

#### 6.13.5.6 `int jpeg2000::CodingParameters::GetProgressionIndexLRCP ( int l, int r, int c, int px, int py ) [inline], [private]`

Returns the index of a packet according to the LRCP progression.

##### Parameters

<i>l</i>	Quality layer.
<i>r</i>	Resolution level.
<i>c</i>	Component.
<i>px</i>	Precinct position X.
<i>py</i>	Precinct position Y.

Here is the call graph for this function:

Here is the caller graph for this function:

#### 6.13.5.7 `int jpeg2000::CodingParameters::GetProgressionIndexRLCP ( int l, int r, int c, int px, int py ) [inline], [private]`

Returns the index of a packet according to the RLCP progression.

##### Parameters

<i>l</i>	Quality layer.
<i>r</i>	Resolution level.
<i>c</i>	Component.
<i>px</i>	Precinct position X.
<i>py</i>	Precinct position Y.

Here is the call graph for this function:

Here is the caller graph for this function:

6.13.5.8 `int jpeg2000::CodingParameters::GetProgressionIndexRPCL ( int l, int r, int c, int px, int py )` `[inline]`,  
`[private]`

Returns the index of a packet according to the RPCL progression.

## Parameters

<i>l</i>	Quality layer.
<i>r</i>	Resolution level.
<i>c</i>	Component.
<i>px</i>	Precinct position X.
<i>py</i>	Precinct position Y.

Here is the call graph for this function:

Here is the caller graph for this function:

#### 6.13.5.9 `int jpeg2000::CodingParameters::GetRoundDownResolution ( const Size & res_size, Size * res_image_size )`

Returns the resolution level according to the given size and the round-down round policy.

## Parameters

<i>res_size</i>	Resolution size.
<i>res_image_size</i>	Image size associated to the resolution level returned.

#### 6.13.5.10 `int jpeg2000::CodingParameters::GetRoundUpResolution ( const Size & res_size, Size * res_image_size )`

Returns the resolution level according to the given size and the round-up round policy.

## Parameters

<i>res_size</i>	Resolution size.
<i>res_image_size</i>	Image size associated to the resolution level returned.

#### 6.13.5.11 `bool jpeg2000::CodingParameters::IsResolutionProgression ( ) const [inline]`

Returns `true` if the progression is RLCP or RPCL.

#### 6.13.5.12 `const CodingParameters& jpeg2000::CodingParameters::operator= ( const CodingParameters & cod_params ) [inline]`

Copy assignment.

Here is the call graph for this function:

#### 6.13.5.13 `template<typename T> T& jpeg2000::CodingParameters::SerializeWith ( T & stream ) [inline]`

### 6.13.6 Friends And Related Function Documentation

#### 6.13.6.1 `ostream& operator<< ( ostream & out, const CodingParameters & params ) [friend]`

### 6.13.7 Member Data Documentation

#### 6.13.7.1 `int jpeg2000::CodingParameters::num_components`

Number of components.

## 6.13.7.2 int jpeg2000::CodingParameters::num\_layers

Number of quality layers.

## 6.13.7.3 int jpeg2000::CodingParameters::num\_levels

Number of resolution levels.

## 6.13.7.4 vector&lt;Size&gt; jpeg2000::CodingParameters::precinct\_size

Precinct sizes of each resolution level.

## 6.13.7.5 int jpeg2000::CodingParameters::progression

Progression order.

## 6.13.7.6 Size jpeg2000::CodingParameters::size

Image size.

## 6.13.7.7 vector&lt;int&gt; jpeg2000::CodingParameters::total\_precincts [private]

Contains the number of precincts of each resolution level.

The documentation for this class was generated from the following files:

- [jpeg2000/coding\\_parameters.h](#)
- [jpeg2000/coding\\_parameters.cc](#)

## 6.14 ApplInfo::Data Struct Reference

Contains the data block that is maintained in shared memory.

Collaboration diagram for ApplInfo::Data:

### Public Member Functions

- void [Reset](#) ()  
*Clears the values.*

### Public Attributes

- int [father\\_pid](#)  
*PID of the father process.*
- int [child\\_pid](#)  
*PID of the child process.*
- int [num\\_connections](#)  
*Number of open connections.*
- int [child\\_iterations](#)  
*Number of iterations done by the child.*

### 6.14.1 Detailed Description

Contains the data block that is maintained in shared memory.

### 6.14.2 Member Function Documentation

#### 6.14.2.1 `void AppInfo::Data::Reset( ) [inline]`

Clears the values.

### 6.14.3 Member Data Documentation

#### 6.14.3.1 `int AppInfo::Data::child_iterations`

Number of iterations done by the child.

#### 6.14.3.2 `int AppInfo::Data::child_pid`

PID of the child process.

#### 6.14.3.3 `int AppInfo::Data::father_pid`

PID of the father process.

#### 6.14.3.4 `int AppInfo::Data::num_connections`

Number of open connections.

The documentation for this struct was generated from the following file:

- [app\\_info.h](#)

## 6.15 jpip::DataBinClass Class Reference

Class that contains the definitions of all the data-bin classes defined for the JPIP protocol.

```
#include <jpip.h>
```

Collaboration diagram for jpip::DataBinClass:

### Public Types

- enum {  
`PRECINCT = 0, EXTENDED_PRECINCT = 1, TILE_HEADER = 2, TILE_DATA = 4,`  
`EXTENDED_TILE = 5, MAIN_HEADER = 6, META_DATA = 8 }`

### Static Public Member Functions

- static const char \* `GetName` (int class\_name)  
*Returns a string with the name of the databin class name given..*

## Private Member Functions

- [DataBinClass](#) ()

### 6.15.1 Detailed Description

Class that contains the definitions of all the data-bin classes defined for the JPIP protocol.

It is not possible to create an object of this class.

### 6.15.2 Member Enumeration Documentation

#### 6.15.2.1 anonymous enum

Enumerator

**PRECINCT** Class identifier for precinct data-bins.

**EXTENDED\_PRECINCT** Class identifier for extended precinct data-bins.

**TILE\_HEADER** Class identifier for tile header data-bins.

**TILE\_DATA** Class identifier for tile data-bins.

**EXTENDED\_TILE** Class identifier for extended tile data-bins.

**MAIN\_HEADER** Class identifier for main header data-bins.

**META\_DATA** Class identifier for meta-data data-bins.

### 6.15.3 Constructor & Destructor Documentation

#### 6.15.3.1 jpip::DataBinClass::DataBinClass ( ) [inline], [private]

### 6.15.4 Member Function Documentation

#### 6.15.4.1 const char \* jpip::DataBinClass::GetName ( int class\_name ) [static]

Returns a string with the name of the databin class name given,.

The documentation for this class was generated from the following files:

- [jpip/jpip.h](#)
- [jpip/jpip.cc](#)

## 6.16 jpip::DataBinSelector< BIN\_CLASS > Struct Template Reference

Template class that is specialized for allowing basic operations (add and get) with cache models depending on the data-bin classes.

```
#include <cache_model.h>
```

Collaboration diagram for jpip::DataBinSelector< BIN\_CLASS >:

### 6.16.1 Detailed Description

```
template<int BIN_CLASS>struct jpip::DataBinSelector< BIN_CLASS >
```

Template class that is specialized for allowing basic operations (add and get) with cache models depending on the data-bin classes.

The documentation for this struct was generated from the following file:

- [jpip/cache\\_model.h](#)

## 6.17 jpip::DataBinSelector< DataBinClass::MAIN\_HEADER > Struct Template Reference

```
#include <cache_model.h>
```

Collaboration diagram for jpip::DataBinSelector< DataBinClass::MAIN\_HEADER >:

### Static Public Member Functions

- static int [Get](#) ([CacheModel](#) &model, int num\_codestream, int id)
- static int [AddTo](#) ([CacheModel](#) &model, int num\_codestream, int id, int amount, bool complete)

#### 6.17.1 Member Function Documentation

6.17.1.1 static int jpip::DataBinSelector< DataBinClass::MAIN\_HEADER >::AddTo ( [CacheModel](#) & *model*, int *num\_codestream*, int *id*, int *amount*, bool *complete* ) `[inline]`, `[static]`

Here is the call graph for this function:

6.17.1.2 static int jpip::DataBinSelector< DataBinClass::MAIN\_HEADER >::Get ( [CacheModel](#) & *model*, int *num\_codestream*, int *id* ) `[inline]`, `[static]`

Here is the call graph for this function:

The documentation for this struct was generated from the following file:

- [jpip/cache\\_model.h](#)

## 6.18 jpip::DataBinSelector< DataBinClass::META\_DATA > Struct Template Reference

```
#include <cache_model.h>
```

Collaboration diagram for jpip::DataBinSelector< DataBinClass::META\_DATA >:

### Static Public Member Functions

- static int [Get](#) ([CacheModel](#) &model, int num\_codestream, int id)
- static int [AddTo](#) ([CacheModel](#) &model, int num\_codestream, int id, int amount, bool complete)

#### 6.18.1 Member Function Documentation

6.18.1.1 static int jpip::DataBinSelector< DataBinClass::META\_DATA >::AddTo ( [CacheModel](#) & *model*, int *num\_codestream*, int *id*, int *amount*, bool *complete* ) `[inline]`, `[static]`

Here is the call graph for this function:



6.18.1.2 `static int jpip::DataBinSelector< DataBinClass::META_DATA >::Get ( CacheModel & model, int num_codestream, int id ) [inline], [static]`

Here is the call graph for this function:

The documentation for this struct was generated from the following file:

- [jpip/cache\\_model.h](#)

## 6.19 jpip::DataBinSelector< DataBinClass::PRECINCT > Struct Template Reference

```
#include <cache_model.h>
```

Collaboration diagram for jpip::DataBinSelector< DataBinClass::PRECINCT >:

### Static Public Member Functions

- static int [Get](#) ([CacheModel](#) &model, int num\_codestream, int id)
- static int [AddTo](#) ([CacheModel](#) &model, int num\_codestream, int id, int amount, bool complete)

### 6.19.1 Member Function Documentation

6.19.1.1 `static int jpip::DataBinSelector< DataBinClass::PRECINCT >::AddTo ( CacheModel & model, int num_codestream, int id, int amount, bool complete ) [inline], [static]`

Here is the call graph for this function:

6.19.1.2 `static int jpip::DataBinSelector< DataBinClass::PRECINCT >::Get ( CacheModel & model, int num_codestream, int id ) [inline], [static]`

Here is the call graph for this function:

The documentation for this struct was generated from the following file:

- [jpip/cache\\_model.h](#)

## 6.20 jpip::DataBinSelector< DataBinClass::TILE\_HEADER > Struct Template Reference

```
#include <cache_model.h>
```

Collaboration diagram for jpip::DataBinSelector< DataBinClass::TILE\_HEADER >:

### Static Public Member Functions

- static int [Get](#) ([CacheModel](#) &model, int num\_codestream, int id)
- static int [AddTo](#) ([CacheModel](#) &model, int num\_codestream, int id, int amount, bool complete)

### 6.20.1 Member Function Documentation

6.20.1.1 `static int jpip::DataBinSelector< DataBinClass::TILE_HEADER >::AddTo ( CacheModel & model, int num_codestream, int id, int amount, bool complete ) [inline], [static]`

Here is the call graph for this function:

6.20.1.2 `static int jpip::DataBinSelector< DataBinClass::TILE_HEADER >::Get ( CacheModel & model, int num_codestream, int id )` `[inline]`, `[static]`

Here is the call graph for this function:

The documentation for this struct was generated from the following file:

- [jpip/cache\\_model.h](#)

## 6.21 jpip::DataBinServer Class Reference

Contains the core functionality of a (JPIP) data-bin server, which maintains a cache model and is capable of generating data chunks of variable length;.

```
#include <databin_server.h>
```

Collaboration diagram for jpip::DataBinServer:

### Public Member Functions

- [DataBinServer](#) ()  
*Initializes the object.*
- bool [end\\_woi](#) () const  
*Returns `true` if the end of the `WOI` has been reached, that is, there is not more associated packets to send.*
- bool [Reset](#) (const [ImageIndex::Ptr](#) image\_index)  
*Resets the server assigning a new image to serve.*
- bool [SetRequest](#) (const [Request](#) &req)  
*Sets the new current request to take into account for generating the chunks of data.*
- bool [GenerateChunk](#) (char \*buff, int \*len, bool \*last)  
*Generates a new chunk of data for the current image and `WOI`, according to the last indicated request.*
- virtual [~DataBinServer](#) ()

### Private Types

- enum { [MINIMUM\\_SPACE](#) = 60 }

### Private Member Functions

- template<int BIN\_CLASS>  
int [WriteSegment](#) (int num\_codestream, int id, [FileSegment](#) segment, int offset=0, bool last=true)  
*Writes a new data-bin segment or a part of it that is not already cached.*
- int [WritePlaceholder](#) (int num\_codestream, int id, const [Placeholder](#) &place\_holder, int offset=0, bool last=false)  
*Writes a new place-holder segment, only if it is possible to write it completely.*

### Private Attributes

- [WOI](#) woi  
*Current `WOI`.*
- int [pending](#)  
*Number of pending bytes.*
- [Range](#) range

- Range of codestreams.*
- bool [has\\_woi](#)
  - true if the last request contained a [WOI](#)*
- bool [metareq](#)
  - true if the last request contained a "metareq"*
- bool [end\\_woi\\_](#)
  - true if the [WOI](#) has been completely sent*
- [File::Ptr](#) [file](#)
  - Pointer to the associated image file.*
- int [current\\_idx](#)
  - Current codestream index.*
- bool [eof](#)
  - true if the end has been reached and the last write operation could not be completed.*
- [CacheModel](#) [cache\\_model](#)
  - Cache model of the client.*
- vector< [File::Ptr](#) > [files](#)
  - List of files (for hyperlinked JPX files)*
- [WOIComposer](#) [woi\\_composer](#)
  - [WOI](#) composer for determining the packets.*
- [ImageIndex::Ptr](#) [im\\_index](#)
  - Pointer to the associated image index.*
- [DataBinWriter](#) [data\\_writer](#)
  - Data-bin writer for generating the chunks.*

### 6.21.1 Detailed Description

Contains the core functionality of a (JPIP) data-bin server, which maintains a cache model and is capable of generating data chunks of variable length;.

### 6.21.2 Member Enumeration Documentation

6.21.2.1 anonymous enum [private]

Enumerator

**MINIMUM\_SPACE** Minimum space in the chunk.

### 6.21.3 Constructor & Destructor Documentation

6.21.3.1 [jpip::DataBinServer::DataBinServer \( \)](#) [inline]

Initializes the object.

6.21.3.2 [virtual jpip::DataBinServer::~~DataBinServer \( \)](#) [inline], [virtual]

### 6.21.4 Member Function Documentation

6.21.4.1 [bool jpip::DataBinServer::end\\_woi \( \) const](#) [inline]

Returns `true` if the end of the [WOI](#) has been reached, that is, there is not more associated packets to send.

Here is the caller graph for this function:

6.21.4.2 `bool jpip::DataBinServer::GenerateChunk ( char * buff, int * len, bool * last )`

Generates a new chunk of data for the current image and [WOI](#), according to the last indicated request.

## Parameters

<i>buff</i>	Pointer to the memory buffer.
<i>len</i>	Length of the memory buffer. It is modified by the method to indicate how many bytes have been written to the buffer.
<i>last</i>	Output parameter to indicates if this is the last chunk of data associated to the last request.

## Returns

`true` if successful.

Here is the call graph for this function:

Here is the caller graph for this function:

#### 6.21.4.3 `bool jpip::DataBinServer::Reset ( const ImageIndex::Ptr image_index )`

Resets the server assigning a new image to serve.

It also resets the maintained cache model.

## Parameters

<i>image_index</i>	Pointer to the new image index to use.
--------------------	--

## Returns

`true` if successful.

Here is the caller graph for this function:

#### 6.21.4.4 `bool jpip::DataBinServer::SetRequest ( const Request & req )`

Sets the new current request to take into account for generating the chunks of data.

## Parameters

<i>req</i>	<a href="#">Request</a> .
------------	---------------------------

## Returns

`true` if successful.

Here is the call graph for this function:

Here is the caller graph for this function:

#### 6.21.4.5 `int jpip::DataBinServer::WritePlaceholder ( int num_codestream, int id, const Placeholder & place_holder, int offset = 0, bool last = false ) [inline],[private]`

Writes a new place-holder segment, only if it is possible to write it completely.

## Parameters

<i>num_codestream</i>	Index number of the codestream.
-----------------------	---------------------------------

<i>id</i>	Data-bin identifier.
<i>place_holder</i>	Place-holder information.
<i>offset</i>	Data-bin offset of the data (0 by default).
<i>last</i>	<code>true</code> if this is the last data of the data-bin.

#### Returns

1 if the segment content was completely written and/or cached, 0 if it was incompletely written (or not at all, if EOF flag is set), or -1 if an error was generated.

Here is the call graph for this function:

Here is the caller graph for this function:

**6.21.4.6** `template<int BIN_CLASS> int jpip::DataBinServer::WriteSegment ( int num_codestream, int id, FileSegment segment, int offset = 0, bool last = true ) [inline], [private]`

Writes a new data-bin segment or a part of it that is not already cached.

#### Parameters

<i>num_↔ codestream</i>	Index number of the codestream.
<i>id</i>	Data-bin identifier.
<i>segment</i>	File segment associated.
<i>offset</i>	Data-bin offset of the data (0 by default).
<i>last</i>	<code>true</code> if this is the last data of the data-bin.

#### Returns

1 if the segment content was completely written and/or cached, 0 if it was incompletely written (or not at all, if EOF flag is set), or -1 if an error was generated.

Here is the call graph for this function:

### 6.21.5 Member Data Documentation

**6.21.5.1** `CacheModel jpip::DataBinServer::cache_model [private]`

Cache model of the client.

**6.21.5.2** `int jpip::DataBinServer::current_idx [private]`

Current codestream index.

**6.21.5.3** `DataBinWriter jpip::DataBinServer::data_writer [private]`

Data-bin writer for generating the chunks.

**6.21.5.4** `bool jpip::DataBinServer::end_woi_ [private]`

`true` if the [WOI](#) has been completely sent

**6.21.5.5** `bool jpip::DataBinServer::eof` `[private]`

`true` if the end has been reached and the last write operation could not be completed.

**6.21.5.6** `File::Ptr jpip::DataBinServer::file` `[private]`

Pointer to the associated image file.

**6.21.5.7** `vector<File::Ptr> jpip::DataBinServer::files` `[private]`

List of files (for hyperlinked JPX files)

**6.21.5.8** `bool jpip::DataBinServer::has_woi` `[private]`

`true` if the last request contained a [WOI](#)

**6.21.5.9** `ImageIndex::Ptr jpip::DataBinServer::im_index` `[private]`

Pointer to the associated image index.

**6.21.5.10** `bool jpip::DataBinServer::metareq` `[private]`

`true` if the last request contained a "metareq"

**6.21.5.11** `int jpip::DataBinServer::pending` `[private]`

Number of pending bytes.

**6.21.5.12** `Range jpip::DataBinServer::range` `[private]`

Range of codestreams.

**6.21.5.13** `WOI jpip::DataBinServer::woi` `[private]`

Current [WOI](#).

**6.21.5.14** `WOIComposer jpip::DataBinServer::woi_composer` `[private]`

[WOI](#) composer for determining the packets.

The documentation for this class was generated from the following files:

- [jpip/databin\\_server.h](#)
- [jpip/databin\\_server.cc](#)

## 6.22 jpip::DataBinWriter Class Reference

Class used to generate data-bin segments and write them into a memory buffer.

```
#include <databin_writer.h>
```

Collaboration diagram for jpip::DataBinWriter:

## Public Member Functions

- [DataBinWriter](#) ()  
*Initializes the object.*
- [DataBinWriter](#) & [SetBuffer](#) (char \*buf, int buf\_len)  
*Sets the associated memory buffer.*
- [DataBinWriter](#) & [ClearPreviousIds](#) ()  
*Clears the previous identifiers of data-bin class and codestream index numbers.*
- [DataBinWriter](#) & [SetCodestream](#) (int value)  
*Sets the current codestream.*
- [DataBinWriter](#) & [SetDataBinClass](#) (int databin\_class)  
*Sets the current data-bin class.*
- [DataBinWriter](#) & [Write](#) (uint64\_t bin\_id, uint64\_t bin\_offset, const [File](#) &file, const [FileSegment](#) &segment, bool last\_byte=false)  
*Writes a data-bin segment into the buffer.*
- [DataBinWriter](#) & [WritePlaceholder](#) (uint64\_t bin\_id, uint64\_t bin\_offset, const [File](#) &file, const [Placeholder](#) &place\_holder, bool last\_byte=false)  
*Writes a place-holder segment into the buffer.*
- [DataBinWriter](#) & [WriteEmpty](#) (uint64\_t bin\_id=0)  
*Writes an empty segment.*
- int [GetCount](#) () const  
*Returns the number of bytes written.*
- int [GetFree](#) () const  
*Returns the number of bytes available.*
- [DataBinWriter](#) & [WriteEOR](#) (int reason)  
*Writes a *EOR* message into the buffer.*
- operator bool () const  
*Returns the *EOF* status of the object.*
- virtual [~DataBinWriter](#) ()

## Private Member Functions

- template<typename T >  
[DataBinWriter](#) & [WriteValue](#) (T value)  
*Writes a value into the buffer.*
- [DataBinWriter](#) & [WriteVBAS](#) (uint64\_t value)  
*Writes a new integer value into the buffer coded as VBAS.*
- [DataBinWriter](#) & [WriteHeader](#) (uint64\_t bin\_id, uint64\_t bin\_offset, uint64\_t bin\_length, bool last\_byte=false)  
*Writes a data-bin header into the buffer.*

## Private Attributes

- bool [eof](#)  
*true if the end of the buffer has been reached and the last value could not be written.*
- char \* [ini](#)  
*Pointer to the beginning of the buffer.*
- char \* [ptr](#)  
*Current position of the buffer.*
- char \* [end](#)  
*Pointer to the end of the buffer.*
- int [databin\\_class](#)



- Current data-bin class.*
- int [codestream\\_idx](#)  
*Current codestream index number.*
- int [prev\\_databin\\_class](#)  
*Previous data-bin class.*
- int [prev\\_codestream\\_idx](#)  
*Previous codestream index number.*

### 6.22.1 Detailed Description

Class used to generate data-bin segments and write them into a memory buffer.

See also

[DataBinServer](#)  
[DataBinClass](#)  
[EOR](#)

### 6.22.2 Constructor & Destructor Documentation

#### 6.22.2.1 jpip::DataBinWriter::DataBinWriter ( ) [\[inline\]](#)

Initializes the object.

#### 6.22.2.2 virtual jpip::DataBinWriter::~~DataBinWriter ( ) [\[inline\]](#), [\[virtual\]](#)

### 6.22.3 Member Function Documentation

#### 6.22.3.1 DataBinWriter& jpip::DataBinWriter::ClearPreviousIds ( ) [\[inline\]](#)

Clears the previous identifiers of data-bin class and codestream index numbers.

Returns

The object itself.

Here is the caller graph for this function:

#### 6.22.3.2 int jpip::DataBinWriter::GetCount ( ) const [\[inline\]](#)

Returns the number of bytes written.

Here is the caller graph for this function:

#### 6.22.3.3 int jpip::DataBinWriter::GetFree ( ) const [\[inline\]](#)

Returns the number of bytes available.

Here is the caller graph for this function:

#### 6.22.3.4 jpip::DataBinWriter::operator bool ( ) const [\[inline\]](#)

Returns the EOF status of the object.

#### 6.22.3.5 DataBinWriter& jpip::DataBinWriter::SetBuffer ( char \* *buf*, int *buf\_len* ) [inline]

Sets the associated memory buffer.

## Parameters

<i>buf</i>	Memory buffer.
<i>buf_len</i>	Length of the memory buffer.

## Returns

The object itself.

Here is the caller graph for this function:

#### 6.22.3.6 DataBinWriter& jpip::DataBinWriter::SetCodestream ( int *value* ) [inline]

Sets the current codestream.

## Parameters

<i>value</i>	Index number of the codestream.
--------------	---------------------------------

## Returns

The object itself.

Here is the caller graph for this function:

#### 6.22.3.7 DataBinWriter& jpip::DataBinWriter::SetDataBinClass ( int *databin\_class* ) [inline]

Sets the current data-bin class.

## Parameters

<i>databin_class</i>	Data-bin class.
----------------------	-----------------

## Returns

The object itself.

Here is the caller graph for this function:

#### 6.22.3.8 DataBinWriter & jpip::DataBinWriter::Write ( uint64\_t *bin\_id*, uint64\_t *bin\_offset*, const File & *file*, const FileSegment & *segment*, bool *last\_byte* = false )

Writes a data-bin segment into the buffer.

## Parameters

<i>bin_id</i>	Data-bin identifier.
<i>bin_offset</i>	Data-bin offset.
<i>file</i>	File from where to read the data.
<i>segment</i>	File segment of the data.
<i>last_byte</i>	true if the data contains the last byte of the data-bin.

## Returns

The object itself.

Here is the call graph for this function:

Here is the caller graph for this function:

#### 6.22.3.9 DataBinWriter & jpip::DataBinWriter::WriteEmpty ( uint64\_t *bin\_id* = 0 )

Writes an empty segment.

## Parameters

<i>bin_id</i>	Data-bin identifier.
---------------	----------------------

## Returns

The object itself.

Here is the call graph for this function:

#### 6.22.3.10 DataBinWriter& jpip::DataBinWriter::WriteEOR ( int *reason* ) [inline]

Writes a [EOR](#) message into the buffer.

## Parameters

<i>reason</i>	Reason of the message.
---------------	------------------------

## Returns

The object itself.

Here is the caller graph for this function:

#### 6.22.3.11 DataBinWriter & jpip::DataBinWriter::WriteHeader ( uint64\_t *bin\_id*, uint64\_t *bin\_offset*, uint64\_t *bin\_length*, bool *last\_byte = false* ) [private]

Writes a data-bin header into the buffer.

## Parameters

<i>bin_id</i>	Data-bin identifier.
<i>bin_offset</i>	Data-bin offset.
<i>bin_length</i>	Data-bin length.
<i>last_byte</i>	<code>true</code> if the data related to this header contains the last byte of the data-bin.

## Returns

The object itself.

Here is the call graph for this function:

Here is the caller graph for this function:

#### 6.22.3.12 DataBinWriter & jpip::DataBinWriter::WritePlaceholder ( uint64\_t *bin\_id*, uint64\_t *bin\_offset*, const File & *file*, const Placeholder & *place\_holder*, bool *last\_byte = false* )

Writes a place-holder segment into the buffer.

## Parameters

<i>bin_id</i>	Data-bin identifier.
<i>bin_offset</i>	Data-bin offset.
<i>file</i>	File from where to read the data.

<i>place_holder</i>	Place-holder information.
<i>last_byte</i>	true if the data contains the last byte of the data-bin.

**Returns**

The object itself.

Here is the call graph for this function:

Here is the caller graph for this function:

**6.22.3.13** `template<typename T > DataBinWriter& jpip::DataBinWriter::WriteValue ( T value ) [inline],  
[private]`

Writes a value into the buffer.

**Parameters**

<i>value</i>	Value to write.
--------------	-----------------

**Returns**

The object itself.

**6.22.3.14** `DataBinWriter & jpip::DataBinWriter::WriteVBAS ( uint64_t value ) [private]`

Writes a new integer value into the buffer coded as VBAS.

**Parameters**

<i>value</i>	Value to write.
--------------	-----------------

**Returns**

The object itself.

Here is the caller graph for this function:

**6.22.4 Member Data Documentation**

**6.22.4.1** `int jpip::DataBinWriter::codestream_idx [private]`

Current codestream index number.

**6.22.4.2** `int jpip::DataBinWriter::databin_class [private]`

Current data-bin class.

**6.22.4.3** `char* jpip::DataBinWriter::end [private]`

Pointer to the end of the buffer.

**6.22.4.4** `bool jpip::DataBinWriter::eof [private]`

true if the end of the buffer has been reached and the last value could not be written.

6.22.4.5 `char* jpip::DataBinWriter::ini` [private]

Pointer to the beginning of the buffer.

6.22.4.6 `int jpip::DataBinWriter::prev_codestream_idx` [private]

Previous codestream index number.

6.22.4.7 `int jpip::DataBinWriter::prev_databin_class` [private]

Previous data-bin class.

6.22.4.8 `char* jpip::DataBinWriter::ptr` [private]

Current position of the buffer.

The documentation for this class was generated from the following files:

- [jpip/databin\\_writer.h](#)
- [jpip/databin\\_writer.cc](#)

## 6.23 jpip::EOR Class Reference

Class that contains all the definitions of the EOF messages defined for the JPIP protocol.

```
#include <jpip.h>
```

Collaboration diagram for jpip::EOR:

### Public Types

- enum {  
`IMAGE_DONE` = 1, `WINDOW_DONE` = 2, `WINDOW_CHANGE` = 3, `BYTE_LIMIT_REACHED` = 4,  
`QUALITY_LIMIT_REACHED` = 5, `SESSION_LIMIT_REACHED` = 6, `RESPONSE_LIMIT_REACHED` = 7,  
`NON_SPECIFIED` = 0xFF }

### Private Member Functions

- `EOR()`

### 6.23.1 Detailed Description

Class that contains all the definitions of the EOF messages defined for the JPIP protocol.

It is not possible to create an object of this class.

### 6.23.2 Member Enumeration Documentation

#### 6.23.2.1 anonymous enum

Enumerator

**`IMAGE_DONE`** `EOR` code sent when the server has transferred all available image information (not just information relevant to the requested view-window) to the client.

**WINDOW\_DONE** [EOR](#) code sent when the server has transferred all available information that is relevant to the requested view-window.

**WINDOW\_CHANGE** [EOR](#) code sent when the server is terminating its response in order to service a new request.

**BYTE\_LIMIT\_REACHED** [EOR](#) code sent when the server is terminating its response because the byte limit specified in a byte limit specified in a max length request field has been reached.

**QUALITY\_LIMIT\_REACHED** [EOR](#) code sent when the server is terminating its response because the quality limit specified in a quality request field has been reached.

**SESSION\_LIMIT\_REACHED** [EOR](#) code sent when the server is terminating its response because some limit on the session resources, e.g. a time limit, has been reached. No further request should be issued using a channel ID assigned in that session.

**RESPONSE\_LIMIT\_REACHED** [EOR](#) code sent when the server is terminating its response because some limit, e.g., a time limit, has been reached. If the request is issued in a session, further requests can still be issued using a channel ID assigned in that session.

**NON\_SPECIFIED** [EOR](#) code sent when there is not any specific [EOR](#) reason.

### 6.23.3 Constructor & Destructor Documentation

#### 6.23.3.1 `jpeg::EOR::EOR( )` `[inline]`, `[private]`

The documentation for this class was generated from the following file:

- [jpeg/jpeg.h](#)

## 6.24 ipc::Event Class Reference

IPC object that offers the functionality of an event (Windows IPC object), implemented by means of a combination of the pthread mutex and conditional variables API.

```
#include <event.h>
```

Inheritance diagram for `ipc::Event`:

Collaboration diagram for `ipc::Event`:

### Public Types

- typedef [SHARED\\_PTR< Event >](#) [Ptr](#)  
Pointer to a [Event](#) object.

### Public Member Functions

- virtual bool [Init](#) ()  
*Initializes the object deactivated and with automatic reset.*
- bool [Init](#) (bool [manual\\_reset](#), bool [initial\\_state](#)=false)  
*Initializes the object.*
- virtual [WaitResult Wait](#) (int [time\\_out](#)=-1)  
*Performs a wait operation with the object to get it.*
- virtual bool [Dispose](#) ()  
*Release the resources associated to the IPC object and sets the internal status to `false`.*
- bool [Set](#) (bool [new\\_state](#)=true)  
*Sets the state of the object.*



- bool [Get](#) () const  
*Returns the current activation state of the object.*
- bool [Pulse](#) ()  
*Generates the same result as if the event has automatic reset and the `Set` method is called with `true`, independently of the real reset type.*
- bool [Reset](#) ()  
*Desactivates the object.*

### Private Attributes

- bool [state](#)  
*Current activation state of the event.*
- bool [manual\\_reset](#)  
*Indicates if the event reset is manual.*
- pthread\_cond\_t [condv](#)  
*Conditional variable information.*
- pthread\_mutex\_t [mutex](#)  
*Mutex information.*

### 6.24.1 Detailed Description

IPC object that offers the functionality of an event (Windows IPC object), implemented by means of a combination of the pthread mutex and conditional variables API.

See also

[IPCObject](#)

### 6.24.2 Member Typedef Documentation

#### 6.24.2.1 typedef SHARED\_PTR<Event> ipc::Event::Ptr

Pointer to a [Event](#) object.

### 6.24.3 Member Function Documentation

#### 6.24.3.1 bool ipc::Event::Dispose ( ) [virtual]

Release the resources associated to the IPC object and sets the internal status to `false`.

Returns

`true` if successful.

Reimplemented from [ipc::IPCObject](#).

Here is the call graph for this function:

#### 6.24.3.2 bool ipc::Event::Get ( ) const [inline]

Returns the current activation state of the object.

#### 6.24.3.3 `virtual bool ipc::Event::Init ( ) [inline],[virtual]`

Initializes the object deactivated and with automatic reset.

##### Returns

`true` if successful.

Reimplemented from [ipc::IPCObject](#).

#### 6.24.3.4 `bool ipc::Event::Init ( bool manual_reset, bool initial_state = false )`

Initializes the object.

##### Parameters

<i>manual_reset</i>	<code>true</code> if the reset is manual.
<i>initial_state</i>	<code>true</code> if the initial state is activated.

##### Returns

`true` if successful.

Here is the call graph for this function:

#### 6.24.3.5 `bool ipc::Event::Pulse ( )`

Generates the same result as if the event has automatic reset and the `Set` method is called with `true`, independently of the real reset type.

##### Returns

`true` if successful.

Here is the call graph for this function:

#### 6.24.3.6 `bool ipc::Event::Reset ( ) [inline]`

Deactivates the object.

##### Returns

`true` if successful.

Here is the call graph for this function:

Here is the caller graph for this function:

#### 6.24.3.7 `bool ipc::Event::Set ( bool new_state = true )`

Sets the state of the object.

If it is activated (with `true`) and the reset is manual, all the threads waiting for the object will be resumed. If the reset is not manual (automatic), only one thread will be resumed and the state will be set to `false` again.

## Parameters

<i>new_state</i>	New state of the object.
------------------	--------------------------

## Returns

`true` if successful.

Here is the call graph for this function:

Here is the caller graph for this function:

#### 6.24.3.8 WaitResult ipc::Event::Wait ( int *time\_out* = -1 ) [virtual]

Performs a wait operation with the object to get it.

## Parameters

<i>time_out</i>	Time out (infinite by default).
-----------------	---------------------------------

## Returns

`WAIT_OBJECT` if successful, `WAIT_TIMEOUT` if time out or `WAIT_ERROR` is error.

Reimplemented from [ipc::IPCObject](#).

Here is the call graph for this function:

### 6.24.4 Member Data Documentation

#### 6.24.4.1 pthread\_cond\_t ipc::Event::condv [private]

Conditional variable information.

#### 6.24.4.2 bool ipc::Event::manual\_reset [private]

Indicates if the event reset is manual.

#### 6.24.4.3 pthread\_mutex\_t ipc::Event::mutex [private]

[Mutex](#) information.

#### 6.24.4.4 bool ipc::Event::state [private]

Current activation state of the event.

The documentation for this class was generated from the following files:

- [ipc/event.h](#)
- [ipc/event.cc](#)

## 6.25 jpeg2000::FileManager Class Reference

Manages the image files of a repository, allowing read their indexing information, with a caching mechanism for efficiency.

```
#include <file_manager.h>
```

Collaboration diagram for jpeg2000::FileManager:

## Public Member Functions

- string [GetCacheFileName](#) (const string &path\_image\_file)  
*Returns the cache file name equivalent to the given image file name.*
- [FileManager](#) ()  
*Initializes the object.*
- [FileManager](#) (string root\_dir, string cache\_dir)  
*Initializes the object.*
- bool [Init](#) (string root\_dir=".", string cache\_dir=".")  
*Initializes the object.*
- string [root\\_dir](#) () const  
*Returns the root directory of the image repository.*
- string [cache\\_dir](#) () const  
*Returns the directory used for caching.*
- bool [ReadImage](#) (const string &name\_image\_file, [ImageInfo](#) \*image\_info)  
*Reads an image file and creates the associated cache file if it does not exist yet.*
- virtual [~FileManager](#) ()

## Private Member Functions

- bool [ExistCacheImage](#) (const string &path\_image\_file, string \*path\_cache\_file)  
*Returns true if the cache file exists and it is updated.*
- bool [ReadBoxHeader](#) (const [File](#) &file, uint32\_t \*type\_box, uint64\_t \*length\_box)  
*Reads the header information.*
- bool [ReadCodestream](#) (const [File](#) &file, [CodingParameters](#) \*params, [CodestreamIndex](#) \*index)  
*Reads the information of a codestream.*
- bool [ReadSIZMarker](#) (const [File](#) &file, [CodingParameters](#) \*params)  
*Reads the information of a SIZ marker.*
- bool [ReadCODMarker](#) (const [File](#) &file, [CodingParameters](#) \*params)  
*Reads the information of a COD marker.*
- bool [ReadSOTMarker](#) (const [File](#) &file, [CodestreamIndex](#) \*index)  
*Reads the information of a SOT marker.*
- bool [ReadPLTMarker](#) (const [File](#) &file, [CodestreamIndex](#) \*index)  
*Reads the information of a PLT marker.*
- bool [ReadSODMarker](#) (const [File](#) &file, [CodestreamIndex](#) \*index)  
*Reads the information of a SOD marker.*
- bool [ReadJP2](#) (const [File](#) &file, [ImageInfo](#) \*image\_info)  
*Reads the information of a JP2 image file.*
- bool [ReadJPX](#) (const [File](#) &file, [ImageInfo](#) \*image\_info)  
*Reads the information of a JPX image file.*
- bool [ReadNlStBox](#) (const [File](#) &file, int \*num\_codestream, int length\_box)  
*Reads the information of a NLST box.*
- bool [ReadFlStBox](#) (const [File](#) &file, uint64\_t length\_box, uint16\_t \*data\_reference)  
*Reads the information of a FLST box.*
- bool [ReadUrlBox](#) (const [File](#) &file, uint64\_t length\_box, string \*path\_file)  
*Reads the information of a URL box.*

## Private Attributes

- string `root_dir_`  
*Root directory of the repository.*
- string `cache_dir_`  
*Caching directory.*

### 6.25.1 Detailed Description

Manages the image files of a repository, allowing read their indexing information, with a caching mechanism for efficiency.

### 6.25.2 Constructor & Destructor Documentation

#### 6.25.2.1 jpeg2000::FileManager::FileManager ( ) `[inline]`

Initializes the object.

#### 6.25.2.2 jpeg2000::FileManager::FileManager ( string *root\_dir*, string *cache\_dir* ) `[inline]`

Initializes the object.

##### Parameters

<i>root_dir</i>	Root directory of the image repository.
<i>cache_dir</i>	Directory for caching.

Here is the call graph for this function:

#### 6.25.2.3 virtual jpeg2000::FileManager::~~FileManager ( ) `[inline], [virtual]`

### 6.25.3 Member Function Documentation

#### 6.25.3.1 string jpeg2000::FileManager::cache\_dir ( ) const `[inline]`

Returns the directory used for caching.

Here is the caller graph for this function:

#### 6.25.3.2 bool jpeg2000::FileManager::ExistCacheImage ( const string & *path\_image\_file*, string \* *path\_cache\_file* ) `[private]`

Returns `true` if the cache file exists and it is updated.

##### Parameters

<i>path_image_file</i>	Path of the image file.
<i>path_cache_file</i>	Receives the path of the associated cache file.

#### 6.25.3.3 string jpeg2000::FileManager::GetCacheFileName ( const string & *path\_image\_file* )

Returns the cache file name equivalent to the given image file name.

Here is the caller graph for this function:

6.25.3.4 `bool jpeg2000::FileManager::Init ( string root_dir = " ./", string cache_dir = " ./" ) [inline]`

Initializes the object.

## Parameters

<i>root_dir</i>	Root directory of the image repository.
<i>cache_dir</i>	Directory for caching.

## Returns

`true` if successful

Here is the call graph for this function:

Here is the caller graph for this function:

**6.25.3.5** `bool jpeg2000::FileManager::ReadBoxHeader ( const File & fm, uint32_t * type_box, uint64_t * length_box )`  
`[private]`

Reads the header information.

of a JP2/JPX box.

## Parameters

<i>fm</i>	Image file.
<i>type_box</i>	Receives the type of the box.
<i>length_box</i>	Receives the length of the box.

## Returns

`true` if successful.

Here is the call graph for this function:

**6.25.3.6** `bool jpeg2000::FileManager::ReadCodestream ( const File & file, CodingParameters * params, CodestreamIndex * index )`  
`[private]`

Reads the information of a codestream.

## Parameters

<i>file</i>	Image file.
<i>params</i>	Receives the coding parameters.
<i>index</i>	Receives the indexing information.

## Returns

`true` if successful.

Here is the call graph for this function:

**6.25.3.7** `bool jpeg2000::FileManager::ReadCODMarker ( const File & file, CodingParameters * params )`  
`[private]`

Reads the information of a COD marker.

## Parameters

<i>file</i>	Image file.
<i>params</i>	Pointer to the coding parameters to update.

**Returns**

`true` if successful.

Here is the call graph for this function:

**6.25.3.8** `bool jpeg2000::FileManager::ReadFistBox ( const File & file, uint64_t length_box, uint16_t * data_reference )`  
`[private]`

Reads the information of a FLST box.

**Parameters**

<i>file</i>	Image file.
<i>length_box</i>	Box length in bytes.
<i>data_reference</i>	Receives the data reference.

**Returns**

`true` if successful.

Here is the call graph for this function:

**6.25.3.9** `bool jpeg2000::FileManager::ReadImage ( const string & name_image_file, ImageInfo * image_info )`

Reads an image file and creates the associated cache file if it does not exist yet.

**Parameters**

<i>name_image_↔ file</i>	File name of the image.
<i>image_info</i>	Receives the information of the image.

**Returns**

`true` if successful.

Here is the call graph for this function:

**6.25.3.10** `bool jpeg2000::FileManager::ReadJP2 ( const File & file, ImageInfo * image_info )` `[private]`

Reads the information of a JP2 image file.

**Parameters**

<i>file</i>	Image file.
<i>image_info</i>	Receives the image information.

**Returns**

`true` if successful.

Here is the call graph for this function:

**6.25.3.11** `bool jpeg2000::FileManager::ReadJPX ( const File & file, ImageInfo * image_info )` `[private]`

Reads the information of a JPX image file.



## Parameters

<i>file</i>	Image file.
<i>image_info</i>	Receives the image information.

## Returns

`true` if successful.

Here is the call graph for this function:

**6.25.3.12** `bool jpeg2000::FileManager::ReadNlStBox ( const File & file, int * num_codestream, int length_box )`  
`[private]`

Reads the information of a NLST box.

## Parameters

<i>file</i>	Image file.
<i>num_↔ codestream</i>	Receives the number of codestream read.
<i>length_box</i>	Box length in bytes.

## Returns

`true` if successful.

Here is the call graph for this function:

**6.25.3.13** `bool jpeg2000::FileManager::ReadPLTMarker ( const File & file, CodestreamIndex * index )` `[private]`

Reads the information of a PLT marker.

## Parameters

<i>file</i>	Image file.
<i>index</i>	Pointer to the indexing information to update.

## Returns

`true` if successful.

Here is the call graph for this function:

**6.25.3.14** `bool jpeg2000::FileManager::ReadSIZMarker ( const File & file, CodingParameters * params )` `[private]`

Reads the information of a SIZ marker.

## Parameters

<i>file</i>	Image file.
<i>params</i>	Pointer to the coding parameters to update.

## Returns

`true` if successful.

Here is the call graph for this function:

6.25.3.15 `bool jpeg2000::FileManager::ReadSODMarker ( const File & file, CodestreamIndex * index )` `[private]`

Reads the information of a SOD marker.

## Parameters

<i>file</i>	Image file.
<i>index</i>	Pointer to the indexing information to update.

## Returns

`true` if successful.

Here is the call graph for this function:

**6.25.3.16** `bool jpeg2000::FileManager::ReadSOTMarker ( const File & file, CodestreamIndex * index )` `[private]`

Reads the information of a SOT marker.

## Parameters

<i>file</i>	Image file.
<i>index</i>	Pointer to the indexing information to update.

## Returns

`true` if successful.

Here is the call graph for this function:

**6.25.3.17** `bool jpeg2000::FileManager::ReadUrlBox ( const File & file, uint64_t length_box, string * path_file )`  
`[private]`

Reads the information of a URL box.

## Parameters

<i>file</i>	Image file.
<i>length_box</i>	Box length in bytes.
<i>path_file</i>	Receives the URL path read.

## Returns

`true` if successful.

Here is the call graph for this function:

**6.25.3.18** `string jpeg2000::FileManager::root_dir ( ) const` `[inline]`

Returns the root directory of the image repository.

Here is the caller graph for this function:

## 6.25.4 Member Data Documentation

**6.25.4.1** `string jpeg2000::FileManager::cache_dir_` `[private]`

Caching directory.

#### 6.25.4.2 string jpeg2000::FileManager::root\_dir\_ [private]

Root directory of the repository.

The documentation for this class was generated from the following files:

- [jpeg2000/file\\_manager.h](#)
- [jpeg2000/file\\_manager.cc](#)

## 6.26 data::FileSegment Class Reference

Identifies a data segment of a file.

```
#include <file_segment.h>
```

Collaboration diagram for data::FileSegment:

### Public Member Functions

- [FileSegment](#) ()  
*Initializes all the member variables with zero, being a null segment.*
- [FileSegment](#) (uint64\_t offset, uint64\_t length)  
*Initializes the segment with the given parameters.*
- [FileSegment](#) (const [FileSegment](#) &segment)  
*Copy constructor.*
- [FileSegment](#) & operator= (const [FileSegment](#) &segment)  
*Copy assignment.*
- [FileSegment](#) & RemoveFirst (int count)  
*Removes the first bytes of the segment.*
- [FileSegment](#) & RemoveLast (int count)  
*Removes the last bytes of the segment.*
- bool IsContiguousTo (const [FileSegment](#) &segment) const  
*Returns true if the segment is contiguous to another given segment, so the first byte of the given segment is just the next byte after the last byte of the segment.*
- bool operator== (const [FileSegment](#) &segment) const
- bool operator!= (const [FileSegment](#) &segment) const
- template<typename T >  
T & SerializeWith (T &stream)
- virtual ~[FileSegment](#) ()

### Public Attributes

- uint64\_t offset  
*Offset of the data segment.*
- uint64\_t length  
*Length of the data segment.*

### Static Public Attributes

- static const [FileSegment](#) Null  
*Identifies a null segment, with the offset as well as the length set to zero.*

## Friends

- ostream & [operator<<](#) (ostream &out, const [FileSegment](#) &segment)

### 6.26.1 Detailed Description

Identifies a data segment of a file.

This segment is defined by an offset and a length (number of bytes), both of them with an unsigned integer of 64 bits. This class is serializable and can be printed.

### 6.26.2 Constructor & Destructor Documentation

#### 6.26.2.1 data::FileSegment::FileSegment ( ) [\[inline\]](#)

Initializes all the member variables with zero, being a null segment.

#### 6.26.2.2 data::FileSegment::FileSegment ( uint64\_t *offset*, uint64\_t *length* ) [\[inline\]](#)

Initializes the segment with the given parameters.

##### Parameters

<i>offset</i>	Offset of the segment.
<i>length</i>	Length of the segment.

#### 6.26.2.3 data::FileSegment::FileSegment ( const [FileSegment](#) & *segment* ) [\[inline\]](#)

Copy constructor.

#### 6.26.2.4 virtual data::FileSegment::~~FileSegment ( ) [\[inline\]](#), [\[virtual\]](#)

### 6.26.3 Member Function Documentation

#### 6.26.3.1 bool data::FileSegment::IsContiguousTo ( const [FileSegment](#) & *segment* ) const [\[inline\]](#)

Returns `true` if the segment is contiguous to another given segment, so the first byte of the given segment is just the next byte after the last byte of the segment.

#### 6.26.3.2 bool data::FileSegment::operator!= ( const [FileSegment](#) & *segment* ) const [\[inline\]](#)

#### 6.26.3.3 [FileSegment](#)& data::FileSegment::operator= ( const [FileSegment](#) & *segment* ) [\[inline\]](#)

Copy assignment.

#### 6.26.3.4 bool data::FileSegment::operator== ( const [FileSegment](#) & *segment* ) const [\[inline\]](#)

#### 6.26.3.5 [FileSegment](#)& data::FileSegment::RemoveFirst ( int *count* ) [\[inline\]](#)

Removes the first bytes of the segment.

Modifies the segment as if a number of bytes (specified by the parameter) was removed from the beginning of the segment.

## Parameters

<i>count</i>	Number of bytes to remove.
--------------	----------------------------

## Returns

\*this.

Here is the caller graph for this function:

#### 6.26.3.6 FileSegment& data::FileSegment::RemoveLast ( int *count* ) [inline]

Removes the last bytes of the segment.

Modifies the segment as if a number of bytes (specified by the parameter) was removed from the end of the segment.

## Parameters

<i>count</i>	Number of bytes to remove.
--------------	----------------------------

## Returns

\*this.

#### 6.26.3.7 template<typename T > T& data::FileSegment::SerializeWith ( T & *stream* ) [inline]

### 6.26.4 Friends And Related Function Documentation

#### 6.26.4.1 ostream& operator<< ( ostream & *out*, const FileSegment & *segment* ) [friend]

### 6.26.5 Member Data Documentation

#### 6.26.5.1 uint64\_t data::FileSegment::length

Length of the data segment.

#### 6.26.5.2 const FileSegment data::FileSegment::Null [static]

Identifies a null segment, with the offset as well as the length set to zero.

#### 6.26.5.3 uint64\_t data::FileSegment::offset

Offset of the data segment.

The documentation for this class was generated from the following files:

- [data/file\\_segment.h](#)
- [data/file\\_segment.cc](#)

## 6.27 http::Header Class Reference

Class used to handle a HTTP header.

```
#include <header.h>
```

Inheritance diagram for http::Header:

Collaboration diagram for http::Header:

## Public Types

- typedef [HeaderBase](#)< [HeaderName::CONTENT\\_TYPE](#) > [ContentType](#)  
*Predefined "Content-Type".*
- typedef [HeaderBase](#)< [HeaderName::CACHE\\_CONTROL](#) > [CacheControl](#)  
*Predefined "Cache-Control" header.*
- typedef [HeaderBase](#)< [HeaderName::CONTENT\\_LENGTH](#) > [ContentLength](#)  
*Predefined "Content-Length" header.*
- typedef [HeaderBase](#)< [HeaderName::TRANSFER\\_ENCODING](#) > [TransferEncoding](#)  
*Predefined "Transfer-Encoding" header.*

## Public Member Functions

- [Header](#) ()  
*Empty constructor.*
- [Header](#) (const string &[name](#), const string &[value](#))  
*Initializes the header content (name and value).*

## Friends

- template<const char \* NAME>  
bool [operator==](#) (const [Header](#) &a, const [HeaderBase](#)< NAME > &b)  
*Returns `true` if the names of the two headers are equal.*

## Additional Inherited Members

### 6.27.1 Detailed Description

Class used to handle a HTTP header.

See also

[HeaderBase](#)  
[HeaderName](#)

### 6.27.2 Member Typedef Documentation

#### 6.27.2.1 typedef [HeaderBase](#)<[HeaderName::CACHE\\_CONTROL](#)> [http::Header::CacheControl](#)

Predefined "Cache-Control" header.

#### 6.27.2.2 typedef [HeaderBase](#)<[HeaderName::CONTENT\\_LENGTH](#)> [http::Header::ContentLength](#)

Predefined "Content-Length" header.

#### 6.27.2.3 typedef [HeaderBase](#)<[HeaderName::CONTENT\\_TYPE](#)> [http::Header::ContentType](#)

Predefined "Content-Type".

#### 6.27.2.4 typedef [HeaderBase](#)<[HeaderName::TRANSFER\\_ENCODING](#)> [http::Header::TransferEncoding](#)

Predefined "Transfer-Encoding" header.

### 6.27.3 Constructor & Destructor Documentation

#### 6.27.3.1 `http::Header::Header ( ) [inline]`

Empty constructor.

#### 6.27.3.2 `http::Header::Header ( const string & name, const string & value ) [inline]`

Initializes the header content (name and value).

Parameters

<i>name</i>	<a href="#">Header</a> name.
<i>value</i>	<a href="#">Header</a> value.

### 6.27.4 Friends And Related Function Documentation

#### 6.27.4.1 `template<const char * NAME> bool operator== ( const Header & a, const HeaderBase< NAME > & b ) [friend]`

Returns `true` if the names of the two headers are equal.

The documentation for this class was generated from the following file:

- [http/header.h](#)

## 6.28 `http::HeaderBase< NAME >` Class Template Reference

Template class used to identify a HTTP header.

```
#include <header.h>
```

Collaboration diagram for `http::HeaderBase< NAME >`:

### Public Member Functions

- [HeaderBase](#) ()  
*Empty constructor.*
- [HeaderBase](#) (const string &[value](#))  
*Initializes the header value.*

### Static Public Member Functions

- static const char \* [name](#) ()  
*Returns the name of the header, used in the specialization of the class.*

### Private Attributes

- string [value](#)  
*String value of the header.*



## Friends

- ostream & [operator<<](#) (ostream &out, const [HeaderBase](#) &header)
- istream & [operator>>](#) (istream &in, [HeaderBase](#) &header)

### 6.28.1 Detailed Description

template<const char \* NAME>class http::HeaderBase< NAME >

Template class used to identify a HTTP header.

It is possible to use this class with standard streams. This class is specialized with the header name.

See also

[Header](#)

### 6.28.2 Constructor & Destructor Documentation

6.28.2.1 template<const char \* NAME> http::HeaderBase< NAME >::HeaderBase ( ) [inline]

Empty constructor.

6.28.2.2 template<const char \* NAME> http::HeaderBase< NAME >::HeaderBase ( const string & value )  
[inline]

Initializes the header value.

### 6.28.3 Member Function Documentation

6.28.3.1 template<const char \* NAME> static const char\* http::HeaderBase< NAME >::name ( ) [inline],  
[static]

Returns the name of the header, used in the specialization of the class.

Here is the caller graph for this function:

### 6.28.4 Friends And Related Function Documentation

6.28.4.1 template<const char \* NAME> ostream& operator<< ( ostream & out, const HeaderBase< NAME > & header )  
[friend]

6.28.4.2 template<const char \* NAME> istream& operator>> ( istream & in, HeaderBase< NAME > & header )  
[friend]

### 6.28.5 Member Data Documentation

6.28.5.1 template<const char \* NAME> string http::HeaderBase< NAME >::value [private]

String value of the header.

The documentation for this class was generated from the following file:

- [http/header.h](#)

## 6.29 http::HeaderBase< HeaderName::UNDEFINED > Class Template Reference

Specialization of the [HeaderBase](#) template class with the [HeaderName::UNDEFINED](#) value.

```
#include <header.h>
```

Inheritance diagram for `http::HeaderBase< HeaderName::UNDEFINED >`:

Collaboration diagram for `http::HeaderBase< HeaderName::UNDEFINED >`:

### Public Member Functions

- [HeaderBase](#) ()  
*Empty constructor.*
- [HeaderBase](#) (const string &[name](#), const string &[value](#))  
*Initializes the header content (name and value).*

### Public Attributes

- string [name](#)  
*Header name.*
- string [value](#)  
*Header value.*

### Friends

- ostream & [operator<<](#) (ostream &out, const [HeaderBase](#) &header)
- istream & [operator>>](#) (istream &in, [HeaderBase](#) &header)

#### 6.29.1 Detailed Description

```
template<>class http::HeaderBase< HeaderName::UNDEFINED >
```

Specialization of the [HeaderBase](#) template class with the [HeaderName::UNDEFINED](#) value.

In this case the header name is not fixed, handled by an internal variable. This class is used as base for the class [Header](#).

See also

[Header](#)

#### 6.29.2 Constructor & Destructor Documentation

6.29.2.1 `http::HeaderBase< HeaderName::UNDEFINED >::HeaderBase ( )` `[inline]`

Empty constructor.

6.29.2.2 `http::HeaderBase< HeaderName::UNDEFINED >::HeaderBase ( const string & name, const string & value )` `[inline]`

Initializes the header content (name and value).

## Parameters

<i>name</i>	<a href="#">Header</a> name.
<i>value</i>	<a href="#">Header</a> value.

Here is the call graph for this function:

### 6.29.3 Friends And Related Function Documentation

6.29.3.1 `ostream& operator<< ( ostream & out, const HeaderBase< HeaderName::UNDEFINED > & header )`  
[friend]

6.29.3.2 `istream& operator>> ( istream & in, HeaderBase< HeaderName::UNDEFINED > & header )` [friend]

### 6.29.4 Member Data Documentation

6.29.4.1 `string http::HeaderBase< HeaderName::UNDEFINED >::name`

[Header](#) name.

6.29.4.2 `string http::HeaderBase< HeaderName::UNDEFINED >::value`

[Header](#) value.

The documentation for this class was generated from the following file:

- [http/header.h](http://header.h)

## 6.30 http::HeaderName Class Reference

Container for the strings associated to the most common HTTP headers, used for the specialization of the class [HeaderBase](#).

```
#include <header.h>
```

Collaboration diagram for http::HeaderName:

### Static Public Attributes

- static const char [UNDEFINED](#) [] = ""  
*No header name defined.*
- static const char [CONTENT\\_TYPE](#) [] = "Content-Type"  
*The header Content-Type*
- static const char [CACHE\\_CONTROL](#) [] = "Cache-Control"  
*The header Cache-Control*
- static const char [CONTENT\\_LENGTH](#) [] = "Content-Length"  
*The header Content-Length*
- static const char [TRANSFER\\_ENCODING](#) [] = "Transfer-Encoding"  
*The header Transfer-Encoding*

### 6.30.1 Detailed Description

Container for the strings associated to the most common HTTP headers, used for the specialization of the class [HeaderBase](#).

See also

[HeaderBase](#)

## 6.30.2 Member Data Documentation

6.30.2.1 `const char http::HeaderName::CACHE_CONTROL = "Cache-Control" [static]`

The header `Cache-Control`

6.30.2.2 `const char http::HeaderName::CONTENT_LENGTH = "Content-Length" [static]`

The header `Content-Length`

6.30.2.3 `const char http::HeaderName::CONTENT_TYPE = "Content-Type" [static]`

The header `Content-Type`

6.30.2.4 `const char http::HeaderName::TRANSFER_ENCODING = "Transfer-Encoding" [static]`

The header `Transfer-Encoding`

6.30.2.5 `const char http::HeaderName::UNDEFINED = "" [static]`

No header name defined.

The documentation for this class was generated from the following files:

- [http/header.h](#)
- [http/header.cc](#)

## 6.31 jpeg2000::ImageIndex Class Reference

Contains the indexing information of a JPEG2000 image file that is managed by the index manager.

```
#include <image_index.h>
```

Collaboration diagram for jpeg2000::ImageIndex:

### Public Types

- typedef list< [ImageIndex](#) >::iterator [Ptr](#)  
*Pointer of an object of this class.*

### Public Member Functions

- [ImageIndex](#) (const [ImageIndex](#) &image\_index)  
*Copy constructor.*
- int [GetNumCodestreams](#) () const  
*Returns the number of codestreams.*
- int [GetNumMetadatas](#) () const  
*Returns the number of meta-data blocks.*

- bool [ReadLock](#) (const [Range](#) &range=[Range](#)(0, 0))  
*Gets the lock for reading, for a specific range of codestreams.*
- bool [ReadUnlock](#) (const [Range](#) &range=[Range](#)(0, 0))  
*Releases the lock for reading, for a specific range of codestreams.*
- string [GetPathName](#) () const  
*Returns the path name of the image.*
- string [GetPathName](#) (int num\_codestream) const  
*Returns the path name of a given codestream, if it is a hyperlinked codestream.*
- [FileSegment](#) [GetMainHeader](#) (int num\_codestream) const  
*Returns the file segment the main header of a given codestream.*
- [FileSegment](#) [GetMetadata](#) (int num\_metadata) const  
*Returns the file segment of a meta-data block.*
- [Placeholder](#) [GetPlaceholder](#) (int num\_placeholder) const  
*Returns the information of a place-holder.*
- [FileSegment](#) [GetPacket](#) (int num\_codestream, const [Packet](#) &packet, int \*offset=NULL)  
*Returns the file segment of a packet.*
- [CodingParameters::Ptr](#) [GetCodingParameters](#) () const  
*Returns a pointer to the coding parameters.*
- bool [IsHyperLinked](#) (int num\_codestream) const  
*Returns `true` if the image contains hyperlinks.*
- [Ptr](#) [GetHyperLink](#) (int num\_codestream) const  
*Returns a pointer to a hyperlink.*
- int [GetNumHyperLinks](#) () const  
*Returns the number of hyperlinks.*
- [operator CodingParameters::Ptr](#) () const
- [ImageIndex](#) & [operator=](#) (const [ImageIndex](#) &image\_index)
- virtual [~ImageIndex](#) ()

## Private Member Functions

- bool [GetPLTLength](#) (const [File](#) &file, int ind\_codestream, uint64\_t \*length\_packet)  
*Gets the packet lengths from a PLT marker.*
- void [GetOffsetPacket](#) (const [File](#) &file, int ind\_codestream, uint64\_t length\_packet)  
*Gets the packet offsets.*
- bool [BuildIndex](#) (int ind\_codestream, int max\_index)  
*Builds the required index for the required resolution levels.*
- bool [Init](#) (const string &path\_name, const [ImageInfo](#) &image\_info)  
*Initializes the object.*
- bool [Init](#) (const string &path\_name, [CodingParameters::Ptr](#) coding\_parameters, const [ImageInfo](#) &image\_info, int index)  
*Initializes the object.*
- [ImageIndex](#) ()  
*Empty constructor.*

## Private Attributes

- [RdWrLock::Ptr rdwr\\_lock](#)  
*Read/write lock.*
- `vector< int >` [last\\_plt](#)
- `vector< int >` [last\\_packet](#)
- `vector< uint64_t >` [last\\_offset\\_PLT](#)
- `vector< uint64_t >` [last\\_offset\\_packet](#)
- `string` [path\\_name](#)  
*Image file name.*
- [Metadata meta\\_data](#)  
*Image Metadata.*
- `int` [num\\_references](#)  
*Number of references.*
- `vector< int >` [max\\_resolution](#)  
*Maximum resolution number.*
- `vector< PacketIndex >` [packet\\_indexes](#)  
*Code-stream packet index.*
- `vector< CodestreamIndex >` [codestreams](#)  
*Image code-streams.*
- [CodingParameters::Ptr](#) [coding\\_parameters](#)  
*Image coding parameters.*
- `vector< list< ImageIndex >::iterator >` [hyper\\_links](#)  
*Image hyperlinks.*

## Friends

- class [IndexManager](#)
- `ostream &` [operator<<](#) (`ostream &out`, `const ImageIndex &info_node`)

### 6.31.1 Detailed Description

Contains the indexing information of a JPEG2000 image file that is managed by the index manager.

This class can be printed.

Maintains a read/write lock for controlling the multi-thread access to the indexing information. For instance, by default all the threads usually want to read the information. The packet index built on demand, so only when a thread wants to create a new level of the packet index, it needs to write.

See also

[IndexManager](#)

### 6.31.2 Member Typedef Documentation

#### 6.31.2.1 `typedef list<ImageIndex>::iterator jpeg2000::ImageIndex::Ptr`

Pointer of an object of this class.

### 6.31.3 Constructor & Destructor Documentation

#### 6.31.3.1 jpeg2000::ImageIndex::ImageIndex ( ) [inline], [private]

Empty constructor.

Only the index manager can use this constructor.

#### 6.31.3.2 jpeg2000::ImageIndex::ImageIndex ( const ImageIndex & *image\_index* ) [inline]

Copy constructor.

#### 6.31.3.3 virtual jpeg2000::ImageIndex::~~ImageIndex ( ) [inline], [virtual]

### 6.31.4 Member Function Documentation

#### 6.31.4.1 bool jpeg2000::ImageIndex::BuildIndex ( int *ind\_codestream*, int *max\_index* ) [private]

Builds the required index for the required resolution levels.

Parameters

<i>ind_codestream</i>	Codestream index.
<i>max_index</i>	Maximum resolution level.

Returns

`true` if successful

Here is the call graph for this function:

Here is the caller graph for this function:

#### 6.31.4.2 CodingParameters::Ptr jpeg2000::ImageIndex::GetCodingParameters ( ) const [inline]

Returns a pointer to the coding parameters.

#### 6.31.4.3 Ptr jpeg2000::ImageIndex::GetHyperLink ( int *num\_codestream* ) const [inline]

Returns a pointer to a hyperlink.

Parameters

<i>num_↔ codestream</i>	Number of the hyperlink (codestream).
-----------------------------	---------------------------------------

#### 6.31.4.4 FileSegment jpeg2000::ImageIndex::GetMainHeader ( int *num\_codestream* ) const [inline]

Returns the file segment the main header of a given codestream.

Parameters

<i>num_↔ codestream</i>	Codestream number
-----------------------------	-------------------

6.31.4.5 **FileSegment** jpeg2000::ImageIndex::GetMetadata ( int *num\_metadata* ) const [inline]

Returns the file segment of a meta-data block.



## Parameters

<i>num_metadata</i>	Meta-data number.
---------------------	-------------------

6.31.4.6 `int jpeg2000::ImageIndex::GetNumCodestreams ( ) const [inline]`

Returns the number of codestreams.

6.31.4.7 `int jpeg2000::ImageIndex::GetNumHyperLinks ( ) const [inline]`

Returns the number of hyperlinks.

6.31.4.8 `int jpeg2000::ImageIndex::GetNumMetadatas ( ) const [inline]`

Returns the number of meta-data blocks.

6.31.4.9 `void jpeg2000::ImageIndex::GetOffsetPacket ( const File & file, int ind_codestream, uint64_t length_packet ) [private]`

Gets the packet offsets.

## Parameters

<i>file</i>	File where to read the data from.
<i>ind_codestream</i>	Codestream index.
<i>length_packet</i>	<a href="#">Packet</a> length.

## Returns

`true` if successful.

Here is the caller graph for this function:

6.31.4.10 `FileSegment jpeg2000::ImageIndex::GetPacket ( int num_codestream, const Packet & packet, int * offset = NULL )`

Returns the file segment of a packet.

## Parameters

<i>num_↔ codestream</i>	Codestream number.
<i>packet</i>	<a href="#">Packet</a> information.
<i>offset</i>	If it is not <code>NULL</code> receives the offset of the packet.

Here is the call graph for this function:

6.31.4.11 `string jpeg2000::ImageIndex::GetPathName ( ) const [inline]`

Returns the path name of the image.

6.31.4.12 `string jpeg2000::ImageIndex::GetPathName ( int num_codestream ) const [inline]`

Returns the path name of a given codestream, if it is a hyperlinked codestream.

## Parameters

<i>num_↔ codestream</i>	Codestream number.
-----------------------------	--------------------

6.31.4.13 Placeholder jpeg2000::ImageIndex::GetPlaceholder ( int *num\_placeholder* ) const [inline]

Returns the information of a place-holder.

## Parameters

<i>num_↔ placeholder</i>	Place-holder number.
------------------------------	----------------------

6.31.4.14 bool jpeg2000::ImageIndex::GetPLTLength ( const File & *file*, int *ind\_codestream*, uint64\_t \* *length\_packet* ) [private]

Gets the packet lengths from a PLT marker.

## Parameters

<i>file</i>	File where to read the data from.
<i>ind_codestream</i>	Codestream index.
<i>length_packet</i>	It is returned the length of the packet.

## Returns

true if successful.

Here is the call graph for this function:

Here is the caller graph for this function:

6.31.4.15 bool jpeg2000::ImageIndex::Init ( const string & *path\_name*, const ImageInfo & *image\_info* ) [private]

Initializes the object.

## Parameters

<i>path_name</i>	Path name of the image.
<i>image_info</i>	Indexing image information.

## Returns

true if successful

Here is the call graph for this function:

Here is the caller graph for this function:

6.31.4.16 bool jpeg2000::ImageIndex::Init ( const string & *path\_name*, CodingParameters::Ptr *coding\_parameters*, const ImageInfo & *image\_info*, int *index* ) [private]

Initializes the object.

## Parameters

<i>path_name</i>	Path name of the image.
<i>coding_↔ parameters</i>	Coding parameters.
<i>image_info</i>	Indexing image information.
<i>index</i>	Image index.

## Returns

`true` if successful

6.31.4.17 `bool jpeg2000::ImageIndex::IsHyperLinked ( int num_codestream ) const [inline]`

Returns `true` if the image contains hyperlinks.

6.31.4.18 `jpeg2000::ImageIndex::operator CodingParameters::Ptr ( ) const [inline]`

6.31.4.19 `ImageIndex& jpeg2000::ImageIndex::operator= ( const ImageIndex & image_index ) [inline]`

Here is the call graph for this function:

6.31.4.20 `bool jpeg2000::ImageIndex::ReadLock ( const Range & range = Range ( 0, 0 ) )`

Gets the lock for reading, for a specific range of codestreams.

## Returns

`true` if successful

6.31.4.21 `bool jpeg2000::ImageIndex::ReadUnlock ( const Range & range = Range ( 0, 0 ) )`

Releases the lock for reading, for a specific range of codestreams.

## Returns

`true` if successful

## 6.31.5 Friends And Related Function Documentation

6.31.5.1 `friend class IndexManager [friend]`

6.31.5.2 `ostream& operator<< ( ostream & out, const ImageIndex & info_node ) [friend]`

## 6.31.6 Member Data Documentation

6.31.6.1 `vector<CodestreamIndex> jpeg2000::ImageIndex::codestreams [private]`

Image code-streams.

6.31.6.2 `CodingParameters::Ptr jpeg2000::ImageIndex::coding_parameters [private]`

Image coding parameters.

6.31.6.3 `vector<list<ImageIndex>::iterator> jpeg2000::ImageIndex::hyper_links` [private]

Image hyperlinks.

6.31.6.4 `vector<uint64_t> jpeg2000::ImageIndex::last_offset_packet` [private]

6.31.6.5 `vector<uint64_t> jpeg2000::ImageIndex::last_offset_PLT` [private]

6.31.6.6 `vector<int> jpeg2000::ImageIndex::last_packet` [private]

6.31.6.7 `vector<int> jpeg2000::ImageIndex::last_plt` [private]

6.31.6.8 `vector<int> jpeg2000::ImageIndex::max_resolution` [private]

Maximum resolution number.

6.31.6.9 **Metadata** `jpeg2000::ImageIndex::meta_data` [private]

Image [Metadata](#).

6.31.6.10 `int jpeg2000::ImageIndex::num_references` [private]

Number of references.

6.31.6.11 `vector<PacketIndex> jpeg2000::ImageIndex::packet_indexes` [private]

Code-stream packet index.

6.31.6.12 `string jpeg2000::ImageIndex::path_name` [private]

Image file name.

6.31.6.13 **RdWrLock::Ptr** `jpeg2000::ImageIndex::rdwr_lock` [private]

Read/write lock.

The documentation for this class was generated from the following files:

- [jpeg2000/image\\_index.h](#)
- [jpeg2000/image\\_index.cc](#)

## 6.32 jpeg2000::ImageInfo Class Reference

Contains the indexing information of a JPEG2000 image.

```
#include <image_info.h>
```

Collaboration diagram for jpeg2000::ImageInfo:

## Public Member Functions

- [ImageInfo](#) ()  
*Empty constructor.*
- [ImageInfo](#) (const [ImageInfo](#) &info)  
*Copy constructor.*
- const [ImageInfo](#) & [operator=](#) (const [ImageInfo](#) &info)  
*Copy assignment.*
- template<typename T >  
T & [SerializeWith](#) (T &stream)
- virtual [~ImageInfo](#) ()

## Public Attributes

- [Metadata](#) meta\_data  
*Meta-data information.*
- multimap< string, int > [paths](#)  
*Paths of the hyperlinks (if any)*
- [CodingParameters](#) coding\_parameters  
*Coding parameters.*
- vector< [CodestreamIndex](#) > [codestreams](#)  
*Codestreams information.*
- vector< [Metadata](#) > [meta\\_data\\_hyperlinks](#)  
*Meta-data of the hyperlinks.*

## Friends

- ostream & [operator<<](#) (ostream &out, const [ImageInfo](#) &info)

### 6.32.1 Detailed Description

Contains the indexing information of a JPEG2000 image.

This class can be serialized and printed.

See also

[CodingParameters](#)  
[CodestreamIndex](#)  
[Metadata](#)

### 6.32.2 Constructor & Destructor Documentation

#### 6.32.2.1 jpeg2000::ImageInfo::ImageInfo ( ) [\[inline\]](#)

Empty constructor.

#### 6.32.2.2 jpeg2000::ImageInfo::ImageInfo ( const ImageInfo & info ) [\[inline\]](#)

Copy constructor.

6.32.2.3 `virtual jpeg2000::ImageInfo::~ImageInfo ( ) [inline],[virtual]`

### 6.32.3 Member Function Documentation

6.32.3.1 `const ImageInfo& jpeg2000::ImageInfo::operator= ( const ImageInfo & info ) [inline]`

Copy assignment.

Here is the call graph for this function:

6.32.3.2 `template<typename T> T& jpeg2000::ImageInfo::SerializeWith ( T & stream ) [inline]`

### 6.32.4 Friends And Related Function Documentation

6.32.4.1 `ostream& operator<< ( ostream & out, const ImageInfo & info ) [friend]`

### 6.32.5 Member Data Documentation

6.32.5.1 `vector<CodestreamIndex> jpeg2000::ImageInfo::codestreams`

Codestreams information.

6.32.5.2 `CodingParameters jpeg2000::ImageInfo::coding_parameters`

Coding parameters.

6.32.5.3 `Metadata jpeg2000::ImageInfo::meta_data`

Meta-data information.

6.32.5.4 `vector<Metadata> jpeg2000::ImageInfo::meta_data_hyperlinks`

Meta-data of the hyperlinks.

6.32.5.5 `multimap<string, int> jpeg2000::ImageInfo::paths`

Paths of the hyperlinks (if any)

The documentation for this class was generated from the following file:

- [jpeg2000/image\\_info.h](#)

## 6.33 jpeg2000::IndexManager Class Reference

Manages the indexing information of a repository fo images.

```
#include <index_manager.h>
```

Collaboration diagram for jpeg2000::IndexManager:

### Public Member Functions

- [IndexManager \( \)](#)

- *Empty constructor.*
- [bool Init](#) (string root\_dir, string cache\_dir)  
*Initializes the object.*
- [ImageIndex::Ptr GetBegin](#) ()  
*Returns a pointer to the first image index.*
- [ImageIndex::Ptr GetEnd](#) ()  
*Returns a pointer to the last image index.*
- [FileManager & file\\_manager](#) ()  
*Returns a reference to the base file manager.*
- [bool OpenImage](#) (string &path\_image\_file, [ImageIndex::Ptr](#) \*image\_index)  
*Opens an image and adds its index to the list.*
- [bool CloseImage](#) (const [ImageIndex::Ptr](#) &image\_index)  
*Closes an image and removes its index from the list, only if it is not used by any other one.*
- [int GetSize](#) () const  
*Returns the size of the list.*
- [virtual ~IndexManager](#) ()

### Private Member Functions

- [bool UnsafeOpenImage](#) (string &path\_image\_file, [ImageIndex::Ptr](#) \*image\_index)  
*Unsafely (without mutex) opens an image and adds its index to the list.*
- [bool UnsafeCloseImage](#) (const [ImageIndex::Ptr](#) &image\_index)  
*Unsafely (without mutex) closes an image and removes its index from the list, only if it is not used by any other one.*

### Private Attributes

- [Mutex mutex](#)  
*Mutex for the operations with the list.*
- [FileManager file\\_manager\\_](#)  
*File manager.*
- [list< ImageIndex > index\\_list](#)  
*List of the indexes.*

#### 6.33.1 Detailed Description

Manages the indexing information of a repository fo images.

Maintains a list in memory of the indexes (using the class [ImageIndex](#) for the nodes) of all the opened images and allows a multi-thread access to the information.

See also

[FileManager](#)  
[ImageIndex](#)

#### 6.33.2 Constructor & Destructor Documentation

##### 6.33.2.1 jpeg2000::IndexManager::IndexManager ( ) [inline]

Empty constructor.

**6.33.2.2** `virtual jpeg2000::IndexManager::~~IndexManager ( ) [inline],[virtual]`

### 6.33.3 Member Function Documentation

**6.33.3.1** `bool jpeg2000::IndexManager::CloseImage ( const ImageIndex::Ptr & image_index )`

Closes an image and removes its index from the list, only if it is not used by any other one.

#### Parameters

<i>image_index</i>	Associated image index.
--------------------	-------------------------

#### Returns

`true` if successful.

Here is the caller graph for this function:

**6.33.3.2** `FileManager& jpeg2000::IndexManager::file_manager ( ) [inline]`

Returns a reference to the base file manager.

Here is the caller graph for this function:

**6.33.3.3** `ImageIndex::Ptr jpeg2000::IndexManager::GetBegin ( ) [inline]`

Returns a pointer to the first image index.

Here is the caller graph for this function:

**6.33.3.4** `ImageIndex::Ptr jpeg2000::IndexManager::GetEnd ( ) [inline]`

Returns a pointer to the last image index.

Here is the caller graph for this function:

**6.33.3.5** `int jpeg2000::IndexManager::GetSize ( ) const [inline]`

Returns the size of the list.

Here is the caller graph for this function:

**6.33.3.6** `bool jpeg2000::IndexManager::Init ( string root_dir, string cache_dir ) [inline]`

Initializes the object.

#### Parameters

<i>root_dir</i>	Root directory of the image repository.
<i>cache_dir</i>	Directory used for caching.

#### Returns

`true` if successful

Here is the call graph for this function:

Here is the caller graph for this function:



6.33.3.7 `bool jpeg2000::IndexManager::OpenImage ( string & path_image_file, ImageIndex::Ptr * image_index )`

Opens an image and adds its index to the list.

**Parameters**

<i>path_image_file</i>	Path of the image file.
<i>image_index</i>	Receives the pointer to the image index created.

**Returns**

`true` if successful.

Here is the caller graph for this function:

**6.33.3.8** `bool jpeg2000::IndexManager::UnsafeCloseImage ( const ImageIndex::Ptr & image_index ) [private]`

Unsafely (without mutex) closes an image and removes its index from the list, only if it is not used by any other one.

**Parameters**

<i>image_index</i>	Associated image index.
--------------------	-------------------------

**Returns**

`true` if successful.

**6.33.3.9** `bool jpeg2000::IndexManager::UnsafeOpenImage ( string & path_image_file, ImageIndex::Ptr * image_index ) [private]`

Unsafely (without mutex) opens an image and adds its index to the list.

**Parameters**

<i>path_image_file</i>	Path of the image file.
<i>image_index</i>	Receives the pointer to the image index created.

**Returns**

`true` if successful.

Here is the call graph for this function:

**6.33.4 Member Data Documentation**

**6.33.4.1** `FileManager jpeg2000::IndexManager::file_manager_ [private]`

File manager.

**6.33.4.2** `list<ImageIndex> jpeg2000::IndexManager::index_list [private]`

List of the indexes.

**6.33.4.3** `Mutex jpeg2000::IndexManager::mutex [private]`

Mutex for the operations with the list.

The documentation for this class was generated from the following files:

- [jpeg2000/index\\_manager.h](#)
- [jpeg2000/index\\_manager.cc](#)

## 6.34 net::InetAddress Class Reference

Class to identify and handle an Internet address.

```
#include <address.h>
```

Inheritance diagram for net::InetAddress:

Collaboration diagram for net::InetAddress:

### Public Member Functions

- [InetAddress](#) ()  
*Initializes the address to zero.*
- [InetAddress](#) (const [InetAddress](#) &address)  
*Copy constructor.*
- [InetAddress](#) (int port)  
*Initializes the address with given port.*
- [InetAddress](#) (const char \*path, int port)  
*Initializes the address with the given path and port.*
- [InetAddress](#) & [operator=](#) (const [InetAddress](#) &address)  
*Copy assignment.*
- virtual sockaddr \* [GetSockAddr](#) () const  
*Overloaded from the base class to use the internal address structure.*
- virtual int [GetSize](#) () const  
*Overloaded from the base class to use the internal address structure.*
- string [GetPath](#) () const  
*Returns the address path.*
- int [GetPort](#) () const  
*Returns the port number.*

### Private Attributes

- sockaddr\_in [sock\\_addr](#)  
*Internal address structure.*

#### 6.34.1 Detailed Description

Class to identify and handle an Internet address.

The used internal address structure is `sockaddr_in`.

See also

[Address](#)

#### 6.34.2 Constructor & Destructor Documentation

##### 6.34.2.1 net::InetAddress::InetAddress ( ) `[inline]`

Initializes the address to zero.

**6.34.2.2** `net::InetAddress::InetAddress ( const InetAddress & address ) [inline]`

Copy constructor.

**6.34.2.3** `net::InetAddress::InetAddress ( int port ) [inline]`

Initializes the address with given port.

The used path is `INADDR_ANY`.

Parameters

<i>port</i>	Port number.
-------------	--------------

**6.34.2.4** `net::InetAddress::InetAddress ( const char * path, int port ) [inline]`

Initializes the address with the given path and port.

Parameters

<i>path</i>	<a href="#">Address</a> path.
<i>port</i>	Port number.

### 6.34.3 Member Function Documentation

**6.34.3.1** `string net::InetAddress::GetPath ( ) const [inline]`

Returns the address path.

Here is the caller graph for this function:

**6.34.3.2** `int net::InetAddress::GetPort ( ) const [inline]`

Returns the port number.

Here is the caller graph for this function:

**6.34.3.3** `virtual int net::InetAddress::GetSize ( ) const [inline],[virtual]`

Overloaded from the base class to use the internal address structure.

Implements [net::Address](#).

**6.34.3.4** `virtual sockaddr* net::InetAddress::GetSockAddr ( ) const [inline],[virtual]`

Overloaded from the base class to use the internal address structure.

Implements [net::Address](#).

**6.34.3.5** `InetAddress& net::InetAddress::operator= ( const InetAddress & address ) [inline]`

Copy assignment.

### 6.34.4 Member Data Documentation

#### 6.34.4.1 sockaddr\_in net::InetAddress::sock\_addr [private]

Internal address structure.

The documentation for this class was generated from the following file:

- net/[address.h](#)

## 6.35 data::InputOperator Struct Reference

This struct identifies a basic input operator to be applied to a `File` object.

```
#include <serialize.h>
```

Collaboration diagram for data::InputOperator:

### Static Public Member Functions

- static const char \* [FileAccess](#) ()  
*Returns the required file access for this operator.*
- static bool [SerializeBytes](#) ([File](#) &file, void \*ptr, int num\_bytes)  
*Performs an input (read) serialization of bytes for a file.*

### 6.35.1 Detailed Description

This struct identifies a basic input operator to be applied to a `File` object.

See also

[BaseStream](#)  
[File](#)

### 6.35.2 Member Function Documentation

#### 6.35.2.1 static const char\* data::InputOperator::FileAccess ( ) [inline],[static]

Returns the required file access for this operator.

#### 6.35.2.2 static bool data::InputOperator::SerializeBytes ( [File](#) &file, void \* ptr, int num\_bytes ) [inline],[static]

Performs an input (read) serialization of bytes for a file.

Parameters

<i>file</i>	File to use for the operation.
<i>ptr</i>	Pointer to the buffer where to store the bytes.
<i>num_bytes</i>	Number of bytes to read from the file.

**Returns**

`true` if successful.

Here is the call graph for this function:

The documentation for this struct was generated from the following file:

- [data/serialize.h](#)

## 6.36 data::InputStream Class Reference

Specialization of the [BaseStream](#) for input serializations.

```
#include <serialize.h>
```

Inheritance diagram for data::InputStream:

Collaboration diagram for data::InputStream:

### Public Member Functions

- `template<typename T >`  
`InputStream & Serialize (T &var)`

### Additional Inherited Members

#### 6.36.1 Detailed Description

Specialization of the [BaseStream](#) for input serializations.

See also

[BaseStream](#)

#### 6.36.2 Member Function Documentation

6.36.2.1 `template<typename T > InputStream& data::InputStream::Serialize ( T & var )` `[inline]`

Here is the call graph for this function:

Here is the caller graph for this function:

The documentation for this class was generated from the following file:

- [data/serialize.h](#)

## 6.37 ipc::IPCObject Class Reference

Class base of all the IPC classes that has the basic operations (`Init`, `Wait` and `Dispose`) to be overloaded.

```
#include <ipc_object.h>
```

Inheritance diagram for ipc::IPCObject:

Collaboration diagram for ipc::IPCObject:

## Public Types

- typedef `SHARED_PTR< IPCObject > Ptr`  
*Pointer to an IPC object.*

## Public Member Functions

- `IPCObject ()`  
*Initializes the internal status to `false`.*
- virtual `bool Init ()`  
*Sets the internal status to `true`*
- virtual `WaitResult Wait (int time_out=-1)`  
*Performs a wait operation with the object to get it.*
- `bool IsValid ()`  
*Returns `true` if the object is valid, that is, the internal status value is `true`.*
- virtual `bool Dispose ()`  
*Release the resources associated to the IPC object and sets the internal status to `false`.*
- virtual `~IPCObject ()`  
*The desctructor calls the method `Dispose`.*

## Private Attributes

- `bool valid`  
*Internal status of the object.*

### 6.37.1 Detailed Description

Class base of all the IPC classes that has the basic operations (`Init`, `Wait` and `Dispose`) to be overloaded.

It has also an internal boolean value to set the object status.

For the IPC objects the Windows IPC philosophy has been adopted because of its simplicity and flexibility. Under this philosophy, the main operation that can be performed to an IPC object is `Wait`, to wait for getting the control of the object. Depending on the type of the IPC object (mutex, event, etc.), the meaning of "getting" the control of the object can be different.

### 6.37.2 Member Typedef Documentation

#### 6.37.2.1 typedef `SHARED_PTR<IPCObject> ipc::IPCObject::Ptr`

Pointer to an IPC object.

### 6.37.3 Constructor & Destructor Documentation

#### 6.37.3.1 `ipc::IPCObject::IPCObject ( ) [inline]`

Initializes the internal status to `false`.

#### 6.37.3.2 `virtual ipc::IPCObject::~~IPCObject ( ) [inline],[virtual]`

The desctructor calls the method `Dispose`.

Here is the call graph for this function:

### 6.37.4 Member Function Documentation

#### 6.37.4.1 `virtual bool ipc::IPCObject::Dispose ( ) [inline], [virtual]`

Release the resources associated to the IPC object and sets the internal status to `false`.

##### Returns

`true` if successful. If it is not overloaded, it always returns `true`.

Reimplemented in [ipc::Event](#), [ipc::Mutex](#), and [ipc::RdWrLock](#).

Here is the caller graph for this function:

#### 6.37.4.2 `virtual bool ipc::IPCObject::Init ( ) [inline], [virtual]`

Sets the internal status to `true`

##### Returns

`true` if successful. If it is not overloaded, it always returns `true` .

Reimplemented in [ipc::Event](#), [ipc::Mutex](#), and [ipc::RdWrLock](#).

Here is the caller graph for this function:

#### 6.37.4.3 `bool ipc::IPCObject::IsValid ( ) [inline]`

Returns `true` if the object is valid, that is, the internal status value is `true`.

Here is the caller graph for this function:

#### 6.37.4.4 `virtual WaitResult ipc::IPCObject::Wait ( int time_out = -1 ) [inline], [virtual]`

Performs a wait operation with the object to get it.

##### Parameters

<i>time_out</i>	Time out (infinite by default).
-----------------	---------------------------------

##### Returns

`WAIT_OBJECT` if successful, `WAIT_TIMEOUT` if time out or `WAIT_ERROR` is error. If it is not overloaded, it always returns `WAIT_ERROR`.

Reimplemented in [ipc::Event](#), [ipc::Mutex](#), and [ipc::RdWrLock](#).

### 6.37.5 Member Data Documentation

#### 6.37.5.1 `bool ipc::IPCObject::valid [private]`

Internal status of the object.

As it is a private member, the derived classes must use the methods `Init` and `Dispose` to set the value of this status.

The documentation for this class was generated from the following file:

- [ipc/ipc\\_object.h](#)



## 6.38 data::LockedAccess Struct Reference

Struct for wrapping the basic `FILE` locked functions for reading and writing defined in `stdio.h`.

```
#include <file.h>
```

Collaboration diagram for data::LockedAccess:

### Static Public Member Functions

- static void [configure](#) (`FILE *file_ptr`)
- static `size_t` [fwrite](#) (`const void *ptr`, `size_t size`, `size_t count`, `FILE *file_ptr`)
- static `size_t` [fread](#) (`void *ptr`, `size_t size`, `size_t count`, `FILE *file_ptr`)
- static `int` [fgetc](#) (`FILE *file_ptr`)
- static `int` [fputc](#) (`int c`, `FILE *file_ptr`)

### 6.38.1 Detailed Description

Struct for wrapping the basic `FILE` locked functions for reading and writing defined in `stdio.h`.

See also

[File](#)

### 6.38.2 Member Function Documentation

6.38.2.1 static void data::LockedAccess::configure ( `FILE * file_ptr` ) [inline], [static]

6.38.2.2 static int data::LockedAccess::fgetc ( `FILE * file_ptr` ) [inline], [static]

6.38.2.3 static int data::LockedAccess::fputc ( `int c`, `FILE * file_ptr` ) [inline], [static]

6.38.2.4 static `size_t` data::LockedAccess::fread ( `void * ptr`, `size_t size`, `size_t count`, `FILE * file_ptr` ) [inline], [static]

6.38.2.5 static `size_t` data::LockedAccess::fwrite ( `const void * ptr`, `size_t size`, `size_t count`, `FILE * file_ptr` ) [inline], [static]

The documentation for this struct was generated from the following file:

- data/[file.h](#)

## 6.39 jpeg2000::Metadata Class Reference

Contains the indexing information associated to the meta-data of a JPEG2000 image file.

```
#include <meta_data.h>
```

Collaboration diagram for jpeg2000::Metadata:

### Public Member Functions

- [Metadata](#) ()  
*Empty constructor.*

- [Metadata](#) (const [Metadata](#) &info)  
*Copy constructor.*
- template<typename T >  
T & [SerializeWith](#) (T &stream)
- [Metadata](#) & [operator=](#) (const [Metadata](#) &info)  
*Copy assignment.*
- virtual [~Metadata](#) ()

## Public Attributes

- vector< [FileSegment](#) > [meta\\_data](#)  
*File segments of all the meta-data blocks.*
- vector< [Placeholder](#) > [place\\_holders](#)  
*Associated place-holders.*

## Friends

- ostream & [operator<<](#) (ostream &out, const [Metadata](#) &info)

### 6.39.1 Detailed Description

Contains the indexing information associated to the meta-data of a JPEG2000 image file.

This class can be printed and serialized.

### 6.39.2 Constructor & Destructor Documentation

#### 6.39.2.1 `jpeg2000::Metadata::Metadata ( )` `[inline]`

Empty constructor.

#### 6.39.2.2 `jpeg2000::Metadata::Metadata ( const Metadata & info )` `[inline]`

Copy constructor.

#### 6.39.2.3 `virtual jpeg2000::Metadata::~~Metadata ( )` `[inline]`, `[virtual]`

### 6.39.3 Member Function Documentation

#### 6.39.3.1 `Metadata& jpeg2000::Metadata::operator= ( const Metadata & info )` `[inline]`

Copy assignment.

Here is the call graph for this function:

#### 6.39.3.2 `template<typename T > T& jpeg2000::Metadata::SerializeWith ( T & stream )` `[inline]`

### 6.39.4 Friends And Related Function Documentation

#### 6.39.4.1 `ostream& operator<< ( ostream & out, const Metadata & info )` `[friend]`

### 6.39.5 Member Data Documentation

#### 6.39.5.1 vector<FileSegment> jpeg2000::Metadata::meta\_data

File segments of all the meta-data blocks.

#### 6.39.5.2 vector<Placeholder> jpeg2000::Metadata::place\_holders

Associated place-holders.

The documentation for this class was generated from the following file:

- [jpeg2000/meta\\_data.h](#)

## 6.40 ipc::Mutex Class Reference

IPC object that offers the functionality of a mutex, implemented by means of the pthread mutex API.

```
#include <mutex.h>
```

Inheritance diagram for ipc::Mutex:

Collaboration diagram for ipc::Mutex:

### Public Types

- typedef [SHARED\\_PTR< Mutex > Ptr](#)  
*Pointer to a [Mutex](#) object.*

### Public Member Functions

- virtual bool [Init](#) ()  
*Initializes the object without locking the mutex.*
- bool [Init](#) (bool initial\_owner)  
*Initializes the object.*
- virtual [WaitResult Wait](#) (int time\_out=-1)  
*Performs a wait operation with the object to get it.*
- virtual bool [Dispose](#) ()  
*Release the resources associated to the IPC object and sets the internal status to *false*.*
- bool [Release](#) ()  
*Releases/unlocks the mutex.*

### Private Attributes

- pthread\_t [locker](#)  
*Id. of the thread that locks the mutex.*
- pthread\_mutex\_t [mutex](#)  
*[Mutex](#) information.*

### 6.40.1 Detailed Description

IPC object that offers the functionality of a mutex, implemented by means of the pthread mutex API.

See also

[IPCObject](#)

### 6.40.2 Member Typedef Documentation

#### 6.40.2.1 typedef SHARED\_PTR<Mutex> ipc::Mutex::Ptr

Pointer to a [Mutex](#) object.

### 6.40.3 Member Function Documentation

#### 6.40.3.1 bool ipc::Mutex::Dispose ( ) [virtual]

Release the resources associated to the IPC object and sets the internal status to `false`.

Returns

`true` if successful.

Reimplemented from [ipc::IPCObject](#).

Here is the call graph for this function:

#### 6.40.3.2 virtual bool ipc::Mutex::Init ( ) [inline],[virtual]

Initializes the object without locking the mutex.

Returns

`true` if successful.

Reimplemented from [ipc::IPCObject](#).

Here is the caller graph for this function:

#### 6.40.3.3 bool ipc::Mutex::Init ( bool *initial\_owner* )

Initializes the object.

Parameters

<i>initial_owner</i>	If <code>true</code> the mutex is locked.
----------------------	---

Returns

`true` if successful.

Here is the call graph for this function:

6.40.3.4 `bool ipc::Mutex::Release ( )`

Releases/unlocks the mutex.

## Returns

`true` if successful.

Here is the call graph for this function:

Here is the caller graph for this function:

6.40.3.5 `WaitResult ipc::Mutex::Wait ( int time_out = -1 ) [virtual]`

Performs a wait operation with the object to get it.

## Parameters

<code>time_out</code>	Time out (infinite by default).
-----------------------	---------------------------------

## Returns

`WAIT_OBJECT` if successful, `WAIT_TIMEOUT` if time out or `WAIT_ERROR` is error.

Reimplemented from [ipc::IPCObject](#).

Here is the call graph for this function:

Here is the caller graph for this function:

## 6.40.4 Member Data Documentation

6.40.4.1 `pthread_t ipc::Mutex::locker [private]`

Id. of the thread that locks the mutex.

6.40.4.2 `pthread_mutex_t ipc::Mutex::mutex [private]`

[Mutex](#) information.

The documentation for this class was generated from the following files:

- [ipc/mutex.h](#)
- [ipc/mutex.cc](#)

## 6.41 data::OutputOperator Struct Reference

This struct identifies a basic output operator to be applied to a `File` object.

```
#include <serialize.h>
```

Collaboration diagram for `data::OutputOperator`:

## Static Public Member Functions

- static const char \* [FileAccess](#) ()  
*Returns the required file access for this operator.*
- static bool [SerializeBytes](#) ([File](#) &file, void \*ptr, int num\_bytes)  
*Performs an output (write) serialization of bytes for a file.*

### 6.41.1 Detailed Description

This struct identifies a basic output operator to be applied to a `File` object.

See also

[BaseStream](#)  
[File](#)

### 6.41.2 Member Function Documentation

6.41.2.1 `static const char* data::OutputOperator::FileAccess ( ) [inline],[static]`

Returns the required file access for this operator.

6.41.2.2 `static bool data::OutputOperator::SerializeBytes ( File & file, void * ptr, int num_bytes ) [inline],[static]`

Performs an output (write) serialization of bytes for a file.

Parameters

<i>file</i>	File to use for the operation.
<i>ptr</i>	Pointer to the buffer where to read the bytes.
<i>num_bytes</i>	Number of bytes to write to the file.

Returns

`true` if successful.

Here is the call graph for this function:

The documentation for this struct was generated from the following file:

- [data/serialize.h](#)

## 6.42 data::OutputStream Class Reference

Specialization of the [BaseStream](#) for output serializations.

```
#include <serialize.h>
```

Inheritance diagram for `data::OutputStream`:

Collaboration diagram for `data::OutputStream`:

### Public Member Functions

- `template<typename T>`  
[OutputStream](#) & [Serialize](#) (T &var)

### Additional Inherited Members

#### 6.42.1 Detailed Description

Specialization of the [BaseStream](#) for output serializations.

See also

[BaseStream](#)

## 6.42.2 Member Function Documentation

6.42.2.1 `template<typename T> OutputStream& data::OutputStream::Serialize ( T & var ) [inline]`

Here is the call graph for this function:

Here is the caller graph for this function:

The documentation for this class was generated from the following file:

- data/[serialize.h](#)

## 6.43 jpeg2000::Packet Class Reference

Contains the information of a packet.

```
#include <packet.h>
```

Collaboration diagram for jpeg2000::Packet:

### Public Member Functions

- [Packet](#) ()  
*Initializes the object to zero.*
- [Packet](#) (int [layer](#), int [resolution](#), int [component](#), [Point](#) [precinct\\_xy](#))  
*Initializes the object.*
- [Packet](#) (const [Packet](#) &packet)  
*Copy constructor.*
- const [Packet](#) & [operator=](#) (const [Packet](#) &packet)  
*Copy assignment.*
- virtual [~Packet](#) ()

### Public Attributes

- int [layer](#)  
*Quality layer.*
- int [component](#)  
*Component number.*
- int [resolution](#)  
*Resolution level.*
- [Point](#) [precinct\\_xy](#)  
*Precinct coordinate.*

### Friends

- ostream & [operator<<](#) (ostream &out, const [Packet](#) &packet)

### 6.43.1 Detailed Description

Contains the information of a packet.

This class can be printed.

### 6.43.2 Constructor & Destructor Documentation

#### 6.43.2.1 `jpeg2000::Packet::Packet ( )` `[inline]`

Initializes the object to zero.

#### 6.43.2.2 `jpeg2000::Packet::Packet ( int layer, int resolution, int component, Point precinct_xy )` `[inline]`

Initializes the object.

#### 6.43.2.3 `jpeg2000::Packet::Packet ( const Packet & packet )` `[inline]`

Copy constructor.

#### 6.43.2.4 `virtual jpeg2000::Packet::~~Packet ( )` `[inline]`, `[virtual]`

### 6.43.3 Member Function Documentation

#### 6.43.3.1 `const Packet & jpeg2000::Packet::operator= ( const Packet & packet )` `[inline]`

Copy assignment.

### 6.43.4 Friends And Related Function Documentation

#### 6.43.4.1 `ostream& operator<< ( ostream & out, const Packet & packet )` `[friend]`

### 6.43.5 Member Data Documentation

#### 6.43.5.1 `int jpeg2000::Packet::component`

Component number.

#### 6.43.5.2 `int jpeg2000::Packet::layer`

Quality layer.

#### 6.43.5.3 `Point jpeg2000::Packet::precinct_xy`

Precinct coordinate.

#### 6.43.5.4 `int jpeg2000::Packet::resolution`

Resolution level.

The documentation for this class was generated from the following file:

- [jpeg2000/packet.h](#)



## 6.44 jpeg2000::PacketIndex Class Reference

Class used for indexing the packets of a codestream image.

```
#include <packet_index.h>
```

Collaboration diagram for jpeg2000::PacketIndex:

### Public Types

- enum { [MINIMUM\\_OFFSET](#) = 64 }

### Public Member Functions

- [PacketIndex](#) ()  
*Empty constructor.*
- [PacketIndex](#) (uint64\_t max\_offset)  
*Initializes the object.*
- [PacketIndex](#) (const [PacketIndex](#) &index)  
*Copy constructor.*
- const [PacketIndex](#) & [operator=](#) (const [PacketIndex](#) &index)  
*Copy assignment.*
- [PacketIndex](#) & [Add](#) (const [FileSegment](#) &segment)  
*Adds a new packet segment to the index.*
- int [Size](#) () const  
*Returns the number of elements of the vector.*
- void [Clear](#) ()  
*Clears the content.*
- [FileSegment](#) [operator\[\]](#) (int i) const  
*Operator used for accessing the items.*
- virtual [~PacketIndex](#) ()

### Private Attributes

- [vint\\_vector](#) offsets  
*Vector of packet offsets.*
- vector< [FileSegment](#) > aux  
*Vector of file segments to handle the different sets of packets that are not contiguous.*

#### 6.44.1 Detailed Description

Class used for indexing the packets of a codestream image.

The class `vint_vector` is used internally to store the offsets of the packets with the minimum required bytes.

See also

[data::vint\\_vector](#)

## 6.44.2 Member Enumeration Documentation

### 6.44.2.1 anonymous enum

Enumerator

***MINIMUM\_OFFSET*** All the offsets must be greater than this value.

## 6.44.3 Constructor & Destructor Documentation

### 6.44.3.1 jpeg2000::PacketIndex::PacketIndex ( ) [inline]

Empty constructor.

### 6.44.3.2 jpeg2000::PacketIndex::PacketIndex ( uint64\_t *max\_offset* ) [inline]

Initializes the object.

Parameters

<i>max_offset</i>	Maximum value for an offset.
-------------------	------------------------------

Here is the call graph for this function:

### 6.44.3.3 jpeg2000::PacketIndex::PacketIndex ( const PacketIndex & *index* ) [inline]

Copy constructor.

### 6.44.3.4 virtual jpeg2000::PacketIndex::~~PacketIndex ( ) [inline],[virtual]

## 6.44.4 Member Function Documentation

### 6.44.4.1 PacketIndex& jpeg2000::PacketIndex::Add ( const FileSegment & *segment* ) [inline]

Adds a new packet segment to the index.

Parameters

<i>segment</i>	Fiel segment associated to the packet.
----------------	--

Returns

The object itself.

Here is the call graph for this function:

### 6.44.4.2 void jpeg2000::PacketIndex::Clear ( ) [inline]

Clears the content.

Here is the call graph for this function:

### 6.44.4.3 const PacketIndex& jpeg2000::PacketIndex::operator= ( const PacketIndex & *index* ) [inline]

Copy assignment.

6.44.4.4 FileSegment jpeg2000::PacketIndex::operator[] ( int i ) const [inline]

Operator used for accessing the items.

## Parameters

<i>i</i>	Item index.
----------	-------------

## Returns

File segment of the packet.

6.44.4.5 `int jpeg2000::PacketIndex::Size ( ) const` `[inline]`

Returns the number of elements of the vector.

Here is the call graph for this function:

## 6.44.5 Member Data Documentation

6.44.5.1 `vector<FileSegment> jpeg2000::PacketIndex::aux` `[private]`

Vector of file segments to handle the different sets of packets that are not contiguous.

6.44.5.2 `vint_vector jpeg2000::PacketIndex::offsets` `[private]`

Vector of packet offsets.

The documentation for this class was generated from the following file:

- [jpeg2000/packet\\_index.h](#)

## 6.45 jpip::Request::ParametersMask Union Reference

Union used to control the presence of the different JPIP parameters in a request.

```
#include <request.h>
```

Collaboration diagram for `jpip::Request::ParametersMask`:

### Public Member Functions

- [ParametersMask](#) ()  
*Initializes the mask to zero.*
- `bool HasWOI () const`  
*Returns `true` if the mask contains the parameters associated to the [WOI](#) (`fsiz`, `roff` and `rsiz`).*
- `void Clear ()`  
*Sets the mask to zero.*

### Public Attributes

- `struct {`  
  - `int fsiz: 1`
  - `int roff: 1`
  - `int rsiz: 1`
  - `int metareq: 1`
  - `int len: 1`

```

int target: 1
int cid: 1
int cnew: 1
int cclose: 1
    int model: 1
    int stream: 1
    int context: 1
} items

```

*Parameters mask.*

- int [value](#)

*Parameters mask as integer.*

### 6.45.1 Detailed Description

Union used to control the presence of the different JPIP parameters in a request.

### 6.45.2 Constructor & Destructor Documentation

6.45.2.1 `jipip::Request::ParametersMask::ParametersMask ( )` `[inline]`

Initializes the mask to zero.

### 6.45.3 Member Function Documentation

6.45.3.1 `void jipip::Request::ParametersMask::Clear ( )` `[inline]`

Sets the mask to zero.

Here is the caller graph for this function:

6.45.3.2 `bool jipip::Request::ParametersMask::HasWOI ( ) const` `[inline]`

Returns `true` if the mask contains the parameters associated to the [WOI](#) (fsiz, roff and rsiz).

Here is the caller graph for this function:

### 6.45.4 Member Data Documentation

6.45.4.1 `int jipip::Request::ParametersMask::cclose`

6.45.4.2 `int jipip::Request::ParametersMask::cid`

6.45.4.3 `int jipip::Request::ParametersMask::cnew`

6.45.4.4 `int jipip::Request::ParametersMask::context`

6.45.4.5 `int jipip::Request::ParametersMask::fsiz`

6.45.4.6 `struct { ... } jipip::Request::ParametersMask::items`

Parameters mask.

6.45.4.7 `int jpip::Request::ParametersMask::len`

6.45.4.8 `int jpip::Request::ParametersMask::metareq`

6.45.4.9 `int jpip::Request::ParametersMask::model`

6.45.4.10 `int jpip::Request::ParametersMask::roff`

6.45.4.11 `int jpip::Request::ParametersMask::rsiz`

6.45.4.12 `int jpip::Request::ParametersMask::stream`

6.45.4.13 `int jpip::Request::ParametersMask::target`

6.45.4.14 `int jpip::Request::ParametersMask::value`

Parameters mask as integer.

The documentation for this union was generated from the following file:

- [jpip/request.h](#)

## 6.46 jpeg2000::Placeholder Class Reference

Contains the information of a place-holder.

```
#include <place_holder.h>
```

Collaboration diagram for jpeg2000::Placeholder:

### Public Member Functions

- [Placeholder](#) ()  
*Initializes the object.*
- [Placeholder](#) (int `id`, bool `is_jp2c`, const [FileSegment](#) &`header`, uint64\_t `data_length`)  
*Initializes the object.*
- [Placeholder](#) (const [Placeholder](#) &`place_holder`)  
*Copy constructor.*
- `template<typename T >`  
  T & [SerializeWith](#) (T &`stream`)
- [Placeholder](#) & `operator=` (const [Placeholder](#) &`place_holder`)  
*Copy assignment.*
- int [length](#) () const  
*Returns the length of the place-holder.*
- virtual `~Placeholder` ()

### Public Attributes

- int `id`  
*Place-holder identifier.*
- bool `is_jp2c`  
*true if refers to a codestream.*
- [FileSegment](#) `header`

*File segment associated to the box header.*

- uint64\_t [data\\_length](#)

*Length of the place-holder data.*

## Friends

- ostream & [operator<<](#) (ostream &out, const [Placeholder](#) &place\_holder)

### 6.46.1 Detailed Description

Contains the information of a place-holder.

This class can be printed and serialized.

### 6.46.2 Constructor & Destructor Documentation

#### 6.46.2.1 jpeg2000::Placeholder::Placeholder ( ) [\[inline\]](#)

Initializes the object.

#### 6.46.2.2 jpeg2000::Placeholder::Placeholder ( int *id*, bool *is\_jp2c*, const FileSegment & *header*, uint64\_t *data\_length* ) [\[inline\]](#)

Initializes the object.

Parameters

<i>id</i>	Place-holder identifier.
<i>is_jp2c</i>	Indicates if is a codestream place-holder.
<i>header</i>	File segment of the associated header.
<i>data_length</i>	Length of the place-holder data.

#### 6.46.2.3 jpeg2000::Placeholder::Placeholder ( const Placeholder & *place\_holder* ) [\[inline\]](#)

Copy constructor.

#### 6.46.2.4 virtual jpeg2000::Placeholder::~~Placeholder ( ) [\[inline\]](#), [\[virtual\]](#)

### 6.46.3 Member Function Documentation

#### 6.46.3.1 int jpeg2000::Placeholder::length ( ) const [\[inline\]](#)

Returns the length of the place-holder.

Here is the caller graph for this function:

#### 6.46.3.2 Placeholder& jpeg2000::Placeholder::operator= ( const Placeholder & *place\_holder* ) [\[inline\]](#)

Copy assignment.

6.46.3.3 `template<typename T> T& jpeg2000::Placeholder::SerializeWith ( T & stream )` `[inline]`

## 6.46.4 Friends And Related Function Documentation

6.46.4.1 `ostream& operator<< ( ostream & out, const Placeholder & place_holder )` `[friend]`

## 6.46.5 Member Data Documentation

6.46.5.1 `uint64_t jpeg2000::Placeholder::data_length`

Length of the place-holder data.

6.46.5.2 `FileSegment jpeg2000::Placeholder::header`

File segment associated to the box header.

6.46.5.3 `int jpeg2000::Placeholder::id`

Place-holder identifier.

6.46.5.4 `bool jpeg2000::Placeholder::is_jp2c`

`true` if refers to a codestream.

The documentation for this class was generated from the following file:

- [jpeg2000/place\\_holder.h](#)

## 6.47 jpeg2000::Point Class Reference

Represents a couple of integer values that can be used to identify a coordinate as well as a size.

```
#include <point.h>
```

Collaboration diagram for jpeg2000::Point:

### Public Member Functions

- [Point](#) ()  
*Initializes the object.*
- [Point](#) (int *x*, int *y*)  
*Initializes the object.*
- [Point](#) (const [Point](#) &*p*)  
*Copy constructor.*
- [Point](#) & [operator=](#) (const [Point](#) &*p*)  
*Copy assignment.*
- [Point](#) & [operator++](#) ()  
*Increments by one the two values.*
- [Point](#) & [operator--](#) ()  
*Decrements by one the two values.*
- [Point](#) & [operator+=](#) (int *val*)  
*Increments the two values.*



- [Point](#) & [operator--](#) (int val)  
*Decrements the two values.*
- [Point](#) & [operator\\*=](#) (int val)  
*Multiplies the two values by one value.*
- [Point](#) & [operator/=](#) (int val)  
*Divides the two values by one value.*
- template<typename T >  
T & [SerializeWith](#) (T &stream)
- virtual [~Point](#) ()

## Public Attributes

- int [x](#)  
*Value X.*
- int [y](#)  
*Value Y.*

## Friends

- [Point](#) [operator+](#) (const [Point](#) &a, int value)  
*Returns the sum of a point with an integer value.*
- [Point](#) [operator-](#) (const [Point](#) &a, int value)  
*Returns the subtraction of a point with an integer value.*
- [Point](#) [operator\\*](#) (const [Point](#) &a, int value)  
*Returns the multiplication of a point with an integer value.*
- [Point](#) [operator/](#) (const [Point](#) &a, int value)  
*Returns the division of a point with an integer value.*
- [Point](#) [operator+](#) (const [Point](#) &a, const [Point](#) &b)  
*Returns the sum of two points.*
- [Point](#) [operator-](#) (const [Point](#) &a, const [Point](#) &b)  
*Returns the subtraction of two points.*
- [Point](#) [operator\\*](#) (const [Point](#) &a, const [Point](#) &b)  
*Returns the multiplication of two points.*
- [Point](#) [operator/](#) (const [Point](#) &a, const [Point](#) &b)  
*Returns the division of two points.*
- bool [operator==](#) (const [Point](#) &a, const [Point](#) &b)  
*Returns `true` if the two points are equal.*
- bool [operator!=](#) (const [Point](#) &a, const [Point](#) &b)  
*Returns `true` if the two points are not equal.*
- ostream & [operator<<](#) (ostream &out, const [Point](#) &point)

### 6.47.1 Detailed Description

Represents a couple of integer values that can be used to identify a coordinate as well as a size.

This class can be printed and serialized.

### 6.47.2 Constructor & Destructor Documentation

#### 6.47.2.1 jpeg2000::Point::Point ( ) `[inline]`

Initializes the object.

6.47.2.2 `jpeg2000::Point::Point ( int x, int y ) [inline]`

Initializes the object.

## Parameters

<i>x</i>	Value X.
<i>y</i>	Value Y.

**6.47.2.3** jpeg2000::Point::Point ( const Point & *p* ) [inline]

Copy constructor.

**6.47.2.4** virtual jpeg2000::Point::~~Point ( ) [inline],[virtual]**6.47.3 Member Function Documentation****6.47.3.1** Point& jpeg2000::Point::operator\*=( int *val* ) [inline]

Multiplies the two values by one value.

## Parameters

<i>val</i>	Value to multiply.
------------	--------------------

## Returns

The object itself.

**6.47.3.2** Point& jpeg2000::Point::operator++ ( ) [inline]

Increments by one the two values.

## Returns

The object itself.

**6.47.3.3** Point& jpeg2000::Point::operator+=( int *val* ) [inline]

Increments the two values.

## Parameters

<i>val</i>	Value to increment.
------------	---------------------

## Returns

The object itself.

**6.47.3.4** Point& jpeg2000::Point::operator-- ( ) [inline]

Decrements by one the two values.

## Returns

The object itself.

**6.47.3.5** Point& jpeg2000::Point::operator-=( int *val* ) [inline]

Decrements the two values.

## Parameters

<i>val</i>	Value to decrement.
------------	---------------------

## Returns

The object itself.

**6.47.3.6 Point& jpeg2000::Point::operator/= ( int *val* ) [inline]**

Divides the two values by one value.

## Parameters

<i>val</i>	Value to divide.
------------	------------------

## Returns

The object itself.

**6.47.3.7 Point& jpeg2000::Point::operator= ( const Point & *p* ) [inline]**

Copy assignment.

**6.47.3.8 template<typename T> T& jpeg2000::Point::SerializeWith ( T & *stream* ) [inline]****6.47.4 Friends And Related Function Documentation****6.47.4.1 bool operator!= ( const Point & *a*, const Point & *b* ) [friend]**

Returns `true` if the two points are not equal.

**6.47.4.2 Point operator\* ( const Point & *a*, int *value* ) [friend]**

Returns the multiplication of a point with an integer value.

The value is multiplied to the two values of the point.

**6.47.4.3 Point operator\* ( const Point & *a*, const Point & *b* ) [friend]**

Returns the multiplication of two points.

The operation is applied each value of each point.

**6.47.4.4 Point operator+ ( const Point & *a*, int *value* ) [friend]**

Returns the sum of a point with an integer value.

The value is added to the two values of the point.

**6.47.4.5 Point operator+ ( const Point & *a*, const Point & *b* ) [friend]**

Returns the sum of two points.

The operation is applied each value of each point.

**6.47.4.6 Point operator- ( const Point & a, int value ) [friend]**

Returns the subtraction of a point with an integer value.

The value is subtracted from the two values of the point.

**6.47.4.7 Point operator- ( const Point & a, const Point & b ) [friend]**

Returns the subtraction of two points.

The operation is applied each value of each point.

**6.47.4.8 Point operator/ ( const Point & a, int value ) [friend]**

Returns the division of a point with an integer value.

The value is divided to the two values of the point.

**6.47.4.9 Point operator/ ( const Point & a, const Point & b ) [friend]**

Returns the division of two points.

The operation is applied each value of each point.

**6.47.4.10 ostream& operator<< ( ostream & out, const Point & point ) [friend]****6.47.4.11 bool operator== ( const Point & a, const Point & b ) [friend]**

Returns `true` if the two points are equal.

**6.47.5 Member Data Documentation****6.47.5.1 int jpeg2000::Point::x**

Value X.

**6.47.5.2 int jpeg2000::Point::y**

Value Y.

The documentation for this class was generated from the following file:

- [jpeg2000/point.h](#)

**6.48 net::PollFD Struct Reference**

Wrapper structure for the structure `pollfd` used by the kernel `poll` functions.

```
#include <poll_table.h>
```

Inheritance diagram for `net::PollFD`:

Collaboration diagram for `net::PollFD`:

## Public Member Functions

- [PollFD](#) (int vfd, int mask)  
*Initializes the structure.*
- bool [operator==](#) (int n)  
*Returns `true` if the file descriptor is the same as the given value.*

### 6.48.1 Detailed Description

Wrapper structure for the structure `pollfd` used by the kernel `poll` functions.

See also

[PollTable](#)

### 6.48.2 Constructor & Destructor Documentation

6.48.2.1 `net::PollFD::PollFD ( int vfd, int mask ) [inline]`

Initializes the structure.

Parameters

<i>vfd</i>	File descriptor.
<i>mask</i>	Poll mask.

### 6.48.3 Member Function Documentation

6.48.3.1 `bool net::PollFD::operator== ( int n ) [inline]`

Returns `true` if the file descriptor is the same as the given value.

The documentation for this struct was generated from the following file:

- [net/poll\\_table.h](#)

## 6.49 net::PollTable Class Reference

This class allows to perform polls easily over a vector of descriptors.

```
#include <poll_table.h>
```

Collaboration diagram for `net::PollTable`:

## Public Member Functions

- [PollTable](#) ()
- void [Add](#) (int fd, int mask)  
*Adds a new file descriptor and mask to the vector.*
- int [Poll](#) (int timeout=-1)  
*Performs a poll over all the descriptors using the associated masks.*
- int [GetSize](#) () const  
*Returns the size of the internal vector.*
- void [Remove](#) (int fd)

- Removes an item of the internal vector giving its file descriptor.*
- void [RemoveAt](#) (int n)  
*Remove an item of the internal vector giving its index position.*
- [PollFD](#) & [operator\[\]](#) (int n)  
*Indexing operator.*
- virtual [~PollTable](#) ()

## Private Attributes

- vector< [PollFD](#) > [fds](#)  
*Vector with the file descriptors and masks for polling.*

## 6.49.1 Detailed Description

This class allows to perform polls easily over a vector of descriptors.

It uses an internal STL vector of [PollFD](#) objects to handle dynamically the file descriptors and masks.

See also

[PollFD](#)

## 6.49.2 Constructor & Destructor Documentation

6.49.2.1 `net::PollTable::PollTable ( )` [\[inline\]](#)

6.49.2.2 `virtual net::PollTable::~~PollTable ( )` [\[inline\]](#), [\[virtual\]](#)

## 6.49.3 Member Function Documentation

6.49.3.1 `void net::PollTable::Add ( int fd, int mask )` [\[inline\]](#)

Adds a new file descriptor and mask to the vector.

Parameters

<i>fd</i>	File descriptor.
<i>mask</i>	Polling mask.

Here is the caller graph for this function:

6.49.3.2 `int net::PollTable::GetSize ( ) const` [\[inline\]](#)

Returns the size of the internal vector.

Here is the caller graph for this function:

6.49.3.3 `PollFD& net::PollTable::operator[] ( int n )` [\[inline\]](#)

Indexing operator.

6.49.3.4 `int net::PollTable::Poll ( int timeout = -1 )` [\[inline\]](#)

Performs a poll over all the descriptors using the associated masks.

**Parameters**

<i>timeout</i>	Time out of the poll (infinite by default).
----------------	---

**Returns**

The value given by the kernel function `poll`.

Here is the caller graph for this function:

**6.49.3.5 void net::PollTable::Remove ( int *fd* ) [inline]**

Removes an item of the internal vector giving its file descriptor.

**Parameters**

<i>fd</i>	File descriptor to remove.
-----------	----------------------------

Here is the caller graph for this function:

**6.49.3.6 void net::PollTable::RemoveAt ( int *n* ) [inline]**

Remove an item of the internal vector giving its index position.

**Parameters**

<i>n</i>	Position of the item to remove.
----------	---------------------------------

Here is the caller graph for this function:

**6.49.4 Member Data Documentation****6.49.4.1 vector<PollFD> net::PollTable::fds [private]**

Vector with the file descriptors and masks for polling.

The documentation for this class was generated from the following file:

- [net/poll\\_table.h](#)

**6.50 http::Protocol Class Reference**

Class used to identify the HTTP protocol.

```
#include <protocol.h>
```

Collaboration diagram for `http::Protocol`:

**Public Member Functions**

- [Protocol](#) (int [majorVersion](#)=1, int [minorVersion](#)=1)  
*Initialized the protocol with the given version.*
- [Protocol](#) (const [Protocol](#) &protocol)  
*Copy constructor.*
- int [majorVersion](#) () const  
*Returns the mayor number of the protocol version.*
- int [minorVersion](#) () const  
*Returns the minor number of the protocol version.*



## Static Public Attributes

- static const char `CRLF` [] = "\r\n"  
*String with the characters 13 (CR) and 10 (LF), the line separator used in the HTTP protocol.*

## Private Attributes

- int `mayorVersion_`  
*Mayor protocol version.*
- int `minorVersion_`  
*Minor protocol version.*

## Friends

- ostream & `operator<<` (ostream &out, const `Protocol` &protocol)
- istream & `operator>>` (istream &in, `Protocol` &protocol)

### 6.50.1 Detailed Description

Class used to identify the HTTP protocol.

It is possible to use this class with standard streams.

### 6.50.2 Constructor & Destructor Documentation

6.50.2.1 `http::Protocol::Protocol ( int mayorVersion = 1, int minorVersion = 1 )` `[inline]`

Initialized the protocol with the given version.

By default the version is 1.1.

Parameters

<i>mayorVersion</i>	Mayor protocol version
<i>minorVersion</i>	Minor protocol version

6.50.2.2 `http::Protocol::Protocol ( const Protocol & protocol )` `[inline]`

Copy constructor.

### 6.50.3 Member Function Documentation

6.50.3.1 `int http::Protocol::mayorVersion ( ) const` `[inline]`

Returns the mayor number of the protocol version.

6.50.3.2 `int http::Protocol::minorVersion ( ) const` `[inline]`

Returns the minor number of the protocol version.

### 6.50.4 Friends And Related Function Documentation

6.50.4.1 `ostream& operator<< ( ostream & out, const Protocol & protocol ) [friend]`

6.50.4.2 `istream& operator>> ( istream & in, Protocol & protocol ) [friend]`

### 6.50.5 Member Data Documentation

6.50.5.1 `const char http::Protocol::CRLF = "\r\n" [static]`

String with the characters 13 (CR) and 10 (LF), the line separator used in the HTTP protocol.

6.50.5.2 `int http::Protocol::majorVersion_ [private]`

Mayor protocol version.

6.50.5.3 `int http::Protocol::minorVersion_ [private]`

Minor protocol version.

The documentation for this class was generated from the following files:

- [http/protocol.h](#)
- [http/protocol.cc](#)

## 6.51 jpeg2000::Range Class Reference

Represents a range of integer values, defined by two values, first and last, which are assumed to be included in the range.

```
#include <range.h>
```

Collaboration diagram for jpeg2000::Range:

### Public Member Functions

- [Range](#) ()  
*Initializes the object.*
- [Range](#) (int first, int last)  
*Initializes the object.*
- [Range](#) (const [Range](#) &range)  
*Copy constructor.*
- [Range](#) & [operator=](#) (const [Range](#) &range)  
*Copy assignment.*
- bool [IsValid](#) () const  
*Returns true if the first value if greater or equal to zero, and it is less or equal to the last value.*
- int [GetItem](#) (int i) const  
*Returns an item of the range, starting at the first value.*
- int [GetIndex](#) (int item) const  
*Returns the index of an item of the range.*
- int [Length](#) () const  
*Returns the length of the range (last - first + 1).*
- virtual [~Range](#) ()

## Public Attributes

- int [first](#)  
*First value of the range.*
- int [last](#)  
*Last value of the range.*

## Friends

- bool [operator==](#) (const [Range](#) &a, const [Range](#) &b)
- bool [operator!=](#) (const [Range](#) &a, const [Range](#) &b)
- ostream & [operator<<](#) (ostream &out, const [Range](#) &range)

### 6.51.1 Detailed Description

Represents a range of integer values, defined by two values, first and last, which are assumed to be included in the range.

Some basic operations are defined for easing the work with ranges.

### 6.51.2 Constructor & Destructor Documentation

#### 6.51.2.1 jpeg2000::Range::Range ( ) [\[inline\]](#)

Initializes the object.

#### 6.51.2.2 jpeg2000::Range::Range ( int *first*, int *last* ) [\[inline\]](#)

Initializes the object.

##### Parameters

<i>first</i>	First value.
<i>last</i>	Last value.

#### 6.51.2.3 jpeg2000::Range::Range ( const [Range](#) &range ) [\[inline\]](#)

Copy constructor.

#### 6.51.2.4 virtual jpeg2000::Range::~Range ( ) [\[inline\]](#), [\[virtual\]](#)

### 6.51.3 Member Function Documentation

#### 6.51.3.1 int jpeg2000::Range::GetIndex ( int *item* ) const [\[inline\]](#)

Returns the index of an item of the range.

##### Parameters

<i>item</i>	Item of the range.
-------------	--------------------

**Returns**

item - first.

Here is the caller graph for this function:

**6.51.3.2** `int jpeg2000::Range::GetItem ( int i ) const` `[inline]`

Returns an item of the range, starting at the first value.

**Parameters**

<i>i</i>	Item index.
----------	-------------

**Returns**

first + i.

Here is the caller graph for this function:

**6.51.3.3** `bool jpeg2000::Range::IsValid ( ) const` `[inline]`

Returns `true` if the first value is greater or equal to zero, and it is less or equal to the last value.

**6.51.3.4** `int jpeg2000::Range::Length ( ) const` `[inline]`

Returns the length of the range (last - first + 1).

Here is the caller graph for this function:

**6.51.3.5** `Range& jpeg2000::Range::operator= ( const Range & range )` `[inline]`

Copy assignment.

**6.51.4 Friends And Related Function Documentation**

**6.51.4.1** `bool operator!= ( const Range & a, const Range & b )` `[friend]`

**6.51.4.2** `ostream& operator<< ( ostream & out, const Range & range )` `[friend]`

**6.51.4.3** `bool operator== ( const Range & a, const Range & b )` `[friend]`

**6.51.5 Member Data Documentation**

**6.51.5.1** `int jpeg2000::Range::first`

First value of the range.

**6.51.5.2** `int jpeg2000::Range::last`

Last value of the range.

The documentation for this class was generated from the following file:

- [jpeg2000/range.h](#)

## 6.52 ipc::RdWrLock Class Reference

IPC object that offers the functionality of a read/write lock, implemented by means of the pthread rwlock API.

```
#include <rdwr_lock.h>
```

Inheritance diagram for ipc::RdWrLock:

Collaboration diagram for ipc::RdWrLock:

### Public Types

- typedef [SHARED\\_PTR< RdWrLock > Ptr](#)  
*Pointer to a [RdWrLock](#) object.*

### Public Member Functions

- virtual bool [Init](#) ()  
*Initializes the object.*
- virtual [WaitResult Wait](#) (int time\_out=-1)  
*Performs a wait operation with the object to get it for reading.*
- [WaitResult WaitForWriting](#) (int time\_out=-1)  
*Performs a wait operation with the object to get it for writing.*
- virtual bool [Dispose](#) ()  
*Release the resources associated to the IPC object and sets the internal status to *false*.*
- bool [Release](#) ()  
*Releases the lock.*

### Private Attributes

- pthread\_rwlock\_t [rwlock](#)  
*Read/write lock information.*

#### 6.52.1 Detailed Description

IPC object that offers the functionality of a read/write lock, implemented by means of the pthread rwlock API.

See also

[IPCObject](#)

#### 6.52.2 Member Typedef Documentation

##### 6.52.2.1 typedef SHARED\_PTR<RdWrLock> ipc::RdWrLock::Ptr

Pointer to a [RdWrLock](#) object.

#### 6.52.3 Member Function Documentation

##### 6.52.3.1 bool ipc::RdWrLock::Dispose ( ) [virtual]

Release the resources associated to the IPC object and sets the internal status to *false*.

**Returns**

`true` if successful.

Reimplemented from [ipc::IPCObject](#).

**6.52.3.2** `bool ipc::RdWrLock::Init ( ) [virtual]`

Initializes the object.

**Returns**

`true` if successful.

Reimplemented from [ipc::IPCObject](#).

**6.52.3.3** `bool ipc::RdWrLock::Release ( )`

Releases the lock.

**Returns**

`true` if successful.

**6.52.3.4** `WaitResult ipc::RdWrLock::Wait ( int time_out = -1 ) [virtual]`

Performs a wait operation with the object to get it for reading.

**Parameters**

<i>time_out</i>	Time out (infinite by default).
-----------------	---------------------------------

**Returns**

`WAIT_OBJECT` if successful, `WAIT_TIMEOUT` if time out or `WAIT_ERROR` is error.

Reimplemented from [ipc::IPCObject](#).

**6.52.3.5** `WaitResult ipc::RdWrLock::WaitForWriting ( int time_out = -1 )`

Performs a wait operation with the object to get it for writing.

**Parameters**

<i>time_out</i>	Time out (infinite by default).
-----------------	---------------------------------

**Returns**

`WAIT_OBJECT` if successful, `WAIT_TIMEOUT` if time out or `WAIT_ERROR` is error.

**6.52.4 Member Data Documentation****6.52.4.1** `pthread_rwlock_t ipc::RdWrLock::rwlock [private]`

Read/write lock information.

The documentation for this class was generated from the following files:

- [ipc/rdwr\\_lock.h](#)
- [ipc/rdwr\\_lock.cc](#)

## 6.53 jpip::Request Class Reference

Class derived from the HTTP [Request](#) class that contains the required code for properly analyzing a JPIP request, when this protocol is used over the HTTP.

```
#include <request.h>
```

Inheritance diagram for jpip::Request:

Collaboration diagram for jpip::Request:

### Classes

- union [ParametersMask](#)

*Union used to control the presence of the different JPIP parameters in a request.*

### Public Types

- enum [RoundDirection](#) { [ROUNDUP](#), [ROUNDDOWN](#), [CLOSEST](#) }

*Enumeration of the possible round directions of a [WOI](#) for specifying the resolution levels.*

### Public Member Functions

- [istream](#) & [ParseModel](#) ([istream](#) &stream)  
*Parses a cache model from an input stream.*
- [istream](#) & [GetCodedChar](#) ([istream](#) &in, char &c)  
*Gets a coded char from an input stream.*
- virtual void [ParseParameters](#) ([istream](#) &stream)  
*Parses the parameters of a CGI HTTP request.*
- virtual void [ParseParameter](#) ([istream](#) &stream, const string &param, string &value)  
*Parses one parameter of a CGI HTTP request.*
- [Request](#) ()  
*Empty constructor.*
- void [GetResolution](#) (const [CodingParameters::Ptr](#) &coding\_parameters, [WOI](#) \*woi) const  
*Obtains the resolution level and modifies the given [WOI](#) to adjust it according to that level.*
- virtual [~Request](#) ()

### Public Attributes

- [Size](#) woi\_size  
*[WOI](#) size.*
- [Point](#) woi\_position  
*[WOI](#) position.*
- int [min\\_codestream](#)  
*Minimum codestream.*
- int [max\\_codestream](#)  
*Maximum codestream.*
- int [length\\_response](#)  
*Maximum response length.*
- [ParametersMask](#) mask  
*Parameters mask.*
- [Size](#) resolution\_size

*Size of the resolution level.*

- [CacheModel](#) `cache_model`

*Cache model.*

- [RoundDirection](#) `round_direction`

*Round direction.*

### 6.53.1 Detailed Description

Class derived from the HTTP [Request](#) class that contains the required code for properly analyzing a JPIP request, when this protocol is used over the HTTP.

See also

[http::Request](#)  
[CacheModel](#)

### 6.53.2 Member Enumeration Documentation

#### 6.53.2.1 enum `jpip::Request::RoundDirection`

Enumeration of the possible round directions of a [WOI](#) for specifying the resolution levels.

Enumerator

**ROUNDUP** Round-up.

**ROUNDDOWN** Round-down.

**CLOSEST** Closest.

### 6.53.3 Constructor & Destructor Documentation

#### 6.53.3.1 `jpip::Request::Request ( )` `[inline]`

Empty constructor.

#### 6.53.3.2 `virtual jpip::Request::~~Request ( )` `[inline]`, `[virtual]`

### 6.53.4 Member Function Documentation

#### 6.53.4.1 `istream & jpip::Request::GetCodedChar ( istream & in, char & c )`

Gets a coded char from an input stream.

Parameters

<i>in</i>	Input stream.
<i>c</i>	Reference to store the char.

Returns

The same input stream.

Here is the caller graph for this function:



6.53.4.2 void jpip::Request::GetResolution ( const CodingParameters::Ptr & *coding\_parameters*, WOI \* *woi* ) const  
[inline]

Obtains the resolution level and modifies the given [WOI](#) to adjust it according to that level.

## Parameters

<i>coding_↔ parameters</i>	Associated coding parameters.
<i>woi</i>	<a href="#">WOI</a> to modify.

Here is the caller graph for this function:

#### 6.53.4.3 `istream & jpip::Request::ParseModel ( istream & stream )`

Parses a cache model from an input stream.

## Parameters

<i>stream</i>	Input stream.
---------------	---------------

## Returns

The same input stream after the parsing.

Here is the call graph for this function:

Here is the caller graph for this function:

#### 6.53.4.4 `void jpip::Request::ParseParameter ( istream & stream, const string & param, string & value )` `[virtual]`

Parses one parameter of a CGI HTTP request.

## Parameters

<i>stream</i>	Input stream.
<i>param</i>	String to store the parameter name.
<i>value</i>	String to store the parameter value.

Reimplemented from [http::Request](#).

Here is the call graph for this function:

#### 6.53.4.5 `void jpip::Request::ParseParameters ( istream & stream )` `[virtual]`

Parses the parameters of a CGI HTTP request.

## Parameters

<i>stream</i>	Input stream.
---------------	---------------

Reimplemented from [http::Request](#).

Here is the call graph for this function:

Here is the caller graph for this function:

### 6.53.5 Member Data Documentation

#### 6.53.5.1 `CacheModel jpip::Request::cache_model`

Cache model.

#### 6.53.5.2 `int jpip::Request::length_response`

Maximum response length.

**6.53.5.3 ParametersMask** `jpeg::Request::mask`

Parameters mask.

**6.53.5.4** `int jpeg::Request::max_codestream`

Maximum codestream.

**6.53.5.5** `int jpeg::Request::min_codestream`

Minimum codestream.

**6.53.5.6** `Size jpeg::Request::resolution_size`

Size of the resolution level.

**6.53.5.7 RoundDirection** `jpeg::Request::round_direction`

Round direction.

**6.53.5.8** `Point jpeg::Request::woi_position`

[WOI](#) position.

**6.53.5.9** `Size jpeg::Request::woi_size`

[WOI](#) size.

The documentation for this class was generated from the following files:

- [jpeg/request.h](#)
- [jpeg/request.cc](#)

## 6.54 http::Request Class Reference

Class used to identify a HTTP request (GET or POST).

```
#include <request.h>
```

Inheritance diagram for `http::Request`:

Collaboration diagram for `http::Request`:

### Public Types

- enum [Type](#) { [GET](#), [POST](#), [UNKNOWN](#) }
- [Request](#) type enumeration.

## Public Member Functions

- [Request](#) ([Type](#) type=[Request::GET](#), const string &uri="", const [Protocol](#) &protocol=[Protocol](#)(1, 1))  
*Initializes the request.*
- bool [Parse](#) (const string &line)  
*Parses a request from a string.*
- void [ParseURI](#) (const string &uri)  
*Parses a URI from a string.*
- virtual void [ParseParameters](#) (istream &stream)  
*Parses the parameters from an input stream.*
- virtual void [ParseParameter](#) (istream &stream, const string &param, string &value)  
*Parses one parameter from an input stream.*

## Public Attributes

- [Type](#) type  
*Request type (GET or POST)*
- string [object](#)  
*Object associated to the request.*
- [Protocol](#) protocol  
*Protocol version used.*
- map< string, string > [parameters](#)  
*Map with all the parameters when using the CGI form.*

## Friends

- istream & [operator>>](#) (istream &in, [Request](#) &request)
- ostream & [operator<<](#) (ostream &out, const [Request](#) &request)

### 6.54.1 Detailed Description

Class used to identify a HTTP request (GET or POST).

It is possible to use this class with standard streams.

See also

[Response](#)

### 6.54.2 Member Enumeration Documentation

#### 6.54.2.1 enum [http::Request::Type](#)

[Request](#) type enumeration.

Enumerator

**GET**

**POST**

**UNKNOWN**

### 6.54.3 Constructor & Destructor Documentation

6.54.3.1 `http::Request::Request ( Type type = Request::GET, const string & uri = " / ", const Protocol & protocol = Protocol(1, 1) ) [inline]`

Initializes the request.

## Parameters

<i>type</i>	<a href="#">Request</a> type (GET by default).
<i>uri</i>	<a href="#">Request</a> URI ("/" by default).
<i>protocol</i>	<a href="#">Protocol</a> version (1.1 by default).

## 6.54.4 Member Function Documentation

6.54.4.1 `bool http::Request::Parse ( const string & line )`

Parses a request from a string.

## Parameters

<i>line</i>	String that contains the request to parse.
-------------	--

## Returns

`true` if successful.

Here is the call graph for this function:

Here is the caller graph for this function:

6.54.4.2 `void http::Request::ParseParameter ( istream & stream, const string & param, string & value ) [virtual]`

Parses one parameter from an input stream.

## Parameters

<i>stream</i>	Input stream.
<i>param</i>	Parameter name.
<i>value</i>	Parameter value.

Reimplemented in [jpip::Request](#).

Here is the caller graph for this function:

6.54.4.3 `void http::Request::ParseParameters ( istream & stream ) [virtual]`

Parses the parameters from an input stream.

## Parameters

<i>stream</i>	Input stream.
---------------	---------------

Reimplemented in [jpip::Request](#).

Here is the call graph for this function:

Here is the caller graph for this function:

6.54.4.4 `void http::Request::ParseURI ( const string & uri ) [inline]`

Parses a URI from a string.

## Parameters

<i>uri</i>	String that contains the URI to parse.
------------	--

Here is the caller graph for this function:

## 6.54.5 Friends And Related Function Documentation

6.54.5.1 `ostream& operator<< ( ostream & out, const Request & request )` [[friend](#)]

6.54.5.2 `istream& operator>> ( istream & in, Request & request )` [[friend](#)]

## 6.54.6 Member Data Documentation

6.54.6.1 `string http::Request::object`

Object associated to the request.

6.54.6.2 `map<string, string> http::Request::parameters`

Map with all the parameters when using the CGI form.

6.54.6.3 **Protocol** `http::Request::protocol`

[Protocol](#) version used.

6.54.6.4 **Type** `http::Request::type`

[Request](#) type (GET or POST)

The documentation for this class was generated from the following files:

- [http/request.h](#)
- [http/request.cc](#)

## 6.55 http::Response Class Reference

Class used to identify a HTTP response.

```
#include <response.h>
```

Collaboration diagram for `http::Response`:

### Classes

- class [StatusCodesInitializer](#)  
*Class used for the initializer.*

### Public Member Functions

- [Response](#) (int `code`=200, const [Protocol](#) &`protocol`=[Protocol](#)(1, 1))  
*Initializes the response.*

## Public Attributes

- int [code](#)  
*Status code.*
- [Protocol](#) [protocol](#)  
*[Protocol](#) version.*

## Static Public Attributes

- static map< int, string > [StatusCodes](#)  
*Map with the strings associated to the most commonly used status codes.*

## Static Private Attributes

- static [StatusCodesInitializer](#) [statusCodesInitializer](#)  
*The initializer of the [StatusCodes](#) member.*

## Friends

- ostream & [operator<<](#) (ostream &out, const [Response](#) &response)
- istream & [operator>>](#) (istream &in, [Response](#) &response)

### 6.55.1 Detailed Description

Class used to identify a HTTP response.

It is possible to use this class with standard streams.

See also

[Request](#)

### 6.55.2 Constructor & Destructor Documentation

6.55.2.1 `http::Response::Response ( int code = 200, const Protocol & protocol = Protocol (1, 1) )` `[inline]`

Initializes the response.

Parameters

<i>code</i>	Status code (200 by default).
<i>protocol</i>	<a href="#">Protocol</a> version (1.1 by default).

### 6.55.3 Friends And Related Function Documentation

6.55.3.1 `ostream& operator<< ( ostream & out, const Response & response )` `[friend]`

6.55.3.2 `istream& operator>> ( istream & in, Response & response )` `[friend]`

### 6.55.4 Member Data Documentation

6.55.4.1 `int http::Response::code`

Status code.



6.55.4.2 Protocol `http::Response::protocol`

[Protocol](#) version.

6.55.4.3 `map< int, string > http::Response::StatusCodes` `[static]`

Map with the strings associated to the most commonly used status codes.

In order to use a new user defined status code, it is necessary to include in this map the associated string.

6.55.4.4 `Response::StatusCodesInitializer http::Response::statusCodesInitializer` `[static], [private]`

The initializer of the `StatusCodes` member.

The documentation for this class was generated from the following files:

- [http/response.h](#)
- [http/response.cc](#)

## 6.56 data::Serializer&lt; T &gt; Struct Template Reference

This template class allows to define a "serializer".

```
#include <serialize.h>
```

Collaboration diagram for `data::Serializer< T >`:

## Static Public Member Functions

- static [InputStream](#) & [Load](#) ([InputStream](#) &stream, T &var)
- static [OutputStream](#) & [Save](#) ([OutputStream](#) &stream, T &var)

## 6.56.1 Detailed Description

```
template<typename T>struct data::Serializer< T >
```

This template class allows to define a "serializer".

By default, the basic serializer calls the method `SerializeWith` of the objet to be serialized.

In order to define a serializer of any other specific type, it is required to define a specialization of this template class, and redefine the methods `Load` and `Save`.

See also

[BaseStream](#)

## 6.56.2 Member Function Documentation

6.56.2.1 `template<typename T> static InputStream& data::Serializer< T >::Load ( InputStream & stream, T & var )` `[inline], [static]`

Here is the caller graph for this function:

6.56.2.2 `template<typename T> static OutputStream& data::Serializer< T >::Save ( OutputStream & stream, T & var ) [inline],[static]`

Here is the caller graph for this function:

The documentation for this struct was generated from the following file:

- data/[serialize.h](#)

## 6.57 data::Serializer< bool > Struct Template Reference

[Serializer](#) for the `bool` type.

```
#include <serialize.h>
```

Collaboration diagram for data::Serializer< bool >:

### Static Public Member Functions

- static [InputStream](#) & [Load](#) ([InputStream](#) &*stream*, bool &*var*)
- static [OutputStream](#) & [Save](#) ([OutputStream](#) &*stream*, bool &*var*)

### 6.57.1 Detailed Description

```
template<>struct data::Serializer< bool >
```

[Serializer](#) for the `bool` type.

See also

[Serializer](#)

### 6.57.2 Member Function Documentation

6.57.2.1 `static InputStream& data::Serializer< bool >::Load ( InputStream & stream, bool & var ) [inline],[static]`

Here is the call graph for this function:

6.57.2.2 `static OutputStream& data::Serializer< bool >::Save ( OutputStream & stream, bool & var ) [inline],[static]`

Here is the call graph for this function:

The documentation for this struct was generated from the following file:

- data/[serialize.h](#)

## 6.58 data::Serializer< int > Struct Template Reference

[Serializer](#) for the `int` type.

```
#include <serialize.h>
```

Collaboration diagram for data::Serializer< int >:

## Static Public Member Functions

- static [InputStream](#) & [Load](#) ([InputStream](#) &stream, int &var)
- static [OutputStream](#) & [Save](#) ([OutputStream](#) &stream, int &var)

### 6.58.1 Detailed Description

template<>struct data::Serializer< int >

[Serializer](#) for the `int` type.

See also

[Serializer](#)

### 6.58.2 Member Function Documentation

6.58.2.1 static `InputStream& data::Serializer< int >::Load ( InputStream & stream, int & var )` `[inline]`,  
`[static]`

Here is the call graph for this function:

6.58.2.2 static `OutputStream& data::Serializer< int >::Save ( OutputStream & stream, int & var )` `[inline]`,  
`[static]`

Here is the call graph for this function:

The documentation for this struct was generated from the following file:

- data/[serialize.h](#)

## 6.59 data::Serializer< multimap< string, int > > Struct Template Reference

[Serializer](#) for the `multimap<string,int>` class.

```
#include <serialize.h>
```

Collaboration diagram for data::Serializer< multimap< string, int > >:

## Static Public Member Functions

- static [InputStream](#) & [Load](#) ([InputStream](#) &stream, multimap< string, int > &var)
- static [OutputStream](#) & [Save](#) ([OutputStream](#) &stream, multimap< string, int > &var)

### 6.59.1 Detailed Description

template<>struct data::Serializer< multimap< string, int > >

[Serializer](#) for the `multimap<string,int>` class.

See also

[Serializer](#)

## 6.59.2 Member Function Documentation

6.59.2.1 `static InputStream& data::Serializer< multimap< string, int > >::Load ( InputStream & stream, multimap< string, int > & var )` `[inline]`, `[static]`

Here is the call graph for this function:

6.59.2.2 `static OutputStream& data::Serializer< multimap< string, int > >::Save ( OutputStream & stream, multimap< string, int > & var )` `[inline]`, `[static]`

Here is the call graph for this function:

The documentation for this struct was generated from the following file:

- [data/serialize.h](#)

## 6.60 data::Serializer< string > Struct Template Reference

[Serializer](#) for the `string` class.

```
#include <serialize.h>
```

Collaboration diagram for `data::Serializer< string >`:

### Static Public Member Functions

- static [InputStream](#) & [Load](#) ([InputStream](#) &*stream*, `string` &*var*)
- static [OutputStream](#) & [Save](#) ([OutputStream](#) &*stream*, `string` &*var*)

### 6.60.1 Detailed Description

```
template<>struct data::Serializer< string >
```

[Serializer](#) for the `string` class.

See also

[Serializer](#)

### 6.60.2 Member Function Documentation

6.60.2.1 `static InputStream& data::Serializer< string >::Load ( InputStream & stream, string & var )` `[inline]`, `[static]`

Here is the call graph for this function:

6.60.2.2 `static OutputStream& data::Serializer< string >::Save ( OutputStream & stream, string & var )` `[inline]`, `[static]`

Here is the call graph for this function:

The documentation for this struct was generated from the following file:

- [data/serialize.h](#)

## 6.61 data::Serializer< uint64\_t > Struct Template Reference

[Serializer](#) for the `uint64_t` type.

```
#include <serialize.h>
```

Collaboration diagram for `data::Serializer< uint64_t >`:

### Static Public Member Functions

- static [InputStream](#) & [Load](#) ([InputStream](#) &stream, `uint64_t` &var)
- static [OutputStream](#) & [Save](#) ([OutputStream](#) &stream, `uint64_t` &var)

### 6.61.1 Detailed Description

```
template<>struct data::Serializer< uint64_t >
```

[Serializer](#) for the `uint64_t` type.

See also

[Serializer](#)

### 6.61.2 Member Function Documentation

**6.61.2.1** static `InputStream& data::Serializer< uint64_t >::Load ( InputStream & stream, uint64_t & var )`  
`[inline], [static]`

Here is the call graph for this function:

**6.61.2.2** static `OutputStream& data::Serializer< uint64_t >::Save ( OutputStream & stream, uint64_t & var )`  
`[inline], [static]`

Here is the call graph for this function:

The documentation for this struct was generated from the following file:

- `data/serialize.h`

## 6.62 data::Serializer< vector< T > > Struct Template Reference

[Serializer](#) for the `vector` class.

```
#include <serialize.h>
```

Collaboration diagram for `data::Serializer< vector< T > >`:

### Static Public Member Functions

- static [InputStream](#) & [Load](#) ([InputStream](#) &stream, `vector< T >` &var)
- static [OutputStream](#) & [Save](#) ([OutputStream](#) &stream, `vector< T >` &var)

### 6.62.1 Detailed Description

template<typename T> struct data::Serializer< vector< T > >

[Serializer](#) for the `vector` class.

See also

[Serializer](#)

### 6.62.2 Member Function Documentation

6.62.2.1 template<typename T> static **InputStream& data::Serializer< vector< T > >::Load ( InputStream & stream, vector< T > & var )** [inline],[static]

Here is the call graph for this function:

6.62.2.2 template<typename T> static **OutputStream& data::Serializer< vector< T > >::Save ( OutputStream & stream, vector< T > & var )** [inline],[static]

Here is the call graph for this function:

The documentation for this struct was generated from the following file:

- data/[serialize.h](#)

## 6.63 net::Socket Class Reference

This class has been designed to work with UNIX sockets in an easy and object oriented way.

```
#include <socket.h>
```

Collaboration diagram for net::Socket:

### Public Member Functions

- [Socket](#) ()  
*Initializes the socket id with an invalid value.*
- [Socket](#) (int s)  
*Initializes the socket id with an integer value.*
- [Socket](#) (const [Socket](#) &xs)  
*Copy constructor.*
- [operator int](#) () const  
*This operator allows to work directly with UNIX socket API.*
- bool [IsValid](#) () const
- [Socket](#) & [operator=](#) (int nsid)  
*Copy assignment.*
- bool [OpenInet](#) (int type=SOCK\_STREAM)  
*This method creates a new Internet socket, storing its identifier in the object.*
- bool [OpenUnix](#) (int type=SOCK\_STREAM)  
*This method creates a new UNIX socket, storing its identifier in the object.*
- bool [ListenAt](#) (const [Address](#) &address, int nstack=10)  
*Configures the socket for listening incoming connections.*

- bool [ConnectTo](#) (const [Address](#) &to\_address)  
*Connects the socket to a server.*
- bool [BindTo](#) (const [Address](#) &address)  
*Binds the socket to the specified address.*
- int [Accept](#) ([Address](#) \*from\_address)  
*If it is a server socket, it accepts a new connection.*
- [Socket](#) & [SetBlockingMode](#) (bool state=true)  
*Set the blocking mode of the send/receive operations.*
- bool [IsBlockingMode](#) ()
- int [Receive](#) (void \*buf, int len, bool prevent\_block=false)  
*Receives a number of bytes.*
- int [ReceiveFrom](#) ([Address](#) \*address, void \*buf, int len, bool prevent\_block=false)  
*Receives a number of bytes.*
- int [Send](#) (void \*buf, int len, bool prevent\_block=false)  
*Sends a number of bytes.*
- int [SendTo](#) (const [Address](#) &address, void \*buf, int len, bool prevent\_block=false)  
*Sends a number of bytes to a specific address.*
- bool [SendDescriptor](#) (const [Address](#) &address, int fd, int aux=0)  
*Sends a descriptor through the socket.*
- bool [IsValid](#) ()  
*Returns true if the sockets is valid, that is, if after a polling regarding error status is not successful.*
- int [WaitForInput](#) (int time\_out=-1)  
*Waits until input data is available (POLLIN).*
- int [WaitForOutput](#) (int time\_out=-1)  
*Waits until output data can be sent (POLLOUT).*
- bool [SetNoDelay](#) (int val=1)  
*Configures the parameter TCP\_NODELAY of the socket.*
- bool [ReceiveDescriptor](#) (int \*fd, int \*aux=NULL)  
*Receives a descriptor from a socket.*
- void [Close](#) ()  
*Closes the socket.*
- [~Socket](#) ()  
*The destructor does not closes the socket!.*

## Protected Attributes

- int [sid](#)  
*Socket id.*

### 6.63.1 Detailed Description

This class has been designed to work with UNIX sockets in an easy and object oriented way.

### 6.63.2 Constructor & Destructor Documentation

#### 6.63.2.1 net::Socket::Socket ( ) [inline]

Initializes the socket id with an invalid value.

#### 6.63.2.2 `net::Socket::Socket ( int s ) [inline]`

Initializes the socket id with an integer value.

#### 6.63.2.3 `net::Socket::Socket ( const Socket & xs ) [inline]`

Copy constructor.

#### 6.63.2.4 `net::Socket::~~Socket ( ) [inline]`

The destructor does not closes the socket!.

### 6.63.3 Member Function Documentation

#### 6.63.3.1 `int net::Socket::Accept ( Address * from_address ) [inline]`

If it is a server socket, it accepts a new connection.

##### Parameters

<i>from_address</i>	Pointer to store the client address.
---------------------	--------------------------------------

##### Returns

The integer identifier (file descriptor) of the new socket.

Here is the call graph for this function:

Here is the caller graph for this function:

#### 6.63.3.2 `bool net::Socket::BindTo ( const Address & address ) [inline]`

Binds the socket to the specified address.

##### Parameters

<i>address</i>	<a href="#">Address</a> to bind.
----------------	----------------------------------

##### Returns

`true` if successful.

Here is the call graph for this function:

Here is the caller graph for this function:

#### 6.63.3.3 `void net::Socket::Close ( ) [inline]`

Closes the socket.

Here is the caller graph for this function:

#### 6.63.3.4 `bool net::Socket::ConnectTo ( const Address & to_address ) [inline]`

Connects the socket to a server.



## Parameters

<i>to_address</i>	<a href="#">Address</a> to connect.
-------------------	-------------------------------------

## Returns

`true` if successful.

Here is the call graph for this function:

#### 6.63.3.5 `bool net::Socket::IsBlockingMode ( )`

## Returns

The blocking mode of the send/receive operations.

#### 6.63.3.6 `bool net::Socket::IsValid ( ) const` `[inline]`

## Returns

`true` if the identifier has a valid value.

Here is the caller graph for this function:

#### 6.63.3.7 `bool net::Socket::IsValid ( )`

Returns `true` if the sockets is valid, that is, if after a polling regarding error status is not successful.

#### 6.63.3.8 `bool net::Socket::ListenAt ( const Address & address, int nstack = 10 )` `[inline]`

Configures the socket for listening incoming connections.

## Parameters

<i>address</i>	<a href="#">Address</a> used to listen.
<i>nstack</i>	Maximum number of clients in listening stack.

## Returns

`true` if successful.

Here is the call graph for this function:

Here is the caller graph for this function:

#### 6.63.3.9 `bool net::Socket::OpenInet ( int type = SOCK_STREAM )` `[inline]`

This method creates a new Internet socket, storing its identifier in the object.

## Parameters

<i>type</i>	<a href="#">Socket</a> type, <code>SOCK_STREAM</code> by default.
-------------	---

## Returns

`true` if successful.

Here is the caller graph for this function:

6.63.3.10 `bool net::Socket::OpenUnix ( int type = SOCK_STREAM ) [inline]`

This method creates a new UNIX socket, storing its identifier in the object.

## Parameters

<i>type</i>	<a href="#">Socket</a> type, SOCK_STREAM by default.
-------------	--

## Returns

true if successful.

Here is the caller graph for this function:

**6.63.3.11** `net::Socket::operator int ( ) const` `[inline]`

This operator allows to work directly with UNIX socket API.

**6.63.3.12** `Socket& net::Socket::operator= ( int nsid )` `[inline]`

Copy assignment.

**6.63.3.13** `int net::Socket::Receive ( void * buf, int len, bool prevent_block = false )`

Receives a number of bytes.

This methods allows to prevent blocking, without having into account the default blocking mode established.

## Parameters

<i>buf</i>	Buffer where to store the received bytes.
<i>len</i>	Length of the buffer.
<i>prevent_block</i>	true if blocking will be prevented.

## Returns

The number of received bytes.

Here is the caller graph for this function:

**6.63.3.14** `bool net::Socket::ReceiveDescriptor ( int * fd, int * aux = NULL )`

Receives a descriptor from a socket.

## Parameters

<i>fd</i>	Variable to store the received descriptor.
<i>aux</i>	Auxiliary information received attached.

## Returns

true if successful.

Here is the caller graph for this function:

**6.63.3.15** `int net::Socket::ReceiveFrom ( Address * address, void * buf, int len, bool prevent_block = false )`

Receives a number of bytes.

This methods allows to prevent blocking, without having into account the default blocking mode established.

## Parameters

<i>address</i>	Pointer to store the from address.
<i>buf</i>	Buffer where to store the received bytes.
<i>len</i>	Length of the buffer.
<i>prevent_block</i>	true if blocking will be prevented.

## Returns

The number of received bytes.

Here is the call graph for this function:

**6.63.3.16** `int net::Socket::Send ( void * buf, int len, bool prevent_block = false )`

Sends a number of bytes.

This methods allows to prevent blocking, without having into account the default blocking mode established.

## Parameters

<i>buf</i>	Buffer with the bytes to sent.
<i>len</i>	Number of bytes to sent.
<i>prevent_block</i>	true if blocking will be prevented.

## Returns

The number of sent bytes.

Here is the caller graph for this function:

**6.63.3.17** `bool net::Socket::SendDescriptor ( const Address & address, int fd, int aux = 0 )`

Sends a descriptor through the socket.

## Parameters

<i>address</i>	<a href="#">Address</a> of the socket to send the descriptor.
<i>fd</i>	File descriptor.
<i>aux</i>	Auxiliary information to send attached.

## Returns

true if successful.

Here is the call graph for this function:

Here is the caller graph for this function:

**6.63.3.18** `int net::Socket::SendTo ( const Address & address, void * buf, int len, bool prevent_block = false )`

Sends a number of bytes to a specific address.

This methods allows to prevent blocking, without having into account the default blocking mode established.

## Parameters

<i>address</i>	<a href="#">Address</a> to send the bytes.
<i>buf</i>	Buffer with the bytes to sent.
<i>len</i>	Number of bytes to sent.
<i>prevent_block</i>	true if blocking will be prevented.

## Returns

The number of sent bytes.

Here is the call graph for this function:

Here is the caller graph for this function:

**6.63.3.19 Socket & net::Socket::SetBlockingMode ( bool *state* = true )**

Set the blocking mode of the send/receive operations.

By default, this mode is true.

## Parameters

<i>state</i>	Blocking mode state to set.
--------------	-----------------------------

## Returns

A reference of the same object.

**6.63.3.20 bool net::Socket::SetNoDelay ( int *val* = 1 ) [inline]**

Configures the parameter `TCP_NODELAY` of the socket.

## Parameters

<i>val</i>	New value for the parameter (1 by default).
------------	---

## Returns

true if successful.

**6.63.3.21 int net::Socket::WaitForInput ( int *time\_out* = -1 )**

Waits until input data is available (`POLLIN`).

## Parameters

<i>time_out</i>	Time out (infinite by default).
-----------------	---------------------------------

## Returns

The value returned by the `poll` function.

**6.63.3.22 int net::Socket::WaitForOutput ( int *time\_out* = -1 )**

Waits until output data can be sent (`POLLOUT`).

## Parameters

<i>time_out</i>	Time out (infinite by default).
-----------------	---------------------------------

## Returns

The value returned by the `poll` function.

## 6.63.4 Member Data Documentation

### 6.63.4.1 `int net::Socket::sid` [protected]

[Socket](#) id.

The documentation for this class was generated from the following files:

- [net/socket.h](#)
- [net/socket.cc](#)

## 6.64 `net::SocketBuffer` Class Reference

Class derived from the STL `std::streambuf` to allow streaming with sockets.

```
#include <socket_stream.h>
```

Inheritance diagram for `net::SocketBuffer`:

Collaboration diagram for `net::SocketBuffer`:

### Public Types

- enum { [INPUT\\_BUFFER\\_LENGTH](#) = 500, [OUTPUT\\_BUFFER\\_LENGTH](#) = 500 }

### Public Member Functions

- [SocketBuffer](#) (int sid, int [in\\_len](#)=[INPUT\\_BUFFER\\_LENGTH](#), int [out\\_len](#)=[OUTPUT\\_BUFFER\\_LENGTH](#))
- virtual int [sync](#) ()
- virtual int\_type [underflow](#) ()
- virtual int\_type [overflow](#) (int\_type c=EOF)
- int [GetReadBytes](#) () const
- [Socket](#) \* [GetSocket](#) ()
- virtual [~SocketBuffer](#) ()

### Protected Attributes

- int [sum](#)
- int [in\\_len](#)
- int [out\\_len](#)
- char \* [in\\_buf](#)
- char \* [out\\_buf](#)
- [Socket](#) [socket](#)

### 6.64.1 Detailed Description

Class derived from the STL `std::streambuf` to allow streaming with sockets.

See the documentation related to this STL base class to understand the behaviour of the class [SocketBuffer](#).

See also

`std::streambuf`  
[Socket](#)

### 6.64.2 Member Enumeration Documentation

#### 6.64.2.1 anonymous enum

Enumerator

***INPUT\_BUFFER\_LENGTH***  
***OUTPUT\_BUFFER\_LENGTH***

### 6.64.3 Constructor & Destructor Documentation

6.64.3.1 `net::SocketBuffer::SocketBuffer ( int sid, int in_len = INPUT_BUFFER_LENGTH, int out_len = OUTPUT_BUFFER_LENGTH ) [inline]`

6.64.3.2 `virtual net::SocketBuffer::~~SocketBuffer ( ) [inline],[virtual]`

### 6.64.4 Member Function Documentation

6.64.4.1 `int net::SocketBuffer::GetReadBytes ( ) const [inline]`

6.64.4.2 `Socket* net::SocketBuffer::GetSocket ( ) [inline]`

6.64.4.3 `virtual int_type net::SocketBuffer::overflow ( int_type c = EOF ) [inline],[virtual]`

Here is the call graph for this function:

6.64.4.4 `virtual int net::SocketBuffer::sync ( ) [inline],[virtual]`

Here is the call graph for this function:

Here is the caller graph for this function:

6.64.4.5 `virtual int_type net::SocketBuffer::underflow ( ) [inline],[virtual]`

Here is the call graph for this function:

### 6.64.5 Member Data Documentation

6.64.5.1 `char* net::SocketBuffer::in_buf [protected]`

6.64.5.2 `int net::SocketBuffer::in_len [protected]`

6.64.5.3 `char* net::SocketBuffer::out_buf [protected]`

6.64.5.4 `int net::SocketBuffer::out_len` [protected]

6.64.5.5 `Socket net::SocketBuffer::socket` [protected]

6.64.5.6 `int net::SocketBuffer::sum` [protected]

The documentation for this class was generated from the following file:

- [net/socket\\_stream.h](#)

## 6.65 net::SocketStream Class Reference

Class derived from `std::iostream` and [SocketBuffer](#) that represents a socket stream.

```
#include <socket_stream.h>
```

Inheritance diagram for `net::SocketStream`:

Collaboration diagram for `net::SocketStream`:

### Public Member Functions

- [SocketStream](#) (int sid, int in\_len=INPUT\_BUFFER\_LENGTH, int out\_len=OUTPUT\_BUFFER\_LENGTH)
- [Socket \\* operator->](#) ()
- virtual [~SocketStream](#) ()

### Additional Inherited Members

#### 6.65.1 Detailed Description

Class derived from `std::iostream` and [SocketBuffer](#) that represents a socket stream.

See also

`std::iostream`  
[SocketBuffer](#)

#### 6.65.2 Constructor & Destructor Documentation

6.65.2.1 `net::SocketStream::SocketStream ( int sid, int in_len = INPUT_BUFFER_LENGTH, int out_len = OUTPUT_BUFFER_LENGTH )` [inline]

6.65.2.2 `virtual net::SocketStream::~~SocketStream ( )` [inline], [virtual]

#### 6.65.3 Member Function Documentation

6.65.3.1 `Socket* net::SocketStream::operator-> ( )` [inline]

The documentation for this class was generated from the following file:

- [net/socket\\_stream.h](#)



## 6.66 `http::Response::StatusCodesInitializer` Class Reference

Class used for the initializer.

Collaboration diagram for `http::Response::StatusCodesInitializer`:

### Public Member Functions

- [StatusCodesInitializer](#) ()

#### 6.66.1 Detailed Description

Class used for the initializer.

#### 6.66.2 Constructor & Destructor Documentation

##### 6.66.2.1 `http::Response::StatusCodesInitializer::StatusCodesInitializer` ( )

The documentation for this class was generated from the following files:

- [http/response.h](#)
- [http/response.cc](#)

## 6.67 `TraceSystem` Class Reference

Wrapper used by the application to handle the log/trace messages by means of the log4cpp library.

```
#include <trace.h>
```

Collaboration diagram for `TraceSystem`:

### Static Public Member Functions

- static bool [AppendToFile](#) (const char \*name)
- static bool [AppendToFile](#) (const std::string &name)
- static log4cpp::CategoryStream [logStream](#) ()
- static log4cpp::CategoryStream [errorStream](#) ()
- static log4cpp::CategoryStream [traceStream](#) ()

### Private Member Functions

- [TraceSystem](#) ()
- virtual [~TraceSystem](#) ()
- bool [AppendToFile\\_](#) (const char \*name)

### Private Attributes

- log4cpp::Category \* [category](#)
- log4cpp::Appender \* [appender](#)
- log4cpp::PatternLayout \* [layout](#)
- log4cpp::Appender \* [file\\_appender](#)
- log4cpp::PatternLayout \* [file\\_layout](#)

## Static Private Attributes

- static [TraceSystem](#) `traceSystem`

### 6.67.1 Detailed Description

Wrapper used by the application to handle the log/trace messages by means of the log4cpp library.

### 6.67.2 Constructor & Destructor Documentation

6.67.2.1 `TraceSystem::TraceSystem ( )` `[private]`

6.67.2.2 `TraceSystem::~~TraceSystem ( )` `[private], [virtual]`

### 6.67.3 Member Function Documentation

6.67.3.1 `static bool TraceSystem::AppendToFile ( const char * name )` `[inline], [static]`

Here is the call graph for this function:

Here is the caller graph for this function:

6.67.3.2 `static bool TraceSystem::AppendToFile ( const std::string & name )` `[inline], [static]`

Here is the call graph for this function:

6.67.3.3 `bool TraceSystem::AppendToFile_ ( const char * name )` `[private]`

Here is the caller graph for this function:

6.67.3.4 `static log4cpp::CategoryStream TraceSystem::errorStream ( )` `[inline], [static]`

6.67.3.5 `static log4cpp::CategoryStream TraceSystem::logStream ( )` `[inline], [static]`

6.67.3.6 `static log4cpp::CategoryStream TraceSystem::traceStream ( )` `[inline], [static]`

### 6.67.4 Member Data Documentation

6.67.4.1 `log4cpp::Appender* TraceSystem::appender` `[private]`

6.67.4.2 `log4cpp::Category* TraceSystem::category` `[private]`

6.67.4.3 `log4cpp::Appender* TraceSystem::file_appender` `[private]`

6.67.4.4 `log4cpp::PatternLayout* TraceSystem::file_layout` `[private]`

6.67.4.5 `log4cpp::PatternLayout* TraceSystem::layout` `[private]`

6.67.4.6 `TraceSystem TraceSystem::traceSystem` `[static], [private]`

The documentation for this class was generated from the following files:

- [trace.h](#)
- [trace.cc](#)

## 6.68 ui Struct Reference

Collaboration diagram for ui:

### Static Public Member Functions

- `template<typename T >`  
`static void read (T &v, T mn, T mx)`

### 6.68.1 Member Function Documentation

6.68.1.1 `template<typename T > static void ui::read ( T & v, T mn, T mx ) [inline], [static]`

Here is the caller graph for this function:

The documentation for this struct was generated from the following file:

- [packet\\_information.cc](#)

## 6.69 net::UnixAddress Class Reference

Class to identify and handle an UNIX address.

```
#include <address.h>
```

Inheritance diagram for net::UnixAddress:

Collaboration diagram for net::UnixAddress:

### Public Member Functions

- `UnixAddress ()`  
*Initializes the address to zero.*
- `UnixAddress (const UnixAddress &address)`  
*Copy constructor.*
- `UnixAddress (const char *path)`  
*Initializes the address with given path.*
- `UnixAddress & operator= (const UnixAddress &address)`  
*Copy assignment.*
- `UnixAddress & Reset ()`  
*Removes the file associated to the UNIX address.*
- `virtual sockaddr * GetSockAddr () const`  
*Overloaded from the base class to use the internal address structure.*
- `virtual int GetSize () const`  
*Overloaded from the base class to use the internal address structure.*
- `string GetPath () const`  
*Returns the address path.*

### Private Attributes

- `sockaddr_un sock_addr`  
*Internal address structure.*

### 6.69.1 Detailed Description

Class to identify and handle an UNIX address.

The used internal address structure is `sockaddr_un`.

See also

[Address](#)

### 6.69.2 Constructor & Destructor Documentation

6.69.2.1 `net::UnixAddress::UnixAddress ( ) [inline]`

Initializes the address to zero.

6.69.2.2 `net::UnixAddress::UnixAddress ( const UnixAddress & address ) [inline]`

Copy constructor.

6.69.2.3 `net::UnixAddress::UnixAddress ( const char * path ) [inline]`

Initializes the address with given path.

Parameters

<i>path</i>	<a href="#">Address</a> path.
-------------	-------------------------------

### 6.69.3 Member Function Documentation

6.69.3.1 `string net::UnixAddress::GetPath ( ) const [inline]`

Returns the address path.

6.69.3.2 `virtual int net::UnixAddress::GetSize ( ) const [inline],[virtual]`

Overloaded from the base class to use the internal address structure.

Implements [net::Address](#).

6.69.3.3 `virtual sockaddr* net::UnixAddress::GetSockAddr ( ) const [inline],[virtual]`

Overloaded from the base class to use the internal address structure.

Implements [net::Address](#).

6.69.3.4 `UnixAddress& net::UnixAddress::operator= ( const UnixAddress & address ) [inline]`

Copy assignment.

6.69.3.5 `UnixAddress& net::UnixAddress::Reset ( ) [inline]`

Removes the file associated to the UNIX address.

Here is the caller graph for this function:

## 6.69.4 Member Data Documentation

### 6.69.4.1 sockaddr\_un net::UnixAddress::sock\_addr [private]

Internal address structure.

The documentation for this class was generated from the following file:

- [net/address.h](#)

## 6.70 data::UnlockedAccess Struct Reference

Struct for wrapping the basic `FILE` unlocked functions for reading and writing defined in `stdio_exts.h`.

```
#include <file.h>
```

Collaboration diagram for data::UnlockedAccess:

### Static Public Member Functions

- static void [configure](#) (`FILE *file_ptr`)
- static `size_t` [fwrite](#) (`const void *ptr`, `size_t size`, `size_t count`, `FILE *file_ptr`)
- static `size_t` [fread](#) (`void *ptr`, `size_t size`, `size_t count`, `FILE *file_ptr`)
- static `int` [fgetc](#) (`FILE *file_ptr`)
- static `int` [fputc](#) (`int c`, `FILE *file_ptr`)

### 6.70.1 Detailed Description

Struct for wrapping the basic `FILE` unlocked functions for reading and writing defined in `stdio_exts.h`.

See also

[File](#)

### 6.70.2 Member Function Documentation

6.70.2.1 static void data::UnlockedAccess::configure ( `FILE * file_ptr` ) [inline],[static]

6.70.2.2 static int data::UnlockedAccess::fgetc ( `FILE * file_ptr` ) [inline],[static]

6.70.2.3 static int data::UnlockedAccess::fputc ( `int c`, `FILE * file_ptr` ) [inline],[static]

6.70.2.4 static `size_t` data::UnlockedAccess::fread ( `void * ptr`, `size_t size`, `size_t count`, `FILE * file_ptr` ) [inline],[static]

6.70.2.5 static `size_t` data::UnlockedAccess::fwrite ( `const void * ptr`, `size_t size`, `size_t count`, `FILE * file_ptr` ) [inline],[static]

The documentation for this struct was generated from the following file:

- [data/file.h](#)

## 6.71 data::vint\_vector Class Reference

This class has been implemented with the same philosophy that the class STL vector, but specifically designed to store integers with a length in bytes that can be not multiple from 2 (e.g.

```
#include <vint_vector.h>
```

Collaboration diagram for data::vint\_vector:

### Public Member Functions

- [vint\\_vector](#) ()  
*Initializes the vector to store 64-bit integers.*
- [vint\\_vector](#) (int [num\\_bytes](#))  
*Initializes the vector to store integers with the number of bytes given as parameter.*
- [vint\\_vector](#) (const [vint\\_vector](#) &v)  
*Copy constructor.*
- const [vint\\_vector](#) & [operator=](#) (const [vint\\_vector](#) &v)  
*Copy assignment.*
- void [set\\_num\\_bytes](#) (int [num\\_bytes](#))  
*Changes the number of bytes of the integer values.*
- int [num\\_bytes](#) () const  
*Returns the number of bytes used.*
- int [data\\_bytes](#) () const  
*Returns the current number of bytes stored.*
- uint64\_t [operator\[\]](#) (int index) const  
*Operator overloading for indexing the integer values.*
- void [push\\_back](#) (uint64\_t value)  
*Adds a new item to the end of the vector.*
- void [clear](#) ()  
*Clears the content.*
- int [size](#) () const  
*Returns the size of the vector, in number of items.*
- uint64\_t & [back](#) ()  
*Return the reference of the last item of the vector.*
- virtual [~vint\\_vector](#) ()

### Private Attributes

- uint64\_t [mask](#)  
*Mask used for accessing the data.*
- int8\_t [num\\_bytes\\_](#)  
*Number of bytes used for the integers.*
- vector< uint8\_t > [data](#)

#### 6.71.1 Detailed Description

This class has been implemented with the same philosophy that the class STL vector, but specifically designed to store integers with a length in bytes that can be not multiple from 2 (e.g.

integers of 3 bytes). This class internally handles a vector of 1-byte integers.

See also

[vector](#)

## 6.71.2 Constructor & Destructor Documentation

### 6.71.2.1 data::vint\_vector::vint\_vector ( ) [inline]

Initializes the vector to store 64-bit integers.

### 6.71.2.2 data::vint\_vector::vint\_vector ( int *num\_bytes* ) [inline]

Initializes the vector to store integers with the number of bytes given as parameter.

Parameters

<i>num_bytes</i>	Number of bytes of each integer.
------------------	----------------------------------

### 6.71.2.3 data::vint\_vector::vint\_vector ( const vint\_vector & v ) [inline]

Copy constructor.

### 6.71.2.4 virtual data::vint\_vector::~vint\_vector ( ) [inline],[virtual]

## 6.71.3 Member Function Documentation

### 6.71.3.1 uint64\_t& data::vint\_vector::back ( ) [inline]

Return the reference of the last item of the vector.

Here is the caller graph for this function:

### 6.71.3.2 void data::vint\_vector::clear ( ) [inline]

Clears the content.

Here is the caller graph for this function:

### 6.71.3.3 int data::vint\_vector::data\_bytes ( ) const [inline]

Returns the current number of bytes stored.

### 6.71.3.4 int data::vint\_vector::num\_bytes ( ) const [inline]

Returns the number of bytes used.

### 6.71.3.5 const vint\_vector& data::vint\_vector::operator= ( const vint\_vector & v ) [inline]

Copy assignment.

### 6.71.3.6 uint64\_t data::vint\_vector::operator[] ( int *index* ) const [inline]

Operator overloading for indexing the integer values.

## Parameters

<i>index</i>	Index of the item to return.
--------------	------------------------------

## Returns

Value of the item, always as a `uint64_t`.

**6.71.3.7** `void data::vint_vector::push_back ( uint64_t value ) [inline]`

Adds a new item to the end of the vector.

## Parameters

<i>value</i>	Value to add to the vector.
--------------	-----------------------------

Here is the caller graph for this function:

**6.71.3.8** `void data::vint_vector::set_num_bytes ( int num_bytes ) [inline]`

Changes the number of bytes of the integer values.

All the current content is removed.

## Parameters

<i>num_bytes</i>	New number of bytes to use.
------------------	-----------------------------

Here is the caller graph for this function:

**6.71.3.9** `int data::vint_vector::size ( ) const [inline]`

Returns the size of the vector, in number of items.

Here is the caller graph for this function:

## 6.71.4 Member Data Documentation

**6.71.4.1** `vector<uint8_t> data::vint_vector::data [private]`

**6.71.4.2** `uint64_t data::vint_vector::mask [private]`

Mask used for accessing the data.

**6.71.4.3** `int8_t data::vint_vector::num_bytes_ [private]`

Number of bytes used for the integers.

The documentation for this class was generated from the following file:

- [data/vint\\_vector.h](#)

## 6.72 jpip::WOI Class Reference

Class that identifies a [WOI](#) (Window Of Interest).

```
#include <woi.h>
```

Collaboration diagram for `jpip::WOI`:



## Public Member Functions

- [WOI](#) ()  
*Initializes the resolution level to zero.*
- [WOI](#) (const [Point](#) &position, const [Size](#) &size, int resolution)  
*Initializes the object.*
- [WOI](#) (const [WOI](#) &woi)  
*Copy constructor.*
- [WOI](#) & operator= (const [WOI](#) &woi)  
*Copy assignment.*
- virtual ~[WOI](#) ()

## Public Attributes

- [Size](#) size  
*Size of the [WOI](#) (width and height)*
- [Point](#) position  
*Position of the upper-left corner of the [WOI](#).*
- int resolution  
*Resolution level where the [WOI](#) is located (0 == the highest)*

## Friends

- bool operator== (const [WOI](#) &a, const [WOI](#) &b)  
*Returns `true` if the two given [WOIs](#) are equal.*
- bool operator!= (const [WOI](#) &a, const [WOI](#) &b)  
*Returns `true` if the two given [WOIs](#) are not equal.*
- ostream & operator<< (ostream &out, const [WOI](#) &woi)

### 6.72.1 Detailed Description

Class that identifies a [WOI](#) (Window Of Interest).

This term refers, from the point of view of the JPIP protocol, to a rectangular region of an image, for a resolution level. This class can be printed.

See also

[Point](#)

### 6.72.2 Constructor & Destructor Documentation

#### 6.72.2.1 `jpip::WOI::WOI ( )` `[inline]`

Initializes the resolution level to zero.

#### 6.72.2.2 `jpip::WOI::WOI ( const Point & position, const Size & size, int resolution )` `[inline]`

Initializes the object.

## Parameters

<i>position</i>	Position of the <a href="#">WOI</a> .
<i>size</i>	Size of the <a href="#">WOI</a> .
<i>resolution</i>	Resolution level of the <a href="#">WOI</a> .

6.72.2.3 `jpeg::WOI::WOI ( const WOI & woi ) [inline]`

Copy constructor.

6.72.2.4 `virtual jpeg::WOI::~~WOI ( ) [inline],[virtual]`

### 6.72.3 Member Function Documentation

6.72.3.1 `WOI& jpeg::WOI::operator= ( const WOI & woi ) [inline]`

Copy assignment.

### 6.72.4 Friends And Related Function Documentation

6.72.4.1 `bool operator!= ( const WOI & a, const WOI & b ) [friend]`

Returns `true` if the two given WOIs are not equal.

6.72.4.2 `ostream& operator<< ( ostream & out, const WOI & woi ) [friend]`

6.72.4.3 `bool operator== ( const WOI & a, const WOI & b ) [friend]`

Returns `true` if the two given WOIs are equal.

### 6.72.5 Member Data Documentation

6.72.5.1 `Point jpeg::WOI::position`

Position of the upper-left corner of the [WOI](#).

6.72.5.2 `int jpeg::WOI::resolution`

Resolution level where the [WOI](#) is located (0 == the highest)

6.72.5.3 `Size jpeg::WOI::size`

Size of the [WOI](#) (width and height)

The documentation for this class was generated from the following file:

- [jpeg/woi.h](#)

## 6.73 jpip::WOIComposer Class Reference

By means of this class it is possible to find out the which packets of an image are associated to a [WOI](#).

```
#include <woi_composer.h>
```

Collaboration diagram for jpip::WOIComposer:

### Public Member Functions

- [WOIComposer](#) ()  
*Initializes the object.*
- [WOIComposer](#) (const [WOIComposer](#) &composer)  
*Copy constructor.*
- [WOIComposer](#) ([CodingParameters::Ptr](#) coding\_parameters)  
*Initializes the object.*
- void [Reset](#) (const [WOI](#) &woi, [CodingParameters::Ptr](#) coding\_parameters)  
*Resets the packets navigation and starts a new one.*
- [WOIComposer](#) & [operator=](#) (const [WOIComposer](#) &composer)  
*Copy assignment.*
- [Packet](#) [GetCurrentPacket](#) () const  
*Returns the current packet.*
- bool [GetNextPacket](#) ([Packet](#) \*packet=NULL)  
*Moves to the next packet of the [WOI](#).*
- virtual [~WOIComposer](#) ()

### Private Attributes

- [Point](#) pxy1  
*Upper-left corner of the [WOI](#).*
- [Point](#) pxy2  
*Bottom-right corner of the [WOI](#).*
- bool [more\\_packets](#)  
*Flag to control the last packet.*
- int [max\\_resolution](#)  
*Maximum resolution.*
- [Size](#) [min\\_precinct\\_xy](#)  
*Minimum precinct.*
- [Size](#) [max\\_precinct\\_xy](#)  
*Maximum precinct.*
- [Packet](#) [current\\_packet](#)  
*Current packet.*
- [CodingParameters::Ptr](#) coding\_parameters  
*Pointer to the associated coding parameters.*

#### 6.73.1 Detailed Description

By means of this class it is possible to find out the which packets of an image are associated to a [WOI](#).

Given a [WOI](#) and the coding parameters of an image, the code of this class allows to navigate, following the LRCP order, through all the associated packets.

See also

[WOI](#)

CodingParameters

## 6.73.2 Constructor & Destructor Documentation

### 6.73.2.1 `jpeg::WOIComposer::WOIComposer ( )` [inline]

Initializes the object.

No packets are available.

### 6.73.2.2 `jpeg::WOIComposer::WOIComposer ( const WOIComposer & composer )` [inline]

Copy constructor.

### 6.73.2.3 `jpeg::WOIComposer::WOIComposer ( CodingParameters::Ptr coding_parameters )` [inline]

Initializes the object.

No packets are available.

Parameters

<code>coding_↔ parameters</code>	Pointer to the coding parameters.
--------------------------------------	-----------------------------------

### 6.73.2.4 `virtual jpeg::WOIComposer::~~WOIComposer ( )` [inline],[virtual]

## 6.73.3 Member Function Documentation

### 6.73.3.1 `Packet jpeg::WOIComposer::GetCurrentPacket ( ) const` [inline]

Returns the current packet.

Here is the caller graph for this function:

### 6.73.3.2 `bool jpeg::WOIComposer::GetNextPacket ( Packet * packet = NULL )` [inline]

Moves to the next packet of the [WOI](#).

Parameters

<code>packet</code>	Pointer to store the current packet (not the next one).
---------------------	---

Returns

`true` if successful.

Here is the caller graph for this function:

### 6.73.3.3 `WOIComposer& jpeg::WOIComposer::operator= ( const WOIComposer & composer )` [inline]

Copy assignment.

6.73.3.4 `void jpip::WOIComposer::Reset ( const WOI & woi, CodingParameters::Ptr coding_parameters ) [inline]`

Resets the packets navigation and starts a new one.

Sets the current packet to the first packet of the [WOI](#), assuming a LRCP order.

Parameters

<i>woi</i>	New <a href="#">WOI</a> to use.
<i>coding_↔ parameters</i>	Coding parameters to use.

Here is the caller graph for this function:

## 6.73.4 Member Data Documentation

6.73.4.1 `CodingParameters::Ptr jpip::WOIComposer::coding_parameters [private]`

Pointer to the associated coding parameters.

6.73.4.2 `Packet jpip::WOIComposer::current_packet [private]`

Current packet.

6.73.4.3 `Size jpip::WOIComposer::max_precinct_xy [private]`

Maximum precinct.

6.73.4.4 `int jpip::WOIComposer::max_resolution [private]`

Maximum resolution.

6.73.4.5 `Size jpip::WOIComposer::min_precinct_xy [private]`

Minimum precinct.

6.73.4.6 `bool jpip::WOIComposer::more_packets [private]`

Flag to control the last packet.

6.73.4.7 `Point jpip::WOIComposer::pxy1 [private]`

Upper-left corner of the [WOI](#).

6.73.4.8 `Point jpip::WOIComposer::pxy2 [private]`

Bottom-right corner of the [WOI](#).

The documentation for this class was generated from the following file:

- [jpip/woi\\_composer.h](#)



## Chapter 7

# File Documentation

### 7.1 app\_config.cc File Reference

```
#include <libconfig.h++>
#include "app_config.h"
Include dependency graph for app_config.cc:
```

### 7.2 app\_config.h File Reference

```
#include <string>
#include <iostream>
Include dependency graph for app_config.h: This graph shows which files directly or indirectly include this file:
```

#### Classes

- class [AppConfig](#)  
*Contains the configuration parameters of the application.*

### 7.3 app\_info.cc File Reference

```
#include <sys/types.h>
#include <sys/ipc.h>
#include <sys/shm.h>
#include <stdio.h>
#include <sys/file.h>
#include <sys/stat.h>
#include <fcntl.h>
#include <unistd.h>
#include <iostream>
#include <string>
#include <sstream>
#include <fstream>
#include <sys/sysctl.h>
#include "app_info.h"
Include dependency graph for app_info.cc:
```

## Macros

- `#define LOCK_FILE "/tmp/esa_jpip_server.lock"`

### 7.3.1 Macro Definition Documentation

#### 7.3.1.1 `#define LOCK_FILE "/tmp/esa_jpip_server.lock"`

## 7.4 `app_info.h` File Reference

```
#include <assert.h>
#include <iostream>
#include <iomanip>
#include <proc/readproc.h>
```

Include dependency graph for `app_info.h`: This graph shows which files directly or indirectly include this file:

## Classes

- class [AppInfo](#)  
*Contains the run-time information of the application.*
- struct [AppInfo::Data](#)  
*Contains the data block that is maintained in shared memory.*

## 7.5 `args_parser.cc` File Reference

```
#include <string>
#include <iomanip>
#include <iostream>
#include <signal.h>
#include <stdlib.h>
#include <unistd.h>
#include <sys/stat.h>
#include <sys/wait.h>
#include <dirent.h>
#include "trace.h"
#include "args_parser.h"
Include dependency graph for args_parser.cc:
```

## 7.6 `args_parser.h` File Reference

```
#include "app_info.h"
#include "app_config.h"
Include dependency graph for args_parser.h: This graph shows which files directly or indirectly include this file:
```

## Classes

- class [ArgsParser](#)  
*Class that allows to parse and handle the application command line parameters.*



## 7.7 base.cc File Reference

```
#include "base.h"
```

Include dependency graph for base.cc:

## 7.8 base.h File Reference

```
#include <map>
```

```
#include <vector>
```

```
#include <sstream>
```

Include dependency graph for base.h: This graph shows which files directly or indirectly include this file:

### Classes

- struct [base](#)

*Contains a set of useful static methods used by the application.*

## 7.9 client\_info.cc File Reference

```
#include "client_info.h"
```

Include dependency graph for client\_info.cc:

## 7.10 client\_info.h File Reference

```
#include <time.h>
```

Include dependency graph for client\_info.h: This graph shows which files directly or indirectly include this file:

### Classes

- class [ClientInfo](#)

*Contains information of a connected client.*

## 7.11 client\_manager.cc File Reference

```
#include "trace.h"
```

```
#include "client_manager.h"
```

```
#include "jpip/jpip.h"
```

```
#include "jpip/request.h"
```

```
#include "jpip/databin_server.h"
```

```
#include "http/header.h"
```

```
#include "http/response.h"
```

```
#include "net/socket_stream.h"
```

```
#include "jpeg2000/index_manager.h"
```

Include dependency graph for client\_manager.cc:

## 7.12 client\_manager.h File Reference

```
#include "app_info.h"
#include "app_config.h"
#include "client_info.h"
#include "jpeg2000/index_manager.h"
```

Include dependency graph for client\_manager.h: This graph shows which files directly or indirectly include this file:

### Classes

- class [ClientManager](#)

*Handles a client connection with a dedicated thread.*

## 7.13 data/data.h File Reference

### Namespaces

- [data](#)

*Contains a set of classes to easy the handling of data and files, as well as the serialization.*

## 7.14 data/file.cc File Reference

```
#include "file.h"
```

Include dependency graph for file.cc:

## 7.15 data/file.h File Reference

```
#include <stdio.h>
#include <assert.h>
#include <stdint.h>
#include <sys/types.h>
#include <sys/stat.h>
#include <unistd.h>
#include <string>
#include <stdio_ext.h>
#include "trl_compat.h"
```

Include dependency graph for file.h: This graph shows which files directly or indirectly include this file:

### Classes

- struct [data::LockedAccess](#)

*Struct for wrapping the basic `FILE` locked functions for reading and writing defined in `stdio.h`.*

- struct [data::UnlockedAccess](#)

*Struct for wrapping the basic `FILE` unlocked functions for reading and writing defined in `stdio_ext.h`.*

- class [data::BaseFile](#)< [IO](#) >

*This is a wrapper class for the `FILE` functions that provides all the functionality to handle files safely.*

## Namespaces

- [data](#)

*Contains a set of classes to easy the handling of data and files, as well as the serialization.*

## Typedefs

- typedef BaseFile< LockedAccess > [data::File](#)

*Specialization of the class [BaseFile](#) with locked access.*

- typedef BaseFile< UnlockedAccess > [data::FastFile](#)

*Specialization of the class [BaseFile](#) with unlocked access.*

## 7.16 data/file\_segment.cc File Reference

```
#include "file_segment.h"
```

Include dependency graph for file\_segment.cc:

## Namespaces

- [data](#)

*Contains a set of classes to easy the handling of data and files, as well as the serialization.*

## 7.17 data/file\_segment.h File Reference

```
#include <iostream>
```

```
#include <stdint.h>
```

```
#include <assert.h>
```

Include dependency graph for file\_segment.h: This graph shows which files directly or indirectly include this file:

## Classes

- class [data::FileSegment](#)

*Identifies a data segment of a file.*

## Namespaces

- [data](#)

*Contains a set of classes to easy the handling of data and files, as well as the serialization.*

## 7.18 data/serialize.cc File Reference

```
#include "serialize.h"
```

Include dependency graph for serialize.cc:

## 7.19 data/serialize.h File Reference

```
#include <stdint.h>
#include <string>
#include <vector>
#include <map>
#include "file.h"
```

Include dependency graph for `serialize.h`: This graph shows which files directly or indirectly include this file:

### Classes

- struct [data::InputOperator](#)  
*This struct identifies a basic input operator to be applied to a `File` object.*
- struct [data::OutputOperator](#)  
*This struct identifies a basic output operator to be applied to a `File` object.*
- class [data::BaseStream< StreamClass, StreamOperator >](#)  
*This template is used as the base for the input/output stream classes.*
- struct [data::Serializer< T >](#)  
*This template class allows to define a "serializer".*
- class [data::InputStream](#)  
*Specialization of the [BaseStream](#) for input serializations.*
- class [data::OutputStream](#)  
*Specialization of the [BaseStream](#) for output serializations.*
- struct [data::Serializer< bool >](#)  
*[Serializer](#) for the `bool` type.*
- struct [data::Serializer< int >](#)  
*[Serializer](#) for the `int` type.*
- struct [data::Serializer< uint64\\_t >](#)  
*[Serializer](#) for the `uint64_t` type.*
- struct [data::Serializer< string >](#)  
*[Serializer](#) for the `string` class.*
- struct [data::Serializer< vector< T > >](#)  
*[Serializer](#) for the `vector` class.*
- struct [data::Serializer< multimap< string, int > >](#)  
*[Serializer](#) for the `multimap<string, int>` class.*

### Namespaces

- [data](#)  
*Contains a set of classes to easy the handling of data and files, as well as the serialization.*

## 7.20 data/vint\_vector.cc File Reference

```
#include "vint_vector.h"
```

Include dependency graph for `vint_vector.cc`:

## 7.21 data/vint\_vector.h File Reference

```
#include <vector>
#include <stdint.h>
#include <assert.h>
#include <algorithm>
```

Include dependency graph for vint\_vector.h: This graph shows which files directly or indirectly include this file:

### Classes

- class [data::vint\\_vector](#)

*This class has been implemented with the same philosophy that the class STL vector, but specifically designed to store integers with a length in bytes that can be not multiple from 2 (e.g.*

### Namespaces

- [data](#)

*Contains a set of classes to easy the handling of data and files, as well as the serialization.*

## 7.22 esa\_jpip\_server.cc File Reference

```
#include <sys/wait.h>
#include <signal.h>
#include "trace.h"
#include "version.h"
#include "app_info.h"
#include "app_config.h"
#include "args_parser.h"
#include "client_info.h"
#include "client_manager.h"
#include "net/poll_table.h"
#include "net/socket_stream.h"
#include "jpeg2000/file_manager.h"
#include "jpeg2000/index_manager.h"
```

Include dependency graph for esa\_jpip\_server.cc:

### Macros

- #define [SERVER\\_NAME](#) "ESA JPIP Server"
- #define [SERVER\\_APP\\_NAME](#) "esa\_jpip\_server"
- #define [CONFIG\\_FILE](#) "server.cfg"
- #define [POLLRDHUP](#) (0)

### Functions

- int [ChildProcess](#) ()
- void \* [ClientThread](#) (void \*arg)
- bool [ParseArguments](#) (int argc, char \*\*argv)
- void [SIGCHLD\\_handler](#) (int signal)
- int [main](#) (int argc, char \*\*argv)

## Variables

- [AppConfig cfg](#)
- int [base\\_id](#) = 0
- [AppInfo app\\_info](#)
- [Socket child\\_socket](#)
- [PollTable poll\\_table](#)
- bool [child\\_lost](#) = false
- [IndexManager index\\_manager](#)
- [UnixAddress child\\_address](#) ("/tmp/child\_unix\_address")
- [UnixAddress father\\_address](#) ("/tmp/father\_unix\_address")

## 7.22.1 Macro Definition Documentation

7.22.1.1 `#define CONFIG_FILE "server.cfg"`

7.22.1.2 `#define POLLRDHUP (0)`

7.22.1.3 `#define SERVER_APP_NAME "esa_jpip_server"`

7.22.1.4 `#define SERVER_NAME "ESA JPIP Server"`

## 7.22.2 Function Documentation

7.22.2.1 `int ChildProcess ( )`

Here is the call graph for this function:

Here is the caller graph for this function:

7.22.2.2 `void * ClientThread ( void * arg )`

Here is the call graph for this function:

Here is the caller graph for this function:

7.22.2.3 `int main ( int argc, char ** argv )`

Here is the call graph for this function:

7.22.2.4 `bool ParseArguments ( int argc, char ** argv )`

7.22.2.5 `void SIGCHLD_handler ( int signal )`

Here is the caller graph for this function:

## 7.22.3 Variable Documentation

7.22.3.1 `AppInfo app_info`

7.22.3.2 `int base_id = 0`

7.22.3.3 `AppConfig cfg`

7.22.3.4 **UnixAddress** child\_address("/tmp/child\_unix\_address")

7.22.3.5 **bool** child\_lost = false

7.22.3.6 **Socket** child\_socket

7.22.3.7 **UnixAddress** father\_address("/tmp/father\_unix\_address")

7.22.3.8 **IndexManager** index\_manager

7.22.3.9 **PollTable** poll\_table

## 7.23 http/header.cc File Reference

```
#include "header.h"
```

Include dependency graph for header.cc:

### Namespaces

- [http](#)

*Contains the definition of a set of classes for working easily with the protocol HTTP.*

## 7.24 http/header.h File Reference

```
#include <string.h>
```

```
#include <iostream>
```

```
#include <assert.h>
```

```
#include "protocol.h"
```

Include dependency graph for header.h: This graph shows which files directly or indirectly include this file:

### Classes

- class [http::HeaderName](#)

*Container for the strings associated to the most common HTTP headers, used for the specialization of the class [HeaderBase](#).*

- class [http::HeaderBase< NAME >](#)

*Template class used to identify a HTTP header.*

- class [http::HeaderBase< HeaderName::UNDEFINED >](#)

*Specialization of the [HeaderBase](#) template class with the [HeaderName : : UNDEFINED](#) value.*

- class [http::Header](#)

*Class used to handle a HTTP header.*

### Namespaces

- [http](#)

*Contains the definition of a set of classes for working easily with the protocol HTTP.*

## 7.25 http/http.h File Reference

### Namespaces

- [http](#)

*Contains the definition of a set of classes for working easily with the protocol HTTP.*

## 7.26 http/protocol.cc File Reference

```
#include "protocol.h"
```

Include dependency graph for protocol.cc:

### Namespaces

- [http](#)

*Contains the definition of a set of classes for working easily with the protocol HTTP.*

## 7.27 http/protocol.h File Reference

```
#include <string>
#include <iostream>
#include <assert.h>
```

Include dependency graph for protocol.h: This graph shows which files directly or indirectly include this file:

### Classes

- class [http::Protocol](#)

*Class used to identify the HTTP protocol.*

### Namespaces

- [http](#)

*Contains the definition of a set of classes for working easily with the protocol HTTP.*

## 7.28 http/request.cc File Reference

```
#include "trace.h"
#include "request.h"
```

Include dependency graph for request.cc:

### Namespaces

- [http](#)

*Contains the definition of a set of classes for working easily with the protocol HTTP.*

### Functions

- istream & [http::operator>>](#) (istream &in, Request &request)
- ostream & [http::operator<<](#) (ostream &out, const Request &request)



## 7.29 jpip/request.cc File Reference

```
#include "trace.h"
#include "request.h"
Include dependency graph for request.cc:
```

### Namespaces

- [jpip](#)

*Set of classes related to the JPIP protocol, defined in the Part 9 of the JPEG2000 standard.*

## 7.30 http/request.h File Reference

```
#include <map>
#include <string>
#include <vector>
#include <sstream>
#include <iostream>
#include <stdlib.h>
#include "header.h"
#include "protocol.h"
```

Include dependency graph for request.h: This graph shows which files directly or indirectly include this file:

### Classes

- class [http::Request](#)

*Class used to identify a HTTP request (GET or POST).*

### Namespaces

- [http](#)

*Contains the definition of a set of classes for working easily with the protocol HTTP.*

## 7.31 jpip/request.h File Reference

```
#include <vector>
#include <string>
#include <iostream>
#include "jpip/woi.h"
#include "jpip/cache_model.h"
#include "http/request.h"
#include "jpeg2000/point.h"
#include "jpeg2000/coding_parameters.h"
#include <string.h>
```

Include dependency graph for request.h: This graph shows which files directly or indirectly include this file:

### Classes

- class [jpip::Request](#)

*Class derived from the HTTP [Request](#) class that contains the required code for properly analyzing a JPIP request, when this protocol is used over the HTTP.*

- union [jpip::Request::ParametersMask](#)

*Union used to control the presence of the different JPIP parameters in a request.*

## Namespaces

- [jpip](#)

*Set of classes related to the JPIP protocol, defined in the Part 9 of the JPEG2000 standard.*

## 7.32 http/response.cc File Reference

```
#include "response.h"
```

Include dependency graph for response.cc:

## Namespaces

- [http](#)

*Contains the definition of a set of classes for working easily with the protocol HTTP.*

## 7.33 http/response.h File Reference

```
#include <map>
#include <string>
#include <sstream>
#include <iostream>
#include "protocol.h"
```

Include dependency graph for response.h: This graph shows which files directly or indirectly include this file:

## Classes

- class [http::Response](#)
- class [http::Response::StatusCodesInitializer](#)

*Class used to identify a HTTP response.*

*Class used for the initializer.*

## Namespaces

- [http](#)

*Contains the definition of a set of classes for working easily with the protocol HTTP.*

## 7.34 ipc/event.cc File Reference

```
#include <errno.h>
#include <assert.h>
#include <sys/time.h>
#include "event.h"
```

Include dependency graph for event.cc:

## Namespaces

- [ipc](#)

*Contains classes for working with the IPC mechanisms available in Linux using the `pthread` library.*

## 7.35 ipc/event.h File Reference

```
#include <pthread.h>
#include "ipc_object.h"
```

Include dependency graph for event.h: This graph shows which files directly or indirectly include this file:

## Classes

- class [ipc::Event](#)

*IPC object that offers the functionality of an event (Windows IPC object), implemented by means of a combination of the `pthread` mutex and conditional variables API.*

## Namespaces

- [ipc](#)

*Contains classes for working with the IPC mechanisms available in Linux using the `pthread` library.*

## 7.36 ipc/ipc.h File Reference

## Namespaces

- [ipc](#)

*Contains classes for working with the IPC mechanisms available in Linux using the `pthread` library.*

## 7.37 ipc/ipc\_object.cc File Reference

```
#include "ipc_object.h"
```

Include dependency graph for ipc\_object.cc:

## 7.38 ipc/ipc\_object.h File Reference

```
#include "trl_compat.h"
```

Include dependency graph for ipc\_object.h: This graph shows which files directly or indirectly include this file:

## Classes

- class [ipc::IPCObject](#)

*Class base of all the IPC classes that has the basic operations (`Init`, `Wait` and `Dispose`) to be overloaded.*

## Namespaces

- [ipc](#)

*Contains classes for working with the IPC mechanisms available in Linux using the `pthread` library.*

## Enumerations

- enum [ipc::WaitResult](#) { [ipc::WAIT\\_OBJECT](#) = 0, [ipc::WAIT\\_TIMEOUT](#), [ipc::WAIT\\_ERROR](#) }

*Enumeration of the possible values returned when a wait operation is performed for an IPC object.*

## 7.39 ipc/mutex.cc File Reference

```
#include <assert.h>
#include <errno.h>
#include <sched.h>
#include "mutex.h"
```

Include dependency graph for mutex.cc:

## Namespaces

- [ipc](#)

*Contains classes for working with the IPC mechanisms available in Linux using the `pthread` library.*

## 7.40 ipc/mutex.h File Reference

```
#include <pthread.h>
#include "ipc_object.h"
```

Include dependency graph for mutex.h: This graph shows which files directly or indirectly include this file:

## Classes

- class [ipc::Mutex](#)

*IPC object that offers the functionality of a mutex, implemented by means of the `pthread` mutex API.*

## Namespaces

- [ipc](#)

*Contains classes for working with the IPC mechanisms available in Linux using the `pthread` library.*

## 7.41 ipc/rdwr\_lock.cc File Reference

```
#include "rdwr_lock.h"
#include <assert.h>
#include <errno.h>
#include <sched.h>
#include <iostream>
```

Include dependency graph for rdwr\_lock.cc:

## Namespaces

- [ipc](#)

*Contains classes for working with the IPC mechanisms available in Linux using the `pthread` library.*

## 7.42 ipc/rdwr\_lock.h File Reference

```
#include <pthread.h>
#include "ipc_object.h"
```

Include dependency graph for rdwr\_lock.h: This graph shows which files directly or indirectly include this file:

### Classes

- class [ipc::RdWrLock](#)

*IPC object that offers the functionality of a read/write lock, implemented by means of the pthread rwlock API.*

### Namespaces

- [ipc](#)

*Contains classes for working with the IPC mechanisms available in Linux using the pthread library.*

## 7.43 jpeg2000/codestream\_index.cc File Reference

```
#include "codestream_index.h"
```

Include dependency graph for codestream\_index.cc:

## 7.44 jpeg2000/codestream\_index.h File Reference

```
#include <vector>
#include "base.h"
#include "data/file_segment.h"
```

Include dependency graph for codestream\_index.h: This graph shows which files directly or indirectly include this file:

### Classes

- class [jpeg2000::CodestreamIndex](#)

*Class used for indexing the information of a JPEG2000 codestream.*

### Namespaces

- [jpeg2000](#)

*Set of classes for handling (reading and indexing) image files with the format defined in the Part 1 and 2 of the JPEG2000 standard.*

## 7.45 jpeg2000/coding\_parameters.cc File Reference

```
#include "coding_parameters.h"
```

Include dependency graph for coding\_parameters.cc:

## Namespaces

- [jpeg2000](#)

*Set of classes for handling (reading and indexing) image files with the format defined in the Part 1 and 2 of the JPEG2000 standard.*

## 7.46 jpeg2000/coding\_parameters.h File Reference

```
#include <vector>
#include <math.h>
#include "trl_compat.h"
#include "base.h"
#include "point.h"
#include "trace.h"
#include "packet.h"
```

Include dependency graph for coding\_parameters.h: This graph shows which files directly or indirectly include this file:

## Classes

- class [jpeg2000::CodingParameters](#)

*Contains the coding parameters of a JPEG2000 image codestream.*

## Namespaces

- [jpeg2000](#)

*Set of classes for handling (reading and indexing) image files with the format defined in the Part 1 and 2 of the JPEG2000 standard.*

## 7.47 jpeg2000/file\_manager.cc File Reference

```
#include "file_manager.h"
#include "trace.h"
```

Include dependency graph for file\_manager.cc:

## Namespaces

- [jpeg2000](#)

*Set of classes for handling (reading and indexing) image files with the format defined in the Part 1 and 2 of the JPEG2000 standard.*

## Macros

- #define [EOC\\_MARKER](#) 0xFFD9
- #define [SOC\\_MARKER](#) 0xFF4F
- #define [SIZ\\_MARKER](#) 0xFF51
- #define [COD\\_MARKER](#) 0xFF52
- #define [SOT\\_MARKER](#) 0xFF90
- #define [PLT\\_MARKER](#) 0xFF58
- #define [SOD\\_MARKER](#) 0xFF93

- `#define JP2C_BOX_ID 0x6A703263`
- `#define XML_BOX_ID 0x786D6C20`
- `#define ASOC_BOX_ID 0x61736F63`
- `#define NLST_BOX_ID 0x6E6C7374`
- `#define JPCH_BOX_ID 0x6A706368`
- `#define FTBL_BOX_ID 0x6674626C`
- `#define DBTL_BOX_ID 0x6474626C`
- `#define URL_BOX_ID 0x75726C20`
- `#define FLST_BOX_ID 0x666C7374`

### 7.47.1 Macro Definition Documentation

7.47.1.1 `#define ASOC_BOX_ID 0x61736F63`

7.47.1.2 `#define COD_MARKER 0xFF52`

7.47.1.3 `#define DBTL_BOX_ID 0x6474626C`

7.47.1.4 `#define EOC_MARKER 0xFFD9`

7.47.1.5 `#define FLST_BOX_ID 0x666C7374`

7.47.1.6 `#define FTBL_BOX_ID 0x6674626C`

7.47.1.7 `#define JP2C_BOX_ID 0x6A703263`

7.47.1.8 `#define JPCH_BOX_ID 0x6A706368`

7.47.1.9 `#define NLST_BOX_ID 0x6E6C7374`

7.47.1.10 `#define PLT_MARKER 0xFF58`

7.47.1.11 `#define SIZ_MARKER 0xFF51`

7.47.1.12 `#define SOC_MARKER 0xFF4F`

7.47.1.13 `#define SOD_MARKER 0xFF93`

7.47.1.14 `#define SOT_MARKER 0xFF90`

7.47.1.15 `#define URL_BOX_ID 0x75726C20`

7.47.1.16 `#define XML_BOX_ID 0x786D6C20`

## 7.48 jpeg2000/file\_manager.h File Reference

```
#include <sys/stat.h>
#include "data/serialize.h"
#include "image_info.h"
```

Include dependency graph for file\_manager.h: This graph shows which files directly or indirectly include this file:

### Classes

- class `jpeg2000::FileManager`

*Manages the image files of a repository, allowing read their indexing information, with a caching mechanism for efficiency.*

## Namespaces

- [jpeg2000](#)

*Set of classes for handling (reading and indexing) image files with the format defined in the Part 1 and 2 of the JPEG2000 standard.*

## 7.49 jpeg2000/image\_index.cc File Reference

```
#include "trace.h"
#include "image_index.h"
Include dependency graph for image_index.cc:
```

## Namespaces

- [jpeg2000](#)

*Set of classes for handling (reading and indexing) image files with the format defined in the Part 1 and 2 of the JPEG2000 standard.*

## 7.50 jpeg2000/image\_index.h File Reference

```
#include "trace.h"
#include <list>
#include <vector>
#include "base.h"
#include "range.h"
#include "image_info.h"
#include "packet_index.h"
#include "ipc/rdwr_lock.h"
Include dependency graph for image_index.h: This graph shows which files directly or indirectly include this file:
```

## Classes

- class [jpeg2000::ImageIndex](#)

*Contains the indexing information of a JPEG2000 image file that is managed by the index manager.*

## Namespaces

- [jpeg2000](#)

*Set of classes for handling (reading and indexing) image files with the format defined in the Part 1 and 2 of the JPEG2000 standard.*

## 7.51 jpeg2000/image\_info.cc File Reference

```
#include "image_info.h"
Include dependency graph for image_info.cc:
```



## 7.52 jpeg2000/image\_info.h File Reference

```
#include <map>
#include "base.h"
#include "data/file.h"
#include "codestream_index.h"
#include "coding_parameters.h"
#include "meta_data.h"
```

Include dependency graph for image\_info.h: This graph shows which files directly or indirectly include this file:

### Classes

- class [jpeg2000::ImageInfo](#)  
*Contains the indexing information of a JPEG2000 image.*

### Namespaces

- [jpeg2000](#)  
*Set of classes for handling (reading and indexing) image files with the format defined in the Part 1 and 2 of the JPEG2000 standard.*

## 7.53 jpeg2000/index\_manager.cc File Reference

```
#include <assert.h>
#include "trace.h"
#include "index_manager.h"
Include dependency graph for index_manager.cc:
```

### Namespaces

- [jpeg2000](#)  
*Set of classes for handling (reading and indexing) image files with the format defined in the Part 1 and 2 of the JPEG2000 standard.*

## 7.54 jpeg2000/index\_manager.h File Reference

```
#include <list>
#include "ipc/mutex.h"
#include "image_index.h"
#include "file_manager.h"
```

Include dependency graph for index\_manager.h: This graph shows which files directly or indirectly include this file:

### Classes

- class [jpeg2000::IndexManager](#)  
*Manages the indexing information of a repository fo images.*

## Namespaces

- [jpeg2000](#)

*Set of classes for handling (reading and indexing) image files with the format defined in the Part 1 and 2 of the JPEG2000 standard.*

## 7.55 jpeg2000/jpeg2000.h File Reference

### Namespaces

- [jpeg2000](#)

*Set of classes for handling (reading and indexing) image files with the format defined in the Part 1 and 2 of the JPEG2000 standard.*

## 7.56 jpeg2000/meta\_data.cc File Reference

```
#include "meta_data.h"
```

Include dependency graph for meta\_data.cc:

## 7.57 jpeg2000/meta\_data.h File Reference

```
#include <vector>
#include "base.h"
#include "jpeg2000/place_holder.h"
```

Include dependency graph for meta\_data.h: This graph shows which files directly or indirectly include this file:

### Classes

- class [jpeg2000::Metadata](#)

*Contains the indexing information associated to the meta-data of a JPEG2000 image file.*

### Namespaces

- [jpeg2000](#)

*Set of classes for handling (reading and indexing) image files with the format defined in the Part 1 and 2 of the JPEG2000 standard.*

## 7.58 jpeg2000/packet.cc File Reference

```
#include "packet.h"
```

Include dependency graph for packet.cc:

## 7.59 jpeg2000/packet.h File Reference

```
#include "point.h"
```

Include dependency graph for packet.h: This graph shows which files directly or indirectly include this file:

## Classes

- class [jpeg2000::Packet](#)  
*Contains the information of a packet.*

## Namespaces

- [jpeg2000](#)  
*Set of classes for handling (reading and indexing) image files with the format defined in the Part 1 and 2 of the JPEG2000 standard.*

## 7.60 jpeg2000/packet\_index.cc File Reference

```
#include "packet_index.h"
```

Include dependency graph for packet\_index.cc:

## 7.61 jpeg2000/packet\_index.h File Reference

```
#include "data/vint_vector.h"
```

```
#include "data/file_segment.h"
```

Include dependency graph for packet\_index.h: This graph shows which files directly or indirectly include this file:

## Classes

- class [jpeg2000::PacketIndex](#)  
*Class used for indexing the packets of a codestream image.*

## Namespaces

- [jpeg2000](#)  
*Set of classes for handling (reading and indexing) image files with the format defined in the Part 1 and 2 of the JPEG2000 standard.*

## 7.62 jpeg2000/place\_holder.cc File Reference

```
#include "place_holder.h"
```

Include dependency graph for place\_holder.cc:

## 7.63 jpeg2000/place\_holder.h File Reference

```
#include "data/file_segment.h"
```

Include dependency graph for place\_holder.h: This graph shows which files directly or indirectly include this file:

## Classes

- class [jpeg2000::PlaceHolder](#)  
*Contains the information of a place-holder.*

## Namespaces

- [jpeg2000](#)

*Set of classes for handling (reading and indexing) image files with the format defined in the Part 1 and 2 of the JPEG2000 standard.*

## 7.64 jpeg2000/point.cc File Reference

```
#include "point.h"
```

Include dependency graph for point.cc:

## 7.65 jpeg2000/point.h File Reference

```
#include <iostream>
```

Include dependency graph for point.h: This graph shows which files directly or indirectly include this file:

## Classes

- class [jpeg2000::Point](#)

*Represents a couple of integer values that can be used to identify a coordinate as well as a size.*

## Namespaces

- [jpeg2000](#)

*Set of classes for handling (reading and indexing) image files with the format defined in the Part 1 and 2 of the JPEG2000 standard.*

## Typedefs

- typedef Point [jpeg2000::Size](#)

*It is a synonymous of the class [Point](#).*

## 7.66 jpeg2000/range.cc File Reference

```
#include "range.h"
```

Include dependency graph for range.cc:

## 7.67 jpeg2000/range.h File Reference

```
#include <iostream>
```

```
#include <assert.h>
```

Include dependency graph for range.h: This graph shows which files directly or indirectly include this file:

## Classes

- class [jpeg2000::Range](#)

*Represents a range of integer values, defined by two values, first and last, which are assumed to be included in the range.*

## Namespaces

- [jpeg2000](#)

*Set of classes for handling (reading and indexing) image files with the format defined in the Part 1 and 2 of the JPEG2000 standard.*

## 7.68 jpip/cache\_model.cc File Reference

```
#include "cache_model.h"
```

Include dependency graph for cache\_model.cc:

## 7.69 jpip/cache\_model.h File Reference

```
#include <vector>
#include <iostream>
#include <limits.h>
#include "base.h"
#include "jpip/jpip.h"
#include "data/serialize.h"
```

Include dependency graph for cache\_model.h: This graph shows which files directly or indirectly include this file:

## Classes

- struct [jpip::DataBinSelector< BIN\\_CLASS >](#)  
*Template class that is specialized for allowing basic operations (add and get) with cache models depending on the data-bin classes.*
- class [jpip::CacheModel](#)  
*The cache model of a JPIP client is handled using this class.*
- class [jpip::CacheModel::Codestream](#)  
*Sub-class of the cache model class used to identify a codestream.*
- struct [jpip::DataBinSelector< DataBinClass::META\\_DATA >](#)
- struct [jpip::DataBinSelector< DataBinClass::MAIN\\_HEADER >](#)
- struct [jpip::DataBinSelector< DataBinClass::TILE\\_HEADER >](#)
- struct [jpip::DataBinSelector< DataBinClass::PRECINCT >](#)

## Namespaces

- [jpip](#)

*Set of classes related to the JPIP protocol, defined in the Part 9 of the JPEG2000 standard.*

## 7.70 jpip/databin\_server.cc File Reference

```
#include "databin_server.h"
#include "data/file_segment.h"
```

Include dependency graph for databin\_server.cc:

## Namespaces

- [jpip](#)

*Set of classes related to the JPIP protocol, defined in the Part 9 of the JPEG2000 standard.*

## 7.71 jpip/databin\_server.h File Reference

```
#include <utility>
#include "trace.h"
#include "data/file.h"
#include "jpip/woi.h"
#include "jpip/request.h"
#include "jpip/cache_model.h"
#include "jpip/woi_composer.h"
#include "jpip/databin_writer.h"
#include "jpeg2000/range.h"
#include "jpeg2000/image_index.h"
```

Include dependency graph for databin\_server.h: This graph shows which files directly or indirectly include this file:

### Classes

- class [jpip::DataBinServer](#)

*Contains the core functionality of a (JPIP) data-bin server, which maintains a cache model and is capable of generating data chunks of variable length;.*

### Namespaces

- [jpip](#)

*Set of classes related to the JPIP protocol, defined in the Part 9 of the JPEG2000 standard.*

## 7.72 jpip/databin\_writer.cc File Reference

```
#include "databin_writer.h"
```

Include dependency graph for databin\_writer.cc:

### Namespaces

- [jpip](#)

*Set of classes related to the JPIP protocol, defined in the Part 9 of the JPEG2000 standard.*

## 7.73 jpip/databin\_writer.h File Reference

```
#include <stdint.h>
#include "jpip.h"
#include "data/file.h"
#include "data/file_segment.h"
#include "jpeg2000/place_holder.h"
```

Include dependency graph for databin\_writer.h: This graph shows which files directly or indirectly include this file:

### Classes

- class [jpip::DataBinWriter](#)

*Class used to generate data-bin segments and write them into a memory buffer.*

## Namespaces

- [jpip](#)

*Set of classes related to the JPIP protocol, defined in the Part 9 of the JPEG2000 standard.*

## 7.74 jpip/jpip.cc File Reference

```
#include "jpip.h"
```

Include dependency graph for jpip.cc:

## Namespaces

- [jpip](#)

*Set of classes related to the JPIP protocol, defined in the Part 9 of the JPEG2000 standard.*

## 7.75 jpip/jpip.h File Reference

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

## Classes

- class [jpip::DataBinClass](#)

*Class that contains the definitions of all the data-bin classes defined for the JPIP protocol.*

- class [jpip::EOR](#)

*Class that contains all the definitions of the EOF messages defined for the JPIP protocol.*

## Namespaces

- [jpip](#)

*Set of classes related to the JPIP protocol, defined in the Part 9 of the JPEG2000 standard.*

## 7.76 jpip/woi.cc File Reference

```
#include "woi.h"
```

Include dependency graph for woi.cc:

## 7.77 jpip/woi.h File Reference

```
#include <iostream>
```

```
#include "jpeg2000/point.h"
```

Include dependency graph for woi.h: This graph shows which files directly or indirectly include this file:

## Classes

- class [jpip::WOI](#)

*Class that identifies a [WOI](#) (Window Of Interest).*

## Namespaces

- [jpip](#)

*Set of classes related to the JPIP protocol, defined in the Part 9 of the JPEG2000 standard.*

## 7.78 jpip/woi\_composer.cc File Reference

## 7.79 jpip/woi\_composer.h File Reference

```
#include "woi.h"
#include "jpeg2000/packet.h"
#include "jpeg2000/coding_parameters.h"
```

Include dependency graph for woi\_composer.h: This graph shows which files directly or indirectly include this file:

## Classes

- class [jpip::WOIComposer](#)

*By means of this class it is possible to find out the which packets of an image are associated to a [WOI](#).*

## Namespaces

- [jpip](#)

*Set of classes related to the JPIP protocol, defined in the Part 9 of the JPEG2000 standard.*

## 7.80 net/address.cc File Reference

```
#include "address.h"
```

Include dependency graph for address.cc:

## 7.81 net/address.h File Reference

```
#include <string>
#include <sys/socket.h>
#include <netinet/in.h>
#include <arpa/inet.h>
#include <netdb.h>
#include <stdlib.h>
#include <string.h>
#include <sys/un.h>
#include <unistd.h>
```

Include dependency graph for address.h: This graph shows which files directly or indirectly include this file:

## Classes

- class [net::Address](#)

*Abstract base class to wrap the `sockaddr` derived structures.*

- class [net::InetAddress](#)

*Class to identify and handle an Internet address.*

- class [net::UnixAddress](#)



*Class to identify and handle an UNIX address.*

## Namespaces

- [net](#)

*Contains classes to easy the utilization of sockets, specially implemented for UNIX systems.*

## 7.82 net/net.h File Reference

### Namespaces

- [net](#)

*Contains classes to easy the utilization of sockets, specially implemented for UNIX systems.*

## 7.83 net/poll\_table.cc File Reference

```
#include "poll_table.h"
```

Include dependency graph for poll\_table.cc:

## 7.84 net/poll\_table.h File Reference

```
#include <vector>
```

```
#include <poll.h>
```

```
#include <algorithm>
```

Include dependency graph for poll\_table.h: This graph shows which files directly or indirectly include this file:

### Classes

- struct [net::PollFD](#)

*Wrapper structure for the structure `pollfd` used by the kernel `poll` functions.*

- class [net::PollTable](#)

*This class allows to perform polls easily over a vector of descriptors.*

### Namespaces

- [net](#)

*Contains classes to easy the utilization of sockets, specially implemented for UNIX systems.*

## 7.85 net/socket.cc File Reference

```
#include <fcntl.h>
```

```
#include <sys/time.h>
#include <sys/types.h>
#include <unistd.h>
#include <string.h>
#include <sys/socket.h>
#include <sys/un.h>
#include <assert.h>
#include "socket.h"
#include "poll_table.h"
Include dependency graph for socket.cc:
```

## Namespaces

- [net](#)

*Contains classes to easy the utilization of sockets, specially implemented for UNIX systems.*

## Macros

- `#define` [POLLRDHUP](#) (0)

### 7.85.1 Macro Definition Documentation

#### 7.85.1.1 `#define` [POLLRDHUP](#) (0)

## 7.86 net/socket.h File Reference

```
#include <sys/socket.h>
#include <sys/types.h>
#include <sys/time.h>
#include <sys/times.h>
#include <unistd.h>
#include <netinet/in.h>
#include <netinet/tcp.h>
#include <arpa/inet.h>
#include <netdb.h>
#include <string>
#include "address.h"
```

Include dependency graph for socket.h: This graph shows which files directly or indirectly include this file:

## Classes

- class [net::Socket](#)

*This class has been designed to work with UNIX sockets in an easy and object oriented way.*

## Namespaces

- [net](#)

*Contains classes to easy the utilization of sockets, specially implemented for UNIX systems.*

## 7.87 net/socket\_stream.cc File Reference

```
#include "socket_stream.h"
```

Include dependency graph for socket\_stream.cc:

## 7.88 net/socket\_stream.h File Reference

```
#include <iostream>
```

```
#include <stdio.h>
```

```
#include <string.h>
```

```
#include "socket.h"
```

Include dependency graph for socket\_stream.h: This graph shows which files directly or indirectly include this file:

### Classes

- class [net::SocketBuffer](#)

*Class derived from the STL `std::streambuf` to allow streaming with sockets.*

- class [net::SocketStream](#)

*Class derived from `std::iostream` and [SocketBuffer](#) that represents a socket stream.*

### Namespaces

- [net](#)

*Contains classes to easy the utilization of sockets, specially implemented for UNIX systems.*

## 7.89 packet\_information.cc File Reference

```
#include "trace.h"
```

```
#include "app_config.h"
```

```
#include "jpip/woi_composer.h"
```

```
#include "jpeg2000/index_manager.h"
```

Include dependency graph for packet\_information.cc:

### Classes

- struct [ui](#)

### Functions

- int [main](#) (void)

#### 7.89.1 Function Documentation

##### 7.89.1.1 int main ( void )

Here is the call graph for this function:

## 7.90 tr1\_compat.h File Reference

```
#include <tr1/memory>
```

Include dependency graph for tr1\_compat.h: This graph shows which files directly or indirectly include this file:

### Macros

- #define [SHARED\\_PTR](#) std::tr1::shared\_ptr

### 7.90.1 Macro Definition Documentation

7.90.1.1 #define [SHARED\\_PTR](#) std::tr1::shared\_ptr

## 7.91 trace.cc File Reference

```
#include "trace.h"
```

Include dependency graph for trace.cc:

## 7.92 trace.h File Reference

```
#include <string>
#include <iostream>
#include <log4cpp/Category.hh>
#include <log4cpp/FileAppender.hh>
#include <log4cpp/PatternLayout.hh>
#include <log4cpp/OstreamAppender.hh>
```

Include dependency graph for trace.h: This graph shows which files directly or indirectly include this file:

### Classes

- class [TraceSystem](#)

*Wrapper used by the application to handle the log/trace messages by means of the log4cpp library.*

### Macros

- #define [LOG4CPP\\_FIX\\_ERROR\\_COLLISION](#) 1
- #define [\\_RED](#) "31m"
- #define [\\_GREEN](#) "32m"
- #define [\\_YELLOW](#) "33m"
- #define [\\_BLUE](#) "34m"
- #define [\\_SET\\_COLOR](#)(a) "\033[" a
- #define [\\_RESET\\_COLOR](#)() "\033[0m"
- #define [LOG](#)(a) ([TraceSystem::logStream](#)() << a << [log4cpp::eol](#))
- #define [LOGC](#)(c, a) ([TraceSystem::logStream](#)() << [\\_SET\\_COLOR](#)(c) << a << [\\_RESET\\_COLOR](#)() << [log4cpp::eol](#))
- #define [ERROR](#)(a) ([TraceSystem::errorStream](#)() << [\\_SET\\_COLOR](#)([\\_RED](#)) << [\\_\\_FILE\\_\\_](#) << ":" << [\\_\\_](#)↵  
LINE\_\_ << ": ERROR: " << a << [\\_RESET\\_COLOR](#)() << [log4cpp::eol](#))
- #define [TRACE](#)(a) {}
- #define [CERR](#)(a) (cerr << [\\_SET\\_COLOR](#)([\\_RED](#)) << a << "!" << [\\_RESET\\_COLOR](#)() << endl, -1)

## 7.92.1 Macro Definition Documentation

7.92.1.1 `#define _BLUE "34m"`

7.92.1.2 `#define _GREEN "32m"`

7.92.1.3 `#define _RED "31m"`

7.92.1.4 `#define _RESET_COLOR( ) "\033[0m"`

7.92.1.5 `#define _SET_COLOR( a ) "\033[" a`

7.92.1.6 `#define _YELLOW "33m"`

7.92.1.7 `#define CERR( a ) (cerr << _SET_COLOR(_RED) << a << "!" << _RESET_COLOR() << endl, -1)`

7.92.1.8 `#define ERROR( a )(TraceSystem::errorStream() << _SET_COLOR(_RED) << __FILE__ << ":" << __LINE__ << ": ERROR: " << a << _RESET_COLOR() << log4cpp::eol)`

7.92.1.9 `#define LOG( a )(TraceSystem::logStream() << a << log4cpp::eol)`

7.92.1.10 `#define LOG4CPP_FIX_ERROR_COLLISION 1`

7.92.1.11 `#define LOGC( c, a )(TraceSystem::logStream() << _SET_COLOR(c) << a << _RESET_COLOR() << log4cpp::eol)`

7.92.1.12 `#define TRACE( a ) {}`

## 7.93 version.h File Reference

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

### Macros

- `#define VERSION "0.2"`

## 7.93.1 Macro Definition Documentation

7.93.1.1 `#define VERSION "0.2"`



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